



WASTELANDS: CORE RULEBOOK VERSION 5.0

Completed February, 2013

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Wastelands owes much of its rules, structure, and spirit to the Exiles western Live-Action Roleplaying Game. Wastelands would not exist today without the kindness, advice, and support from Benson Green, Karin and Ryan Strippel, and the rest of the Exiles players.

“...After the torchlight red on sweaty faces
After the frosty silence in the gardens
After the agony in stony places
The shouting and the crying
Prison and palace and reverberation
Of thunder of spring over distant mountains
He who was living is now dead
We who were living are now dying
With a little patience”

--TS Eliot “The Waste Land”

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***All content highlighted in RED indicates a ratification, update, change, alteration or inclusion. Some of these are rules changes, others are added content and information.**

****Denotes that a section was moved.**

INTRODUCTION

Near the end of the 22nd century, the world changed. Cities died in atomic fire, triggered by fools and arrogant tyrants. Corporations became more powerful than nations, and greedily divided the world up among them. Much of the remaining human race now lives in corporate enclaves, massive walled cities that are sanitized and sterile. Wars are fought between corporations now, and nations are a thing of the past. And magic has returned.

Abnormal children are being born to perfectly normal human couples. Many of these children are not human... They are elves, dwarves, orcs, and stranger things. And some are born with the ability to tap into the world's long-forgotten magic.

Panic, riots, and hate crimes were the result of these first incidents. Humanity does not accept change well. The tantrums ceased when the dragons woke up, and tried to reclaim the world. Many magicians and metahumans bought acceptance from the corps by using their talents in the Dragon war. Finally, a peace was reached. The dragons could do business with the corporations, as it turned out. And business is good.

Now the world is cursed with enormous cities, which belch out pollution and profit in equal measure. Magicians and Adepts have learned to harness magic. While it can never be SAFE, it is now more predictable. Dragons no longer trust in hoards of gold, finding more profit and treasure in stock, and influence. The only truth now is the Almighty Allin. Welcome to the 23rd century, consumer...

Now with the last of the Great Corporate Wars over, and the dragons quiet, many Corps are looking to reclaim territory. But good, safe territory is scarce, and held by one corporation or another. So that leaves only the worst of places, left to reclaim. Where technology is limited by old scars of war and disasters, and magic is limited by those same scars.

The nuclear fire invented by man burned brightest here, and here the hideous wars of the new century were fought, until the land was blighted and ruined. The land here had names, once. Ohio, Indiana, Kentucky, Pennsylvania... Now they just fall under one epithet: "The Wasteland." The corporations are trying to claim the wastes, and they need people to do this.

Perhaps you are an immigrant from a poor enclave, trying to better your lot. Perhaps you are trying to gain fame on the media networks, and earn sponsorships. Perhaps you are a convict, given the opportunity to serve your sentence cleaning up the wastes.

Perhaps you are a local resident, trying to get untainted food, rare medicines, and reliable bullets from the corporation in exchange for work. Or perhaps you are here to make your fortune.

There is money here, and opportunity. Such things as lost technology, hidden magic, secrets long-forgotten, contaminated resources, and business opportunities can all be found in this blasted land. The Wasteland is neutral, and many come here just for that. Old enemies sip drinks and pop anti-radiation drugs side by side at times... Other times, it is a good place to kill a hated foe, and dump him where no

one will ever find the corpse. And strange creatures wander through the night, seeking flesh to eat, or worse things... Welcome to the Wasteland. Try not to die too quickly.

LOCAL CIVILIZATION

Despite the odds, some people DO live out here; refugees from the neighboring enclaves, Corpwar deserters and war criminals, nomads, and others who have no place else to go. Their bodies learn to live with the radiation... The ones that don't adapt tend to die.

There are many small settlements, dotted across the land. Huddled together for mutual defense and survival, they eke out a living as best they can. Communication between settlements is rare... Travel is dangerous, and settlements can disappear overnight from one calamity or the other. In many places, governments try to rule multiple settlements. These rise and fall with the wind, and their money is worth the material used in its fabrication.

Most civilization is pretty low-tech. Houses are wood or stone, people plow the land with horses and cattle (Or slaves, sometimes,) and vehicles are rare. The constant, low-level radiation in the area limits the electronics that can be brought into the Wasteland, and pollutes the radio waves. Advanced electronics of any sort are rare... They break quickly. The few devices that are built to last are well-shielded and in high demand.

For much of the Waste, the currency is barter. Some fairly lawless settlements use bullets as currency. Others accept Allin dollars in some

physical form... They might know a guy who knows a guy who can trade them with an enclave. Be careful. There are settlements out there that keep dark secrets, and there are those who view visitors as new trading stock, or good sources of meat. Guns are one thing that the Wasteland has no shortage of, or knives, or other weapons. If nothing else, the Free Traders see to that.

FREE TRADERS

The Free Traders are the glue that holds the Wasteland together. No one knows who backs them, no one knows just how much they rake in for their services, but the fact is that they are necessary and vital parts of this warped land. They are known by their mark... It is a fine tracery of glowing silver wire on their forehead, obviously cyberware. It must be well-shielded to function within the Waste, and it is. No one quite knows what it does, but there are rumors that it allows them to share one mind. Certainly it is true that most Traders know when another Trader dies, and seem to know the identities of their murderers. Those who kill Free Traders usually buy themselves trouble.

The Free Traders travel, sometimes alone and sometimes with guards. Sometimes they sponsor and run great caravans, that cross the length of the wastelands. They go from settlement to settlement, selling their wares. They can obtain things from inside enclaves, though their selection is seemingly random, at times. They don't get involved in local problems, they don't take sides, and so they are grudgingly trusted.

Occasionally, a local or two tries to compete with the Traders. The Free Traders say that they don't mind that at all, though there are rumors that unscrupulous Traders aren't above hiring assassins to take out rivals.

More importantly to the average traveler, the Free Traders are one of the avenues that adventurers use to get into the Wasteland.

ADVENTURERS

The term is a bit more polite than "Refugee", or "Scoundrel", or "Would-be Profiteer." It refers to travelers who come into the Wasteland from somewhere else. The locals tend to figure that anyone who comes in here is either being forced, or is up to no good. A lot of times, they're right. YOU are one of these "Adventurers".

You got here by your own feet or with help from a smuggler or Free Trader. It cost you a lot, and now all you've got are the clothes on your back, and whatever you managed to bring with you. Perhaps you have some money, perhaps not. Maybe you have a few ties to the enclaves that you can put to good use. More likely, you're on your own.

Odds are good you were involved in criminal activity, somehow. Perhaps you were even did dirty work for a mega corporation, or one of the criminal syndicates! If you did, then be careful. Old rivalries can follow a man or woman into the Waste, and make life very interesting indeed. Or, you could be a local. Raised in a small town and taught to fear the unknown, you moved on to a different part of the Wasteland when things didn't go your way.

WHAT TO DO IN THE WASTELAND

Survival is good. You'll need tools, weapons, skills to survive. More importantly, you'll need to find a way to deal with the local threats. It is good to find your niche, too. Find people you can work with, make yourself useful, and you'll be surprised what you can accomplish. There are very few people in the Wasteland who can fend off threats all by themselves, and even the ones who can usually enjoy having company along.

Survival is necessary... But there will come a time when you have your feet under you, and want to accomplish more. If you enjoy money, you can find ways to profit in the Waste. Sell things to other adventurers or residents, trade for strange items or useful resources that fetch a bundle of money outside. There are as many ways to thrive, as you can imagine. If you dream of more, of changing the world, then this too can be done. Help a settlement prosper, and watch it grow. Kill bandits, or set up your own raiding parties. Hunt down monsters or cut deals with them, the choices that you make and the victories that you win will change the shape of the Wasteland. Perhaps one day you and your friends will rule a town, or even form your own nation in these desolate lands. Or perhaps, like many, your bones will end up littering some forgotten ruin.

DEATH IN THE WASTELAND

This is a deadly land, and those who forget it are likely to pay the ultimate price. Like anywhere else, death in the Wasteland is forever, in all

but the most outrageous cases. Fortunately, you're a sturdy person. You have to be, or else you couldn't survive here! If you get shot or stabbed, you have at least five minutes before you die... Five pain-wracked, groaning and screaming minutes while your life bleeds away. It's not fun, but if someone can reach you and administer a healing injection, or first aid before five minutes is up, you will live. But if no one else is around, or all your friends are down and bleeding as well? Well, you're out of luck, pal.

There are rumors of ways to come back after death, but none of them have ever been confirmed. If you find out a way, you might want to keep it a deep, dark secret. That information is worth quite a lot to some very ruthless individuals and organizations. They'll have questions for you, very sharp and pointed ones that will be accompanied by surgical instruments, during the interrogation...

FINAL ADVICE

You won't start with much. Many skills need supplies to use, and

guns need ammunition, so always be on the lookout for money or an opportunity to buy or trade for what you need.

Craft skills require raw materials, and plenty of them. They can make you wonderful toys, but you'll need things to make the toys. Don't neglect your other skills.

Melee weapons are easy to come by, and generally free. Even if you only have a combat knife for backup, you may find it saving your life at some point.

Magic can do weird, weird things. Not even the magicians know quite how everything works, especially not in the mana-warped landscape of the Wasteland.

Don't go making enemies of other adventurers without a good reason. The community has a long memory, and you will find less people willing to work with you if you earn a bad reputation.

Not every problem can be solved with bullets, or even violence in general. Sometimes talking is good, sometimes running away is better.

Shoot straight, conserve ammo, and never cut a deal with a dragon.

Frequently asked questions

WHAT IS WASTELANDS?

Wastelands is a live-action role-playing game. This type of game is also called a LARP. In it, the players create and act out the parts of imaginary characters, taking part in creating and shaping the story of a fictional location and setting. The choices and actions taken by the characters decide how the story goes.

The Game Master is in charge of keeping track of the story, he also has people who help him run the non-player characters, (NPC's) and set up things. If you take part in the game, you will probably NPC at least once... This means that instead of playing an independent character, you will act out the part of a less-important, but story-related character for the players to interact with. This can be a lot of fun, in its own way.

Wastelands takes place in a fictional dystopian future, where the premise is that mega corporations rule most of the world, and magic has returned bringing strange things with it. Some of the players will choose to play fantastic creatures like orcs and elves, but there's plenty of room in this world for just plain humans. Some players may choose to be great magicians, but they will stand side-by-side with soldiers and agents, who may not know magic, but sure as heck know how to use guns.

The area of Wastelands is set in a fictional radioactive land that covers most of Ohio, and neighboring states. Though magic and advanced medical sciences allow people to live here, only

the poorest and most desperate people do. No one claims all of the Wasteland, and so it is a neutral ground for many powerful factions to sort out their differences. Your character is one of the hardy survivors who scavenges in the Wasteland to get by.

In reality, Wastelands is played wherever the Game Master can organize a private campsite. If you choose to attend a Wastelands event, you will spend one or two days at the camp, living as your character would, and helping to maintain the atmosphere of the game. There is a fee associated with attending a Wastelands event, but it is used entirely to pay for the camp, operational overhead, and necessary supplies. Different campsites have different responsibilities. You'll have to take care not to damage the site, and clean up after yourself, but it's worth it for a good game!

Wastelands can be a fun game, but there are risks involved with simulating combat, and running around on strange campsites. You must always remember to be safe, and careful. The liability waivers are there for a reason.

WHAT SHOULD I DO BEFORE GOING TO A WASTELANDS EVENT?

Before going to an event, you should download the rulebook, ask questions on the forum or via email, and make any preparations for the weekend that you can. You should also make sure that you have proof of your age ready... Due to mature language, pretend violence, airsoft safety priorities, mature

subjects such as drug use, fantastic horror, and mature themes, participation in Wastelands is limited to people 18 or above.

You should also make sure that you are sober, and in full possession of your faculties before you attend a Wastelands event. Illegal substances and airsoft guns do NOT mix well.

Finally, you must bring the following things;

³⁵₁₇ The entry fee for the event. (This may be different depending on whether or not you wish to PC or NPC.)

³⁵₁₇ Proof of age. (Driver's license is preferred.)

³⁵₁₇ A willingness to sign our waivers. (You won't be permitted to play until you do.)

³⁵₁₇ Some sort of costume. (Any racial makeup or props required for your character, and some fairly sturdy clothes that can take a beating. Maybe a good coat, or something that can represent armor.)

³⁵₁₇ Eye protection (You NEED some sort of eye protection to play this game. It MUST be covered on the sides, bottom, and top, and fit around the eye sockets. It can be a mask, goggles, or helmet, but it MUST be able to shrug off a .20 airsoft BB going at 250 feet per second. This means complying with ANSI Z87.1 National Safety Standards.)

³⁵₁₇ A white headband of some sort. (Used for going out-of-game)

³⁵₁₇ An emergency contact number. (In the event that something really bad happens to you, we want to let your loved ones know where you are.)

³⁵₁₇ Any required medication. (Wastelands can be a very physical game! Don't get sick because you forgot your medicine.)

³⁵₁₇ Any required dietary supplements. (Wastelands makes few concessions for specialized diets. Bring bottled water if you want it, bring your own food in a cooler if you can't eat what we serve, or make plans to drive out for dinner and return to game afterwards.)

³⁵₁₇ Your sense of caution. (It's fun to play with guns, but you seriously CAN put someone's eye out with these. Even airsoft guns can cause injuries, so please be careful.)

³⁵₁₇ A thick skin. (Airsoft guns hurt, if they strike unprotected flesh. Boffer weapons can hit illegal areas, and cause pain. Expect to get a few welts and maybe some bruises if you're unlucky. Airsoft pellets even sting through clothes, so expect a little pain.)

³⁵₁₇ A positive attitude. (Everyone's here to have fun! Relax, enjoy yourself, and have fun playing your

character! Don't sweat the small stuff, and do your best...)

You don't have to bring the following things, but they might come in handy;

³⁵₁₇ Ear protection (This is not required, but is HIGHLY recommended. Without ear protection, you risk damaging your eardrum or ear canal. And ear hits to the lobe or cartilage HURT.)

³⁵₁₇ A copy of the rules that pertain to your character. (You don't have to print out the whole rulebook, but it helps to have something to remind you of how your neat skills work.)

³⁵₁₇ A cell phone, or other means of calling home. (You can use it in-game, but only to call other characters.)

³⁵₁₇ Batteries, for use in electronic devices or battery-powered airsoft guns.

³⁵₁₇ Strips of cloth to use in-game as bandage phys reps.

³⁵₁₇ An airsoft spring-based or electric gun rated at 250 FPS or lower. (You don't have to provide your own gun, but you can if you want.)

³⁵₁₇ A number of packets, if your character uses packet-based attacks. (These are little cloth bags filled with birdseed, and tied off with rubber bands. If you're playing a magician, you'll

need some of these. If it's your first game, the Game Headquarters will provide you with a handful.)

³⁵₁₇ A boffer weapon of some sort. (See the Combat chapter, for rules on boffer weapons. If it's your first game, you might want to wait until you see a boffer weapon in play... There will be a few good examples available on the course. If you're playing an adept, you'll probably want your own weapons at some point.)

³⁵₁₇ A change of clothes. (Not always needed at the shorter events, but good for overnight events. Also, LARPs have a tendency to get muddy, so it might be good to have extra clothes on hand.)

³⁵₁₇ Medical supplies. (The Game Master and his or her staff really, REALLY don't want anyone getting hurt at a Wastelands event, but we know it's bound to happen at some point. Basic medical supplies, like bandages and antiseptic, might come in handy.)

³⁵₁₇ Bedding, or other camping gear. (This only really applies if it is an overnight event. Some campsites have bunks, but most don't have sheets. A sleeping bag is a good idea, though feel free to bring some blankets if you want.

You should **NOT** bring the following things;

³⁵₁₇ Real Firearms. (If you bring one of these, we WILL call the cops on you. **DON'T BRING REAL GUNS!** Or ammunition, for that matter. Or hand grenades, even if they're hollowed out paperweights. Or anything that IS or WAS a real weapon.)

³⁵₁₇ Real Weapons. (No swords, no hunting knives, no bayonets, no crowbars, no collapsible batons, **NOTHING**. Swiss army or utility knives are fine, but be smart. When in doubt, **LEAVE THEM AT HOME.**)

³⁵₁₇ Drugs or alcohol. (Airsoft guns and controlled substances don't mix. Don't even drink at a Wastelands event. We'll have fake booze available if you want your character to get drunk, but **YOU** should stay sober. And if we catch you with illegal stuff, we'll call the cops on you.)

³⁵₁₇ An airsoft gun that doesn't comply with the guidelines in the combat chapter. (No gas-powered guns, nothing with an FPS greater than 250, no obscenely jacked up sniper rifles, **NOTHING**. Unless it complies with the guidelines, you can **NOT** bring it to the game. Leave it at home. Also, please don't tinker with

a gun and attempt to customize it beyond its regular strength. Most of our guns are fairly low FPS, so you don't need to get an "edge" in that way.)

³⁵₁₇ Children, or pets. (No. Airsoft is dangerous to the irresponsible, or those who don't know any better. Leave the kids and pets at home, we don't want to hurt them by accident.)

³⁵₁₇ Ammunition. (We provide all ammunition used at Wastelands events. Please don't bring any outside stuff in, we won't allow it in-game, and it might not be suitable for use with the camp policy.)

³⁵₁₇ A bad attitude. (This is a game, you're paying to play. Why waste time getting angry or depressed?)

³⁵₁₇ Illness. (If you're sick, stay home. Wastelands is a physical game, you risk making your illness worse the more you exert yourself.)

³⁵₁₇ Amorous Intentions. (Dude, there are better places to get laid. Trust us. Besides, different camps have different policies and standards, and a display of indecency could lose Wastelands a camp. Get a hotel room.)

WHAT SHOULD I DO ONCE I ARRIVE ON SITE?

If you arrive before the game begins, then find a place to park, and

find Game Headquarters. If it is an overnight event, you may also wish to bring your camping gear to your sleeping area. At some point you're going to want to get into costume, though you can do this after you go through check-in.

At the Game Headquarters, find the check-in line. Read and sign your waiver, and ask questions about the rules, if you don't understand them. Pay your event fee, and pick up your starting equipment, or any equipment earned in prior events. Give any boffer weapons or airsoft guns that you wish to use, to the game staff for testing and approval and claim them back after they've been tested. After that, attend the mandatory safety briefing, and find a way to kill time until the event begins. Once it begins, unless you're wearing an out-of-game headband, you ARE in game. Also, once it begins, you MUST have your eye protection in place while you are on the course, unless you're in designated goggles-free areas. Until the event is over, or you leave the course and get to a safe distance, the eye protection must remain in place.

Do not fire airsoft guns outside of designated testing areas until game begins. Wear eye protection when inside designated testing areas.

STARTING EQUIPMENT?

If this is the first game for your character, you receive free starting equipment.

³⁵₁₇ 25 Allins for every level of the funding skill that you possess. (You get this money every time you play a game. This is the only item

on the list that you receive at every game, the rest are only given to you at your first game. You need not bring all of it in-game, you can leave some in your account, if you wish.)

³⁵₁₇ One bow, if you have the archery skill. This can be a short bow, long bow, cross bow, or pistol crossbow. It is recommended that you supply your own bow phys rep.

³⁵₁₇ 4 Bandages, if you have the First Aid skill.

³⁵₁₇ 2 Units of salvage for every level that you possess in the following skills; Chemistry, Electronics, Engineering, Medical.

³⁵₁₇ 1 Medical A injection and one Stim injection if you have the Medicine skill.

³⁵₁₇ 10 units of Medical supplies if you have the Surgery skill.

³⁵₁₇ 10 units of Salvage, if you have either the Gnomish Repair, or the Repair skill.

³⁵₁₇ You may start with free melee weapons of any kind that you have a phys rep for. These are not tagged items.

³⁵₁₇ One armor tag, with a point value equal to the costume that you are wearing.

³⁵₁₇ If you have the pistols skill, you may start with a free Tier-1 pistol with a 4-game tag, or a free Tier-2 pistol with a 2-game tag.

³⁵₁₇ If you have the longarms skill, you may start with a free Tier-1 longarm that has a 4-game tag, or a free Tier-2 longarm that has a 2-game tag.

³⁵₁₇ If you have both the pistols and the longarms skill, you may start with either the pistol OR the longarm. You may not start with both types of weapons.

The game staff will have stock pistols and longarms for you to borrow, if you do not have your own airsoft guns. You are welcome to bring your own airsoft guns, but make sure that they follow the guidelines, and are examined by the game staff prior to check-in. Note that Tier 1 and 2 airsoft guns are only spring-powered, and never electric. If you have an electric gun you must find a Tier 3 tag to use it in play.

Finally, you start with a small amount of ammunition, depending upon your skills. This is determined by an ammunition roll, performed in front of the check-in staff. They will provide six-sided dice for this purpose.

If you have no weapons related skills, (Archery doesn't count,) you start with 0 bullets. For each one of the following skills that you possess, you gain one die for the ammunition roll;

³⁵₁₇ Acquire

³⁵₁₇ Demolitions

³⁵₁₇ Heavy Weapons

³⁵₁₇ Longarms

³⁵₁₇ Pistols

To perform your ammunition roll, find a witness from the game staff, and roll the dice in front of them. Total

the amount on the dice. The total amount rolled is how many bullets the check-in counter should give you. Then return the dice to the staff.

WHAT SHOULD I DO IF I COME TO AN EVENT LATE?

Find a place to park, then PUT ON YOUR EYE PROTECTION before leaving the car. Also put an out-of-game headband in place, and make your way to Game Headquarters. Find someone to check you in... You may have to wait until the game staff are available to help you. You will also get the five-minute safety briefing, and can ask any questions about rules that you like. After that, arrange any camping gear as necessary, stay out of lines of fire, and come in game when you are costumed up and ready.

I'M BORED

There will come a time in almost every Wastelands event, where you find yourself with nothing to do. If that occurs to you, then talk to other people as your character, rest up, play cards or otherwise gamble for in-game cash or for fun, or go find something to do. If you desperately crave action, and don't mind helping out the Game staff, then put on a white headband, go out-of-game, and help NPC for a while. That will provide fun for both you, and everyone else involved.

CONDUCT

The goal of Wastelands is to provide fun for all participants. This includes all players... And while we

cannot guarantee that everyone will have fun at every event, the game staff would like to guarantee an even playing field more often than not. With that in mind, please remember that the other players are paying to play, as well. They deserve to have fun too. Never be rude to another player out-of-game, and try to refrain from killing or robbing their character without a very good reason. This game wasn't designed as a PVP setting between the players... In fact, there will be situations where the players will need every available character to deal with the NPC's.

WHAT IS AN NPC?

NPC stands for Non-Player-Characters. It also refers to the practice of portraying the supporting actors and story-related characters that your own character will interact with. NPC's can be violent, or they can be friendly, or they can be using you for nefarious purposes, or they can be simply minding their own business. Most of the Game Staff will NPC various parts during the course of a game. Even the Game Master will NPC, too. Players who wish to temporarily NPC may come to the Game Headquarters. You may get rads for helping in this way, so it's recommended!

If you wish, you can come to a Wastelands event and do nothing but NPC. The Game Master will give you a discount if you do this, and there may be other rewards available, as well.

WHAT DO I DO AT THE END OF A GAME?

When Game Over is called, all players and participants should eject any ammo in loaded airsoft firearms and tuck it away, and fire any shots in the chamber into the ground. The players should then gather up all their in-game tags and items, and bring them to Game Headquarters, along with their character sheet. At Game Headquarters, you will be given the option to help Game Staff clean up the campsite and put things away. This is a polite thing to do, and it may earn you a small bonus.

Once you hand in your character sheet and in-game tags, you should count your ammunition and hand it in. Then count your Allins, and hand them in. There are also game-specific items that you should hand in, these are usually marked. If you are using airsoft or nerf firearms or boffer weapons from the Game Headquarters, please return them. Your character sheet and tags will be kept on file for you to use at the next game. Your Allins will be added to your character's account. After all that is done, you are free to go home from the event.

KARMA AND EXPERIENCE

Karma is a means of keeping score for your character. You get it for defeating enemies, role-playing your character, achieving in-game and personal goals, NPCing, helping with staff, cleaning up the camp-site, and other things.

All of your karma earned goes into the development of your current character. If your character dies, and you still have karma in the bank, then the karma may not be passed on to the next character. Either save it for

something big, or spend it if you've got it. Karma does you no good otherwise! Karma earned also increases your rad count. Your rad count gets points when you donate items, and do nice things for the players and staff. You may unlock secret character types, or rewards if your rads get high enough...

After the game, you will be contacted by E-mail, and notified of your karma gain from the event. You then have the option of e-mailing the Game Master, and spending the karma to acquire new skills. If you prefer to wait, then you can hold off on spending karma.

To purchase a skill with karma, simply pay the cost for it, in karma points. You may only spend karma between events, or before the beginning of an event.

DO I NEED TO READ THE WHOLE BOOK?

Not all of it. Read the Character section, to put together a character. Read the Safety Rules section, to learn the safety rules in use for the game. You may wish to know your character's skills, prior to playing a game, so the Skills chapter is good to read. Browse through the Magic chapter, to learn what the various spells do, and finally check out the Combat chapter, to figure out how to fight. The Introduction chapter details the setting of Wastelands, and the Archtypes chapter is useful if you don't know what kind of character you wish to play. The rest of the rulebook is useful, but the chapters listed previously are the most important to a first-time player.

If you are interested in Wastelands, it will pay off to read the whole book, but you don't need to know all of it before the game begins. You DO need to know the safety rules, but you will be briefed on these at the start of each game. Most things in the game are pretty easy, when you get down to it. You'll pick it up as you go along.

SAFETY RULES

Wastelands is a physical game, much like a sport in some aspects. To ensure fair play, and minimize injuries, it is vital that all participants abide by the following rules.

EYE PROTECTION

All participants within the Wastelands LARP must wear their eye protection while they are on the play area. A player may only remove his or her eye protection temporarily if they are in an identified goggles-free zone, or they feel that they are without a doubt safe and have a good reason to go without protection, and the other participants within the area concur. Eye protection temporarily removed should be replaced as soon as possible. It is illegal and dangerous to fire or attack anyone who is not wearing their eye protection... If you spot someone without eye protection at any time and the situation seems like combat is possible, call "Blind Man, Cease Fire!"

If you lose your eye protection, or do not have it coming into game, you may rent goggles from the Game Headquarters.

EAR PROTECTION

The Wastelands LARP does not require that you wear ear protection to participate, but it is strongly recommended. It is highly unlikely that a pellet will enter the ear canal, but if it does, it has the potential to become stuck, or damage the eardrum. Both of these are highly painful and problematic

experiences. Also, pellets striking the soft tissue of the earlobe may break skin, or rupture the flesh. We recommend that you wear ear protection. Even if it's nothing more than a strategically placed headband, or a hood, it may save a lot of trouble down the road.

OTHER AREAS

Although it isn't required, we recommend giving consideration to neck and face protection. Hits to those locations are quite painful, and welts there are fairly noticeable.

OUT-OF-GAME HEADBANDS

Sometimes, you'll need to do something that requires real-life business, like moving your camping gear, leaving the play area to get food, or going to the car to pick up your medication. If this is the case, then you need to go OUT-OF-GAME. To go out of game, ask everyone around you if they mind if you go Out-of-Game. If no one minds, then put on a white headband of some sort. If you do not have a white headband, then place some kind of white cloth on your head. If you have no white cloth available, then you can still go out-of-game. Simply put both hands on top of your head, or hold any weapon physics that you are carrying on top of your head, and call "Out-of-game!" to any player or staff that you see as you go about your business.

Out-of-game people do not exist. Do not attack them, speak with them (Unless it's about out-of-game matters,) or interact with them. Please only go out of game when you have something

serious to take care of, or have to do something like move your car, or carry armloads of non-game-related items around.

To go in-game, return to the approximate spot that you went out-of-game, and ask if anyone minds if you return to the game. If no one does, then remove your headband. You are in play once more.

It is best to go out of game only when in secure quarters, or in the wilderness. If you go out of game while outside a building, you may return in-game at any non-restricted outside location within the camp. You may NOT go out of game to escape other players, NPC's, or remove your character from risk.

A member of the game staff may ask you to go out-of-game for a number of reasons. Please be ready to do so, if they ask.

BLIND MAN CEASE FIRE!

Blind Man Cease Fire, is called when you spot someone on course who is not wearing eye protection. If you spot someone without eye protection, call this phrase.

When you hear this call cease moving and call, "Blind Man, Cease Fire!" in a loud voice. You and everyone around you are now out of game, and treated as if you are in a hold. (See below.) You may talk, but you must remain in the hold state until the person without eye protection has replaced his or her eye protection. Once that is done, announce "3...2...1, FIRE AT WILL!" to end the hold.

Anyone who does not comply, and refuses to replace their eye

protection, will be removed from the course. If it is not possible for a person to comply, due to lost or broken eye protection, then they will be removed from game and taken to game headquarters to get a loaner pair of goggles. Play will resume, and the player will be allowed to rejoin when he is finished getting his eye protection.

HOLD

This is one of the most important rules. HOLDS may be called during combat, or during the course of play. Anyone may call a HOLD, though it is best used only when needed. To call a HOLD, shout "Hold!" All people within earshot must echo the call, and cease moving. No in-game actions may be taken in a hold (Except for calling defense against an explosive. Some in-game explosives are unaffected by holds... See the COMBAT section for more details.)

While a HOLD is active, players must stay in one spot, unless they have a safety issue that requires them to move. All players must remain motionless until the HOLD is done, and should not talk unless the Game Staff need their clarification on a matter, or there is a safety issue that they can help resolve. While in a hold, players are free to look at the area in front of them, and adjust their footing to maximize safety, but may not look behind them or shift more than a few inches without a good reason.

Once the cause of a HOLD is dealt with, the person who called a HOLD should ask "Everybody Ready?" If no one answers in the negative, then the one who called a HOLD should say "3...2...1... FIRE AT WILL!" Everyone

in a HOLD who hears this phrase, should also shout "FIRE AT WILL!"

Once you hear "FIRE AT WILL!", your character may resume in-game actions.

Appropriate Times to call a HOLD:

³⁵₁₇ When a player or other participant is visibly injured.

³⁵₁₇ When a player or other participant is flagrantly violating the rules.

³⁵₁₇ When someone is in danger of entering unsafe terrain.

³⁵₁₇ When a participant loses their eye protection, or is seen not to have any.

³⁵₁₇ When a non-participant enters the course, ESPECIALLY if they are an Officer of the Law, a Hunter, or any other armed individual.

³⁵₁₇ When a trap or area effect goes off, and you are unsure of the radius affected.

Inappropriate Times to call a HOLD:

³⁵₁₇ When you aren't sure what damage amount just hit you. Estimate damage from other damage calls, and keep playing.

³⁵₁₇ When you want to switch weapons... Do this in real time.

³⁵₁₇ When you really want the grenade to catch your enemy in its blast radius... This is cheating. Don't call a

hold just to get the most out of your explosives.

³⁵₁₇ When you need to reload... Do this in real time.

³⁵₁₇ When you can't remember your spell incantation... Tough luck, look it up later.

³⁵₁₇ When you don't remember how much damage your weapon or skill does. Ask in real time, or look it up.

³⁵₁₇ When your gun is jammed. Jams are part of the game, deal with it in-character.

³⁵₁₇ When it would slow down the action... Unless there is a safety issue, or non-participants at risk of getting involved, try not to call a hold if your questions can be answered later.

LEGAL STRIKING AREA

When you fight in the Wastelands LARP, you may not attack your opponent's head, neck, hands, feet, or groin. These are illegal striking areas. All other targets are fair game, and called legal striking areas. If an accidental hit strikes an opponent in an illegal area, then apologize and aim your attacks to a more appropriate location. The accidental hit does not cause damage, or have any other effect on the foe.

This does not make it legal to deliberately block incoming attacks with your head, neck, hands, feet, or groin. If you do this and get caught, the Game

Master will probably remove you from the game.

If you make a habit of making "accidental" attacks to opponents' illegal striking areas, or cannot control where your weapon strikes, then this presents a danger to all players involved in the game. The Game Master will probably remove you from the game.

Be aware that an accidental illegal hit will happen to you from time to time, such is the nature of conflict. If it causes pain or risk (For example, breaking or removing your goggles, or pushing you close to unsafe footing,) then call HOLD. If the illegal hit does not hurt too much or you are not inconvenienced by it, then continue fighting.

NEVER deliberately aim at an illegal target area.

NON-PARTICIPANTS ON COURSE

Combat may NOT be initiated or conducted when a non-participant is upon designated course boundaries, or at risk of getting involved.

In the event that a non-participant, officer of the law, or other person not participating in the game comes within eyesight of any participant, that participant should place any weapon representations on the ground, or keep them within their holsters, or other containers. Call "Blind Man Cease Fire!" or "HOLD!" as appropriate. All hands should be kept in sight of the non-participant, and no sharp motions should occur. Speak politely to the non-participant, and ask them what their business is within the boundaries of this private game. If they have business, either point them towards the Game

Master, or send someone to get the Game Master. If they do not have any business on course, or just wanted to look around, inform them that this is a private war simulation game with potentially dangerous weapon replicas in use, and for their own safety ask them to leave. If you are not comfortable with doing so, then send someone to get the Game Master.

Do not call "3...2...1 Fire at Will!" until the non-participant is gone, or otherwise taken care of.

If you put a non-participant in danger, or cause them either emotional distress or injury, you WILL be removed from the game, and quite likely future games as well. Litigation may or may not be pursued as an option, depending upon the circumstances.

CHILDREN

No one under the age of 18 is allowed to participate in the Wastelands LARP. Do not bring children to the site of a Wastelands event.

PETS

No animals should be brought to the site of a Wastelands event. Any domestic animals on site should be removed prior to the beginning of the event.

RESPECT THE SITE

Do not vandalize or damage property upon the play area. Do not discharge airsoft guns at windows, screen doors, or fragile items. Do not

swing boffer weapons at windows, screen doors, or fragile items. Do not break glass, or harm buildings. Pick up your trash, and only smoke in designated smoking areas. (Usually around fire pits.)

RESPECT PROPRIETIES

Remain clothed while in public view at a Wastelands event. Do not commit indecency at a Wastelands event, or do anything that a Boy Scout camp would find objectionable. Do not touch others without their consent, except to use in-game skills such as First Aid. When using skills that require physical contact, keep that contact brief and to socially acceptable areas of the body.

LANGUAGE

Swearing is acceptable within the Wasteland LARP. Taunting someone with obscenities aimed at out-of-game discomfort is not. We are trying to establish a frontier, dystopian atmosphere, not make players feel bad. If you are offended and angry by someone's words, either go elsewhere, or ask them out-of-game to tone it down.

PLAY FAIR

Cheating causes heated tempers, and loss of control. It also ruins the fun of your fellow players... Please do not metagame, or use information that YOU know, but your character DOES NOT know. Take damage when you get hit, and only use defenses that you legally have. Its okay to make mistakes, but

don't cheat. You only ruin the fun for yourself and others.

PLAY NICE

If you absolutely cannot get along with someone on the course for out of game reasons, stay away from them, and do not interact with them. This is called the Gentleman's Rule, and it works much like a restraining order. Inform the game master that you are doing so, and he will convey notice of this rule to the person you designate. This rule is only for resolution of out-of-game conflict, and will not be used to avoid in-game interaction.

COMFORT

Wastelands is a game, meant for mutual enjoyment of all involved parties. All who can obey the rules and play nice are welcome. To that end, you should never harass, annoy, or make another player uncomfortable. You should not display racism, bigotry, misogyny, or other forms of discrimination to players. If another player breaks this rule and disturbs your comfort level, then inform the GM of this fact. He will take it up with the offending player. Repeat offenders will be asked to leave.

CONTENT

Wastelands staff are attempting to create an accurate picture of a post-apocalyptic world. Of necessity, there will be disturbing situations, and horrific events within it. This is meant to be a dark game, where heroes must do their best to survive, and bring a little light into the world. But, due to comfort

levels of both players and staff, there are some places we won't go and some scenes that won't occur at the Wasteland LARP. There will be no in-game rape or sexual explicitness. There will be no physical tying up, binding, or locking up. This is an agreement for all participants; players, NPC's, and staff alike are expected to abide by this.

CORDS

Melee weapons may never be tied to their user's hands. With rare exceptions, melee weapons may have no strings or other cord-like items attached or tied around them. Anything with even a remote possibility of getting tangled is forbidden, as these can cause accidental damage to people and property. Guns have a limited exception, as they may have straps, or short cords attached to them. In this case, care should be used that the cords or straps do not tangle with an attacker's weapon, or another person's costuming.

AIRSOFT SAFETY

Airsoft guns are replicas of firearms, and look very much like the real thing. They can also be dangerous, in the hands of the irresponsible. Please be responsible, and keep the following guidelines in mind, to avoid damage to your friends, yourself, and the airsoft guns as well.

MINIMUM RANGE

You may not fire an airsoft phys rep at any target within five feet of you, ever. Either get out of range of an

attacker or switch to a different weapon type.

TREAT THEM LIKE REAL WEAPONS

Just like real guns, airsoft firearms jam, break, and misfire. Take care of them, and they'll take care of you, but treat them roughly and they'll cease working at the worst possible time. Or worse, resume working at the worst possible time.

DO NOT POINT THEM OR USE THEM WHEN STRANGERS ARE AROUND

We try to play in private campsites, but this is not always possible. We may get people wandering through that are not involved with the game at all. Or you may see police coming in, to investigate reports of people with guns.

Airsoft guns LOOK like real guns, with the exception of the orange tip. Never point them at anyone who is not playing the game. Don't flourish or brandish them when strangers are around. If you hear "POLICE! DROP IT AND LIE DOWN!" then drop it and lie down, NOW. We do not want you getting shot.

NEVER CALL "POLICE! DROP IT AND LIE DOWN!" DURING A GAME

That's cheating. And we'll kick your ass out for being a jerk, too.

DO NOT AIM AT ILLEGAL TARGET AREAS

Don't point them at people's heads, necks, hands, or groins. Ever.

DO NOT POINT THEM AT PEOPLE WHEN YOU ARE AT POINT BLANK RANGE

Even if they are unloaded, even if they are not cocked, even if your finger is WELL away from the trigger, you should not point an airsoft gun at someone when they are inside minimum range. (5 feet.) Misfires and accidents happen!

Don't point a gun at yourself, either, if you can help it.

DO NOT POINT THEM AT SOMEONE WITHOUT EYE PROTECTION. DO NOT FIRE THEM WHEN THERE IS SOMEONE NEARBY WITHOUT EYE PROTECTION

Ricochets happen, and misfires happen. Don't risk either of those!

IF YOUR GUN JAMS, DO NOT LOOK DOWN THE BARREL

If your gun jams, then your best bet is to work the action again, and try a second shot. If that fails, then shake or pound the gun gently, work the action, and try again. If that fails, then you're probably going to need to spend some out of combat time with a thin metal tool of some sort, trying to work the jam loose. Talk to the game staff if a gun is jammed beyond repair.

Don't look down the damn barrel while trying to work a jam loose. That's just plain stupid.

IF YOUR GUN REPEATEDLY JAMS OR MISFIRES, TAKE IT TO GAME HQ

We'll take the gun back, and may even give you a new one. Jams and misfires are part of the game, but a serious malfunction is no fun for anyone. We may ask you to turn in the tag, depending on the wear and tear of the airsoft gun.

DO NOT POINT THEM AT ANYTHING FRAGILE

Pellets from airsoft guns can chip or break glass, hole hanging cloth or plastic, dent wood or tile, and cause serious harm to anything softer. (Flesh too, but clothing mitigates that.) Don't point them, or shoot them at any fragile inanimate object that you do not wish to break.

DO NOT SHOOT THE WILDLIFE

Do not fire airsoft guns at passing animals. This will get you thrown out of the game on your ass, and may result in the police being notified.

DO NOT CARRY THEM COCKED FOR MORE THAN A MINUTE OR TWO.

We use mostly Spring-driven airsoft guns in the Wastelands LARP. Spring-driven airsoft guns use a large spring to generate their motive force. This spring wears like any other metal spring, and can be damaged if compressed for too long. Do not keep an airsoft gun "cocked" for later use. Only cock it a minute or two before you intend to use it. This saves wear and tear on the spring, and helps to prevent jams, misfires, and breakage.

**DO NOT SHINE LASER SIGHTS,
LIGHTS, OR ANYTHING ELSE
ATTACHED TO A GUN IN
ANOTHER PERSON'S FACE**

Don't shine them in your own face, for that matter. That can damage the eyes. Also, most of the accessorized guns have the laser pointers and lights set up to shine where a person is aiming, so you shouldn't aim them at a person's face to begin with. Only use laser sights when given explicit permission to do so, for scenario purposes.

**DO NOT FIRE AN AIRSOFT GUN
NEAR A PERSON'S EAR**

Some airsoft guns have a loud report, that can damage hearing, and the puff of air given off by an airsoft gun can put pressure on eardrums at close range. Do not fire an airsoft gun inches away from a person's ear, even if the gun is pointing nowhere near them.

TRY NOT TO DAMAGE THE GUNS

Don't drop them if you can help it. If you are using a melee weapon don't pound on a firearm with any real

force. And if you borrow an airsoft gun, do your best to return it to the Game Headquarters in fairly good condition at the end of the game. We understand that breakage happens, but you should not be repeatedly breaking airsoft guns. If you feel responsible for the damaged gun, then you have the option to make a \$10 donation to Game Headquarters, to obtain a new gun. This is strictly a voluntary donation, and is by no means required.

BE GENTLE WITH AMMO CLIPS

If an ammunition clip breaks, we may not have a replacement for it. The gun will be rendered useless, and should be turned in to the Game Headquarters.

DON'T FIRE TOO RAPIDLY

When things get tough, the temptation to cock and fire as fast as you can is overwhelming. Resist it. Firing too fast puts stress on the main spring, and increases risk of hitting illegal target areas. Give a second, minimum, between each shot. The only exception to this are automatic or semi-automatic weapons, or other devices made to fire faster than a normal spring gun. You may fire those as fast as you wish.

CREATING YOUR CHARACTER

You are an adventurer, the polite term used by the residents of the Wasteland for people who have traveled here from somewhere else. You came here for your own reasons, which may or may not be private. Or perhaps you had no choice in coming here, and you cannot leave...

In a default Wastelands game, you may only play one character at a time. This can vary by location and management... Local policy may vary, depending on game staff's record-keeping capacity. Normally, you are only allowed to swap out your character for a new one if your old character dies, or you choose to retire them permanently. (If you do that, then you must let the people running the game know that your character is retiring.)

There are five specific steps to creating your character's sheet. You must figure out a back-story, choose a race, you must choose a class, and you must choose skills. Once that is done, record your total body, which will be influenced by your choice of race, class, and skills. If you are a magician, you have one additional step. You must choose your spells. Be sure to save some Karma points from your skill choices, in order to do this.

1. BACK-STORY

This first part is simple for some, but time-consuming and worrisome for others. If you wish, you may wait to think up your back-story until after you have worked out the other elements of

your character. Basically, you should sit down and think over who your character is, and how he came to be the way he is now. Is he a sheltered Enclave dweller, who got kicked out by the corporation during a recent round of layoffs? Is she a tough-as-nails survivor, who was raised in a frontier settlement? How did he come to be an adventurer, and what has he seen along the way?

While creating your back-story, bear in mind that your character will not start the game with godly power and/or skill. You may be portraying a professional or experienced survivor, but you won't be playing the sort of person who can single-handedly take down armies, or a super-genius that has created the cure for cancer, or a magician that could give Merlin a run for his money, or anything like that. You will make your own legend during game play, and what you do there will be what matters.

After you've got an idea of your back-story, you may send it in to the Game Master if you wish. He can provide advice or suggestions if you are stuck, or have questions about the setting and the world. If you want to be from a specific area in the game, check with him to see if there is common information about that part of the Wastes. This is optional... If you do not wish to have your back-story influence the game, you do not have to send it in. It is enough for us that you play your character however you wish to play.

E-mail your back-story to John at wastelandsplot@gmail.com

2. RACE

In this new world, old hatreds and ethnic dividing lines have ceased to matter. When the guy next to you at the bar might have horns on his forehead or leaves for hair, something as petty as skin color really doesn't matter so much. In this case, Race refers to the metatype of your character.

When the ambient magic levels of the world rose high enough, dormant strands of human DNA started activating. Babies were born in different shapes than the usual human one. In some more extreme cases, quite a few adult individuals had spontaneous transformations, becoming stranger over the course of a few fever-wracked days. This was called "The Changeling Effect", and it produced the metatypes known today as Dwarves, Elves, Gnomes, Leshy, Orcs, and Trolls. Other people changed or were born in different ways, but the six above (seven if you count humans,) are the most commonly known races in society today.

HUMANS

Despite all the magic present in the world today, the majority of the world's population is still human. Humans come in all shapes and sizes, and can be found in all walks of life. Humans may not be as tough as trolls, as sturdy as dwarves, as magical as elves, or as crafty as gnomes, but they are adaptable in ways no other race can match.

GAME INFORMATION FOR

HUMANS: Humans require no special costuming or makeup.

Advantages and Disadvantages:

³⁵₁₇ A SLIGHT EDGE:

Humans begin play with +2 karma, which they may save or spend during creation.



DWARVES

Squat and sturdy, dwarves are born tough, and with a tendency towards excess facial hair. Dwarves are famous for common sense and general gruffness. Most gravitate towards careers involving machines or computers, though there are always exceptions. Dwarven magicians are rare, but not unheard of. All male dwarves have beards of some sort.



GAME INFORMATION FOR

DWARVES: Male dwarven characters must have a visible beard of some sort, whether real, makeup, or fake. Female dwarven characters must have either braids or a beard of some sort. They may have both braids and beard if they wish, but this is optional.

Advantages and Disadvantages:

³⁵₁₇ **STURDY:** Dwarves gain +1 to their starting body at character creation.

³⁵₁₇ **FULL COVERAGE:** Dwarves have their Skill Cap for the Armorer Skill raised to 5, regardless of career. They must still purchase the Armorer skill as usual, if they wish to fully utilize this advantage.

³⁵₁₇ **MAGICALLY GROUNDED:** Dwarves gain the “Resist Magic” skill as a racial skill. The skill cap for

Resist Magic is 5, and the skill cost is 4 points.

³⁵₁₇ **WEAK MAGIC:** Dwarven Magicians add +1 to the Skill Cost of the Elemental Magic, Material Magic, and Mental Magic skills, as well as any other unknown “Magic”-type skills.

³⁵₁₇ **STUBBY LEGS:** Dwarves add +2 to the Skill Cost of the Dodge Skill.

ELVES

Tall and graceful, elves are possessed of nearly-flawless features, and otherworldly ways. Identifiable by their pointed ears, they are the most integrated metatype into modern society. Many elves go into magic-based careers, or indulge a love for nature in all its glory. Though it has never been tested, elves are rumored to be able to live for centuries.

GAME INFORMATION FOR ELVES:

Elves must have pointed ears, such as false rubber tips or other types of coverings that give the appearance of points.

Advantages and Disadvantages:

³⁵₁₇ **DELICATE:** Elves have a -1 penalty to their starting body at character creation.

³⁵₁₇ **MAGICALLY GIFTED:** Elven Magicians pay one point less to learn the skills Elemental Magic, Material Magic, and Mental Magic, as well as any other unknown “Magic”-type

skills. Elves who are not magicians may select one first level elemental or mental spell at character creation.

They may cast this spell using physical drain in a manner similar to magicians.

³⁵₁₇ NIMBLE: Elves gain the “Elven Dodge” skill as a racial skill. The Skill cap for Elven Dodge is 4, and the Skill Cost is 3 points.



GNOMES

Short and thin, gnomes are often mistaken for children. They can be identified by their odd hair colors, high-pitched voices, and curious nature. Gnomes have a knack for machinery and putting things together, and have delicate fingers with an extra joint from the normal human bone structure. Combine this with a near-photographic memory for details and formulae, and you’ve got the makings of a master craftsman.

GAME INFORMATION FOR GNOMES: Gnomes must have hair of a color not normally found (or uncommon) in the human species, such as Green, Blue, Bright Red, or pure

White. Gnomes must also speak in a high voice when possible.

Advantages and Disadvantages:

³⁵₁₇ SCRAWNY: Gnomes have a -2 penalty to their starting body at character creation.

³⁵₁₇ I CAN FIX IT!: Gnomes gain the “Gnomish Repair” skill as a racial skill. The Skill cap for Gnomish Repair is 1, and the Skill Cost is 6 points.

³⁵₁₇ THAT’S EASY!: Gnomes pay one point less to learn the following skills; Chemistry, Electronics, Enchanting, Engineering, and Medical.



LESHY

Earthy and wood-wise, Leshy are said to be descended from forest spirits,

such as dryads or other plant-related things. Some are raised in civilization, but others escape and find their way into the wilderness. They flourish anywhere they can find trees. Leshy are easily recognizable, as leaves grow from their hair, and some have bark-like skin or other plant-related features. No one quite knows why, but the majority of Leshy born are female.

GAME INFORMATION FOR LESHY:

Leshy must have some kind of leaves attached to their hair or head, OR a makeup pattern of leaves on their face. Leshy may have makeup on their face representing bark-like skin, but this is optional.

Advantages and Disadvantages:

³⁵₁₇ BRITTLE: Leshy have a -1 penalty to their starting body at character creation.

³⁵₁₇ TREEBOND: Leshy gain the “Treebond” skill as a racial skill. The Skill cap for Treebond is 3, and the Skill Cost is 5 points.

³⁵₁₇ NATURE’S FAVOR: Leshy who choose the “Magician” class gain the Heal spell for free. They do not need to know any Material magic at all, they know this spell regardless. Leshy who are not magicians may cast the heal spell using physical drain, in a manner identical to magicians.

³⁵₁₇ FLAMMABLE: Leshy take double damage from fire effects.

³⁵₁₇ WOODSRUNNERS: Leshy gain the “Leshy Tracking” skill as a racial

skill. The Skill cap for Leshy Tracking is 5, and the Skill Cost is 1 point.



ORCS

Big, green, and toothy, orcs are born muscular and tough. They are short-lived, reaching maturity by 15, and old age by 35. Most have terrible tempers, and lack patience. This may or may not have something to do with the fact that orcs are discriminated against in most modern societies, by bigots, racist organizations, and those who fear them. Many orcs let this drive them to violence and revenge, but others find in themselves the urge to rise above it, and prove that they too, can be heroes...

GAME INFORMATION FOR ORCS:

Orcs must have false teeth representing tusks. Orcs may also have green

makeup on their exposed skin if they wish, but this is optional. All orcs must speak in a rough voice.

Advantages and Disadvantages:

³⁵₁₇ TOUGH: Orcs gain +3 to their starting body at character creation.

³⁵₁₇ DISLIKED: Orcs add +2 to the Skill cost of the Funding skill.

³⁵₁₇ WAAAAGH!: Orcs gain the “Berserk” skill as a racial skill. The skill cap for Berserk is 2, and the skill cost is 4 points.

TROLLS

Huge, hulking and muscle-bound, trolls are just plain tough. They live a little longer than orcs, some of them even reaching the ripe old age of 50. On the whole they’re a little less easy to anger than orcs, but if you get one going then watch out. They are very much discriminated against in modern society, and usually forced to seek out work where their massive muscles and heavy bodies are an asset. The fact that a lot of them seem slower mentally doesn’t help with their stereotypical image. Still, a troll is a comforting friend to have at your back, when things get violent.

GAME INFORMATION FOR

TROLLS: Trolls must have horns of some sort upon their head. They may have green, gray, or brown makeup on their face or other exposed skin, but this is optional. Trolls may have false teeth representing tusks, but this is optional as well. Trolls may have makeup or prosthetics representing bony patches on

their skin, but this is optional. All trolls must speak in a rough voice.

Advantages and Disadvantages:

³⁵₁₇ OBSCENELY

TOUGH: Trolls gain +6 to their starting body at character creation.

³⁵₁₇ POOR: Trolls add +3 to the Skill cost of the Funding skill.

³⁵₁₇ BIG TARGET: Trolls cannot buy the Dodge skill.

³⁵₁₇ BONY HIDE: Trolls gain the “Dermal Armor” skill as a racial skill. The skill cap for Dermal Armor is 2, and the skill cost is 10 points.

³⁵₁₇ OVERSIZED HANDS: Trolls add +1 to the skill costs for the following skills; Chemistry, Electronics, Enchanting, Engineering, and Medical. On the plus side, they only pay half cost to purchase the Sure Grip skill.



3. CLASS

Once you decide which race you wish to play, and then select your character's class. A character's class can be thought of as his type of job. There are five classes, each of which covers a broad range of occupations... The best way to decide which class best suits your character, is to read each of them over, and see which one appeals to you.

Each class pays a different amount of karma points for certain common skills, and each class has skills unique to it, and it alone. If you don't play a member of a given class, then you cannot buy any unique skills from that class. There are examples of each class in the Archetypes section later in this rulebook.

ADEPT

Adepts are people who have been blessed with the gift of magic. But

instead of learning spells and dealing with spirits, they have gained the capability to focus their magic internally, enhancing their physical abilities to levels normal people can only dream of. Adepts are usually some of the best people around at melee combat, and have a few tricks that let them dodge bullets, break an enemy's limbs, or cause fear in those unlucky enough to oppose them. There's also nothing stopping an adept from learning to use a gun, and some of them become deadly shots. Truly, adepts have the best of both worlds when it comes to fighting. Adepts start with 6 Body.

PROS: Adepts get the cheapest close-combat skills, and have decent starting body. They also get access to many unique skills, most of which have combat applications. They are very effective against creatures without firearms.

CONS: If you focus too heavily on hand-to-hand skills, then you will spend a lot of time finding ways to close with gun-wielding opponents before they can shoot you down. Ranged attacks are your bane; you must accept this and deal with it for the rest of your career. Also, adepts cannot use cyberware. It interrupts the flow of magic within their body, and is sometimes fatal. Adepts also start with one of the highest costs for the Funding skill in the game.

RECOMMENDATION: If you enjoy close-combat, and don't mind running and using cover to get to gun-wielding foes then this is the class for you. Mobility and melee skill are the key

strengths you need to take advantage of an adept's skill set.

AGENT

Agents are stealthy, deadly types. They have a talent for sneaking, or have been trained to do terrible things to people who don't know that they're coming. Agents can be equally good at acting at range, or close up, and they have an assortment of skills that let them handle things like tracking, and traps. Yet agents are usually pretty fragile when it comes to a stand-up fight... The strength of an agent comes from getting the first shot in. Getting the first strike in a fight lets them get the last strike in a fight. Agents start with 5 body.

PROS: Agents have the cheapest skill cost for demolitions, and can learn how to make and disarm traps. This can be invaluable, when you have time to prepare an ambush ground. They have skills which can take down most opponents in a single shot, and are fairly well-rounded otherwise, as their skill costs can suit a number of play styles. They also get access to a few useful defenses, for an agreeable price.

CONS: Agents pay a pretty high price for the Health Skill, and have low body to start. Playing an effective agent sometimes means that you have to be personally good at stealth, or rely upon allies to distract your foes. You can turn the tide of a fight, but you have to know the right moment to strike, or you won't last long.

RECOMMENDATION: Play an agent if you enjoy finishing foes off in a single, skillful shot or strike, or if you have a talent for sneaking. Being able to get close to a foe without alerting them is the main knack you'll want to develop, if you want to take full advantage of an agent's tricks.

FIXER

Fixers are middlemen, merchants, and charismatic individuals who usually deal in money more than they do bullets. They can also be doctors, businessmen, or anyone who doesn't care so much about fighting, as supplies, healing, or simply working with other people. Many fixers have connections outside of the Wasteland that they can use to benefit their friends and customers. Many others develop them as they go, finding ways to network and spread their influence. Fixers start with 4 body.

PROS: Fixers have THE cheapest cost for the Funding skill. Not only that, but they have no skill cap for it! If you want a guarantee that your character will be wealthy, this is the class to play. They are unbeatable at specialties like acquiring items, gaining connections, and following the money. They are also excellent at all of the medical skills.

CONS: Fixers are not built for combat. They pay a big price for their offensive and defensive skills, and can't wear big armor. Health is expensive, and they start with very little of it. Really, the best defense a fixer tends to have is funding and equipping friends who are better fighters.

RECOMMENDATION: Play a fixer if you want to be guaranteed easy wealth, and enjoy the social aspect of the game more than fighting. Fixers also pay the least cost for the medical skills, so if you want to heal and don't want to mess around with magic, this is the class for you. Fixers are great support characters, so if you like healing the wounded and having people owe you favors then this class is the most suited for you.

MAGICIAN

Magicians are those born with innate magic talent, who manage to train and channel it, developing it into the ability to cast spells. They can be insanely powerful, but also limited. Using magic is hard on the mind and body alike. Magicians come in two varieties, those who have learned to channel their abilities from another, and those who have natural talent for it, and taught themselves. The two types tend to use different trappings, but all in all, the flavor and style of a magician's magic is the choice of the individual mage. Magicians start with 5 body. [Please read the Magic section found on Page 76.](#)

PROS: Magicians are great short-to-mid-range combatants, and possess useful defensive and specialized spells. Over time, they can develop incredible abilities that no other class can match, and their spells will be the most effective weapons against certain types of foes. Magicians can also discover secret spells and abilities, during the course of the game. There are only a few defenses

against magic, and almost all of them can be worn down with enough spells. Also, your defensive spells are effective against just about any type of damage or effect that you'll run into out in the Wasteland.

CONS: Guns have greater range and speed than spells, plain and simple. Also, the bigger the spell you use, the bigger the drain on yourself. You'll find that you need to either put a fair amount of points in the Focus skill, or use your spells carefully. There are only a few times that you'll want to cut loose and dump everything you have into a foe. There's also a choice to make, between focus and spell variety. If you want a lot of spells you'll have to spend a fair amount to learn them. You can branch out into other skills, but it will eat into your magic capability... Lots of tough choices are involved in being a magician. Also, magicians can never use cyberware. It interrupts the flow of magic within their bodies, and can even kill them, in extreme cases.

RECOMMENDATION: Play a magician if you like the idea of playing a magic character, and being able to do impressive things that no one else can do. If you want to be skilled at offense, you'll need to develop a good throwing arm and accuracy with the packets used to represent magical spells. You'll also need a fairly good memory, and the ability to think on the fly to keep track of your focus points and the drain of all your spells.

SOLDIER

Soldiers need little explanation. They are military professionals or untrained but tough warriors that make a living by fighting. They are strong, plain and simple. And if there's one thing for certain in the Wasteland, it's that fighting is unavoidable at times. Without soldiers, this land would be a hell of a lot more dangerous. Soldiers start with 8 body.

Note: you don't have to play the soldier class, to be a character with military experience. Special Forces types are better represented as Agents. Quartermasters, Medics, and Officers work better as Fixers, and almost all militaries recruit magical people now, so Magicians and Adepts can have an equal claim on military service. But if you want to be a straight up infantry-type, the Soldier class is best.

PROS: Probably the easiest class to play, soldiers have the cheapest cost for ranged weapon skills, and also the cheapest cost for the armorer and health skills. Their skills are useful for keeping both them and their equipment functioning, no matter how tough the opposition. Though they might not always win, they have the best odds of living to see another day.

CONS: Soldiers depend on their gear, and don't always have the best equipment on hand for the job. Funding is expensive for them, so they are often dependent on other people with money, or whatever they can scavenge. They are also fairly bad at medical skills. It's hard for a soldier to develop any specialties that don't revolve around

hurting a foe, or avoiding serious injury. You get a small price break on some useful close-combat skills, but nothing overwhelming... Don't get cocky if a foe closes to melee range.

RECOMMENDATION: Play a soldier if you don't want to get overly complicated. Get or rent a good weapon as soon as possible, borrow money if you have to. Carry a sidearm, for when your main weapon's jammed or out of ammo. Armor's good too, but so is ammo, so there are some tough choices to make. You live and die by your gear, so take good care of it. A good soldier usually learns to be a good shot with a variety of weapons, and learns to take cover and utilize the terrain to his advantage. Teamwork doesn't hurt either.

4. SKILLS

Now it is time to choose your skills. You purchase skills with Karma Points. Every new character starts out with 40 Karma Points (42 for humans), and after each game, you gain more Karma Points. Think of them as a way to measure your character's experience.

Each skill costs a different amount of points, depending upon your class. Also, your race may allow you to buy skills that those of other races cannot.

Karma points are also used to purchase spells. You may only purchase spells if you are a magician. See the Magic chapter, for the cost, requirements, and description of each spell.

Some skills can be bought multiple times. Skills that can be bought more than once have a Skill Cap. The Skill Cap tells you how many times you can purchase the skill. If a Skill Cap has a rating of "Unlimited", then you may purchase that skill as many times as you wish. A Skill Cap with a rating of "___" means that the skill may only be purchased once.

Example: Soldiers have a Skill Cost of 8 for the Medicine Skill. They also have a Skill Cap of 2 for that skill. So if a soldier wanted to buy Medicine once, he would pay 8 points. He could pay 8 more points for a total of 16, to buy it twice, but he could not purchase it a third time, or any more times beyond two.

You are free to buy any skills that you wish, that are available to your race or class. Explanations of each skill are in the Skills chapter.

RACIAL SKILLS	Skill cost	Skill Cap	Requisite
Berserk	4	2	Race: Orc
Dermal Armor	10	2	Race: Troll
Elven Dodge	3	4	Race: Elf
Gnomish Repair	6	1	Race: Gnome
Leshy Tracking	1	5	Race: Leshy
Resist Magic	4	5	Race: Dwarf
Treebond	5	3	Race: Leshy

ADEPT SKILLS	Skill Cost	Skill Cap	Requisite
Acquire	25	2	
Adrenaline Rush	20	--	
Appraise	10	--	
Archery	6	--	
Armorer	6	2	
Beatdown	3	Unlimited	
Block	2	Unlimited	
Body Control	10	Unlimited	Block x1, Muscle Control x1 per buy
Bullet dodge	6	Unlimited	Dodge x1 per buy
Chemistry	4	10	
Chi Mastery	30	--	
Connections	15	3	
Crippling Strike	5	Unlimited	
Demolitions	12	--	
Dirty Fighting	4	Unlimited	
Disarm	2	Unlimited	
Dodge	3	Unlimited	
Electronics	4	10	
Engineering	4	10	
First Aid	4	--	
Flicker	10	Unlimited	Dodge x1, Bullet Dodge x1 per buy
Follow the Money	10	3	Connections x1 per buy
Funding	6	2	
Garrote	10	--	
Headshot	25	Unlimited	
Healers hands	10	2	
Health	4	Unlimited	
Heavy Weapons	45	--	
Injections	8	3	
Killing Hands	5	--	Martial Arts
Kneecapper	10	Unlimited	

Knockout	14	--	
Longarms	10	--	
Martial Arts	4	--	
Master Craftsman	5	10	Craft skill level 7+
Medical	4	10	
Motivation	6	--	
Muscle Control	6 times the next level of this skill	Unlimited	Block x1 per buy of the skill
Pistols	5	--	
Point Blank Shot	8	Unlimited	
Repair	15	--	
Researcher	5	10	Craft skill level 7+
Surgery	25	--	
Sure Grip	4	--	
Takedown	14	Unlimited	
Tough as Nails	1	Unlimited	
Tracking	4	8	
Traps	15	--	
The Stare	5	Unlimited	
Vital Shot	6	Unlimited	
Walk it off	6	Unlimited	

AGENT SKILLS	Skill Cost	Skill Cap	Requisite
Acquire	15	4	
Adrenaline Rush	40	--	
Appraise	7	--	
Archery	8	--	
Armorer	6	3	
Beatdown	4	5	
Block	3	Unlimited	
Chemistry	4	10	
Connections	10	4	
Crippling Strike	8	Unlimited	
Demolitions	7	--	
Dirty Fighting	8	Unlimited	
Disarm	4	Unlimited	
Dodge	4	Unlimited	
Electronics	4	10	
Engineering	4	10	
First Aid	6	--	
Follow the Money	8	4	Connections x1 per buy
Funding	3	6	

Garrote	5	--	
Headshot	10 (Corrected)	Unlimited	
Healers hands	8	3	
Health	5	Unlimited	
Heavy Weapons	28	--	
Injections	6	5	
Kneecapper	6	Unlimited	
Knockout	8	--	
Longarms	10	--	
Martial Arts	6	--	
Master Craftsman	5	10	Craft skill level 7+
Medical	4	10	
Motivation	6	--	
Pistols	4	--	
Point Blank Shot	3	Unlimited	
Repair	12	--	
Researcher	5	10	Craft skill level 7+
Sure Grip	4	--	
Surgery	25	--	
Takedown	16	Unlimited	
Thermoptic Camo	30	--	
Tough as Nails	1	Unlimited	
Tracking	2	Unlimited	
Traps	5	--	
Vital Shot	3	Unlimited	
Walk it off	18	Unlimited	

FIXER SKILLS	Skill Cost	Skill Cap	Requisite
Acquire	10	6	
Adrenaline Rush	50	--	
Appraise	4	--	
Archery	12	--	
Armorer	6	2	
Beatdown	5	2	
Block	5	Unlimited	
Chemistry	4	10	
Connections	6	5	
Crippling Strike	15	Unlimited	
Demolitions	15	--	
Dirty Fighting	15	Unlimited	
Disarm	8	Unlimited	

Dodge	6	Unlimited	
Electronics	4	10	
Engineering	4	10	
First Aid	5	--	
Follow the Money	4	5	Connections x1 per buy
Funding	2	Unlimited	
Garrote	15	--	
Headshot	35	Unlimited	
Health	6	Unlimited	
Healers hands	5	6	
Heavy Weapons	32	--	
Injections	4	5	
Kneecapper	12	Unlimited	
Knockout	18	--	
Longarms	10	--	
Martial Arts	10	--	
Master Craftsman	5	10	Craft skill level 7+
Medical	4	10	
Motivation	2	--	
Pistols	5	--	
Point Blank Shot	6	Unlimited	
Repair	6	--	
Researcher	5	10	Craft skill level 7+
Rigger	30	--	
Surgery	15	--	
Sure Grip	6	--	
Takedown	25	Unlimited	
Tough as Nails	1	Unlimited	
Tracking	5	3	
Traps	10	--	
Vital Shot	7	Unlimited	
Walk it off	20	Unlimited	

MAGICIAN SKILLS	Skill Cost	Skill Cap	Requisite
Acquire	25	2	
Adrenaline Rush	40	--	
Appraise	8	--	
Archery	10	--	
Armorer	8	1	
Astral Wave	25	--	
Avatar	30	--	
Beatdown	6	3	
Block	5	Unlimited	

Chemistry	4	10	
Connections	12	3	
Crippling Strike	15	Unlimited	
Demolitions	15	--	
Dirty Fighting	15	Unlimited	
Disarm	6	Unlimited	
Dodge	6	Unlimited	
Electronics	4	10	
Elemental Magic	5	5	
Enchanting	4	10	Class: Magician
Engineering	4	10	
First Aid	5	--	
Focus	1	Unlimited	
Follow the Money	10	3	Connections x1 per buy
Funding	6	3	
Garrote	15	--	
Headshot	35	Unlimited	
Healers hands	8	3	
Health	5	Unlimited	
Heavy Weapons	40	--	
Injectons	6	3	
Kneecapper	12	Unlimited	
Knockout	20	--	
Longarms	15	--	
Martial Arts	8	--	
Master Craftsman	5	10	Craft skill level 7+
Material Magic	5	5	
Medical	4	10	
Mental Magic	5	5	
Motivation	5	--	
Pistols	10	--	
Point Blank Shot	8	Unlimited	
Repair	20	--	
Researcher	5	10	Craft skill level 7+
Surgery	28	--	
Sure Grip	6	--	
Takedown	28	Unlimited	
Tough as Nails	1	Unlimited	
Tracking	5	4	
Traps	15	--	
Vital Shot	7	Unlimited	
Walk it off	20	Unlimited	
Warding	10	--	

SOLDIER SKILLS	Skill Cost	Skill Cap	Requisite
Acquire	20	3	
Adrenaline Rush	25	--	
Appraise	10	--	
Archery	8	--	
Armorer	5	5	
Beatdown	4	8	
Block	3	Unlimited	
Chemistry	4	10	
Connections	15	3	
Crippling Strike	10	Unlimited	
Demolitions	9	--	
Dirty Fighting	10	Unlimited	
Disarm	6	Unlimited	
Dodge	8	Unlimited	
Electronics	4	10	
Engineering	4	10	
EXO Armor	30	--	
First Aid	8	--	
Follow the Money	10	3	Connections x1 per buy
Funding	5	4	
Garrote	10	--	
Headshot	15	Unlimited	
Healers hands	10	1	
Health	2	Unlimited	
Heavy Weapons	15	--	
Injections	8	2	
Kneecapper	8	Unlimited	
Knockout	20	--	
Longarms	4	--	
Martial Arts	6	--	
Master Craftsman	5	10	Craft skill level 7+
Medical	4	10	
Motivation	6	--	
Pistols	2	--	
Point Blank Shot	4	Unlimited	
Repair	10	--	
Researcher	5	10	Craft skill level 7+
Surgery	35	--	
Sure Grip	2	--	
Takedown	20	Unlimited	
Tough as Nails	1	Unlimited	

Tracking	4	6	
Traps	15	--	
Vital Shot	5	Unlimited	
Walk it off	8	Unlimited	

COMPLETE SKILL LIST

ACQUIRE – A good merchant has many contacts, including quite a few in the Enclaves outside of the Wasteland. By taking time to set up a meet and exchange with interested parties, they can trade their hard-earned Allins for weapons, useful items, armor, or whatever else they need.

GAME INFORMATION – The Acquire skill is never actually used during a game. It can be used prior to the beginning of a game day, or after a game day has finished. E-mail is a valid format for telling the Game Masters that you are using Acquire. To use acquire, you tell the Game Master what you are trying to obtain, and he will tell you if your level of the acquire skill will allow you to purchase the item, and if so, the price of the item. If you pay that price at the beginning of the next game you attend, you will receive that item. Acquire can only get one type of item at a time, although you may purchase multiple copies of that item if they are available and you have the Allins to cover it. This skill may be purchased multiple times... Every level purchased expands the variety and range of items that you can acquire.

Note that prices in the Enclaves may be vastly different from those in the Wasteland.

ADRENALINE RUSH – The thrill of combat gets your heart pumping, and you have a tendency to ignore minor things like pain, injuries, and missing limbs. A warrior who has learned to ride the adrenaline is a terrifying foe, fighting on until he's wounded past the point of structural mobility.

GAME INFORMATION – The Adrenaline Rush skill makes the character totally immune to the Stun effect of bullets and explosions. Other stun effects still work as normal, but he can never be stunned by firearms.

If you are a magician, you gain an additional benefit from this skill. If you have adrenaline rush, then your spellcasting may never be interrupted by bullet or explosion damage.

APPRAISE – An experienced merchant knows that almost everything has a price. He can tell when he is being gouged, or has found a bargain. More importantly, he can tell how much worth an item has outside of the Wasteland.

GAME INFORMATION – If you have this skill, the Games Master will give you a sheet of paper, which has codes and prices on it. Anything you find in-game with a tag corresponding to one of these codes will have a price equal to the code.

Example: Mover Man has the Appraise skill, and he's just found a glowing rock

with a sticker on it. The sticker has the letters D80416. Checking D80416 on his Appraisal sheet, he finds the number 400 next to it. The rock's worth 400 Allins to the right customer...

The Games Master will also give you access to the master price sheet for the area of the Wasteland that your character is in. Both of these sheets are out-of-game items and proprietary information... Do not show them to anyone else unless they have the Appraise skill. If you do not have the Appraise skill and find a loose sheet, please return it to the NPC headquarters.

ARCHERY – A little practiced art except in the very poorest parts of the Wasteland, skill with a bow and arrow can nonetheless be useful. Arrows don't make much noise, valuable in spots where a gunshot would echo off the hills. And furthermore, adepts and magicians can charge their arrows with mana, dealing magic damage. Sometimes, there are creatures out there that only fear magic...

GAME INFORMATION: This skill allows the use of all bows, including crossbows. See the archery section of combat for more details. All damage called from arrows is "Normal," unless the character using the bow is an adept or magician. If the user of the bow is an adept or magician, they may use either the "Magic" or "Normal" damage type, at their discretion. Half of a user's beatdown skill is added to a bow's base damage, when an arrow is fired.

ARMORER – Modern armor is a wonderful thing, allowing the wearer to

shrug off bullets without major injury... At least, until it's broken. Still, moving in armor and best using it to protect yourself are tricks that can take awhile to master. The higher your armorer skill, the better you'll be able to use heavy armor.

GAME INFORMATION: This skill can be bought multiple times. The maximum amount of active protection that a character can gain from armor is equal to $5 + (5 \text{ times his armorer skill})$. So, a character who had bought armorer three times, would be able to get 20 points of protection out of a suit of armor.

A character can wear a suit of armor with a higher value than his armorer skill covers, but it is treated as armor of the highest active value that he can equip. Also, he may only refit the armor to a point value equal to 5 times his armorer skill.

Example: Crushbone is a soldier, with an armorer skill of 3. This lets him wear up to 20 points of armor. Later in the game his suit gets shot up, and he goes looking for a replacement. He finds some riot gear, with a rating of 30. He puts it on, but while it's on him it is treated as if it were armor with a rating of 20.

You can not use the armorer skill to refit another character's armor, only your own.

ASTRAL WAVE – Once a magician has adapted to the flow of astral space within the Wasteland, their range increases. They are able to harness a

spell to astral energy, and send it instantly to a target, without messing around with materializing the spell energy. However, there is a huge cost to pay to achieve this... It is not something a magician should use often, only in times of great need. As such, this is not a good skill for a beginning magician. It is one that is better taken after a character has had some experience with the Wasteland.

GAME INFORMATION: To use this ability, precede the verbal incantation of the spell with the words “Astral Wave!”, and point at your target. They must be within line of sight, within 30 feet, and within earshot of you. The spell you are casting must have a range of “Target”. Your target is then treated as if he had been hit by a spell packet of that spell type. Normal spell defenses apply, if the target has any active. This skill may only be purchased by magicians.

Example: Warp, a magician-for-hire, decides that the enemy approaching him is too much of a threat, and needs to be taken down before he can bring a gun to bear. He shouts “Astral Wave! Spellcasting Stun!”, and points at the foe. The foe has no magical defense, so he is affected by the stunbolt, and keels over.

The downside to using Astral Wave, is that using it adds +10 drain to the cost of the spell.

Example: Warp’s stunbolt spell cost him 12 points of drain. Since he only has 9 points of focus and 6 points of body at the minute, he’s hurting...

AVATAR – Spirits are powerful magical beings, but limited. If a magician wishes their assistance, he must find a way to bind them to the physical world. The Avatar skill is a way for a caster to assist a summoned spirit, and help it operate. In a sense, he becomes a rider in the spirit’s mind. A spirit avatar can be an invaluable ally, when times are dire. The downside is that the controlling mage must lie comatose while the spirit is materialized and moving around...

GAME INFORMATION: A magician must have a spirit formula and a variable amount of tagged items called “Ritual Supplies” to use the Avatar skill. To activate this skill, he spends five minutes meditating in a non-warded location with the formula in hand, then leaves his character sheet and whatever parts of his costume and makeup behind that he wishes. The character sheet represents his slumbering form. Anyone nearby can perform a coup de grace to kill the character sheet, which also kills the character. The player is considered out of game until he is ready to play the part of the spirit.

The player then fulfills whatever makeup, costuming, and role-playing requirements specified by the spirit formula. Once complete, he stands next to his sheet, and says “One I rift in, two I rift in, three I rift in.” While he is rifting, he is vulnerable to any attacks levied against him. When the rift is complete, he gains the character sheet of a spirit type equal to that of his spirit formula. He is treated as a spirit, and cannot cross wards, or be healed. If the spirit dies, then the spirit formula is

broken and the mage returns to his body, suffering a physical drain as per the spirit formula's instructions.

When the player wishes to return to his character, he says "One I rift out, two I rift out, three I rift out." Once that is complete, he is out of game until he can remove the spirit-specific costuming and return to his character sheet. If the sheet has been moved to a location outside of his knowledge or killed in the meantime, he must go to NPC headquarters in order to find out where and if he is waking up in his body.

Due to the fact that this skill requires a spirit formula to use, this is not a good skill for a beginning character. If you purchase this at creation, be aware that the possibility exists you may not use it during the game.

This skill may only be purchased by magicians

BEATDOWN – Sometimes, you just gotta hit something. Having the beatdown skill means that you can hit something, really really hard. It represents muscle, training, or both. Even the average Joe can hit people with a weapon... The Beatdown skill lets you do it better than the average guy on the street.

GAME INFORMATION: The Beatdown skill adds +1 to all of your melee damage every time you purchase it. This damage applies to all melee and claw phys reps. Half of this damage applies to archery and thrown weapons.

Example: Cutter Kain has purchased

the Beatdown skill three times. When swinging his Chinese sword (Base damage 2), he does five damage with each swing, rather than 2.

BERSERK – People don't like you when you get angry. Your temper can be a blessing in disguise, though. By riding the wave of adrenaline and rage, you can harness it to accomplish some truly amazing things. Of course, once it's done, you are probably going to be feeling some pain...

GAME INFORMATION: The Berserk skill may be purchased multiple times. You may use it once per day for each purchase. This is one of the rare skills that can be activated while you're dying. To go berserk, yell "Activate Berserk". You immediately gain +20 body (which can increase your regular body above its maximum,) and are immune to all stun effects for one minute. (Also cancelling any that might currently be affecting you.) In addition, you gain a temporary +2 to your Beatdown skill.

All of these conditions last for one minute. At the end of that minute, you lose 20 body (Down to a minimum of 0) and are stunned for one minute.

This skill may only be purchased by orcs.

BLOCK – You know how to parry, and it's hard to get a hit in on you when you don't want to be hit. You're good with close-combat defense.

GAME INFORMATION: The Block skill may be purchased multiple times. You may use it once per day for each

purchase. When struck by a melee attack, you may choose to say “Block.” This negates the attack entirely. You must have a boffer weapon of some sort in your hand in order to use the Block skill.

Block can be used to negate Crippling Strike, Disarm, and Takedown, but not Knockout or Garrote.

BODY CONTROL – With concentration and experience, an adept who has mastered control of his muscles can extend their supernatural toughness to his organs, protecting them somewhat. This trick only works against bullets... The damage that they deal is easy to predict, and shield against, compared to gashes and blunt trauma. A minute of total control is about all most young adepts can muster, and not every adept walks down this path. But those that do find that gunshots are a minor threat to them, at least until that minute runs out...

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. **HOWEVER**, this skill is limited... You may only purchase a number of Body Control skill levels equal to the amount of Muscle Control skill levels that you know.

You must also have already purchased the Adrenaline Rush skill, before purchasing any Body Control skill levels.

To use this skill, announce that you are activating Body Control. For the next minute, regular and refined bullets do minimal damage to you. You must

respond “Minimum” to regular bullet that strikes you. (Special rounds are unaffected, these are identifiable by their damage call.) Once the minute is over, bullets will again have their regular effect upon you.

This skill may only be purchased by adepts.

BULLET DODGE – Superior skill and augmented speed have made the character able to move **VERY** fast, for **VERY** short periods of time. Given warning, he can even dodge bullets...

GAME INFORMATION: The Bullet Dodge skill may be purchased multiple times. You may use it once per day for each purchase. **HOWEVER**, this skill is limited... You may only purchase a number of Bullet Dodges equal to the amount of Dodges that you know.

Example: Cutter Kain has purchased dodge three times. He may purchase bullet dodge up to three times, but not four times. If he purchases dodge once more, then he can purchase a fourth bullet dodge.

Bullet dodge allows a character to dodge any one attack, including melee strikes, spells, melee attacks, area explosions, Astral Waved spells, thrown weapons, archery packets, and bullets. When struck by such an attack, you can choose to say “Bullet Dodge!” This negates the attack entirely, it is treated as having missed you.

This skill may only be purchased by adepts.

CHEMISTRY – If it fizzes, smokes, or explodes, this is right up your alley! Your knowledge of chemistry allows you to make all sorts of explosives and other useful devices. There are few situations that can't be made entertaining by an armful of grenades... And on the less-explody side of things, most modern armor requires chemical knowledge to make.

GAME INFORMATION: This skill may be purchased a total of 10 times. Every level of Chemistry purchased gives you four Effort points per day for chemistry, and access to recipes. Effort points are turned in with crafting components, in order to create chemical items. The crafting components most commonly used to make chemical items are Liquids and Solids. For more details on crafting, see the Crafts chapter.

CHI MASTERY – Eventually, an adept reaches a point where his natural energy flows stop being governed by his subconscious, and become fully the domain of his conscious mind. This allows him to push himself beyond the limit, and display a resilience that transcends his physical form.

GAME INFORMATION: This skill lets an adept refresh previously used physical skills.

Every hour of gameplay, on the hour, he may choose one use of any expended “per-day” skills to regain.

For convenience, the regainable skills are summarized in the following list;
Block
Body Control

Bullet Dodge
Crippling Strike
Disarm
Dodge
Flicker
Takedown
The Stare
Walk it Off

CONNECTIONS – A trader has many friends, including those who happen to live outside the Wasteland. These friends are often only too happy to buy things that the character finds inside this ruined land... Although the price can be steep, sometimes it's the best way to move items that no one else will touch.

GAME INFORMATION: This skill may be purchased multiple times. Each purchase adds to the percentage value gained when you sell an item to your fictional contacts. This skill is never actually used in-game, only between games. At the beginning or end of a game, you may take an item to the NPC Headquarters, and say that you are selling it through your connections. They will either take the item and give you money, or tell you that your connections are not interested in it. Be aware that the value returned from selling an item this way can be fairly low, unless you have multiple levels of connections.

CRIPPLING STRIKE – The quick dislocation of a shoulder, the brutal popping of a knee, these things are a symphony of violence to those who know just how to target an opponent's joints. This one usually takes the wind out of a foe's sails, right quick.

GAME INFORMATION: This skill can be purchased multiple times. You may use it once per day for each purchase. To activate it, strike at a foe's arm or leg with a melee weapon and call "Crippling Strike!" If the attack connects, then the opponent loses the use of that arm or leg until fixed. **If it is a leg, the target cannot move faster than zombie speed. In the event BOTH legs are crippled, you are immobilized.** If it is an arm, then the target drops anything he is holding with that arm, and may not use that arm until it is repaired.

Anyone with surgery can spend five uninterrupted minutes and five medical supplies working on a target to restore all crippled limbs to full functionality.

DEMOLITIONS – Boom, baby! You know how to best use bombs and grenades. Though these can be fairly uncommon in the Wasteland, they're still effective as hell when you can find them.

GAME INFORMATION: This skill is necessary to arm grenades. Without it, you cannot activate grenade fuses or throw grenades. It is also necessary if you wish to create explosives or traps with grenades, or attempt to salvage explosive traps or bombs. **Please Read the Damage section found on Page 103 for updated Explosives rules.**

DERMAL ARMOR – It's not easy being a troll. Fortunately, there are perks. Having skin that can shrug off small-caliber rounds is one of them. Not every troll has bone deposits strong enough to take gunfire, but you're one of the lucky ones.

GAME INFORMATION: This skill may be purchased multiple times. Each purchase gives you +5 points of armor that adds to your worn armor. (Or acts as five points of armor by itself.) This armor is not reduced by breaches, and you may refit it like any other armor.

This skill may only be purchased by trolls.

DIRTY FIGHTING – A bit of sand to the eyes, a punch that breaks a nose, a kick to the groin... These are the things that end a fight QUICKLY. Won't kill your foe, WILL make them wish they were dead. For a little while, anyway.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. To activate this skill, say "Stun One Minute!" while striking an opponent's legal target area. If the strike connects, that opponent is stunned for one minute.

DISARM – A quick fighter knows how to exploit his opponent's lack of speed. You can capitalize on holes in your foe's defense, and remove his weapon with a flick of your wrist.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. To activate this skill, say "Disarm!" while striking an opponent's weapon. If it is a melee weapon, then the opponent must drop it and refrain from picking it up for at least ten seconds. In the case of firearms, it is jammed for ten seconds, as per a regular

strike.

DODGE – You are especially good at getting out of the way! Even spells have trouble touching you when you don't want to be touched.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. When struck by a melee attack or packet, you can choose to say "Dodge!" This negates the attack entirely, it is treated as having missed you. It does not work against bullets, area explosions, or spells sent via Astral Wave.

ELECTRONICS – You know the ins and outs of circuitry, electronic devices, and other useful little toys. You can create devices that do all sorts of things, as long as you have the proper materials on hand. And once you've become a master electrician, you may even be able to craft valuable cyberware... The more you have of this skill, the better you are at making electronics.

GAME INFORMATION: This skill may be purchased a total of 10 times. Every level of Electronics purchased gives you four Effort points for electronics per day, and access to recipes. Effort points are turned in with crafting components, in order to create electronic devices. The crafting components most commonly used to make electronic devices are Circuits and Wiring. For more details on crafting, see the Crafts chapter.

ELEMENTAL MAGIC – You are skilled at working with the magic of the

elements... Air, Earth, Fire, and Water are yours to command. Energy is energy, and you are capable of serious manipulation when you put your mind to it.

GAME INFORMATION: This is the skill required to learn elemental spells. You may learn elemental spells of a level equal or less than your skill in elemental magic.

This skill may only be purchased by magicians.

ELVEN DODGE – Quick and lithe, smart elves know how best to get their fragile forms out of danger.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. When struck by a melee attack, area effect, or packet, you can choose to say "Dodge!" This negates the attack entirely, it is treated as having missed you. It does not work against bullets or spells sent via Astral Wave.

Adepts should note that Elven Dodge counts as the Dodge skill for purposes of learning the Bullet Dodge skill. It adds to existing levels of the dodge skill, in that case.

This skill may only be purchased by elves.

ENCHANTING -- You have studied magical theory, or somehow learned to invest your magic in inanimate objects. You can create Grimoires and Talismans, and other more esoteric things. This is a relatively new art, but

the works of its practitioners are in high demand among the magicians of the Wasteland.

GAME INFORMATION: This skill may be purchased a total of 10 times. Every level of Enchanting purchased gives you four Effort points per day for enchanting, and access to recipes. Effort points are turned in with crafting components, in order to create magical items. The crafting components most commonly used to make enchanted items are Focus and Force. For more details on crafting, see the Crafts chapter.

ENGINEERING – Metal, stone, wood... You know how to combine any and all of these things, in order to make weapons, armor, and other items designed for rough usage. Whether you prefer to make high-end firearms, or make crafting items to sell to other trades, this is the craft for you. Also, many items from engineering are useful to the other crafting skills...

GAME INFORMATION: This skill may be purchased a total of 10 times. Every level of Engineering purchased gives you four Effort points for engineering per day, and access to recipes. Effort points are turned in with crafting components, in order to create engineering devices. The crafting components most commonly used to make engineering devices are Gearing and Structural. For more details on crafting, see the Crafts chapter.

EXO ARMOR – The Forward Assault Suit Agenda (FASA) project was fielded during the last years of the Corpwars.

An attempt to make a man-portable short-range exoskeleton, it was initiated by unknown corporations, and tested in the worst areas of the Wasteland. The project showed initial success, but several prototypes were lost.

If you know how to use EXO armor, then you can use one of these mighty suits to become a walking tank, immune to many environmental concerns, and sitting pretty behind the heaviest man-made armor in the Wasteland.

This assumes that you can find a suit, of course. They're kind of hard to come by...

GAME INFORMATION: This skill allows the character to wear and move in EXO armor. EXO armor also tends to consume batteries, and often other things, depending upon its operational duration. Individual suits may have individual powers... Refer to the card and/or NPC Headquarters for clarification. The Armorer skill does not limit the amount of EXO armor a character can use, EXO armor may be worn at maximum value so long as a character has the EXO armor skill. Unskilled characters gain no benefit from EXO armor. EXO armor can not be refitted, it can only be repaired. Due to the fact that this skill requires a rare item to use, it is not recommended for beginning characters.

This skill may only be purchased by soldiers.

FIRST AID – Shooting someone is easy. Keeping them from dying? Now that's hard. You have been trained in

basic techniques to keep your friends alive, and can do a fine job of bandaging a badly wounded person.

GAME INFORMATION: You may use first aid to save a dying character's life, if you can get to them within five minutes of the attack that takes them down. To use this skill, place your hand (In a polite manner) on the target, and say "First aid." Then pull out 2 bandages, and them around two of the target's limbs. (Gently. Do not constrict the flow of blood.) If you do this, then they are healed 1 body, and so no longer dying. It can do nothing to save the life of someone who has received a coup de grace.

While administering first aid, any attack, spell, or use of another in-game skill interrupts the first aid. You must start over, if you wish to continue administering first aid. You do not lose the bandages, and any already tied remain in place.

Bandages may be removed from a target after ten minutes. The tags are not reusable, and count as used items, but the phys reps may be recycled as desired. If a bandage falls off or is removed from a target before 10 minutes is up, they immediately take 1 point of body damage.

FLICKER – You are FAST, plain and simple. And your augmented speed is hard to match, by simple mundanes. Though it puts stress on your body, there are times when you can transcend mortal limits, and move so quickly that the unaugmented eye is hard-pressed to track you.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. HOWEVER, this skill is limited... You may only purchase a number of Flickers equal to the amount of Bullet Dodges that you know.

To use this skill, announce that you are activating Flicker. Cross your hands over your head, and take up to twenty normal-sized steps at a running or jogging pace. While your hands are above your head and you are moving, you are immune to all attacks, and must respond "No Affect" to any attack that strikes you. Once you reach twenty steps, or once you stop running, you must remove your hands from above your head. While your hands are over your head, you may not attack, use any in-game skills, carry anyone, or otherwise do anything that would involve your arms. You CAN drop items that you were holding in your hands prior to using flicker, during your run.

If you do not have enough room to take twenty steps, then you must uncross your arms as soon as you can no longer run. Flicker is not a very useful skill in cramped environments.

The Flicker skill may only be purchased by adepts.

FOCUS – The most basic thing a magician learns is concentration. With the proper meditation techniques, he can prepare himself for the rigors of spell-casting. Without it, his body feels the strain of his spells.

GAME INFORMATION: This skill can be purchased multiple times. Each time it is purchased, it adds +1 to your focus pool. This pool absorbs drain from spell-casting... Once it is depleted, the drain goes to your body instead. See the Magic chapter for more details.

The Focus pool is replenished to its maximum amount at the start of every game day.

The Focus pool can also be replenished by five minutes of uninterrupted meditation. **However, every time this option is used, the magician's maximum focus pool is reduced by 10%, rounded normally. .49 or less round down, .50 or more, round up.** This reduction is cumulative to a minimum of 5 focus or 10% whichever is greater. A magician who meditates twice during a game day has a focus pool equal to his maximum -20%. This skill may only be purchased by magicians.

FOLLOW THE MONEY –

Sometimes, bank accounts speak louder than words. A person who knows how to follow the money, and has the right connections in the Enclaves, can sometimes gain insight into otherwise inexplicable events. Things like figuring out who would profit from an arms deal with a certain faction in the Wasteland, who makes the drones that occasionally patrol a certain area of the Wright-Patterson Crater, or why teams of men in black suits are in town hunting unicorns... Though it's not a guarantee you'll get the whole story, using follow the money can occasionally get you a crucial hint towards a possible foe's

motivations. And once you know a person's motivations, you can always cut a deal.

This skill also represents having a wide amount of knowledgeable connections, or being savvy about operations on your turf. It's a good one for gossip-mongers, spies, and investigators.

GAME INFORMATION: This skill may be purchased multiple times. Each time it is purchased, it increases the chance of getting useful information from a particular question. **HOWEVER**, this skill is limited. You may not purchase it more times than you have levels in the Connections skill.

This skill is never actually used in-game, only between games. At the beginning or end of a game day, you may go to NPC Headquarters, and ask the Propaganda Manager your questions. You may ask a number of questions equal to your level in Follow the Money. The more levels you have in Follow the Money, the more likely you are to get useful information. Be aware that extremely broad questions are less likely to turn up useful information.

If there is no information on your question, you will be told that there is no information, and given the chance to ask a new question.

This skill can also be used in between games, via email. If so, each question diminishes the number of questions that you can ask, and only refreshes after you have attended a Wasteland event.

FUNDING – Money is good. Money in

your hand is even better! Funding represents personal wealth, a steady job, or a knack for finding windfalls. Money can make just about anyone's life easier, at least in the civilized parts of the Wasteland. And it's pretty useful to outsiders, too...

GAME INFORMATION: This skill can be purchased multiple times. For each level of funding that you have purchased, you start each game with 25 Allin Dollars. You must attend a particular game to receive the money for a particular game.

GAROTTE – Strangling a foe is a quick and quiet way to incapacitate them. Sure, you have to manage to sneak up on them from behind, but it's a silent killer, and there's almost no way to get out of it if they're alone.

GAME INFORMATION: To use garrote, you must be holding a "garrote handle" phys rep in each hand. This is represented by a chunk of pipe foam at least six inches long. Place your garrote handles on the target's shoulders while standing behind them, and whisper "Garrote" into their ear. For the next minute, they may claw at their throat, wiggle their head around, and thrash (lightly), but they may not speak, break contact with your garrote handles, or use any in-game skills. After the minute is up, they are Knocked Out for ten minutes. Any attacks made upon you while your hands are on your target's shoulders interrupt the garrote, and free the target to act. Garrote does not work on people wearing EXO armor, or other heavy neck protection.

Do NOT use an actual string, wire, or rope while using the garrote skill. That is DANGEROUS. Your hands must be EMPTY save for the garrote handle reps.

GNOMISH REPAIR – Machinery is always breaking. Fortunately for you, you've got a knack for putting it back together! You know how to fix broken mechanical devices, up to and including armor.

GAME INFORMATION: The Gnomish repair skill lets you fix broken objects. For most uses, it requires a variable amount of the tagged item called "Salvage". If you come across any tags with the description "Broken", then you can take them to the NPC Headquarters, and exchange salvage tags to repair them.

Repairing armor does not require the participation of the NPC Headquarters. Simply spend five minutes working on a suit of armor, (Which must be removed from its owner at the time,) and spend 1 salvage unit for every 10 points (Or fraction thereof,) that you wish to restore to the armor. This repairs breaches, and can restore a suit of armor to its full original functionality.

This skill also lets you Salvage items. This use of the skill is only usable at the end or beginning of a wasteland game, when you are checking in or checking out your equipment and character sheet. Hand the tag to the marshal, and inform them that you are Salvaging it. The marshal will determine the amount of salvage available from breaking down this item, and give it to you.

Note that you cannot purchase both the Gnomish Repair, and the Repair skill. They are essentially the same skill, so purchasing both would be useless.

This skill may only be purchased by gnomes.

HEADSHOT – One shot, one kill. It takes focus and luck, but you have mastered the art of taking down foes with a single bullet. It's not something that you can do one right after the other, though, not unless you're REALLY good.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. To use it, announce "Takedown!" and fire a firearm or archery weapon (That you have purchased the skill for,) at your target. If you hit your target, they are immediately reduced to 0 body and begin dying. If you miss, the skill is wasted. Bullet Dodges can be used to negate Headshot. EXO armor MIGHT be able to negate a headshot or two, depending on the armor, and some creatures might be immune or resistant to headshots.

But almost everything else will drop when you hit them with one of these.

This skill has no effect if it hits an illegal target area, and is treated as a miss. It should not be used as an excuse to target illegal areas. Ironical though it may be, you cannot Headshot someone if you actually shoot them in the head.

HEALER'S HANDS – The difference between a skilled practitioner of

medicine and a graduate just out of corp med school is obvious to anyone who's gotten badly injured out in the Wastes. With time and much experience, a skilled doctor can get the most from their injections, and throw in that extra effort on surgery to mend torn muscle with ease.

GAME INFORMATION: This skill may be purchased multiple times. Each time it is purchased, the amount that the user heals with injections and surgical procedures goes up by 1. The user adds +1 to the base number of body regained when using Medical injections and similar items, and adds +1 for every 10 points of body healed to targets who undergo surgery for the purpose of restoring body.

Example: Eagle-eye Pierce is a surgeon with 1 level of injections, the surgery skill, and 2 levels of Healer's Hands. Normally, medical A injections would heal a target for 6 points of body. When he uses them, they heal 8 points of body. Midway through a game day, Pierce's buddy Ginormo Meatslab the troll comes to him asking for surgery. Ginormo Meatslab is down 38 points of body. If a surgeon without healing hands were to operate on him, they could burn 3 units of medical supplies to restore 30 body to him, or 4 units of medical supplies to restore 38 to him. Pierce can burn 3 units of medical supplies to restore 36 to him. (12 per unit burned.) He does so, and Ginormo is happy. Surly, yet happy, as is his simple yet charming way.

HEALTH – Only the tough come to the Wasteland, and in it, the tough get

tougher. Those who purchase this skill are more likely to survive a typical day out in the waste.

It's a good idea for everyone to pick up some level of this skill, sooner or later. From the most rugged soldier to the scrawniest fixer, health keeps you going.

GAME INFORMATION: This skill may be purchased multiple times. Every time you purchase it, you add +2 to your character's maximum body.

HEAVY WEAPONS – Grenade launchers, LAWs, machine guns, crew-mounted weapons, flamethrowers... These things are known to you, and you can use them. Bear in mind that most heavy weapons are uncommon in the Wasteland, and are usually held by people who want to hang on to them...

GAME INFORMATION: This skill allows the character to use heavy weapons. Due to the fact that it requires fairly uncommon items to use, it is not recommended for beginning characters.

INJECTIONS – The injections skill lets you identify and safely use injections, both on yourself and others. Without it, you cannot administer even basic injections.

GAME INFORMATION: This skill may be purchased multiple times. Each time it is purchased, it allows the use of a higher level of injection. A character must have a level of Injections skill equal to the injection that he wishes to use, or the injection has no effect.

To apply an injection, you must stand

still in one spot, pull out a six-to-ten-inch long foam stick, and touch your target with it. (Place it on legal target area, and be considerate and polite to your target.) Your feet may not be moving while you are delivering an injection. The target cannot be moving faster than a slow walk. Once finished, announce the injection's effect. If you take damage while you are attempting to touch a target with the foam stick, then the injection is considered to be destroyed.

Certain creatures are immune to injections. Some variants of EXO armor may make the user immune to injections.

KILLING HANDS – A practiced adept can call forth the mana from his chakra points, charging his hands with chi, and unleashing much pain to even heavily-armored foes.

GAME INFORMATION: This is a limited skill, an adept must have purchased the Martial Arts skill, before he can purchase Killing Hands. An adept with killing hands may swing his claw phys-reps with the damage call of "Magic", instead of "Normal." Magic damage penetrates armor, and can harm most magical creatures.

If the adept wishes, he may swing for normal damage instead of magic damage. This skill may only be purchased by adepts.

KNEECAPPER – Aim low, take their legs right out from under them, and back up while you ventilate them. Works great when dealing with chokepoints and enemies with claws, works better when

the poor bastard's trying to cross a narrow ledge, or other rough terrain...

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. However, this skill is limited. You may not purchase more levels of this skill than you have purchased levels of the Point Blank Shot skill. To use this skill, call "Stop moving 30 seconds!" at a foe, then fire a bow, pistol, or longarm at them. As long as the projectile hits them they may not move their legs for 30 seconds. They may fall to the ground, but this is optional. If they are moving across a hazard, the GM may rule that they fall or are otherwise discommoded. After the 30 seconds are up, they may move their legs normally again.

Note that if this skill is used with a pistol or longarm, the target also takes 10 ballistic from the initial hit. If used with a bow, the target takes no damage... The arrow is assumed to be pinning their clothing/loose hide/whatever/ to the ground.

KNOCKOUT – A swift tap to the back of the head, and your foes will fold. This is a good, quick way to put people out without spending much in the way of resources, or taking time. The downside is that you've got to get behind them to put them down... It also doesn't work on anyone who's wearing a decent helmet, EXO armor, or has another sort of defense that applies.

GAME INFORMATION: To use Knockout, tap someone between the shoulder blades with either a blunt

weapon phys-rep, a claw phys-rep, a small weapon phys-rep, or another small piece of foam with at least two inches of material between your hand and the target. Do not actually tap their head or neck, this can be dangerous. If they have nothing to prevent a Knockout effect, then the target becomes unconscious for ten minutes. Heavy head protection can render the knockout skill useless... Ask your Games Master if your costuming protects you from the Knockout skill.

LESHY TRACKING – Following someone around in the woods is a lot easier when you can talk to the freaking trees. Well, not talk, precisely, it's more like checking their short term memory to see if anything's been through here. And it works in reverse, too. By convincing the grass to spring back up behind you, and conceal your tracks, you can make yourself very hard to find. It's good to be a Leshy, some days.

GAME INFORMATION: This skill can be purchased multiple times. Every time you purchase it, your tracking efficiency increases. Leshy tracking stacks with the regular tracking skill, adding to it for all purposes.

To use tracking, go to the NPC Headquarters and tell the identity of the NPC that you wish to track. If your tracking skill is sufficient to overcome the target number (Which is affected by that NPC's tracking skill, and the terrain, among other things.) then you can locate their destination. You can also declare that you are counter-tracking, to cover your own tracks against enemy trackers. To do this, inform an NPC marshal of

your actions and your level of tracking skill.

The Leshy Tracking skill may only be purchased by leshy.

LONGARMS – Rifles, shotguns, sub-machine guns, and assault rifles... These are useful things to have in the Wasteland. But even the finest firearm is useless, unless you have some skill with it.

GAME INFORMATION: This skill is required to use carbines, rifles, shotguns, sub-machine guns, or assault rifles. Without it, you cannot fire these guns. You must have both hands on a longarm to fire it... if one of your arms is disabled, then you cannot use a longarm. It is highly recommended for beginning characters that they either purchase this skill, or the pistols skill, or both.

MARTIAL ARTS – It's harder than you'd think to seriously hurt someone with your bare hands. Still, with some training you can pick up the knack.

GAME INFORMATION: The player may carry and use two claw phys-reps. They must be colored red, and have a striking area no longer than twelve inches. They are treated as small weapons, but cannot be disarmed. The character may deal 1 damage plus any bonuses from the Beatdown skill with them, and may block as normal with them. When the character is wielding the claws, he is assumed to be visibly striking a martial pose.

MASTER CRAFTSMAN – You know a trade, inside and out. You've

assembled countless items, and know how best to put them together without much effort. You do fast, good work, and you've got tools and access to facilities devoted to your chosen trade. You're THAT good.

GAME INFORMATION: This skill is restricted. You may not purchase it, unless you have 7 levels in one of the following skills;

Chemistry
Electronics
Enchanting
Engineering
Medical

When you purchase the Master Craftsman skill, you tie it to one of the craft skills listed above, which must be at level 7 or higher. The Master Craftsman skill may be purchased multiple times. HOWEVER, this skill is limited... You may only purchase a number of Master Craftsmen levels in any given craft equal to the levels of that craft that you know.

You may purchase Master Craftsman for multiple craft skills, provided that each skill you purchase it for is at level 7 or higher.

Master Craftsman gives you +1 effort point for every level of the associated craft skill that you possess.
(Example: *Tiny the Tinkergnome has the Chemistry skill at level 8, and a level of Master Craftsman-Chemistry. So he gets 8 extra Chemistry effort points per game. If he purchased another level of Master Craftsman-Chemistry, then he'd get another 8 extra Chemistry effort points per game.*)

MATERIAL MAGIC – Material magic concerns itself with solid things, with transmutation, creation, and impact. It also covers medical spells, and the treatment of various conditions. Though attack spells are rare in this field, the ones that exist typically cause great inconvenience to attackers, rather than harming them directly.

GAME INFORMATION: This is the skill required to learn material spells. You may learn material spells of a level equal or less than your skill in material magic.

This skill may only be purchased by magicians.

MEDICAL – Modern medicine requires a great number of devices for best results. A little knowledge on how to make your own bandages can save lives, while knowledge of how to make medical-grade slap patches can prevent major long-term damage. And surgeons always have a need for medical supplies... With this skill, you will eventually be able to do all that, and more.

GAME INFORMATION: This skill may be purchased a total of 10 times. Every level of Medical purchased gives you four Effort points for medical per day, and access to recipes. Effort points are turned in with crafting components, in order to create medical items. The crafting components most commonly used to make electronic devices are Compounds and Herbs. For more details on crafting, see the Crafts chapter.

MENTAL MAGIC – Mental magic gives the mage power over both his mind and others, and some skill with raw arcane energy. Though it cannot deal out raw damage to match elementalism, or stop bullets or mend flesh the way materialistic spells do, the effects it can generate range from subtle to impressive.

GAME INFORMATION: This is the skill required to learn mental spells. You may learn mental spells of a level equal or less than your skill in mental magic.

MOTIVATION – You have a knack for leadership and getting people moving when they're shot full of holes, or otherwise regretting life. By spending some time urging stunned people to get up and move, you let them recover from their ailment a lot faster than they would on their own.

GAME INFORMATION: This skill lets you remove non-chemical stun effects from a stunned character. To use it, approach within five feet of the target, and spend ten seconds verbally encouraging, intimidating, or otherwise motivating them. You can do other tasks while this is going on, such as bandaging them, administering injections, or shooting at foes. At the end of ten seconds, say "Motivation, dispel stun!" and any non-chemical stun effects are removed from your target. Note that being stunned yourself prevents you from using this skill, and you can only use this skill on other characters.

MUSCLE CONTROL – An adept's body is a focus, a channel for the raw

stuff of magic. By shifting his internal flow, he can charge his muscles with energy, giving them the strength to ward off strikes and shots.

GAME INFORMATION: The Muscle Control skill may be purchased multiple times. HOWEVER, this skill is limited... You may only purchase a number of Muscle Controls equal to the amount of Blocks that you know.

Also, the cost of the Muscle Control skill varies, depending upon the amount of times that you have already purchased the skill. The Muscle Control skill costs 6 times your next level of the muscle control skill.

Example: Tammy is creating an adept, Iron Jen. She currently has 0 levels of Muscle Control. To purchase a level of Muscle Control for Iron Jen costs six times one, or six points. She'll also need at least one level of the Block skill. To purchase another level of Muscle Control for Iron Jen would cost six times two, or twelve points. She'd also need two levels of the Block skill. And so on, and so forth.

Each purchase of Muscle control gives you +5 points of armor that adds to your worn armor. (Or acts as five points of armor by itself.) This also stacks with the dermal armor skill, if your character is a troll. This armor is not reduced by breaches, and you may refit it like any other armor.

This skill may only be purchased by adepts.

PISTOLS – In the Wasteland, pistols

are as common as wallets... More so, in the average rural settlement. You know how to protect yourself with small-arms, and how to take care of most smaller guns.

GAME INFORMATION: This skill is required to use light pistols, average pistols, heavy pistols, or machine pistols. Without it, you cannot fire these guns. It is highly recommended for beginning characters that they either purchase this skill, or the longarms skill, or both.

POINT BLANK SHOT – Sometimes there's no chance to switch to melee when a slaving ghoul's trying to claw your head from your neck. For those times, a bullet between the eyes can go a long way toward solving your problems.

GAME INFORMATION: The Point Blank Shot skill may be purchased multiple times. You may use it once per day for each purchase. To use this skill, fire a round from either a pistol, longarm, bow, or heavy weapon at the floor, point at a target within 10 feet of you, and call the damage of the bullet. They must either call a defense or take damage as if they had been hit by the effect you just called.

REPAIR – Things break down, especially in the Wasteland. Machinery gets rusty, parts are hard to come by, and electronics are a gamble. Fortunately, you don't let that stop you. You know how to fix broken mechanical devices, up to and including armor. And if you can't fix it, you can usually get some raw materials out of it...

GAME INFORMATION: The repair

skill lets you fix broken objects. For most uses, it requires a variable amount of the tagged item called “Salvage”. If you come across any tags with the description “Broken”, then you can take them to the NPC Headquarters, and exchange salvage tags to repair them.

Repairing armor does not require the participation of the NPC Headquarters. Simply spend five minutes working on a suit of armor, (Which must be removed from its owner at the time,) and spend 1 salvage for every 10 points you wish to restore to the armor. This repairs breaches, and can restore a suit of armor to its full original functionality.

This skill also lets you turn items into salvage. This use of the skill is only usable at the end or beginning of a wasteland game, when you are checking in or checking out your equipment and character sheet. Hand the tag to the marshal, and inform them that you are salvaging it. The marshal will determine the amount of salvage available from breaking down this item, and give it to you.

Note that you cannot purchase both the Gnomish Repair, and the Repair skill. They are essentially the same skill, so purchasing both would be useless.

RESEARCHER – You are a scientist, a theorist. You know a craft so well, that you can innovate new uses for old formulae, and research awe-inspiring secrets. Though your work can be costly at times, your inventions can make your life much easier... And possibly earn you a profit, with the right customers.

GAME INFORMATION: This skill is restricted. You may not purchase it, unless you have 7 levels in one of the following skills;

Chemistry
Electronics
Enchanting
Engineering
Medical

When you purchase the Researcher skill, you tie it to one of the craft skills listed above, which must be at level 7 or higher. The Researcher skill may be purchased multiple times. HOWEVER, this skill is limited... You may only purchase a number of Researcher levels in any given craft equal to the levels of that craft that you know.

You may purchase Researcher for multiple craft skills, provided that each skill you purchase it for is at level 7 or higher.

This skill is never actually used in-game, only between games. At the beginning or end of a game, you may go to NPC Headquarters, and hand in an item tag that you wish to backwards-engineer, or donate components to your current project. You may only have one project active at a time. The more researcher levels that you have, the quicker each project is concluded.

Backwards engineering an item destroys it, and has no cost beyond the initial item tag. Once it is finished, you gain a copy of the recipe for the item, if it falls within your crafting ability. Backwards engineering a complex item may take time... The more Researcher levels you possess, the less time it takes. If an item

is outside of your crafting ability, then you will be notified of this when you try to turn the item tag in to the NPC Headquarters.

Alternately, you may design a new type of item.

Designing an item must be done between games. Email a write-up of the item to the GM or game staff, and be as descriptive as you can. The GM or game staff will coordinate with you, to fit the item into current game mechanics and balance. Once they do, then you will start work on that project. Every game you attend from that point on your Researcher skill will be devoted to producing that item, until you are finished. Once you are finished, you will gain a tag of that item, and the recipe for that item will be pasted into your recipe book. Your level in the researcher skill will determine how quickly you finish the project. You may speed the process along by giving the NPC Headquarters components at the beginning or end of each game... Every time you turn in a component, you will be informed whether it matches a component needed for the recipe, or does not match. Matching components speed up the process, non-matching components do nothing. Regardless, the components are destroyed in the process.

RIGGER – The progression of technology has seen the development of advanced robotics, and wireless technology that can sometimes maintain a steady signal even in the messed-up airwaves of the Wasteland. This skill lets you use the specialized cyberware and hardware required to “Jump into” a

drone, and pilot it around as if it were your own body. Of course, you’ll need a working drone in order to use this, not to mention the cyberware control rig...

GAME INFORMATION: A fixer must have both an installed Cybernetic Control Rig and a working drone in order to use the Rigger skill. To activate this skill, he spends five minutes setting up in his chosen location with the drone in hand, then leaves his character sheet and whatever parts of his costume and makeup behind that he wishes. The character sheet represents his unconscious. Anyone nearby can perform a coup de grace to kill the character sheet, which also kills the character. The player is considered out of game until he is ready to play the part of the drone.

The player then fulfills whatever makeup, costuming, prop, and role-playing requirements specified by the drone card. Once complete, he stands next to his sheet and says “One I activate, two I activate, three I activate.” While he is activating, he is vulnerable to any attacks levied against him. When the activation is complete, he gains the character sheet of a drone type equal to that of his drone card. He is treated as a drone, and among other things, cannot be healed. If the drone dies, then the drone card is destroyed and the fixer returns to his body, suffering an amount of dump shock as physical damage as per the drone card’s instructions.

When the player wishes to return to his character, he says “One I deactivate, two I deactivate, three I deactivate.”, and places the drone card at his current

location. Once that is complete, he is out of game until he can remove the drone-specific costuming and return to his character sheet. If the sheet has been moved to a location outside of his knowledge or killed in the meantime, he must go to NPC headquarters in order to find out where and if he is waking up in his body.

Due to the fact that this skill requires both cyberware and a drone card to use, this is not a good skill for a beginning character. If you purchase this at creation, be aware that the possibility exists you may not use it during the game.

This skill may only be purchased by fixers.

SURGERY – Some people know how to patch up others, but it's the rare person that knows how to put another under the knife without killing them. Surgery in the Wasteland is a brutal, painful affair, that makes even hardened men flinch. Still, it's often the only way to fix certain conditions.

GAME INFORMATION: The surgery skill requires a prop in order to use. The prop must consist of a surgical kit, that contains at least three things which could conceivably be medical-related instruments. Do not actually contact your target with these instruments, that's dangerous. These instruments must be out of the kit while the surgery is being conducted.

Most surgery takes five minutes to conduct per procedure. The target undergoing the surgical procedure can feel free to act out the pain of being

operated upon while this is happening.

Most surgery requires variable amounts of the tagged item called "Medical Supplies" to use. See the chart below to determine the cost in medical supplies.

PROCEDURES/COST

- Heal a target's wounds /1 Medical supply per 10 points of body restored
- Cure poison /2 Medical supplies
- Restore a single crippled limb/3 Medical supplies
- Restore all of a target's crippled limbs/ 5 Medical supplies
- Decontaminate a target's radiation by one stage /10 Medical supplies
- Implant cyberware /Variable – See the cyberware's card.
- Other procedures /Refer to NPC Headquarters

SURE GRIP – You've built up your upper body strength, and practiced with rifles and shotguns so much that the recoil doesn't phase you much anymore.

GAME INFORMATION:

You may fire a longarm or heavy weapon one-handed... You do not have to have both hands on the weapon before you can pull the trigger.

TAKEDOWN – The truly skilled only need strike their foe once. One good shot to a vital area can end any fight... This is a skill that many hand-to-hand fighters strive years to master. While it's not always guaranteed to drop the target, it should at the very least make them sit up and take notice.

GAME INFORMATION: The Takedown skill may be purchased

multiple times. You may use it once per day for each purchase. HOWEVER, this skill is limited... You may only purchase a number of Takedowns equal or lower than the levels of Beatdown skill that you know.

To use Takedown, strike an opponent in a legal target area with a weapon phys-rep, and say "Takedown!" Unless they can completely block the strike, or use a defense such as "Block" or "Dodge" against it, Takedown drops the target to 0 body immediately, and they begin dying.

THE STARE – The best martial artists don't even need to swing a punch to win a fight. By projecting an aura of badassitude, they can send weaker-willed foes running.

GAME INFORMATION: The Stare skill may be purchased multiple times. You may use it once per day for each purchase. To use The Stare, say "Fear!" and throw a packet at a target. If the packet connects, then they are overcome with fear and must do nothing for one minute but retreat from you. If they are physically incapable of retreating, they must do whatever they can to keep away from you. They may NOT attack you. The magically-induced fear wears off after one minute.

If you leave your line of sight, they may stop running, but they may not do anything else besides cower and act afraid. If you come into their line of sight again while the fear is active, they must run again.

This skill may only be purchased by

adepts.

THERMOPTIC CAMO – Mankind is capable of building some truly amazing electronic devices. Chief among them is the development known as thermoptic camo. A modern-day cloak of invisibility, it masks the wearer from regular vision, motion detection, and thermal imagers. Even though it is rare, some of the stuff finds its way into the Wasteland now and again. It takes a skilled operative to use the stuff to its best potential, though...

GAME INFORMATION: This skill requires the tagged item "Thermoptic Camo" to use. It also requires a tagged item of one Battery. The battery is consumed when the suit is activated. To represent a thermoptic chameleon suit, the player puts on a tabard over his armor. The tabard must be made of mostly-transparent cloth. The player also must have a hood or mask made of the same cloth. To activate thermoptic camo, the player announces "Activating Thermoptic Camo", and places the hood or mask over his face. For the next minute, the character is invulnerable to all attacks, and must respond with "No Effect" to any attacks that strike him. After a minute, the battery burns out and the thermoptic camo deactivates. The player must remove his cloth mask at this time.

Each suit of thermoptic camo has a recharge time, that represents how long a player must wait before he can use it again. Individual suits of thermoptic camo may have other effects... Refer to the NPC Headquarters if you have a question about a particular suit.

Due to the fact that this skill requires a rare item to use, it is not recommended for beginning characters.

This skill may only be purchased by agents.

TOUGH AS NAILS – You're hard to kill. When you use the Walk it Off skill, you gain more health back than usual.

GAME INFORMATION:

For every level bought of tough as nails, you gain +1 healing to your base 5 when you use the Walk it Off skill. For example, a soldier with 10 levels of Tough as Nails would be healed 15 health when using Walk it Off. This skill cannot be used to heal you beyond your body point maximum.

TRACKING – You know the wilderness, and you know when someone's moved through your particular patch of it. You can also walk softly upon the land, when you put your mind to it.

GAME INFORMATION: This skill can be purchased multiple times. Every time you purchase it, your tracking efficiency increases.

To use tracking, go to the NPC Headquarters and tell the identity of the NPC that you wish to track. If your tracking skill is sufficient to overcome the target number (Which is affected by that NPC's tracking skill, and the terrain, among other things.) then you can locate their destination. You can also declare that you are counter-tracking, to cover

your own tracks against enemy trackers. To do this, inform an NPC marshal of your actions and your level of tracking skill.

TRAPS – Nothing quite disturbs the average traveler, like seeing a tripwire suddenly pop up in their path. What does it do? Probably nothing good. But with the Traps skill, you can attempt to disarm a trap, whether it's a tripwire, pressure plate, or other nasty device. You can even make traps, if you have the crafting skill and the salvage and want to give your enemies a reason to slow down...

GAME INFORMATION: This skill lets a player attempt to disarm or dismantle any trap that he comes across. It also allows a character with the appropriate level of craft skill access to trapmaking recipes. This is a limited skill... A character also requires the Demolitions skill, if he wishes to attempt to salvage bombs, or jury-rigged grenades. If a character has the traps skill but no demolitions skill, then they can only attempt to disarm explosives... Salvaging them is out of the question.

Each trap is different, so a comprehensive list cannot be presented here. The major common factor, is that all traps must make a noise when triggered. If they do not make a noise, then the effect of the trap does not activate.

All traps are 5' radius unless otherwise noted. Traps are single-use devices.

To create a trap, the character must make an appropriate phys rep for the trap, and

bring it to the game staff headquarters at the beginning of the game for inspection. To use the trap in-game, you must combine at least two item tags, a trigger and a payload. There are additional item tags that you can add, to add extra effects to any given trap.

Alternatively, a character may trade a grenade, explosive device, or similar tagged item to create a trap. Instead of the salvage determining the damage, the damage or effect (And radius) is equal to the tagged item. This requires the use of a trigger phys rep and item card, and the card and phys rep of the explosive device.

If you wish to do a lot of work with creating traps, co-ordinate with your local Game Master and NPC Headquarters to find out what is acceptable, and what is not.

TREEBOND – There's an old saying in the hills, that a particular challenge is "Harder than trying to catch a Leshy in a forest." This skill is probably the origin of that saying. This skill lets a Leshy commune with a tree, and walk right into it. They can then stay in the tree, cognizant of everything that happens around them, while they are in there. At a time of their choosing, they can leave the tree once more.

GAME INFORMATION: This skill can be purchased multiple times. You may use it once per day for each purpose. To use this skill, place your empty hands against a tree of minimum size or greater. Count to five silently... Upon the end of the count, announce "Treebond.", and put your back to the

tree, crossing your arms in front of your chest. Put on an out-of-game headband if you have one. Your character is effectively inside the tree, and cannot be affected by anything short of dynamite, or someone spending ten minutes with an axe to chop down the tree. (If that happens, then you are ejected from the tree immediately when it falls. You are unharmed from this experience.)

Unless someone saw you enter the tree, they may not target you, or even recognize that you are there.

You are free to look around you and listen while in the Treebond, but you may not speak or visibly react to people. If you wish to leave the Treebond, then put your arms out in front of you, with hands reaching out as if to grasp something, and count to 5. At the end of the 5-count, you are free to act normally once again. While you are coming out of the tree, you are vulnerable until the 5-count is finished. Any damage or effect done to you during this time causes you to fall out of the tree, and may not be dodged, or bullet dodged.

You may only take personal possessions with you when Treebonding... Any carried creatures, or anything larger than a third of your size, is dropped in front of the tree when you enter the treebond.

Minimum size for a tree is variable, based upon your hand size. If you can get one of your hands entirely around the tree's trunk, then you cannot treebond with that tree. If your finger tips are at least a centimeter apart, you can use treebond with it.

This skill may only be purchased by leshy.

VITAL SHOT – You know where to put a bullet so that it HURTS.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. When you wish to use this skill, call DOUBLE the amount of damage inflicted by the projectile fired from your bow, firearm, or heavy weapon, followed by the type of damage inflicted by your weapon, then immediately fire the weapon. Note that you must be within hearing range to use vital shot. Projectiles which do not cause outright damage cannot benefit from Vital Shot.

Example: Imas Nipa has a sidearm loaded with regular bullets. When he wishes to put a really big hole in a bandit, he pulls it, uses a Vital Shot level, and calls “20 Ballistic!” before plugging the poor bastard.

For serious business, he has a shotgun loaded with dragonsbreath rounds. However, since these have an effect call of “Elemental Ignite!”, and don't involve a number, he cannot use Vital Shot to make them more effective.

WALK IT OFF – Put simply, a character with the Walk It Off skill can survive being shot, or stabbed, or wounded in just about any way. It simply wasn't as bad as it looked, or he was too inhumanly tough to let it slow him down.

GAME INFORMATION: This skill may be purchased multiple times. You may use it once per day for each purchase. This is one of the rare skills that can be activated while you're dying. To use this skill, activate it at any time during the first minute of your dying count, and utter something like “Just a flesh wound”, or “Ain't got time to bleed”, or “That'll leave a mark”, or any other macho statement of endurance that you feel is adequate. After you have done this, you are instantly healed 5 body, cured of any knockout or stun effects, and are free to stand up and act normally. Note that this healing effect will not raise your maximum body... If your maximum body is above 5, then the additional healing is wasted. You may choose whether or not to activate this when you fall down... If 1 minute has already passed since you hit the ground, you cannot activate this skill. It must be used within the first minute of your dying state, or not at all.

Note that the “Tough as Nails” skill increases the base amount of healing that you gain from using Walk It Off.

WARDING – Magic is strange and unpredictable, and no one knows this like a magician. Sometimes there are creatures and threats out there that are just too powerful to face head on... Or sometimes a magician will find himself under assault from other magicians. In this case, a prepared Ward can be a life saver. Wards keep magic out, in most cases. Sometimes, in the case of containing evil, they keep things IN.

GAME INFORMATION: To establish a ward on a structure, the character must

expend a tagged item called “Ritual Supplies”, and place his empty hands on the structure to be warded. If he remains uninterrupted for five minutes, the structure is warded. This must be signified by Duct-tape “W”s on the doors, or other visible locations. Spell packets may not be thrown into or out of a warded building. Spirits may not enter or exit a warded building. Other magical creatures may require permission to enter a ward... Active spells and magical effects may not be brought through an entrance to a warded building... Anything like Mystic Armor or Ice Prison must be dropped before the target can enter or exit the building.

Anyone who has the Adept or Magician class may recognize a ward on sight.

Wards last for one day for every ritual supply consumed during their creation. Wards may be renewed while in operation, but it takes another five minute ritual and unit of ritual supplies from the magician who created it.

There may be other kinds of wards available... In all cases, the warding skill will let you put them up, as long as you fulfill all material requirements of the variant ward. Keep an eye out in-game.

This skill may only be purchased by magicians.

MAGIC AND SPELLS

HOW DOES MAGIC WORK, WHAT CAN IT DO?

Magic is the domain of magicians, and paranormal creatures. Though it has been extensively studied, it remains unpredictable at times... Particularly in the Wasteland. What IS known, is that magic is pulled from a dimension adjacent to our own, known as the astral plane. Those who can pull it externally are called magicians. Those who draw it internally are called adepts. Magicians use spells, adepts gain powers. This chapter is more concerned with matters dealing with magicians.

FOCUS DEPLETION

The Focus pool can be replenished by five minutes of uninterrupted meditation. However, every time this option is used, the magician's maximum focus pool is reduced by 10%, rounded normally. . 49 or less round down, .50 or more, round up. This reduction is cumulative to a minimum of 5 focus or 10% whichever is greater. A magician who meditates twice during a game day has a focus pool equal to his maximum -20%.

MAGICAL PATHS

Not everyone has the same approach to magic. Though the results are the same, the trappings are different from individual to individual. The two main approaches to magic are between mages who were taught their craft by an experienced magician, and those who

learned it as they went along. The only major difference between these two paths, is their approach to things.

SCHOOLED MAGICIANS

Most magicians who learned their craft in the corporate enclaves approach it in ways that you'll see in classical western literature. They use strange words, arcane gestures, and elaborately decorated wands, staves, and other foci to cast their spells. Schooled mages treat magic like a science, and approach it with the idea that spirits are manifestations of the major elements, non-sentient and mere reflections of the magician's will.

SELF-TAUGHT MAGICIANS

Self-Taught magicians approach magic much like a religion, or with superstitions. They claim that it won't work unless their spells are in accordance with a greater force, or they refrain from doing things that other people think nothing about doing. Self-taught mages are likely to wear natural clothing, or keep a memento around with a mystic symbol upon it. They're more likely to work music and chants into their rituals, then use magic circles or runes. Spirits are generally treated as living, sentient beings.

SPELLS

Spells are the stock and trade of any magician. They cost karma to learn, and they cost drain to use. Most spells are represented with tiny cloth bags of birdseed called spell packets. There are

instructions on how to make spell packets in the Props chapter.

Spells come in three categories... Elemental, Material, and Mental. Each of these takes a separate skill to learn. A magician without Elemental magic can not learn an elemental spell. Furthermore, each spell has a level. The appropriate magic skill must be taken a number of times equal to a spell's level, before the magician can learn it. For example, a magician must have purchased the Elemental skill twice,

ELEMENTAL MAGIC

Level	Spell
1	Flame Bolt
1	Ice Bolt
1	Lightning Bolt
2	Earthbond
2	Ignite
3	Elemental Shield
3	Fireball
4	Acid Bath
4	Petrify
5	Ice Prison

MATERIAL MAGIC

Level	Spell
1	Death Touch
1	Heal
2	Grease
2	Mend
3	Mystic Armor
3	Shatter
4	Enliven
4	Web
5	Impact Shell

MENTAL MAGIC

Level	Spell
1	Mana Bolt

before he can use a level 2 elemental spell.

There may be spell categories other than the basic three. This is a mystery of the wastes...

The lists of all beginning spells by their category and level are below. Note: there may be other spells available in game. The Wasteland has many secrets.

1	Weakness
2	Repel
2	Stun Bolt
3	Clarity
3	Magic Shield
4	Friendly
4	Magic Shell
5	Control

LEARNING SPELLS

To learn a spell at the beginning of the game, a magician must have the equivalent category skill at the proper level, and pay a number of karma points equal to the level of the spell. He must also have at least one spell from each previous level.

Example: *Fuego the mage wants to start the game with the Fireball spell. To do this, he'll need to have the Elemental Magic skill at level 3, and at least 1 level 1 spell, and 1 level 2 spell. This will run him 18 points... 15 for the three levels of elemental magic, 1 for the level 1 spell, and 2 for the level 2 spell.*

After he's got all that, he can spend 3 more points of karma to learn Fireball.

If you want to learn a spell after character creation, you must obtain a tagged item called a "Grimoire". Grimoires usually contain only one spell, so don't expect one to necessarily have the spell you seek.

Speak to your local NPC Headquarters at either the beginning or end of a game, to hand in your grimoire and spend karma to purchase your new spell. You cannot use the spell until it has been recorded on your character sheet by a Games Master. You pay a karma cost equal to the spell level, in order to learn the spell. You do NOT have to know a spell of a previous level to do so, however... That rule only applies to beginning magicians. Grimoires are one-use items, so don't expect to pass a used one on to a friend after you've learned its spell.

CASTING SPELLS

To cast a spell, you must have a spell packet in one of your hands, and say the incantation. If it is a "Target" spell, you must throw the packet, and hit the target for it to take effect. If it is a "Touch" spell, you must touch the packet to a willing target, and keep it in contact with the target until the duration is up. At that time, the spell takes effect. If it is a "Self" only spell, you must touch your chest with the packet for it to take effect. If you cannot move your hands or speak, then you cannot cast spells. Note that if you throw a targeted spell and miss, then it has no effect.

When you cast a spell, you must pay the drain cost for the spell. This

comes from your focus pool first. If your focus pool is depleted, then the drain is called Physical Drain. Any physical drain that you take reduces your body, down to a minimum of 1. If your body is at 1 or less, and you have no focus, then you cannot cast spells.

Example: *Gil-galaad has a focus pool of 7, and a health of 4. During a fierce fight, he throws 3 stunbolts that cost 2 drain apiece. This reduces his focus pool to 1. Then an enemy rushes him, and he is forced to throw another stunbolt. Since he can't pay all the cost with Focus, he pays what's left over with his Health. Gil-galaad is now down to 0 focus and 3 body.*

Physical drain is bad. Each point of physical drain that you take reduces your maximum body by 1 for one hour. No form of healing will restore your health until that hour is up.

Example: *Gil-galaad had to throw one more stunbolt before he was out of that previous mess... That reduced his body to 1. He cannot throw any more spells until he meditates to get his focus pool back, and even then he'll only be able to throw spells until his focus pool hits 0. And on top of that, he's stuck at 1 health for an hour... After an hour, he can go seek healing. But first he'll have to survive that hour...*

THE SPELL LIST

Spells have the following format:

NAME, CATEGORY, LEVEL, DRAIN, RANGE, DURATION, INCANTATION, and EFFECT

The name of the spell is self-explanatory. It usually gives a hint as to the spell's nature. The category of the spell is one of the following; Elemental, Material, or Magical.

The level of the spell will range from 1 to 5. The drain of the spell is the cost you pay whenever you cast the spell. The range of the spell will be either Self, Target, or Touch. The duration of the spell is how long it takes to cast, or how long it lasts, or both.

The incantation is the phrase that you must utter to successfully cast the spell. If you say the wrong incantation, the spell has no effect and you take no drain. The effect of the spell explains what it does.

SPELLS

NAME: **Acid Bath**

CATEGORY: Elemental

LEVEL: 4

DRAIN: 1 per 5 damage

RANGE: Target

DURATION: None

INCANTATION: "Spell Casting (Damage) Elemental Acid!"

EFFECT: The caster calls up a gout of acid to sear a single target. He determines the damage by spending drain at the time of casting... For every 1 point of drain, the acid bath deals 5 points of damage. The acid bath also destroys any armor that it breaches. The armor must be repaired, before it will be of any use again.

NAME: **Clarity**

CATEGORY: Mental

LEVEL: 3

DRAIN: 4

RANGE: Target

DURATION: None

INCANTATION: "Spell Casting Clarity!"

EFFECT: The magician removes any hastily built mental effects on the target, purging their mind of outside influences. When this spell is cast upon a target, any lingering effects from mental spells such as Fear, Weakness, Repel, Friendly, or Control are negated. The chemical state "Stoned" is also dispelled. Other types of mental coercion may be negated as well, with Game Master consent.

Note that a mage under the effects of Friendly or Control may never cast this spell upon himself.

NAME: **Control**

CATEGORY: Mental

LEVEL: 5

DRAIN: 10

RANGE: Target

DURATION: 5 minutes or until dropped.

INCANTATION: "Spell Casting Control!"

EFFECT: The magician bends a lesser mind to his will, forcing it to obey his instructions. Anyone affected by this spell must obey the magician's spoken instructions to the letter. He may not attempt to violate the spirit of the rules, and he may not knowingly harm the magician while under his control. He may not be commanded to kill himself, or do anything obscene. The target is aware of the control, and will remember it afterwards. The magician may drop this spell at any time by saying "I release you, control is down."

NAME: **Death Touch**

CATEGORY: Material

LEVEL: 1
DRAIN: 2 per 1 damage
RANGE: Self
DURATION: 5 minutes or until dropped.
INCANTATION: "Spell Casting Death Touch (Amount)."
EFFECT: The magician sharpens the air around his hands, turning them into invisible blades similar to a monofilament weapon. He may use claw phys-reps to represent this attack, and his damage is equal to 1 point for every 2 points of drain spent. (This is the Amount in the incantation). His damage call is "(Damage) magic!" The claws may be used to block as per normal weapons. Note that the beatdown skill stacks with damage granted by death touch.

NAME: **Earthbond**
CATEGORY: Elemental
LEVEL: 2
DRAIN: 4
RANGE: Target
DURATION: 1 minute
INCANTATION: "Spell Casting Elemental Earthbond!"
EFFECT: The magician softens the earth around a target's legs, making him sink in up to his ankles. Then the earth hardens in an instant, trapping him in place. This spell may only be cast upon non-flying creatures. The target of the spell must plant his feet with both soles upon the ground, and may not move them whatsoever until a minute has passed. He may still talk, move his body, and use his arms so long as his feet do not move.

NAME: **Elemental Shield**
CATEGORY: Elemental

LEVEL: 3
DRAIN: 3
RANGE: Self DURATION: 5 minutes
INCANTATION: "Spell Casting Elemental Shield."
EFFECT: The magician puts up a flux of elements around him in the astral plane, that negates and renders harmless any incoming elemental spell or effect. The shield absorbs the first spell or effect that strikes him that has the word "Elemental" in the call. To show that it has been absorbed, the magician must say "Elemental Shield" within three seconds of being struck by an elemental attack. Absorbed spells are treated as having no effect on the magician. After absorbing one spell, the shield is expended and offers no further protection.

The magician cannot choose to let an elemental spell strike him without striking the shield. It is expended regardless of whether or not the magician calls "Elemental Shield."

If a magician has both an elemental shield and a magic shield in place, and an elemental spell strikes the magician, then the elemental shield is triggered first.

NAME: **Enliven**
CATEGORY: Material
LEVEL: 4
DRAIN: 8
RANGE: Touch
DURATION: 1 minute to cast
INCANTATION: "Spell Casting Enliven."
EFFECT: The magician manipulates the target's body with magical forces,

repairing all of it at once, turning even the most traumatic damage into bruises and slight cuts. After the minute is finished, the target is healed up to 10 points of body. If the target already had 10 or more points of body, this spell has no effect.

NAME: **Fireball**

CATEGORY: Elemental

LEVEL: 3

DRAIN: 2 per packet

RANGE: Target

DURATION: None

INCANTATION: "Spell Casting 15 Elemental Fire!"

EFFECT: Calling forth a swirling mass of flames, the magician does serious damage to both the target and those near him unlucky enough to get caught in the flames. He determines the damage by spending drain at the time of casting... For every 2 points of drain, the magician gains a spell packet to throw. All packets of the fireball must be thrown at once, from a single hand. Any packet that strikes a foe inflicts 15 points of elemental fire damage.

Anyone damaged by a fireball may use defenses such as Bullet Dodge, Dodge, Magic Shield, or Elemental shield as if they had been the target. Multiple packets take multiple defenses.

NAME: **Flame Bolt**

CATEGORY: Elemental

LEVEL: 1

DRAIN: 1 per 10 damage

RANGE: Target

DURATION: None

INCANTATION: "Spell Casting (Damage) Elemental Fire!"

EFFECT: Calling forth a fiery bolt of energy, the magician sears his target. He determines the damage by spending drain at the time of casting... For every point of drain, the Flame Bolt deals 10 points of damage.

NAME: **Friendly**

CATEGORY: Mental

LEVEL: 4

DRAIN: 6

RANGE: Target

DURATION: 5 minutes

INCANTATION: "Spell Casting Friendly!"

EFFECT: The magician alters the target's mind, making himself seem like the guy's best friend. The target's attitude toward the magician improves markedly, and the target may not cause him harm unless the magician attacks him first. The spell is broken if the magician attacks him, or five minutes passes.

Note that the "Friendly" effect does not extend to any of the magician's friends... Although if they are in a non-combat situation, the target may come to accept them so long as they don't act poorly.

Once the spell is over, the target has no memory that he acted strangely.

NAME: **Grease**

CATEGORY: Material

LEVEL: 2

DRAIN: 2

RANGE: Target

DURATION: 10 seconds

INCANTATION: "Spell Casting Grease!"

EFFECT: The magician causes the target's hands to be coated with slippery oil. He immediately drops any melee weapons that he is carrying, and may not use or even hold any melee weapons or other props for 10 seconds. Any firearms that he is carrying are considered jammed for 10 seconds, and may not be used to block melee attacks.

NAME: **Heal**

CATEGORY: Material

LEVEL: 1

DRAIN: 1 point

RANGE: Touch

DURATION: 1 minute to cast

INCANTATION: "Spell Casting Heal."

EFFECT: The magician spends a little energy to stop fatal wounds, and instill a small amount of vigor to a dying target. After the minute is finished, the target is healed to 1 point of body. **If the target already had 1 or more points of body, this spell has no effect.**

NAME: **Ice Bolt**

CATEGORY: Elemental

LEVEL: 1

DRAIN: 1 per 10 damage

RANGE: Target

DURATION: None

INCANTATION: "Spell Casting (Damage) Elemental Ice!"

EFFECT: Calling forth an icy bolt of frost, the magician freezes the blood of his target. He determines the damage by spending drain at the time of casting... For every point of drain, the Ice Bolt deals 10 points of damage.

NAME: **Ice Prison**

CATEGORY: Elemental

LEVEL: 5

DRAIN: 10

RANGE: Target

DURATION: 10 minutes or until dropped

INCANTATION: "Spell Casting Elemental Imprison!"

EFFECT: The magician surrounds his target with thick-yet-porous ice, holding them in place and rendering them immune to any conceivable attack. The ice allows the target to breathe, and filters out any harmful gasses. Anyone struck by this spell must stand still in the position they were in when the Ice Prison spell hit them, and may not use any in-game skills, move, or talk.

(Blinking and closing your eyes is okay.)

All attacks, spells, or other interaction with the target are totally ineffective.

The target replies "No Effect" to every such attack or effect that hits them. Note that it is possible for the caster to entomb himself in an Ice Prison, rendering himself unable to move or cast, but effectively invulnerable. This is the Imprison effect, as noted in the combat chapter.

The spell ends after 10 minutes, or when the caster states "Prison down!" within the target's earshot. The caster may state "Prison down!" even if entombed in his own Ice Prison.

NAME: **Ignite**

CATEGORY: Elemental

LEVEL: 2

DRAIN: 3

RANGE: Target

DURATION: Until put out, or target reaches 0 body

INCANTATION: "Spell Casting Elemental Ignite!"

EFFECT: The magician calls up a raging inferno around the target, causing them to burst into flames. The target is Ignited, and takes 1 point of elemental fire damage per second. (Applied to armor first.) The ignited target may do nothing else but roll around, attempting to put the fire out. This takes 10 seconds of rolling, and dispels the ignite effect. If the target reaches 0 body before the ignite effect is put out, then the target is dying, and the ignite effect is dispelled.

Note that igniting things that are immune to fire is an exercise in futility... They won't be affected by it.

NAME: **Impact Shell**
CATEGORY: Material
LEVEL: 5
DRAIN: 10
RANGE: Self
DURATION: 10 minutes, or until dropped.
INCANTATION: "Spell Casting Impact Shell."
EFFECT: The magician creates a shell of invisible energy around himself. This shell negates normal melee attacks against him, and halves the damage of any bullets that strike him. While active, he calls "No Effect!" to attacks from normal melee weapons. Magical attacks penetrate the shell as if it wasn't there. While the Impact shell is active, the magician may not make melee attacks, and any bullets he fires deal half damage. (The caster must call the adjusted damage for each shot.) The spell ends after 10 minutes, or when the caster states "Shell down!"

NAME: **Lightning Bolt**
CATEGORY: Elemental

LEVEL: 1
DRAIN: 1 per 10 damage
RANGE: Target
DURATION: none
INCANTATION: "Spell Casting (Damage) Elemental Lightning!"
EFFECT: Calling forth a blast of electricity, the magician blasts his target. He determines the damage by spending drain at the time of casting... For every point of drain, the Lightning Bolt deals 10 points of damage.

NAME: **Magic Shell**
CATEGORY: Mental
LEVEL: 4
DRAIN: 8
RANGE: Self
DURATION: 10 minutes, or until dropped.
INCANTATION: "Spell Casting Magic Shell."
EFFECT: The magician creates a limited mana warp around himself. This shell negates all magical attacks or spells that strike him. While active, he calls "No Effect!" to all magic that strikes him. Unfortunately, this also limits the magician as well... Any active spells such as Mystic Armor or Impact Shell that are active when he casts this spell are cancelled, and he may not cast ANY spells while the Magic Shell is active. The spell ends after 10 minutes, or when the caster states "Shell down!"

NAME: **Magic Shield**
CATEGORY: Mental
LEVEL: 3
DRAIN: 4
RANGE: Self
DURATION: 5 minutes
INCANTATION: "Spell Casting Magic Shield."

EFFECT: The magician puts up a flux of spell energy around him in the astral plane, that negates and renders harmless any incoming spell. The shield absorbs any packet attack that strikes him, that has an incantation with the words "Spell Casting" in it. To show that it has been absorbed, the magician must say "Magic Shield" within three seconds of being struck by a spell. Absorbed spells are treated as having no effect on the magician. After absorbing one spell, the magic shield is expended and has no further effect.

The magician cannot choose to let a spell strike him without striking the shield. It is expended regardless of whether or not the magician calls "Magic Shield."

If a magician has both an elemental shield and a magic shield in place, and an elemental spell strikes the magician, then the elemental shield is triggered first.

NAME: **Manabolt**
CATEGORY: Mental
LEVEL: 1
DRAIN: 1 per 5 damage
RANGE: Target
DURATION: None
INCANTATION "Spell Casting (Damage) Magic!"
EFFECT: The magician pulls arcane energy out of the astral, and materializes it within his target's body, cooking them from the inside. He determines the damage by spending drain at the time of casting... For every point of drain, the Mana Bolt deals 5 points of damage. Note that this is magic damage and bypasses armor.

NAME: **Mend**
CATEGORY: Material
LEVEL: 2
DRAIN: 4
RANGE: Touch
DURATION: 1 minute to cast
INCANTATION: "Spell Casting Mend."
EFFECT: The magician uses magical force to repair damaged blood vessels and muscles, and stop internal bleeding while soothing pain. After the minute is finished, the target is healed up to 5 points of body. If the target already had 5 or more points of body, this spell has no effect.

NAME: **Mystic Armor**
CATEGORY: Material
LEVEL: 3
DRAIN: 2 per 5 armor
RANGE: Self
DURATION: 5 minutes or until gone
INCANTATION: "Spell Casting Mystic Armor (Amount)."
EFFECT: The magician hardens his skin, to the point where it can shrug off bullets and other attacks. He gains temporary armor from this spell, by spending drain at the time of casting. For every two points of drain, he gains 5 points of armor. This armor stacks with any armor that he may be wearing, and is the first damaged by attacks. Multiple castings of Mystic Armor do not add to each other, only the highest casting counts. Mystic armor may not be refitted or repaired in any way... Mystic armor reduced to 0 is gone.

NAME: **Petrify**
CATEGORY: Elemental

LEVEL: 4
DRAIN: 8
RANGE: Target
DURATION: 5 minutes
INCANTATION: "Spell Casting Elemental Petrify!"
EFFECT: The magician invokes the earth to harden a target's flesh into something like stone, freezing them in place. The target may not move or speak, or use any in-game skills, and must freeze in the position that they were in when the Petrify spell hit them. They take no damage, cannot be healed, and cannot be affected by conditions while petrified.

NAME: **Repel**
CATEGORY: Mental
LEVEL: 2
DRAIN: 2
RANGE: Target
DURATION: 5 minutes
INCANTATION: "Spell Casting Repel!"
EFFECT: The magician creates an intense fear of himself in the mind of the target. The target must immediately move to at least 10 feet away from the magician if capable, and may not approach him. He may not attack anyone until at least 10 feet away from the spellcaster, or do anything else except move away and defend himself.

NAME: **Shatter**
CATEGORY: Material
LEVEL: 3
DRAIN: 4
RANGE: Target
DURATION: Permanent
INCANTATION: "Spell Casting, shatter your (Item)"

EFFECT: The magician makes the chosen carried or small inanimate item turn brittle and break. He chooses the item affected at the time of casting. The typical target for this spell is a gun or a melee weapon, which is instantly destroyed beyond repair. The magician may also target armor with this spell, but armor so affected is merely reduced to 0 and breached, it can be refitted and/or repaired as per normal. It does not affect doors or other non-portable items. It also doesn't effect EXO armor, Thermoptic camo, or drones larger than your head, so keep that in mind before casting.

NAME: **Stunbolt**
CATEGORY: Mental
LEVEL: 2
DRAIN: 2
RANGE: Target
DURATION: 1 minute
INCANTATION: "Spell Casting Stun!"
EFFECT: The magician temporarily sends a surge of energy through the target's neurons, making them dizzy and unbalanced. The target is stunned for 1 minute.

NAME: **Weakness**
CATEGORY: Mental
LEVEL: 1
DRAIN: 1 per 1 point reduced
RANGE: Target
DURATION: 1 minute
INCANTATION: "Spell Casting Weakness (Number)!"
EFFECT: The magician causes the target's muscles to relax, making them much less effective temporarily. The target's melee damage score is reduced by a number of points equal to the drain chosen at casting, for one minute. The

target's melee damage cannot be reduced below 0 by the weakness spell.

NAME: **Web**

CATEGORY: Material

LEVEL: 4

DRAIN: 8

RANGE: Target

DURATION: 5 minutes

INCANTATION: "Spell Casting Web!"

EFFECT: The caster turns the air around the target into rubbery, sticky tendrils that glue themselves to every inanimate thing nearby. The target is held helpless for five minutes, and may not move or use in-game skills. The target may still speak, blink, and otherwise communicate. All damage or spells inflicted upon the target while in this state act as normal, the web offers no protection for them.

CRAFTS AND CRAFTING

Crafts are items that are created by characters in the Wasteland game. Crafting is the process of creating those items. This is a potentially rewarding and complicated area of the Wastelands game, and it is totally optional for your character. You do not have to take a single crafting skill, nor do you have to be involved with crafting if you don't wish to involve yourself.

But if you DO get involved with crafting, you'll find that almost every tagged item in the game can be produced as long as you have adequate skill, enough materials, and the proper recipe.

To craft something, you must have the appropriate level of crafting skill. The five crafting skills are as follows;

Chemistry - Light armor, batteries, bombs and bullets.

Electronics - Flashlights, crude batteries, computer parts and tasers.

Enchanting - Scribing spells, enchanting talismans, and creating esoteric artifacts.

Engineering - Firearms, heavy weapons, solid armor, and tools for other crafts.

Medical - Bandages, injections, and biomonitors.

RECIPES - BLUEPRINTS AND INSTRUCTIONS

When you purchase a level of a crafting skill, you will receive a small number of known recipes. Generally, the lower the level, the more recipes you

will receive. NPC Headquarters will maintain a record of your known recipes. Each level also has a number of hidden recipes that you must find in-game to gain. Level 1 and 2 recipes are uncoded. At level 3 and above, all recipes are coded. At levels 3, 5, and 7, you will receive a code wheel. This code wheel represents the advanced knowledge and skill at deciphering complex equations and shorthand. It is not a tagged item in the game, it is solely an out-of-game item. You can use this code wheel to decode recipes that you find in-game... After you have decoded a recipe, you may write down a copy of it and turn it in to NPC Headquarters at the end of the game, or the beginning of the next game. If you have sufficient crafting skill to match the recipe's level, then the recipe will be added to your collection of known recipes. The original recipe remains in play like any other tagged item, and may be passed from person to person for anyone to learn.

Once you have turned in a copy of the recipe, you will be e-mailed the summary of the recipe, and the paper copy of the recipe will be pasted into your character's scrapbook. Once it is in the scrapbook, you will gain the ability to craft items using that recipe.

EFFORT - HOW MUCH YOU CAN DO IN THE TIME YOU HAVE

Each level of crafting skill gives you 4 Effort points for making items involving that skill. These points refresh every game day. Each recipe has an effort point cost... This is where you gain the points to pay that cost. For example, a person with four levels of engineering

has 16 effort points per day to devote toward engineering.

Effort points are spent on game days. They may be spent at the beginning of a game-day to make regular items, or, during a game day to make jury-rigged items. Once you are ready to craft, you must locate the craft marshal, hand over the tagged items necessary to make the items you desire, and spend your effort points. Effort points unused after the beginning of the game day may be saved to make jury-rigged items later. If you're at a loss at what to build, check around with other players and see what they need. You'll find that some recipes use materials that require 2 or more crafts to create... So it pays off to coordinate with your friends, or build a surplus of common items to sell.

All of this, of course, requires materials.

MATERIALS - THE BUILDING BLOCKS OF CRAFTING

Materials are what items are made from. They are tagged items, just like anything else in the game. You can find some of the materials that you need during the course of a game, but many of the materials required by advanced recipes will need to be crafted.

Many simple materials can be created from the tagged item called Salvage. Salvage represents unsorted junk... The repair skill is useful for making salvage, and you'll usually find plenty of salvage around during the course of a game. If you don't have crafting skill, you can sell it to crafters. They'll probably want lots of it. Salvage is also useful for repairing armor and

other things, though, so don't be too quick to trade it if you can use it. Expect to go through a lot of salvage if you buy many levels in crafting.

The sole exception to this is the Enchanting skill. This craft uses unique materials, called Focus and Force components. You can usually only find these during play, so keep your eyes open.

THE REWARDS OF HARD WORK

Crafting is a lot of work, but it can save you a lot of money, both in the long-run and the short-term. It's an easy way to get a steady supply of common items, and a great way to make rare and uncommon items that you might not otherwise be able to afford. Also, you can sell your crafted items to players and NPC's alike, or turn them in for money, if you have the Connections skill.

Crafting works best over the long-term, if you plan to attend several games and spend karma here and there to increase it. You will have several games to gather the materials you need, and opportunities to spend effort and make the materials you need for your high-end recipes.

If you're only concerned about having fun in the short-term, don't be too concerned about crafting. But if you enjoy using items that you made yourself, this is invaluable.

TAGS AND PHYS REPS

Please note that the NPC Headquarters might not have physical representations for every item that you create, especially for esoteric, higher-end recipes. If you're concerned about the

utility of a created item, then check with the Game Master before the game. He should be able to tell you the availability of phys reps for any item you wish to create. You may be asked to supply your own item, in the case of things that are expensive in real-world Dollar amounts.

JURY-RIGGING

Regular items (Those crafted at the beginning of a game day) start play with 4 game uses. Jury-rigged items do not have any game uses! They are permanently gone at the end of the day. This is the price of doing fast work.

In addition, to craft a jury-rigged item, you must have access to a crafting station of the appropriate type. These can be found in various locations in-game. Once there, you must supply appropriate components for what you are crafting, and spend two minutes per level of the recipe that you're crafting in uninterrupted work. An interruption at this point means that you must start over... No materials are lost.

Note that only tagged items may be Jury-rigged. This means that you CANNOT jury-rig regular bullets. You can make special rounds, but you CANNOT make regular bullets on the fly.

THE BASIC RECIPES

The recipes below are the ones that you gain, when you learn the first level of a crafting skill. If you come into game with 2 or more levels in a crafting skill, or the traps skill, or purchase another level of a crafting skill using

karma, then speak to the Game Master and NPC headquarters, to find out if you have learned any new recipes.

CHEMISTRY

Name: **Armored Clothing**

Effort Required: 2

Materials Required: 2 Liquid

Components

“Soak the cloth in the liquid kevlar solution, and sew in reinforcement points before it dries.”

Name: **Batteries (2)**

Effort Required: 1

Materials Required: 1 Liquid

Component OR 1 Solid Component

“If you’re skilled, almost any material that reacts can be used as a battery.”

Name: **Buckshot Shells (10)**

Effort Required: 1

Materials Required: 1 Solid Component

“Finding the right powder-to-pellet ratio takes some research.”

Name: **Bullets (20)**

Effort Required: 1

Materials Required: 1 Solid Component

“Not quite reliable enough for automatic weapons, but good enough for basics.”

Name: **Liquid Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“There are times when all you need is a few drops of a trace element.”

Name: **Molotov Cocktail (2 grenades)**

Effort Required: 2

Materials Required: 1 Liquid

Component, 1 bottle of Liquor

“A few drops of reactant turn the alcohol into a sticky goo, and make it burn longer.”

Name: **Solid Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Crystals, reactive metals, powders and rocks. Stuff with some mass behind it.”

ELECTRONICS

Name: **Basic Flashlight**

Effort Required: 1

Materials Required: 1 Circuitry

Component, 1 unit of Salvage

“Useful, and the first thing most people forget when exploring caves.”

Name: **Batteries (4)**

Effort Required: 2

Materials Required: 1 Wiring

Component, 1 Liquid Component

“A handful of basic chemical batteries. Edison would be proud.”

Name: **Circuitry Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“A few AND gates here, a few NOR gates there, and there you go!”

Name: **Taser**

Effort Required: 2

Materials Required: 1 Wiring

Component, 1 Pistol Frame

“ZAP! Short range, but pretty effective. Eats batteries, so don’t get trigger happy.”

Name: **Wiring Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Relatively conductive metal, encased in rubber.”

ENCHANTING

Name: **Focus Component**

Effort Required: 1

Materials Required: 2 Salvage

"For some mages, this takes the form of scribbled notes and symbols that are burned when used."

Name: **Force Component**

Effort Required: 1

Materials Required: 2 Salvage

"Typically a crystal or a properly prepared animal's claw or tooth or just about anything that represents force."

Name: **Level 1 Grimoire**

Effort Required: 2

Materials Required: 2 Focus

Components

“Every apprentice has to start somewhere. Think of them as Magic for Dummies books.”

Name: **Level 1 Talisman**

Effort Required: 1

Materials Required: 2 Force

Components

“Holds a minor spell, usable by anyone once they know how.”

Name: **Meditation Focus**

Effort Required: 2

Materials Required: 1 Focus component

OR 1 Force component

"This is most commonly a small statue or totem, though some people prefer to make puzzles or crystal spheres."

***Meditation Focus repairs up to 20% of refocus breach.**

Name: **Ritual Supplies**

Effort Required: 2

Materials Required: 1 Focus

Component, 1 Force Component

“A magician can call up avatar spirits, construct wards, and do other things with these.”

ENGINEERING

Name: **Gearing Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Gears, levers, fine tumblers... Basically, little moving parts.”

Name: **Longarm Frame**

Effort Required: 2

Materials Required: 1 Gearing

Component, 2 Structural Components

“Getting a good barrel, and putting in basic rifling is the key to a good longarm.”

Name: **Pistol Frame**

Effort Required: 1

Materials Required: 1 Gearing

Component, 1 Structural Component

“The basic makes haven’t really changed much since the 20th century.”

Name: **Structural Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Your basic sturdy bit of metal or wood or whatever. Holds the important bits together.”

Name: **Tier 1 Longarm**

Effort Required: 2

Materials Required: 1 Gearing

Component, 2 Structural Components, 1 Longarm Frame

“It takes a fair amount of resources to make even a simple gun. Usually, it’s a good investment.”

Name: **Tier 1 Pistol**

Effort Required: 2

Materials Required: 1 Gearing

Component, 1 Structural Component, 1 Pistol Frame

“There are better recipes for firearms out there, but few simpler.”

MEDICAL

Name: **Bandages (20)**

Effort Required: 1

Materials Required: 1 Compound

Component OR 1 Herbal Component

“Take a few strips of cloth, treat with a sterilizing solution, and use as needed.”

Name: **Compound Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Chemicals, nanites, or cultured bacteria kept in a neutral liquid solution.”

Name: **Herbal Component**

Effort Required: 1

Materials Required: 2 units of Salvage

“Molds, small plants, and other beneficial natural reagents.”

Name: **Homemade Liquor (2 Bottles)**

Effort Required: 2

Materials Required: 2 Herbal Components

“For medical purposes.”

Name: **Injection - Medical A (2)**

Effort Required: 2

Materials Required: 1 Compound Component

“The DMSO chemical carrier is the key. Washes the treatment through the injured area.”

“Ready-to-use drugs and chemicals that are useful in surgery.”

Name: **Injection – Stim (4)**

Effort Required: 1

Materials Required: 1 Herbal Component

“These things are mildly addictive, about the same as coffee.”

Name: **Medical Supplies (10)**

Effort Required: 1

Materials Required: 1 Compound Component, 1 Herbal Component

Items

ITEMS IN GAME

During the course of a Wastelands game, you will interact with many items. Heck, you'll even bring a few along yourself. And odds are good your character will start with a few. Items fall into five categories, for the purposes of the game. The five categories are as follows; Out-of-Game Items, Props, Money, Regular Bullets, Tagged Items, and Tracked Items.

1. OUT-OF-GAME ITEMS

Out of game items are things that you need as an individual, but have little relevance to the game on hand. Out-of-Game items cannot be stolen, damaged, or used by people playing the game... They are acknowledged, but ignored. Examples of out-of-game items are bedding, suitcases of clothing, medicine, cell phones, cars, and other such useful possessions. Out-of-game items should be kept out of the way of play areas and players. They may be moved if the course of regular play intrudes into such areas, but should not be touched or examined longer than necessary for play to continue. If an out-of-game item gets damaged because of play moving through the area it is in, you will not be reimbursed for it. So take care to properly stow all Out-of-game items safely away.

Your clothes are out-of-game items that you wear. They may not be destroyed through in-game actions and please, for the love of Pete, keep 'em on.

2. PROPS

Props are items either brought in by the players, or set out by GM headquarters. They are either meant to enhance the ambiance of the game, or have a limited use for certain scenarios. Props may be "Destroyed" by anyone who wishes to pick them, up, and say "One I destroy this item, Two I destroy this item, Three I destroy this item." If they can finish that three-count, then the item is considered destroyed, and may not be used in game. (Note that there may be props that are immune to destruction, or take more effort to destroy.) If it is a weapon phys rep or other player contributed prop, then the player who brought it may return the prop to play after an hour has passed. It is considered another of the same kind of item that was destroyed.

The most common props are weapon physical representations, also known as phys reps. Other props include doctor's bags, backpacks, food and drink, mirrors, and other useful items that have little game impact. Except for weapon phys-reps, props should not be used to strike other people. If a prop actually breaks or sustains damage on course, then you will not be reimbursed for it. So take care to avoid damaging props, and realize that anything you bring in-game runs the risk of damage. Also take care to avoid damaging the props of other players... That's no fun for them.

3. MONEY

The in-game currency of Wastelands is the Allin Dollar. It is

made up of a hundred Common Cents, but it is rarely broken into these denominations outside of the Enclaves. Money is physically represented, and may be stolen, given away, or taken. At the end of the game, you will turn all of your Allins in to game staff at checkout, and your amount of money will be tracked. This is called your character's bank account. At the beginning of your next game, you can pull any or all money from your bank account, and be given Allins in an equal amount. You do not have to withdraw any money from your account, if you do not wish to. In the event that the game headquarters is short of enough money to cover your full amount, or deems that the resources you are pulling out don't leave them with enough money for the event's treasure fund, you will be asked to refrain from withdrawing your full amount of cash.

4. REGULAR BULLETS

Regular bullets are physically represented within the game. When you obtain them from an NPC, they will either be given to you in a container or handed over loose. Regular bullets are considered to be out of play if they are dropped on the ground... So take care when you are loading. Exceptions may be made in the case of severely fumbled-fingers and exceedingly dry and clean ground, but generally if you drop a bullet it's lost.

At the end of the game, put all unspent bullets into your character bag. Regular bullets do not have tags.

5. TAGGED ITEMS

Tagged items are the most common types of items within the Wastelands LARP. Tagged items are usually major things, and worth some Allins to the right buyer. Things like guns, suits of armor, and medical supplies are tagged items. Tagged items usually have two parts; the physical representation, and the Item Tag. If you wish to use or carry the item, then you need to carry both of these things. If the physical representation is stolen, then you should turn the tag in to GM headquarters, or give it to the person who stole the item. Then you will receive your physical representation back, at the cost of the tag.

If you wish to leave the item in what you consider a safe place, you are not required to leave a phys rep with it. If you wish to trade the item, you do not need a phys rep with it.

Example: *Mr. Oni has collected about ten Tier 1 pistols from various bandits who have tried to kill him. He only needs one most days, so he leaves the tags for the rest in a tub on his bunk. He does not need to leave a phys. rep with every pistol though, since he's not carrying them or planning to use them. However, disaster strikes! While out on patrol, an enemy mage shatters his favorite pistol. After the fight, he tears up the tag, and goes back to his bunk. He opens the tub and pulls out another pistol tag. He doesn't need a new phys rep to use it, since he's got the phys rep for his old gun. As long as it's the same kind of gun as the tag indicates, (Tier 1,) he can use it with no problems.*

As a side note, if you steal a tagged item from another player, go to GM headquarters and show them what you stole, and tell them who you stole it

from. Check back later after the owner has turned in the item's tag... The game staff will give it to you.

Tagged items have a number on their tag. This number indicates how many times they can be used in game. After each game of Wastelands, you must show your tags to the checkout staff. They will mark off one use. Once you are out of uses for a tagged item, you cannot use it any longer.

Some item tags don't have any numbers that indicate how many games they're good for. These are rare items that don't take wear and tear from regular use! They're worth quite a lot of money if you find one.

Item tags are used so that both GM headquarters and Players don't have to supply a vast amount of props simply to play a game of Wastelands. If an item gets destroyed or expires, rip it up. You can save the pieces if you want, but they're no longer good for anything.

It is illegal to make up your own tags, or alter the information on existing ones! If you do this, you will be kicked out of the game.

6. TRACKED ITEMS

Tracked items are things that are useful in-game, but do not have any expiration date. Typically, a PC or NPC with a use for these items will go through several of them during the course of an average Wastelands game. Tracked items sometimes have a phys-rep, and always have a tag. The tag has a number of O's on it, instead of game uses. After you use tracked items, and have a few minutes to take stock of how much you've used, take a pen and cross off a number of O's equal to the tracked items used. You hand in all unused

tracked item phys reps at the end of a game, but keep the tags... The number of O's on the tags represent the amount of tracked items at the next Wastelands game that you receive at the start of the game. There are only 4 types of Tracked Items, see the list below for details;

- ³⁵₁₇ **Bandages**
- ³⁵₁₇ **Medical Supplies**
- ³⁵₁₇ **Salvage**
- ³⁵₁₇ **Special Bullets**

Bandages are strips of cloth, cut from a specific color that may change from game to game. You make make your own bandage phys reps. If that's the case, then don't hand the phys reps back in at the end of the game.

Medical Supplies are things like gauze, IV's, small doses of medicine, and other useful things for putting people back together. This item usually has no phys rep.

Salvage represents scraps and pieces of broken junk, that is often useful for crafting things or repairing broken items. This item usually has no phys rep.

Special Bullets are rare or uncommon ammunition types that have special effects when used in play. The most common type of special bullets are refined bullets, which are required to use automatic weaponry. When using special bullets, count each shot and once the combat's over, mark off that many bullets from your tag.

When you receive special bullets, you will also receive a number of bullet reps to go with them. These physical reps may or may not be colored differently from regular bullet reps. You do not need to keep them separate from

the rest of your ammunition, but it WILL make them easier to track if you do so.

NOTE: Bullets can be hard to track. With so many other things going on, it can be tricky to count your shots. We understand. Do your best, and we won't be annoyed. By the same token, please use a little foresight. Count the number of bullets you put into your clip, and after the fight, check the clip to see how many you spent. If you give someone a few of your bullets, count them and cross that number off your tag. Don't give them the original tag unless you're giving them that number of bullets.

A NOTE ON FIREARMS AND OTHER WEAPONS

NPC's are quite frequently armed with pistols, longarms, heavy weapons, and other devices of destruction. However, many of these weapons are in bad condition, use different calibers of ammunition than the PC's can get, or have biometric security to prevent strangers from firing them. The end result is that the PC's won't be able to use every firearm they find in-game, even if they have the correct firearms skill.

As such, you may not use firearm phys-reps that are carried by NPC's unless they have a tag taped to them.

If you end up with a firearm tag and no phys-rep, go to the GM and see

about checking out a gun. They probably won't have any issue with loaning you a rep. Mind you, if it's a tier 3 gun tag, they may not have one available for use.

The same principle holds true for heavy weapons and other weird devices. If you get a tag for one of those, and it's not taped to a rep, see the GM about checking out the appropriate type of weapon.

AMMUNITION

If an enemy has loose ammunition and gives it to you upon searching, those are valid bullets. Ammunition loaded into a foe's gun is off limits. You may not unload it from the clip, and you can not load it into your own firearms. Heavy weapons have tagged ammunition, and follow the same principle.

Once airsoft pellets are fired from an airsoft gun, they are considered spent rounds. Do not pick up and reuse airsoft pellets, this is cheating. Also, since pellets that have spent time on the ground may be dirty, it increases your risk of jams, or misfires.

Standard bullets represent themselves. Any Item cards for them found in the field may be turned in at logistics for pellets.

TRAPS

There are many different ways to trap things in Wastelands. There are chemical traps, electronic traps, and mechanical traps. These categories refer to the materials that a trap mechanism is constructed from, and determine the exact effects of the trap. For example a chemical trap might have an effect such as detonating, setting a target on fire, or spraying the area with acid. A mechanical trap could have an effect such as a poison needle, a harmless noisemaker, or simply raw damage in the form of cutting blades or spikes. An electronic trap could do raw electrical damage or be an alert.

There are also different types of triggers for traps. For Wastelands the trigger and the trap are considered separate items for purposes of tags and production. There are three types of trap triggers, chemical, electronic and mechanical. Trap triggers may be used with any kind of trap, you need not place a chemical trigger with a chemical trap, or an electronic trigger with an electronic trap.

To set a trap you must first have a properly sized trap rep. (See each recipe for details) for the type of trap tag you have. You must also have a trigger rep for the type of trap trigger that you have. The trap is inherently inert until it has the trigger attached to it. A trigger is attached to the trap IG via a 30 second count and the skill **Traps**. Once a trigger is attached, the trap is active even if not set. At this time if the trap is struck with damage it will go off. Once the trigger is attached the only time needed to set it is the actual time to set

the trigger. If the trigger goes off while being armed or the trap or trapper takes damage the trap goes off on the person setting it.

To disarm a trap you must actually clip the trip line, disarm the mousetrap (with out it snapping), take out the battery clip, vent the bomb bag etc. If the trigger is a remote trigger (with a line between the trap and the trigger) you can cut the line to disarm it otherwise triggers are considered permanently attached to the trap once the 30 second count has passed. Any disarming should not destroy permanent trigger reps. Bomb bags or firecrackers are considered disposable reps.

Once a trap is set, it may not be moved more than five feet. If it is moved more than five feet, the trap is instantly activated. Once it is disarmed, it may be moved freely. Activated or disarmed traps may not be rearmed... Traps are one-use only.

Some traps require additional materials and/or skills to set. See the recipe descriptions for details.

TRIGGERS

The amount of time it takes for your trap to go off and how it goes off depends on your trigger. Triggers must be safe, above all. Bring your triggers to npc headquarters before the game to pass them through safety check. Triggers must have a way to be disarmed or they will be classified as disposable. Disposable triggers are expected to be destroyed during the course of a game, expect this and plan accordingly. If you are using a trigger that is not outlined below it must be approved with a staff

member before bring it into the game. As long as your trigger is safe, then Wastelands Staff do not proscribe any particular limitations to its method of activation or use. Please, be creative. As long as it is safe, disarmable, and has a distinct flag to show when it has gone off then it will be approved.

CREATING TRAPS

Traps and triggers in game are created with the Chemistry, Electronics, and Engineering skills. Purchasing levels in these skills gives you effort points which can be spent to produce traps. You will not have access to the trap recipes unless you purchase the traps skill as well. However, once you have the traps skill, you have access to all traps recipes that you have the craft skills to create.

Example: Bob the Gnome has engineering 3, and chemistry 2, but he doesn't have the traps skill. He has all the regular engineering and chemistry recipes, but none of the trap recipes. After accepting an agent into his group, he figures that he'll build the new guy some good traps to work with. So the next game, he spends some karma and buys the traps skill. After he does this, he gains all the trap recipes that require engineering 3 or less, and chemistry 2 or less. He doesn't learn any of the electronics trap recipes, because he has no electronics skill. From this point on, if he increases his engineering, chemistry, or electronics to a level that satisfies a trap recipe, he'll learn that recipe automatically.

Chemical triggers

Suggested physreps for a chemical trigger are small, non-incendiary fireworks such as pull crackers, drop poppers or anything that is considered safe to be used near hands and eyes and does not require a flame, bomb bags, or petroleum jelly.

Electronic Triggers

Any sort of electronic trigger such as a buzzer or light can be used. Timers are also acceptable trap triggers such as egg timers, alarm clocks and stop watches.

Mechanical Triggers

The easiest mechanical trigger is a mouse trap (That's placed in such a way that it won't pinch anyone,) but these triggers can be as complex as you want to make them providing they do not contain any electrical parts.

Chemical Traps

A chemical trap is any trap that utilizes a chemical payload. Chemical traps deal explosive, incendiary, or acid damage, or can be set to ignite all targets within their radius.

Electronic Traps

Electronic traps will have an effect such as electrical damage or stun (due to shock).

Mechanical Traps

With Mechanical traps the limits are your imagination and building skills. Examples of mechanical traps could be an avalanche of rocks, a bear trap, a net or as delicate as an injection trap. If you wish, you may create a physical representation of the striking point of a single-target mechanical trap. (IE, rigging a pillow on a rope as a door trap, or setting a nerf crossbow to fire when a

tripline is tripped.) If you do this, then the trap deals double damage to the character if it strikes, but none if it misses.

You may also construct traps that utilize injections, or demolitions. These trap recipes do not require that you have the medicine or demolitions skill to construct, but they DO require that the person setting them knows something about injections and demolitions.

Mixing Traps

Triggers and traps are able to be interchanged. If you have a chemical trap, say a 10 point explosive damage, you can use a mechanical, chemical or electronic trigger to detonate it. All of the traps and triggers are interchangeable between the types.

Layering Traps

If you have several traps of the same kind (For example, explosive traps), you may place them together and arm them with a single trigger. Their damage is combined, and they count as one trap, requiring only a single trigger to arm.

Magical Traps

Magical traps exist, however these traps do not fall under these guidelines and can not be disarmed under the traps skill. They are extremely rare.

TRAP RECIPES

CHEMISTRY LEVEL 1

Name: **Pressure Trigger**

Effort Required: 1

Materials Required: 1 Solid Component

“A few reactant chemicals packaged so that they’ll cause a minor detonation – Just enough to spark.”

Name: **Delayed Trigger**

Effort Required: 1

Materials Required: 1 Liquid Component

“It’s a binary compound that mixes when you shatter the film separating one part from the other.”

Name: **Explosive Trap**

Effort Required: 2

Materials Required: 2 Solid Components

“A few nitrates, a few benzoates, and a medium that won’t react until you want it to.”

Name: **Incendiary Trap**

Effort Required: 2

Materials Required: 1 Liquid Component, 1 Solid Component

“Styrofoam jelled in kerosene makes a sticky and flammable mess.”

Name: **Acid Trap**

Effort Required: 2

Materials Required: 2 Liquid Components

“Sulfuric acid suspended in glass, deadly and painful.”

ELECTRONICS LEVEL 1

Name: **Light-activated Trigger**

Effort Required: 1

Materials Required: 1 Circuitry Component

“Interrupt the beam, and it goes off.”

Name: **Sound Trigger**

Effort Required: 1

Materials Required: 1 Wiring
Component
“Set to go off when it registers a certain decibel level of noise.”

Name: **Radio Trigger**
Effort Required: 2
Materials Required: 1 Wiring
Component
“Looks like a little walkie-talkie with a button. Push it and the trap goes off.”

Name: **Timer Trigger**
Effort Required: 2
Materials Required: 1 Circuitry
Component
“Good for when you need to pop a door, or when you know your foe’s schedule.”

Name: **Electronic Noisemaker Trap**
Effort Required: 1
Materials Required: 1 Wiring
Component
“Makes an annoying noise, possibly a continuous one depending on how you set it.”

Name: **Shocking Trap**
Effort Required: 2
Materials Required: 1 Circuitry
Component, 2 Batteries
“A few thousand volts, from you to your foes.”

Name: **Taser Trap**
Effort Required: 2
Materials Required: 1 Wiring
Component, 1 Battery
“Non-lethal, but it’ll knock you down for a minute.”

ENGINEERING LEVEL 1

Name: **General Trigger**
Effort Required: 1
Materials Required: 1 Gearing
Component
“This is an all-purpose switch.”

Name: **Mechanical Noisemaker Trap**
Effort Required: 2
Materials Required: 1 Gearing
Component
“Remember those old hand-wound alarm clocks? Yeah, like that.”

Name: **Immobilizing Trap**
Effort Required: 2
Materials Required: 1 Gearing
Component, 1 Structural Component
“This’ll take out a leg, with its spring-loaded jaws. Rust is optional.”

Name: **Damaging Trap**
Effort Required: 2
Materials Required: 1 Gearing
Component, 1 Structural Component
“Gears to set it in motion, and a nasty blade or other implement to smack your target.”

Name: **Injection Trap**
Effort Required: 2
Materials Required: 1 Gearing
Component
“Put anything you like in the spring-driven needle.”

Name: **Demolition Trap**
Effort Required: 2
Materials Required: 1 Structural
Component

“Works with just about any grenade that you happen to have handy.”

ITEM EXPLANATIONS

Acid Trap: The Acid trap deals 20 points of acid damage in a five-foot radius when tripped. The trap must be represented by an object no less than 1 foot long, 1 foot wide, and 6 inches tall.

Damaging Trap: The Damaging trap deals 15 points of normal damage in a five foot radius when tripped. The trap must be represented by an object no less than 1 foot long, 1 foot wide, and 1 foot tall.

Delayed Trigger: This chemical trigger can be represented by a bomb bag, or other timed, non-incendiary noisemaker that utilizes a chemical reaction.

Demolition Trap: This trap is special. In addition to the trap and the trigger, the person setting the trap must have a grenade, and the demolitions skill. When triggered, everyone within the grenade’s radius is affected by the grenade’s normal effect. The grenade CAN be recovered from the trap once it is set, but only if the person disarming it has both the traps skill, and the demolitions skill. The trap must be represented by a normal grenade rep.

Electronic Noisemaker Trap: The Electronic Noisemaker trap produces a loud noise when tripped, and may or may not continue to sound its alarm

indefinitely. (Game staff reserves the right to shut it off after five minutes or so.) Either the trap or the trigger must make a loud noise. The trap must be represented by an object no less than 2 inches wide, 2 inches long, and 2 inches tall.

Explosive Trap: The Explosive trap deals 20 points of explosive damage in a ten foot radius when tripped. The trap must be represented by an object no less than 1 foot long, 1 foot wide, and 6 inches tall.

General Trigger: This generic trigger can be represented by any mechanical device, or method of making noise not covered by any other trigger.

Mousetraps, balloons that are set to pop on pins, and just about any reasonable, safe, device is a good rep for a general trigger.

Immobilizing Trap: The Immobilizing Trap deals a crippling strike to the one who tripped it, taking out one of his legs. (Target’s choice.) The trap must be represented by an object no less than 1 foot long, six inches wide, and one inch tall.

Incendiary Trap: The Incendiary trap Ignites everyone within a ten foot radius when tripped. The trap must be represented by an object no less than 1 foot long, 1 foot wide, and 1 foot tall.

Injection Trap: This trap is special. In addition to the trap and the trigger, the person setting the trap must have an injection, and a medicine skill of sufficient level to use the injection. When triggered, the person who set the

trap off is affected by the chosen injection. The injection can never be removed from the trap, once it is set. The trap must be represented by an object no less than 6 inches long, 1 inch wide, and 1 inch tall.

Light-Activated Trigger: This electronic trigger can be represented by an infrared beam that reacts when broken, or a motion sensor of some sort.

Mechanical Noisemaker Trap: The Mechanical Noisemaker trap produces a loud noise when tripped, and may or may not continue to sound its alarm indefinitely. (Game staff reserves the right to shut it off after five minutes or so.) Either the trap or the trigger must make a loud noise. The trap must be represented by an object no less than 2 inches wide, 4 inches long, and 4 inches tall.

Pressure Trigger: This chemical trigger can be represented by a snap-pop, or other form of noisemaker that goes off when handled roughly.

Radio Trigger: This electronic trigger can be represented by a remote controlled device, that makes noise when the controller is manipulated.

Shocking Trap: The Shocking trap deals 15 points of lightning damage in a ten foot radius when tripped. The trap must be represented by an object no less than 6 inches long, 6 inches wide, and 4 inches tall.

Sound-Activated Trigger: This electronic trigger is difficult to represent, but any reasonable device that produces

a loud sound in response to a certain ambient level will probably be allowed.

Taser Trap: The Taser trap stuns everyone within a five foot radius when tripped. The trap must be represented by an object no less than 4 inches long, 4 inches wide, and 4 inches tall.

Timer Trigger: This electronic timer can be represented by an egg timer, a digital counter, or some other object capable of a countdown and a loud noise when the countdown is finished.

COMBAT

ADVISORY

Combat in the Wastelands LARP is supposed to be fast-paced and relatively safe, though nothing is certain. Be aware that despite the best intentions of everyone involved, accidents may happen, injuries may occur, and you may end up hurt as a result of activity occurring in combat. It is your responsibility, and that of everyone around you, to make combat as safe as possible.

If you have any more questions about the problems that can arise from improperly handled combat, please see the release waivers that are elsewhere in this rulebook.

UNIVERSAL RULES

Combat in the Wastelands LARP uses a point system. Every hit landed by a weapon, damaging packet, or bullet removes damage from a character's body or armor point total, as long as it strikes a legal area.

MINIMAL PHYSICAL CONTACT

The only skill which requires you to actually touch another person with your hands is First aid, and this is because you'll probably need to touch the target in question to tie the bandages in place. Avoid touching the target in an illegal or sensitive area when using first aid. Whenever you use this skill, it is your responsibility to avoid harming or causing your target discomfort.

If you wish to drag or carry someone out of the way, then do not actually drag them. Put your hand on their shoulder or one of their limbs, and do an audible three count of "One I drag you, two I drag you, three I drag you." Then they should get up, and move along with you to wherever you wish to deposit them. Use similar methods whenever you wish to move people in other ways. NEVER force someone to move, NEVER actually punch or shove someone, NEVER initiate physical contact without permission from your target. This helps to prevent accidents and damage to all parties involved in the game.

MELEE COMBAT

Melee combat is conducted with boffer weapons. These are sometimes referred to as weapon physical representations, or "phys reps" for short. These are typically constructed from either latex foam, or pipe foam covered in duct tape, with a PVC or fiberglass core. Most boffer weapons have open-cell foam tips, for safety purposes. Alternate construction methods may be pursued for special weapons, but you must consult with the Games Master to find out what existing safety limits govern weapon phys reps. All player-constructed weapon phys reps must be examined by a Games Master or other Wastelands staff prior to being used in the game. The goal with any weapon phys rep is to create something that is safe to wield against any participant, even if it happens to strike an illegal target area. Realism is a secondary goal to this, as are all other considerations.

Red is a reserved color for weapon phys reps. Any weapon made with 80% or more red duct tape is considered a "Claw" phys rep. This means that the player or creature is attacking with either their bare hands, or some other combat-capable appendage, such as a clawed paw, or lashing tail.

Except for claws, any character may use any melee weapon phys rep as a weapon. Unless they have purchased the Beatdown skill, or have other factors modifying their damage, they inflict the base damage of the weapon in question.

STRIKING IN MELEE COMBAT

When striking an opponent with a boffer weapon, a player may not swing more than 90 degrees and must pull back at least 45 degrees before striking again. Players should not strike with more force than is required for their opponent to know that they have been struck. Strike LIGHTLY. If a target tells you that you're striking too hard, then pull your shots. The head, hands, neck, and groin are not legal targets for attacks. A player should never strike an opponent in any of these areas and any strike that contacts these areas has no in game effect. Likewise, hands do not take any in game effects and players should avoid striking the hands of their opponents.

When a player is involved in combat he or she must notify the opponent of what in game effects are being used. While engaged in melee combat, a Player must call out the amount of damage that they are inflicting with their weapon and the type of damage that is being done. Most melee weapons inflict "Normal" damage.

Example; Cutter Cain has a Chinese sword, which has a base damage of 2. He also has the Beatdown Skill at +3, so his total damage is 5. When striking an opponent with his Chinese Sword, he can call up to 5 damage. His usual damage call is "5 Normal."

A character may not swing his weapons faster than once per second. You may ignore damage calls from players who are swinging their weapons too fast. Respond "Weak Hit" to anyone who does this. Once they regulate their speed, start taking damage from their hits again.

Alternatively, a character may thrust with a boffer weapon. The thrust must travel a distance of at least half a foot, and contact a legal striking area to take effect. As with a swing, a character may not thrust with a weapon faster than once per second.

Some weapons may be judged unsafe for thrusting. It is the responsibility of all participants to know which weapons are safe or unsafe for thrusting. If you cannot tell with a particular boffer weapon, then do not use that weapon to thrust.

DEFENDING AGAINST STRIKES

To defend against a strike, you must parry it with your own boffer weapon. No part of the swing or thrust must contact your striking area. If any part does, then you take full effect from the strike. Alternatively, you may avoid the incoming strike. If the thrust or swing fails to contact your striking area, then you take no effect from the attack.

STRIKING FIREARMS

Do not strike airsoft guns, or other projectile weapons. This can damage them, and is to be avoided as much as possible. Melee strikes that hit airsoft guns have no effect.

MELEE WEAPON SPECIFICATIONS

Melee weapons must be built to appropriate specifications. For example, a combat knife or a sap would be a small weapon, a sword or hatchet a one handed weapon, and a wood ax or staff would be a two handed weapon.

Type	Physical Dimensions	Base Damage
Small Weapon	Up to 12" length	1
One-handed weapon	13-36" length	2
Two-handed weapon	36-60" length	3

Note that the length of each weapon is meant to refer to overall length. In the event that a melee weapon is borderline by a few inches, the game staff shall have the option to reject or accept it on a case-by-case basis.

You must have both hands on a two handed weapon to strike with it. All melee weapons are subject to NPC Headquarters inspection before the game starts. You may not use a home-made boffer weapon until it has been inspected.

Maximum length 6 ft. SHOOTING AT MELEE WEAPONS

Do not shoot melee weapons. Soft latex and foam can be easily damaged by airsoft pellets. Accidental shots that hit melee weapons inflict full damage to the wielder, so do not try using melee weapons to block incoming rounds. Note that riot shields and breach mantles are not considered melee weapons.

THROWN WEAPONS

Thrown weapons are made from open-cell foam. They can be in the shape of rocks, knives, shuriken, or anything else reasonably aerodynamic. They should be covered in duct tape for at least 90% of their surface area, and should not have any protrusions which could damage eyes, faces, or other sensitive areas.

Thrown weapons cannot be used to defend against melee strikes. If shot or struck with a melee weapon they must be dropped for 10 seconds.

Thrown weapons do a base damage of 1, and an additional amount of damage equal to half of the thrower's beatdown score. (Round down.)

Example: *Steve the ninja has the beatdown skill at level 5. When he throws a shuriken, it deals 1 damage, +2 for his halved beatdown skill. So, three damage total.*

When using a thrown weapon, the damage call is (Amount of damage) Normal.

PACKET COMBAT

Packets are small cloth bags of birdseed that are similar to beanbags. Packets should not be much larger than a golf ball, and you are welcome to make your packets smaller, if you so choose. Packets represent spells, magic or energy-related effects, natural attacks such as a skunk's spray, or archery attacks. Like any other attack in the Wastelands LARP, they have no effect if they strike an opponent's illegal target area.

USING PACKETS

To use a packet, call the appropriate effect and throw it at your target. If it contacts either a legal striking area, or anything the target is wearing or carrying, then it takes full effect. If it strikes an illegal target area or misses, then it has no effect.

ARCHERY WEAPONS

There are three types of bow phys reps: Packet bows, nerf bows, and actual bows with LARP-safe arrows. The most common are packet bows. These are typically made out of foam. To use a packet archery weapon, you must hold it in one hand, and throw the packet with the other hand, while calling appropriate damage. (Typically with the "Normal" or "Magic" word after the damage amount.) You cannot throw packets faster than you can call damage.

Nerf bows and crossbows fire vaguely arrow shaped darts of foam.

Call appropriate damage for the arrow while firing.

Actual bows with LARP-safe arrows must have less than a 30-pound pull. Arrows must be soft-tipped, and have a striking surface larger than an eye socket. These bows cannot be used to block boffer weapons. All actual bows and LARP-safe arrows must be approved by the game staff prior to the beginning of the game.

Regardless of your bow type, you may not target or fire at anyone who is within five feet of you.

Arrows are not considered to be tagged items. An archer has as many arrows as he has packets, darts, or LARP-safe arrows, and can reuse any that are on the ground. Anyone with the archery skill is considered to be a fletcher, as well.

An arrow does damage equal to the base value of the type of bow, plus half of the user's beatdown skill. (Rounded up.)

Type	Damage
Pistol Crossbow	2
Short Bow	3
Crossbow	4
Long Bow	5

FIREARM COMBAT

Firearms in the Wastelands LARP are represented by Airsoft spring-powered firearm replicas, nerf guns or rubber band guns. They are referred to as firearm phys reps. All Airsoft weapons are strictly regulated by the Game Master and other staff of the LARP. You may not bring an airsoft phys rep into play, without the

examination and consent of the appropriate staff.

If you wish to bring in your own airsoft phys rep, you **MUST** bring it to the game staff for examination at least one hour prior to the beginning of the game. It must follow the guidelines below to be a useable firearm phys rep, otherwise you may not bring it into the game.

The Wastelands staff reserve the right to claim any airsoft gun as unsuitable for the Wastelands LARP, if they deem it a safety risk in any way. Even if it fulfills all requirements below, it may still be rejected.

AIRSOFT GUN REQUIREMENTS

³⁵₁₇ Must have a muzzle with an orange tip, at least 6mm in width.

³⁵₁₇ Must be 250 FPS or below when tested using .2 weight ammunition. Minor variations from 250 fps may be tolerated, but will be judged on an individual basis.

³⁵₁₇ Must be a spring-powered or electric airsoft gun. (Note that if it is electric, you may not necessarily be able to use it until you obtain the appropriate tag.)

³⁵₁₇ Must fulfill all county and state requirements that pertain to airsoft guns

³⁵₁₇ Must be deemed "Safe" by game staff responsible for weapons check.

³⁵₁₇ Must not have major modifications from factory specs. No increasing the FPS through spring replacement, nothing that weakens the frame.

You are under no obligation to provide your own airsoft phys reps. The game staff will provide appropriate phys reps as needed, subject to availability issues. This is preferred, as the Wastelands phys reps have been pre-tested and conform to the requirements above.

SHOOTING SOMEONE

To shoot someone, first ensure that their eye protection is in place, and they are outside of the minimum range of **TEN** feet. After doing so, point the firearm phys rep at a legal striking area, and fire the pellet. If the shot hits the legal striking area of the target, then it takes effect, and deals 10 points of ballistic damage.

Some specialized ammo types do a different amount or type of damage. These types are called damage... The firer will inform you of the bullet's effect when he shoots.

You may not shoot faster than once per second. As with melee weapons, the head, neck, hands, and groin are not legal targets. Shots delivered to these areas do not have any effect, and are to be avoided for safety reasons.

MINIMUM RANGE

You may not fire an airsoft phys rep at any target within TEN feet of you,

ever. You cannot use airsoft guns to block melee damage... In the event of a melee attack, try to keep the guns out of the way of your attacker's strikes. If a melee weapon strikes your firearm, you may not use it for a 10count. Which represents recovering the weapon.

COVER AND SNIPING

Since shooting people in the head is illegal in this game, it is a relatively simple thing to exploit this by exposing only your head and firearm while sniping at someone. Do not do this. To fire a gun while under cover, you must expose at least half your torso to your target. Doing otherwise is cheating.

RICOCHETS

If an airsoft pellet bounces off of another object and hits you, it counts as a damaging shot. This means that taking cover in enclosed areas is a little risky, as a missed shot can bounce around and strike you despite your best efforts.

Try to avoid deliberately causing ricochet shots, unless you can clearly see your target, and are certain that you will not strike them in an illegal target area. Even though a ricochet slows down an airsoft pellet, shots that hit the face, or other sensitive bits will still hurt.

FIREARM DAMAGE

Firearms have no damage call. **All regular bullets inflict 10 points of ballistic damage upon a target.** If you feel an impact from an airsoft pellet, and there's no associated call, then you just

took 10 points of ballistic damage. The only time you should call out something when firing an airsoft gun is when you have the headshot skill and wish to use it, or you are using specialized ammunition, or you are not sure your target felt the impact of the shot.

Type	Notes
Pistol or Machine Pistol	Also covers other one-handed guns
Longarm	Shotguns and Assault rifles, anything that takes 2 hands to fire.
Sniper Rifle	Has bipod, must be used to brace gun. Adds extra Headshots.

SUPPRESSION ZONES

Suppression zones are areas where guns or even violent actions simply will not work. These can be put up for in-game or out-of-game reasons, and are marked with a sign. There are two types of zones, no-fire zones and peace zones. They are typically set up in areas where combat would risk causing damage to real property, or be too risky to both people and props. They can also be designated goggles-free zones.

No-fire zones are typically put up on buildings, or rooms. While in a no fire zone, airsoft guns can not be fired. You also cannot stand outside of a no fire zone, and shoot into it with an airsoft gun. It simply doesn't work.

Peace zones are total non-combat zones. You may not initiate an attack, defend against an attack, or do anything of a violent nature in a peace zone. No traps, no grenades through the door, nothing. Like no-fire zones, you cannot

stand outside of a peace zone, and shoot/throw/swing into it with any kind of weapon, spell, or effect. You cannot use astral wave or other effects in a peace zone, or to throw effects into a peace zone.

BALLISTIC SHOCK

In addition to the damage dealt by a firearm, bullets also cause a target to feel some serious pain. To represent that, the “Ballistic” damage type exists. If a person takes any body damage from a ballistic source, then they are Stunned for one minute.

Specialized ammunition might not induce ballistic shock. Unless the damage call includes the word “Ballistic” or “Explosive”, there is no associated stun effect.

STUNNED

Whenever a person is hit by a stunning effect, they must immediately fall to the ground, and may not attack or use any other kind of in-game skills until the stunned period is up. They may speak, as long as they groan occasionally, and act like they’re in pain. Stunned people may also crawl, but may not walk or run.

HEAVY WEAPONS

Heavy weapons (With the exception of flame throwers,) are represented with nerf weapons that launch oversized darts of foam. If a heavy weapon attack hits a target in a legal area, or hits anything that a target is carrying, then the target takes the effect. Heavy Weapons sometimes have

an area effect associated with them, this is represented by the “Area Explosive” damage call. Like any other weapon, heavy weapons cannot be fired faster than the user can call damage. You may fire heavy weapons at people who are within five feet of you, so long as you can do this in a safe and controlled manner. Do not strike a heavy weapon phys rep with melee attacks. Melee attacks to a heavy weapon phys rep do not count as legal target area.

GRENADES

Grenades are represented by foam projectiles with a noisemaking fuse attached. To use them, trigger the fuse and throw. Note that you must have the Demolitions skill to trigger a grenade fuse, and throw grenades. All grenades have a minimum radius of five feet, some are greater. Grenades with a greater radius will be so marked on their item tag. Anyone within the grenade radius when the noisemaker goes off is affected. Call a hold if necessary, or if the radius of the grenade is greater than five feet. Bullet Dodges can be used to negate effects or damage caused by a grenade. Dynamite is counted as a grenade, though its phys rep is shaped differently.

Since grenade fuses cannot be stopped by holds, grenades and other things utilizing the noisemaker fuses are effective within holds. If you call a hold while an active grenade is within an effect radius of you, and it goes off, then your character takes the full effect. (Unless you have an appropriate defense.) The only time this does not apply is if the hold is for medical reasons. If this is the case it will be

clarified by the GM, and you may disregard the effect of the grenade.

* If you are in contact with a grenade when it 'goes off' damage is dealt as “_____ **Direct**” Meaning, it ignores armor and goes straight to Body.

MOLOTOVS

Molotov cocktails are represented by foam projectiles shaped like bottles with a rag attached. To use them, fiddle with the rep and count silently to three, then throw them at a foe. If it hits a target, then that target is Ignited. You do not have to have the Demolitions skill to throw a Molotov cocktail. A Molotov ignites anyone it hits, but after the first throw it is considered destroyed. A Molotov that misses a target and hits the ground cannot be picked up and used again (Unless the person picking it up has additional Molotov tags.)

BALLISTIC DAMAGE

Many heavy weapons and grenades use Ballistic damage. This acts the same way as bullet damage. It is stopped by armor in the same manner, and stuns the target if body damage is inflicted.

FLAMETHROWERS

Flamethrowers are represented by specialized phys reps that shoot silly string. To use a flamethrower, aim the string at a target, and say “Elemental Ignite!” If the target is hit by the string, then he is ignited, as per the effect. Flamethrower streams can be dodged,

bullet dodged, or defended against by an elemental shield.

BLACK POWDER WEAPONS

Black powder weapons are represented by rubber band guns. They do 10 points of damage per bullet, like most other firearms. There are no black powder sniper rifles. Anyone with either the pistols or longarms skill may fire loaded black powder weapon of the appropriate type, but loading one requires a character to have both black powder cartridges (rubber bands,) and at least one level of either Chemistry or Engineering. Black powder weapons may be fired at a target that is within **TEN** feet of the wielder, so long as you can do this in a safe and controlled fashion. Black powder weapons are like airsoft guns as far as blocking melee weapons go. If struck by melee weapons, black powder phys reps may not be fired for 10 seconds.

SNIPER RIFLES

Sniper rifles are longarms with specialized calibration and attachments that let them put bullets right where you want them to go. Usually this means through some other guy, in a vital spot. Sniper rifles are represented by bipods on a longarm phys-rep, and have their own tag that says “Sniper Rifle”.

Sniper rifles have two firing modes. If the bipod is folded, then the rifle is in freefire mode. Sniper rifles in freefire mode act like any other longarm. However, if the bipod is deployed, then the rifle is in sniping mode. A sniper rifle in sniping mode must have its bipod braced against something before it can

fire. It also may not be fired at anyone within 10 feet of the sniper.

The benefits of sniper mode, however, can be worth it. If a sniper has the headshot skill, then he gains two uses of it per level of the skill while in sniping mode. Effectively, he gets two takedown shots for every level of the headshot skill he has purchased. Note that these extra headshots disappear once the sniper leaves sniper mode.

Note that you can have a bipod-equipped rifle, and use it as a Tier 1 or Tier 2 longarm without a problem. You can even deploy the bipod, and use it that way without a problem. However, without a sniper rifle tag, it is not considered a sniper rifle, and provides none of the benefits of a sniper rifle.

Example: Sneaky Pete has three levels of the headshot skill. Seeing a good place to set up shop and wreak some mayhem, he settles into his roost, pulls out his sniper rifle, and settles into sniper mode. Soon enough some targets come along, and he starts popping heads. He gets three headshots in before a couple of trolls start coming his way, and he has to retreat.

Sneaky Pete has three headshot skill levels, but he had six while in sniper mode, and used three. Effectively, he used two "Real" headshots, and a "phantom" headshot gained from sniper mode. So he's got one "Real" headshot left over, after the firefight. If he sets up in sniper mode again later today, he'll be able to use two headshots before he's out.

ARMOR

You must supply your own armor, to play in Wastelands. It's not that hard to do, since just about any kind of clothes can be called ballistic armor of one sort or another. Hit a thrift shop, or use an old coat, or something similar. If you're in doubt about the type of armor you've got, check with the Game Master or game staff before the game begins, they'll tell you which category your armor falls under.

Remember that you can wear a physical representation of an armor type heavier than what your armorer skill will allow... You just won't get as much protection as a skilled Armorer would, and you'll only be able to refit it up to your basic skill.

Everyone starts out being able to wear 5 points of armor. Purchasing the Armorer skill once raises this cap to 10, and each subsequent purchase raises it by 5 more.

WHAT DOES ARMOR DO FOR ME?

Armor adds on to your body points. Worn armor is depleted before your body points are, preventing damage from reaching your squishy bits. Armor is a very good thing to have, even if it does slow you down sometimes.

Armor is effective against most types of damage, but there are a few things that will bypass it. **Anything with the damage call of "Magic" will ignore armor and go straight to your body.** Magic damage typically comes from archery packets, certain spells, and adepts with the Killing Hands skill. It may be possible to make armor that protects against magic, but this is a question best left to enchanters...

Armor has two point values... a current rating, and a maximum rating. As armor takes damage, its current rating drops an equal amount of points. If it reaches 0, then its maximum rating drops by 5. This is called an armor breach.

Example: *Charlie Dingo is wearing a 15/15 point suit of impact armor, and has 10 body. He takes a shotgun to the chest, which deals 10 points of damage to him. His armor drops to 05/15, and he shoots the bandit right back. Then the bandit's friend nails him with an assault rifle for 10, and catches him in the leg. His armor takes 5 points of it, and is breached. Charlie's body takes the last 5 points of it. Charlie had 10 points of Body, but now he's only got 5. And since he took body damage from a bullet, he is stunned for 1 minute. Not good!*

So, after a couple of hits, Charlie's armor is at 0/10, Charlie's health is at 5, Charlie is stunned on the ground going 'Oooowwww', and the bandit who dropped him is already figuring out where to fence Charlie's stuff.

Damaged armor can be refitted. To refit armor, the wearer must spend a minute shifting it on his body, representing minor repairs, smoothing out any bunched up parts, and shifting it around to use it to its full potential. If the refitting is interrupted at any point, the armor remains at its current rating, and the wearer must start over if he wishes to finish refitting. Refitted armor returns to its maximum value (Minus 5 for each breach.)

Example: *Thank God Charlie had a few friends along! They finish off the bandit, and after a minute, he's no*

longer stunned. Charlie hauls himself to his feet. Seeing his armor in tatters, and knowing he doesn't have enough body left to fend off a rabid rabbit, Charlie gets behind cover and spends a minute patting his chest, refitting his armor. After the minute's up, his armor is now at 10/10.

Breached armor can be repaired. This eliminates most breaches, see the Repair skill for particulars. You cannot stack two different suits of armor... You may only wear one at a time.

Most armor is modern armor. However, a few folks from more primitive settlements might start out with anachronistic armor.

Anachronistic armor works like regular armor, except that it typically has a special benefit of some sort, and breaches a little differently. Breached anachronistic armor only has its maximum value reduced by 1, instead of 5.

Note that in all cases, armor should not have sharp edges or spikes. Those have the potential to injure players, or damage phys-reps.

Anachronistic Armor	Value	Example
Leather Armor	3	Leather vest, or similar padding
Chain Mail	5	Represented by metal or fine-link shiny cloth.
Plate Mail	9	Has to be metal, has to be obvious. Fairly rare.

SHIELDS

Shields are a rare thing in the Wastelands LARP, but they are not entirely unknown. They come in two varieties; Riot shields and Breach mantles. Riot shields are one-handed, Breach mantles require the use of two hands. All shield phys reps must be inspected by game staff before they can be used in-game.

Shields may be made of any reasonably useable material, such as plywood, drywall, or solid foam. **All edges on a shield should be covered in pipe-foam, or some other material that cushions accidental impacts.** Do not make shields overly heavy, and do not put dangerous accessories onto shields, such as spikes or protruding metal grips on the outside. Shields should never be pushed into another person, or used offensively. Shield-bashing is illegal in the Wastelands LARP. Take great care when using shields that you do not hit other people with them.

Riot shields block any melee

Modern Armor	Value	Example
Armored Clothing	5	Leather Clothes, Padded Clothes, anything light.
Reinforced Jumpsuit	10	Any good one-piece outfit, or something loose but padded.
Armored Vest	15	Also the value for things like plated clothing
Lined Coat	20	Small dusters, ordinary trench coats
Armored Duster	25	Thick dusters, or trench coats with plating
Riot Gear	30	Hard Plastic vests and helmets, or similar heavy gear

strike that contacts them, negating damage, takedown, and crippling strike. If a disarm effect strikes a riot shield, the target must drop his shield for ten seconds. Any hits to the shield while it's being dropped count as hits to valid target area. If a riot shield is hit by a bullet, the wielder takes damage as per the bullet, and is disarmed of the shield for ten seconds.

Breach mantles must be held with both hands while in use. Breach mantles negate any regular or refined bullet or normal melee attack that is used against them. (Special damage rounds tend to go through breach mantles.) A Breach mantle that is held in one hand is not in use. If a bullet strikes a breach mantle that is being carried one-handed, then the target takes the regular amount

of damage and is disarmed of the breach mantle for ten seconds.

If you have questions about the construction of riot shields or breach mantles, consult the local game headquarters about their legal specifications for shield construction.

***Shields can be up to the 3ft wide and 4 feet tall.**

THE EFFECTS OF DAMAGE

When a person is reduced to 0 body points, they are dying. They fall to the ground, and may not move, unless someone carries or drags them. They may speak, but only to wail, scream, groan, curse, cry, or otherwise indicate that they are in great pain. They may not use any in-game skills, or impart any useful information. Dying lasts for five minutes, or until interrupted by medical treatment. If five minutes expires, then the dying person is dead.

The First Aid skill can interrupt the death count. The death count pauses, while the dying person is given first aid. After receiving first aid, the dying person's body goes from 0 to 1, and they can act normally again. If the first aid is interrupted before the bandages are properly applied, the target's death count starts up again where it left off.

Injections that heal a target can also be used to pick up a dying person. In that case, they immediately heal the amount of damage indicated by the injection (Up to their maximum body,) and may act normally. Healing magic that restores body also interrupts the death count.

COUP DE GRACE

When a character is either dying or helpless before you and incapable of using in-game skills, it is possible to kill them almost-instantly. To accomplish this, get within five feet of them and say a dramatic line, like "Say goodnight chummer", or "You picked the wrong guy to frak with," or something at least as threatening. Then either fire into the ground nearby, hit them with a damaging packet-based attack, hit them with a thrown weapon, or tap them with a melee weapon in the chest. Your target is instantly killed.

DEATH IN THE WASTELAND

When your character dies, you are required to lie there for five full minutes, unmoving and playing dead. After the five minutes is up, you must take out your character sheet, and write on the back "(Your name)'s body." You must then drop the character sheet and any in-game items that you are carrying in the location that you fell, put on an out-of-game headband, and go to the game headquarters. After confirming your death with the game staff, you have the option of creating a new character, and entering the game after you have confirmed your new character with the Game Master. Alternatively, you may choose to NPC for a while, leave, or sit out of the game and relax. Remember, that eye protection is mandatory even if you are not playing, or in-character.

Character deaths are usually permanent. Be aware that there is a very real risk your character will die in any given Wastelands game. Please be prepared to deal with this eventuality, and do not get overly upset at random

luck, the machinations of nonexistent characters, or the whims of fate.

COMBAT INFLICTED CONDITIONS

The following conditions may be encountered as a result of combat. Though many of them are covered elsewhere in this book, they are described here for convenience.

CONTROLLED

A controlled target must obey the commands of the person controlling him. He may not voluntarily harm the controller, and may not violate the spirit of the commands given to him. He may not be commanded to kill himself, or do anything obscene. For the most part, he cannot act unless his controller commands him to act. After the control is over, the controlled subject will remember everything that took place while he was controlled, and know exactly who was controlling him. Control lasts for either five minutes, or until the controller releases the subject, whichever is first. A controlled target may not cast the “Clarity” spell on himself.

CRIPPLED LIMB

In the event a single leg has been crippled the target is knocked down, and upon standing up, may only move at zombie speed. They may fight at full speed. If both legs are crippled the target is immobilized and cannot move unaided. When an arm is crippled, whatever is being held in the hand of

that arm must be immediately and safely dropped and that arm cannot be used. Effects of Crippled Limbs persist until someone with the Surgery skill spends FIVE uninterrupted minutes and FIVE medical supplies PER LIMB to restore it.

TAKEDOWN

If you are struck by a takedown effect, your body immediately drops to 0, and you begin to die. You are in the dying state, until you receive some sort of healing or first aid, or five minutes pass. (After five minutes are up, your character dies, as normal.)

DISARMED/GREASED

A disarmed target has been forced to either drop their melee weapon, or have their hands unable to grip a gun’s trigger. This condition lasts for ten seconds, during which time they may not fire the affected gun or pick up the affected melee weapon. They may draw a new weapon and attack or defend with that as necessary. The grease spell works like a standard disarm effect, with the exception that the target may not draw or use a new weapon until the ten second duration is over.

FEARED

A target affected by unnatural fear must flee from the source of his fear as fast as possible. If they are physically incapable of retreating, they must do whatever they can to keep away from the caster. They may NOT attack the caster. They may stop fleeing once they break

line of sight from the target, but they may not do anything besides act afraid for the remainder of the fear's duration, whether they are in line-of-sight or not. The magically-induced fear wears off after one minute.

FRIENDLY

The target's mind has been altered to be well-disposed to the user of this spell or effect. The person who initiated the "Friendly" effect, seems like the target's best friend. The target's attitude toward the effect's user improves markedly, and the target may not cause him harm unless the user attacks him first. The spell is broken if the user attacks him, or five minutes passes. Note that the "Friendly" effect does not extend to any of the user's friends... Although if they are in a non-combat situation, the target may come to accept them so long as they don't act poorly. Once the effect is over, the target has no memory that he acted strangely.

IGNITED

The target is set on fire, and takes 1 point of elemental fire damage per second. The ignited target may do nothing else but roll around, attempting to put the fire out. This takes 10 seconds of rolling, and dispels the ignite effect. If the target reaches 0 body before the ignite effect is put out, then the target is dying, and the ignite effect is dispelled. Note that leshy take double damage from an ignite effect, like any other fire.

IMPRISONED

Anyone struck by this effect must stand still in the position they were in when the Imprison effect hit them, and may not use any in-game skills, move, or talk. (Blinking and closing your eyes is okay.) All attacks, spells, or other interaction with the target is totally ineffective. The target replies "No Effect" to every such attack or effect that hits them. Note that it is possible for the user to entomb himself in an Imprison, rendering himself unable to move or cast, but effectively invulnerable. The spell ends after 10 minutes, or when the caster states "Prison down!" within the target's earshot. The caster may state "Prison down!" even if entombed in his own Imprison.

Please note that it's impossible to meditate and regain focus while imprisoned.

IRRADIATED

The target has absorbed too much harmful radiation, and is now quite sick. Irradiation has cumulative effects... The more that you are exposed, the more you will have problems. See the section on radiation sickness below, for details.

KNOCKED OUT

The target has been rendered unconscious, typically by blunt trauma or chemical means. The target must collapse, and may not speak, move, or use any in-game skills for ten minutes. The target's eyes should remain shut, and he may not act upon or acknowledge any in-game knowledge gained while he is knocked out. A knocked out effect

lasts for ten minutes, unless the knockout is by chemical means. In that case, the user of the knockout will inform the target of the duration. A person can be revived from a knockout effect, if someone spends a full minute pretending to shake him.

PARALYZED

A paralyzed target is rendered incapable of moving. This holds him in place, and prevents him from talking or using any in-game skills. The paralyzed state lasts for one minute. Any damage or conditions inflicted upon a paralyzed target have full effect, and remain after the paralyze effect ends.

PETRIFIED

A petrified target is temporarily turned into a stone-like substance. This holds him in place, and prevents him from talking or using any in-game skills. The petrified state lasts for five minutes. All attacks, spells, or other interaction with the target is totally ineffective. The target replies "No Effect" to every such attack or effect that hits them.

POISONED

A poisoned target has been afflicted by a toxin. The affected target takes one point of unpreventable body damage every five minutes, until an hour has passed. Furthermore, the target may not run. The target feels sick, and may exhibit secondary effects and role-play at his discretion.

REPELLED

A repelled target is held back by a mystical force. The target must immediately withdraw to a point ten or more feet from the user, and may not approach him. He may not attack anyone until at least 10 feet away, or do anything else except move away and defend himself. If the geography prevents him from retreating in any possible way, then the effect is broken and he may attack as normal.

SLEEP

A target hit by a sleeping effect must fall to the ground, and mime sleeping until he is either awoken, or spends five minutes in this state. The target may not speak coherently, move, or use any in-game skills for five minutes. The target's eyes should remain shut, and he may not act upon or acknowledge any in-game knowledge gained while he is sleeping. The target is woken up by any damage, physical contact, or anyone within five feet of him shouting at him to get up.

SMOKED

A smoked target has inhaled a lungful of irritating gas. They should make coughing noises for the duration, and may not attack or cast spells until the effect has faded. The smoked effect lasts for one minute. Smoked targets may still defend themselves, and use other in-game skills that are not offensive or magical-based.

STONED

The target has partaken of some intoxicating substance, and is quite

inebriated. The target may not attack, defend himself, or use any in-game skills, and mental processes and physical actions are impaired. The stoned condition lasts a variable amount of time, depending on the source of the effect.

STUNNED

A stunned target has been knocked silly, due to overwhelming pain, chemical means, or something interfering with their nerves. A stunned target must collapse, and may not use any in-game skills, or attack or defend himself until the stunned condition is over. They may speak, as long as they groan occasionally, and act like they're in pain. Stunned people may also crawl, but may not walk or run. Most common causes of stun last for one minute, but there are a few out there that are longer. You will be informed by the user if a particular stun condition lasts longer.

WEAKENED

Something has caused the target's muscles to lose strength. The target's melee damage score is reduced by a number of points, dependant upon the number called by the effect. The target's melee damage cannot be reduced below 0 by weakness. The weakness effect lasts for one minute.

WEBBED

The target is caught in a sticky web. The target is held helpless for five minutes, and may not move or use in-game skills. The target may still speak, blink, and otherwise communicate. All

damage or spells inflicted upon the target while in this state act as normal, the web offers no protection for them in any way. A target may be cut free from a web, if someone spends one minute sawing at it with an appropriate phys-rep. (I.e. boffer sword or knife)

DAMAGE TYPES

All damage comes associated with a damage type. Different types have different effects. Some attacks have multiple damage types, though they are typically rare. If an attack or effect has a keyword of a damage type contained within it, then it is considered to have the effect of that damage type.

ACID

Acid damage can destroy a target's armor. Acid damage is absorbed by armor until the armor is gone, in which case the remainder does damage to the target's body. If acid breaches a target's armor, then the armor melts and has its maximum rating decreased to 0. It must be repaired if it is to be of any use.

AREA

Area is typically called when used with explosion damage. Basically, when a target is hit with an explosion attack, everyone within the declared radius of the target takes an equal amount of damage, and may defend against it as appropriate. (Typically with the bullet dodge skill.) To measure an area effect in the case of dispute, call a hold and wait for the marshal to determine the affected individuals.

BALLISTIC

Bullet damage is one of the most common damage types. Typically this is associated with firearms and explosives, only rarely is it associated with other types of attacks. Ballistic damage is absorbed by armor until the armor is gone, in which case the remainder does damage to the target's body. If ballistic damage does body damage to a target, then that target is Stunned for one minute.

DIRECT

Direct damage represents mundane effects that ignore armor. This is mainly used to represent armor-piercing rounds, and similar modified ammunition types. Anyone struck with a direct damage effect takes the damage to their body, not to their armor. Direct damage only causes Ballistic shock if it is delivered via a bullet.

ELEMENTAL

Elemental damage typically has another keyword in its call, typically acid, fire, ice, or lightning. Elemental effects are stopped by an Elemental Shield. Elemental damage also is absorbed by armor until the armor is gone, in which case the remainder does damage to the target's body.

EXPLOSIVE

Explosive damage is treated similarly to bullet damage, with an identical stunning effect. Explosive damage is absorbed by armor, until the

armor is gone, in which case the remainder does damage to the target's body. Most effects that cause explosive damage also have an associated area.

**The damage of any Explosive in contact with someone is dealt as "Explosive Direct".*

FIRE

This damage type represents fire and heat. It is especially useful against flammable creatures, and plantlike monsters.

ICE

This damage type represents waves of fierce cold and water vapor being turned into shards of ice. It is especially useful against fiery creatures, or energy beings.

LIGHTNING

This damage type represents raw electricity. It is especially useful against watery creatures, and machines.

MAGIC

Magic damage represents mystical force augmenting a user's form or weapons. It goes straight through armor of all sorts, (except mystically-augmented armor,) and damages the target's body. Magic damage should be called as "Magic Direct".

MASSIVE

Massive damage is typically associated with melee attacks. It represents crushing blows from

oversized creatures, unstoppable machines, or other feats of raw strength. Massive damage deals damage to a target if it strikes either legal striking area, or anything the target is holding. A target that blocks a massive attack with a phys rep takes full damage as if it had hit his legal striking area.

NORMAL

One of the most common damage types, normal damage usually represents a melee attack of some sort. Normal damage is absorbed by armor until the armor is gone, in which case the remainder does damage to the target's body.

POISON

Poison damage represents injected venom, contact poison, or other toxic substances. If a target takes body damage from a poison effect, he is Poisoned for one hour, or until cured.

RADIATION

Radiation damage is usually a packet-based effect, although you may take unavoidable radiation damage merely from spending time in fallout zones. Anyone who takes body damage from radiation becomes Irradiated. See the section below for details on radiation, and radiation sickness.

RADIATION: THE SHATTERED ATOM AND YOU

Radiation is bad for you, plain and simple. Irradiated matter has a half-life that's usually in centuries or millennia, and can cause illness, DNA damage, and death. Radiation is the legacy of the bombs that fell upon the world during the big one, and it is an inescapable hazard that most adventurers have to deal with at some point.

It used to be the case that radiation built up in a person's bones and tissues and stayed there permanently... Each dose that a person got would add to the previous dose, and eventually weaken or kill them, with no real hope of recovery. Fortunately, this is no longer the case. With the sporadic-but-now-somewhat-experienced treatments and nanotechnology of the 22nd century, radiation poisoning isn't always a certain death sentence. Almost every living metahuman on the planet has either developed a tolerance for radiation, been genetically engineered to regenerate cellular radiation damage, or been exposed to symbiotic nanites that remove radiation damage over time.

All this aside, radiation exposure is always risky, and NEVER to be taken lightly. Too much in too short a time will kill you. And it won't be a painless death.

There are five stages of radiation exposure. Each time you take body damage from a radiation effect, or are struck by an Irradiate, you progress from your current stage to the next. Until you reach stage 5, the effects of each stage are cumulative. The five stages are as follows:

THE STAGES OF RADIATION EXPOSURE:

Stage 1 – Trace Count:

This is your baseline radiation level as an average Wasteland inhabitant. It represents a few traces of radiation that you can never purge. It does you no harm, and has no game effects.

GAME EFFECTS: You start at Stage 1, and can never go below this stage.

Stage 2 – Mild Exposure:

After a brush with strong radiation, you find yourself sweating more easily, and constantly fatigued regardless of how much rest you have had. Your body is trying to purge the toxins, and your system is occupied.

GAME EFFECTS: You cannot run while in Stage 2. Optional roleplaying of fatigue, and general listlessness.

Stage 3 – Nausea and Vertigo:

Your exposure is reaching dangerous levels, and your skin may be burned at the point of exposure. Your inner ear has been damaged, as well as several nerves. This makes it difficult to do anything that requires coordination, or balance.

GAME EFFECTS: You cannot attack, or use offensive skills while in Stage 3. Optional roleplaying consists of walking slowly and bracing yourself often to catch your balance, and twitching now and then to show minor nerve damage.

Stage 4 – Internal Bleeding: At this point, you have received a lethal dose. It

will take a while to kill you, but without intervention you will die. Your internal organs are liquefying, painfully.

GAME EFFECTS: Both your maximum and current body points are reduced by one for every ten minutes of game time that you spend at Stage 4. This continues until you reach zero, at which point you start your dying count. Unless you are decontaminated down to stage 3 or lower before you complete your dying count, your character will die.

Note that your body points return to their full maximum if you are decontaminated down to stage 3 or lower. (Your current body will still be reduced until you get healing, however.) Optional roleplaying should probably involve showing a hell of a lot of pain, and lying there not doing much.

Stage 5 – Walking Ghost: You have received the maximum possible dosage of radiation. Your cells are boiling from the inside out, and death is coming for you. In a sort of mockery of mercy, your pain receptors have been quite thoroughly fried, so that you can somewhat function during the last few minutes that you have to live.

GAME EFFECTS: You regain the ability to attack and use offensive skills, but are still limited to walking only – no running. Stage 4's slow loss of body points is replaced by a faster degradation. Both your maximum and current body points are reduced by 2 for every minute of game time that you spend at Stage 5. This continues until you reach zero, at which point you start your dying count. Unless you are

decontaminated down to stage 3 or lower before you complete your dying count, your character will die. As with stage 4, your body points will return to their full maximum if you are decontaminated down to stage 3 or lower. Optional roleplaying of stage 4 should include slurring words, forgetting minor details, and acting as though partially blind. Your brain is boiling and melting, it's going to impair you a bit.

DEALING WITH RADIATION SICKNESS

Radiation exposure is a thing to be avoided, but this is not always possible. Fortunately, there are at least four ways to cure it.

TIME

At the end of each game day, your radiation exposure stage is lowered by one as your internal nanites/resistance/whatever goes to work on repairing your system. This is the cheapest method of surviving exposure, but not always the best. And remember, it decreases by one for each GAME DAY.

Example: During a weekend event, Unlucky Luke fights some sort of glowing critter, and ends up with Stage 3 exposure. He doesn't do anything to treat it, so at the end of the day, he goes down to Stage 2. He'll start the next game day at Stage 2. Once the event's over he'll be back to normal, however.

SURGERY

A surgeon with enough medical supplies can perform an operation to cleanse a patient's body of radioactive elements,

and by doing so, reduce their exposure stage by one per 10 units of medical supplies spent. It's a little expensive, and it takes a bit of time, and it can't be performed when you're in an inherently radioactive environment. Still, it's one of the easier cures to find... Surgery is a useful skill, and there are likely several doctors in-game.

INJECTION

The D-Con injection reduces a target's exposure stage by two. It's a fast and easy way to remove the toxins, and it works anywhere.

The downside to D-Con is twofold, however. First of all, it's hard to make, and therefore relatively expensive. Second, it takes a fair amount of expertise to use. (Medicine 4).

LONG-TERM EFFECTS OF RADIATION

As this is a game, we do not require PC's to act out the long-term effects, crippling hinderances, or other drawbacks of radiation exposure. The short-term game effects are rough enough, and that's fine with us. However, if you wish to adjust your costume or add some makeup to represent burn scars, lesions, missing hair, and other evidence of close brushes with Oppenheimer's legacy, then by all means feel free to do so. It adds to the atmosphere, and can help develop your character.

QUICK START ARCHETYPES

The sample characters below are placed here as examples of the various types of characters you can create using the Wastelands rules. If you wish to skip creating a character, yet still wish to play, then you can choose an archetype and go from there. These are by no means ALL of the different character types available.

Note that none of these archetypes are unique... You can have two "Leaders-in-Exile", and they can be from two completely different Enclaves and situations.

Some archetypes are more challenging than others, for various reasons. Read the one that you want to play carefully, and look up the character's skills and spells before the game.

Type: Action Simstar
Race: Human Class: Adept Body: 8
Skills: Beatdown x 2, Block x 1, Demolitions, Dodge x 1, Health x1, Martial Arts, Pistols, Walk it Off x 1
Quote: "Hoo-ha! Yippie-Ki-Yay, Mother-fragger! Yes, I'm THAT guy. Want an autograph?"

Background: So when your agent booked you on a film that was shooting fifty miles from the Wright-Patterson crater, you were a little concerned. He said "Baby, don't worry! We keep you full of anti-rad pills, you'll come out with all of the little wrigglers intact."

Which wasn't your main concern, as you're already paying off three paternity suits. You were more worried about the hair. Kids are replaceable! The hair is not! But as it turns out, something big and nasty tore the film crew to shreds during the third week of filming. You barely got away with your life. Now you're stuck out here, and your agent isn't returning your calls. Well, it's a good thing you do all your own stunts...

Advice: The Action Simstar is a tough guy, both up close and at range. If he gets a hold of some grenades, he can be truly devastating. The downside is that getting shot HURTS, and he can't take much punishment at all. Sorry, there are no stunt doubles in the Wasteland. Play the Action Simstar if you want a truly unique take on the game, and enjoy hamming it up.

Type: Alchemist
Race: Gnome Class: Magician Body: 3
Skills: Enchanting x1, Focus x6, Material Magic x3, Pistols
Spells: Heal, Mend, Mystic Armor
Quote: "Machines, moving parts, metals, compounds... It's all the same when you get to the atomic level. And energy is energy, no matter if it's magic or natural."

Background: You're a researcher, a student of how substances and materials react, and how they combine. You were educated at a corporate college, one of the finest in the Enclave. But your studies were hitting their peak... You realized that to progress further, you would need hands on experience. And since a lot of the substances that you

need to experiment with are controlled within the Enclaves, that leaves only the Wasteland. You shipped out here as soon as you got the permit, and are looking forward to applying your studies in the field. You've heard that it's a little unsafe though, so just to be certain you brought along a gun. You're sure that between your skill with pistols and your magics, you'll be safe. After all, what could possibly go wrong?

Advice: You're more of a support mage than a combat mage, since you don't have any attack spells, at all. You can probably find decent employment as a healer, if nothing else. Make the most of what you've got, and rely upon your pistol skill to keep you safe. In the long run, concentrate on buying focus, material magic and enchanting... Getting those skills high enough will let you learn all the REALLY handy support spells. Enchanting will let you sell your knowledge, and give you talismans to supplement your small focus pool. Play the alchemist if you want to play a highly useful support mage.

Type: Arms Dealer
Race: Leshy Class: Fixer Body: 3
Skills: Appraise, Armorer x 1, First Aid, Funding x 5, Longarms, Pistols
Quote: "You want AK-107s? EVERYONE wants AK-107s. Well, I don't have one of those right now, but give me time..."

Background: Your dad was a smuggler when you were growing up, and you learned the business at his knee. Damn shame about what happened to him on

that last run, but you got over it. And you decided to go into the business for yourself. Of course, any good arms dealer has to know his stock, so you trained with most common firearms. You don't have the connections outside of the Wasteland to move a lot of stock right now, but that's okay. You have money, you know what you're doing, and you have a ton of willing customers waiting to buy from you, once you're set up...

Advice: The arms dealer is a good choice for a starting fixer, capable of using most firearms, and taking a small-caliber hit if he's got light armor. The starting money ensures that he'll be able to rent a good gun at the start of the game, and first aid lets him patch up friends and potential clients. Play the Arms Dealer if you want a well-rounded skillset, with plenty of starting cash.

Type: Bounty Hunter
Race: Leshy Class: Adept Body: 7
Skills: Archery, Beatdown x 2, Crippling Strike x 1, Dodge x 1, First Aid, Health x 1, Leshy Tracking x 2, Longarms,
Quote: "I bring them back alive when I can. Other times, they got to die. Just doing my part to clean up the trash."

Background: You used to be a cop, back in your home enclave. Then you found out you had magical talent... The local corp had a thing against magic, and you were a meta-human... That was two strikes too many. You got out of there before you could be "processed". You've found your niche in the Wasteland, hunting the worst fugitives

from justice and cleaning up the place as best you can. So you're not a shining example of law and order... You make what law you can, and save lives when possible. It's good to go to bed at night knowing the world's a better place, thanks to you.

Advice: Archery provides a shorter-ranged but cheaper alternative to guns... Arrows are free, and when you make them magical they go right through armor. Longarms is a good backup, for those times when arrows don't cut it. The rest of your skills are useful for subduing a target at close range, and healing them up afterward, once they're bound.

Type: Cleaner
Race: Orc Class: Adept Body: 9
Skills: Armorer x 1, Berserk x1, Block x1, Bullet Dodge x 1, Dodge x 1, Longarms, Pistols, Sure Grip,
Quote: "I'm a Cleaner. It's a dirty job."

Background: Sometimes everyone in a room needs to die. That's where you come in. Though you've been blessed with adept talents, you don't care about any of that kung-fu drek. Your skill is all with defense and gunning people down. Occasionally you get tasked to do stuff like bodyguard work, and that's okay too. The downside comes when your client dies, and the Syndicate blames you. That's kind of what happened, and the reason that you're in the Wasteland right now. Oh well, at least bullets aren't too hard to come by...

Advice: You've got great survivability, and can use most guns. Use this to your

advantage, and keep foes at range for as long as possible. Once they get in close, you're in trouble. Still, you've got a fair amount of defensive options, so you're better off than most at a battle of attrition. Play the cleaner if you enjoy dealing with your problems using bullets.

Type: Combat Mage
Race: Troll Class: Magician Body: 11
Skills: Elemental Magic x 3, Focus x 12
Spells: Earthbond, Elemental Shield, Fireball, Flame Bolt, Ice Bolt, Ignite, Lightning Bolt
Quote: "Six years studying thaumatargical high-energy at NMIT, and you want me to throw fire at the bad guys. Fine, I'll just chuck a MAGIC MISSILE at the DARKNESS. Happy?"

Background: You came here as part of your graduate program, studying the mana warp of the Wright-Patterson Crater. It was supposed to be a two-week trip. Then someone blew up your plane. Thanks to your trollish-build and the plane's relatively low altitude, you managed to survive the crash, somehow. Since then, you've been wandering around the Wasteland, using magic to keep local predators off of you, and trying to find a bite to eat. Ah well, at least wild dogs are edible after you ignite 'em.

Advice: You do one thing, and you do it very well. You light things up with magic at short-to-medium range. Best have a good throwing arm if you want to play this archetype to its full potential. Still, there's a fair amount of strategy involved. You shine best against things

without firearms... Use Earthbond to keep melee types stuck in one spot while you spell them down, and Ignite rival spellcasters and gunslingers to keep them busy until you can bring bigger spells to bear. Your trump card is the sheer amount of spells you can cast when going into physical drain, but don't overuse it. Healing isn't always guaranteed, and being drained for an hour can suck.

Type: Company Man
Race: Elf Class: Fixer Body: 3
Skills: Acquire x 1, Appraise,
Connections x 1, Funding x 7, Pistols, 1
free karma
Quote: "Don't bleed on the suit. It's the
only one I've got, at the minute."

Background: It was only supposed to be two days. One day accompanying the shipment into the Wasteland, the other day getting back. Two days, for hazard pay, free access to the executive locker room, and a corner office. But things went wrong on the trip, and brigands ended up getting the shipment. You managed to talk them out of killing you with a massive bribe, and have been making your way since. You've accepted that you're stuck here for now, but things change. Business and crime... The situation is always fluid.

Advice: The company man is a behind-the-scenes mover and shaker. His starting cash is probably best used hiring a bodyguard or two, as he's no great shakes in the combat department. His body is WAY too low for any prolonged fight, though his skill with pistols means that he's not completely helpless. Play

the company man if you like wheeling-and-dealing, and have sinister long-term plans.

Type: Corpwar Deserter
Race: Human Class: Soldier Body: 14
Skills: Armorer x 3, Beatdown x 1,
Block x 1, Funding x 1 Health x 3,
Longarms, Pistols, 1 free karma.
Quote: "Volunteer? Drek no, I'm not
doing THAT again."

Background: You come from one of the poorer Corporate ghettos. Having no better prospects, you signed up for the army. Then the Corpwars started, and your life turned into hell. The real turning point came when your squad got shot up, and you were the only survivor. Deciding that a live dog was better than a dead wolf, you ditched your gear and identifying marks, and headed off into the wilderness. You've been surviving ever since.

Now that the wars have paused, you're pretty sure that you're down as being AWOL. If you try going home, you'll probably be shot.

Advice: The Corpwar Deserter has a solid mix of combat skills, and can wear great armor. This is a good one to play if you've never been through any games similar to Wastelands before.

Type: Eco-Shaman
Race: Leshy Class: Magician Body: 4
Skills: Elemental Magic x 2, First Aid,
Focus x 9, Material Magic x 2
Spells: Mend, Death Touch, Earthbond,

Heal, Lightning Bolt

Quote: "The Earth weeps here, but there is still mercy for her children. Rest and mend."

Background: You were called by the wild at a young age, and escaped the foul-smelling city that you were born into, running far to find what others call the Wasteland. You laugh at them... It is beautiful here, and good in many, many ways. Oh, there are problems, but the Earth endures. It is only the funny people living on it, that are at risk. You help them when you can. They are so strange to you sometimes, with their talk of money and violence... Ah well, everything has its place in this land.

Advice: You have many useful spells, but you have to pick and choose the best one for each situation. It is easy to get drained fast, and if that happens, you'll be down to using first aid to keep your friends alive. The Healing spell is a good way to restore the wounded, but if you put all of your focus into it, it takes 5 minutes to meditate and restore your focus. Only use it when you are sure you're in a safe place, or when you need to risk it.

Type: Ex-Syndicate Enforcer

Race: Orc Class: Soldier Body: 17

Skills: Armorer x 1, Beatdown x 3, Berserk x 2, Funding x 1, Health x3, Pistols,

Quote: "You're making trouble for the boss, and I've been sent to deliver a message..."

Background: You're a gangster, and you were a made-man for one of the big

bosses in charge. You knew that as an Orc, you probably wouldn't rise to the heights of leadership, but that was fine as long as the money kept coming in. But then they ordered you to do something that turned your stomach, and you said no. This did not go over well. Now you're hiding in the Wasteland, hoping that your old crew won't find you. If they do, then the best thing you can hope for is a quick death. In the meantime, there's plenty of other jobs in here that need your particular skillset of brutality and violence...

Advice: This is a good template to choose if you enjoy mixing things up at close range. You're not entirely outmatched at range, either, since you've got the pistols skill... But still, the sooner you can close the better. The combination of Berserk and Walk it Off lets you survive things you really shouldn't... But bear in mind that you only start with one each of those skills. Save them for dire times.

Type: Field Medic

Race: Orc Class: Fixer Body: 7

Skills: Armorer x 1, First Aid, Medicine x 2, Pistols, Surgery, 1 free karma

Quote: "Look, I don't care if you hate orcs, right now I'm holding your guts in with my bare hands. So stop squirming!"

Background: Technically, you're with one of the corporations that was fighting the Corpwars. But when they pulled out of the Wasteland, they somehow forgot about your unit. You kept your friends alive as best you could, but after half of them died when the anti-rad drugs ran out, the rest of you decided to pack up

and head different ways. You were looking for civilization or a new source of meds. Well, you found some civilization, but you have no clue where the rest of your unit is. Ah well, there's plenty of people to patch up here. A doctor's work is never done.

Advice: You're one of the best doctors around, and can do wonders as long as you have adequate supplies of bandages, injections, and medical supplies. You're also got a surprising survivability factor when the lead starts flying... Your armorer skill lets you wear light armor, and your pistol makes a great defensive deterrent. All in all, you're pretty well suited to using first aid and injections to get people back up in the middle of a fight.

Type: Former Slaver
Race: Gnome Class: Agent Body: 3
Skills: Beatdown x1, Dodge x1, Knockout, Medical x2, Medicine x2, Pistols, Tracking x1
Quote: "My last job? It was, uh, human resources..."

Background: Life is rough out here in the Wasteland. Sometimes a farmer needs field hands, and doesn't want to go looking for employees. That's where you and your friends came in. You'd round up vagrants and bandits, and sell them for profit. It was okay at first. Then when you ran out of bad guys in your neck of the woods, your friends started talking about raiding villages. THAT was where you drew the line. Now you're on the run from your old gang, and you see slavery as the evil thing it is. You know that you'll spend

the rest of your life in chains, working a field, if your "Old Friends" catch you.

Advice: You're good with injections, and can make your own tranquilizers, if you have the materials available and know the recipe. You have a few hand-to-hand skills, but you're not really well suited to stand up fights. Always try to ambush opponents, and always go for the knockout if you have a choice. Maybe using medical patches to keep some of your teammates alive will win you some tolerance, when the truth of your past comes to light.

Type: Hit Man
Race: Orc Class: Agent Body: 8
Skills: Beatdown x 2, Longarms, Pistols, Takedown x 1
Quote: "Death is business, just like everything else."

Background: You're a rare specimen...a professional orc. True, your profession is illegal in most Enclaves, but that's of little concern. You do a good job, and usually you get paid well for it. Then you accepted a mark, and found out that he had wandered into the Wasteland. You always get the job done, so you went in after him, and found him already dead. Such a pain. But when you tried to leave, you found the smuggler who had dropped you here had already left. Adding his name to the list, you turned your mind to the business of survival. Annoying though it is, you're going to have to find a team to work with if you want to live...

Advice: You've got a good mix of ranged and close-combat skill. In

particular, your takedown attack can turn the tide of a battle. It's best used with stealth to ambush a target, though. Drop them quick, get in both the first shot and the last. You're not really built for extended skirmishes, even though you are pretty tough for an agent.

Type: Infiltrator

Race: Elf Class: Agent Body: 6
Skills: Disarm, Elven Dodge x 2, Health x 1, Knockout, Medicine x 1, Pistols, Traps, 2 free karma
Quote: "Call me Snake. I'm a pretty Solid guy."

Background: You're the best of the best, a special ops agent for a shadowy corporate organization with benevolent interests. At least, that's what you thought. Then you found out who was REALLY pulling the strings, and you jumped ship at the first opportunity. You're here in the Wasteland, in hiding until you can find a way to blow the whistle on your old group. And maybe, as long as you're out here, you can do some good to make up for the bad stuff you unwittingly helped with.

Advice: This is a great archetype to play, as long as you're skilled with stealth and sneaking. If you can get behind someone, Knockout's a great fast takedown. Medicine lets you be your own medic, and traps lets you disarm nasty devices you find along the way. The pistols skill gives you a non-stealth option, if things go bad. Be prepared to adapt to any situation and hide at a moment's notice, and you'll do fine as an infiltrator.

Type: Leader-In-Exile

Race: Human Class: Fixer Body: 4
Skills: Appraise, Connections x 1, First Aid, Follow the Money x 1, Funding x 10, Motivation, 1 free karma
Quote: "My views were a little progressive for my compatriots, and the politics turned against me. Hence, I am here."

Background: You were a mover and shaker, either in business, politics, religion, or another organized group with considerable power. But things didn't go your way, and you barely managed to get out of the country with your NuSwiss accounts intact. There are a few groups looking for you who would REALLY love to see you dead, so you're hiding in one of the most wild places left in the world. It's not great, but one day you'll be able to leave this place, and regain the power that you've lost. In the meantime, you are dependent upon others for your survival. It's a galling thing, but your money is coming in handy for this, at least...

Advice: This can be a tough character for beginning players, as the Leader-In-Exile has no real combat skills. At all. Still, he starts out with an obscene amount of money, and can use first aid to keep his friends from dying, so he is a useful person to have around. The best use of the Leader's money at the start of the game is paying and funding some good bodyguards. It also doesn't hurt to be a personable and charismatic person... A Leader who is loved is a Leader who's likely to live.

Type: Martial Artist

Race: Troll Class: Adept Body: 14

Skills: Beatdown x 3, Block, Dermal Armor x 1, Health x 1, Killing Hands, Martial Arts, Muscle Control x 1

Quote: "I have played this fight out in my head. In every way it could go, I defeat you. Still want to try?"

Background: Growing up in the monastery, you excelled at the physical exercises. Not so much with the spiritual ones. In frustration, your sifu sent you out into the world, not to return until your quest for spiritual balance was complete. Journeying east, you found a blasted land in need of good people. And in helping the few who struggle to survive here, you hope to set your spirit at peace.

Advice: This can be a tough character for beginning players, due to the fact that the martial artist has no ranged skills. At all. Also, the fact that trolls can't dodge prevents the martial artist from learning bullet dodge, which is one of an adept's prime defenses. Still, if you want to give this one a try, you may find that it's a solid build that can damage anything it can get to, so long as you aren't shot to pieces on the way over. Only play the martial artist if you are willing to forgo ranged combat, and have great mobility.

Type: Mentalist

Race: Elf Class: Magician Body: 4

Skills: First Aid, Focus x 10, Mental Magic x 3, 1 free karma

Spells: Clarity, Magic Shield, Manabolt, Repel, Stunbolt, Weakness

Quote: "Yes, if I need to, I can kill you with my brain."

Background: You grew up in a piss-poor village in the Wasteland, and always knew that you were destined for greater things. First chance you had, you got a ride with a traveling band of nomads, and stayed with them until they got shot up by bandits. Then you talked the bandits into taking you along, and stuck with them until they got shot up by a Free Trader's caravan guards. Then you hitched a ride with the Free Trader, and here you are. You've got a natural talent for magic, and a smooth tongue, and both have served you well. Life is good! And if it's not, then at least YOURS will be.

Advice: You've got some good spells, and can get a lot of mileage out of them as long as you don't spend too much focus too quickly. Repel is great for getting people off your back, and Stunbolt makes almost anyone sit down and stop shooting. Guns are still going to be a problem for you, so it's best to work with teammates. If you get up to the higher level spells and magic, then you're going to have some amazing spells to work with, if you can find a few grimoires...

Type: Mercenary

Race: Troll Class: Soldier Body: 18

Skills: Adrenaline Rush, Armorer x 1, Health x 2, Longarms, Pistols

Quote: "I get my cut, then I got your back. But no pay, no play."

Background: You did your stint in the army back at home, but got stuck in a rear-echelon supply base. You didn't like missing out on all the action, so you

left the army when your stint was up, and joined a mercenary group out of Chicago. They were happy to throw you into the thickest of the fighting. Then the Corpwars ended, and your employer decided to stiff you on air fair. There you were, stuck in the Wasteland, with supplies running low and no pay. The group split up... Some managed to make it out, others died. You've been wandering around the place ever since, trying to earn an odd Allin here and there to keep yourself supplied with bullets and food. Sooner or later you'll find a big score, maybe then you'll leave. But in the meantime, might as well enjoy it as best you can...

Advice: The Mercenary is tough and guaranteed to be fighting up until he's on the ground with his guts around him. The combination of Adrenaline Rush and an excess of Health means that you can stay up and shooting even in the worst situations. Don't get too cocky, though! You can still fall if you get in over your head... It just takes more bullets, that's all.

Type: Militia Captain
Race: Gnome Class: Soldier Body: 8
Skills: Armorer x 2, Chemistry x1, Demolitions, Engineering x1, Gnomish Repair, Health x1, Longarms, Pistols, 1 free karma.
Quote: "Guns don't care if the person firing them is big or small!"

Background: Your old village wasn't too concerned about raids. You were in the middle of the Wasteland, in rough terrain, and the local wildlife kept

bandits away. But you knew it was only a matter of time. So when you brought your concerns to the elders, they appointed you the captain in charge of the militia, and let you do as you pleased. Of course, you were the only member of the militia. You learned to make your own guns and bullets, and went out on patrols. One day, you came back from a patrol to find the village burned to the ground, and the people gone. Swearing to track down the miscreants responsible, you gathered your things and headed out to the waste.

Advice: It's great to be able to use everything you can make, but you'll have to increase your crafting skills if you want to make better equipment. You can use most every gun out there, and grenades without much trouble, but you don't know how to handle heavy weapons just yet. For a soldier, you're a little bit of a light-weight, but if you can survive then you'll be able to hang in there with the best of them.

Type: Occult Investigator
Race: Human Class: Magician Body: 5

Skills: Elemental Magic x 1, Focus x 8, Funding x 1, Material Magic x 1, Mental Magic x 1, Pistols
Spells: Flame Bolt, Heal, Weakness
Quote: "This case is giving me more fits than an epileptic elf at a rave. And there's not even a dame involved, yet."

Background: You grew up on the ancient detective stories of the last millennium. Mike Hammer, Sherlock Holmes, even Hercule Poirot... Those were your heroes, as a child. Then you

grew up and got into the business, and found out that most of the work's in divorce investigations and other depressing crap. Every once in a while, though... Every once in a while, you get a special case. One that catches your attention. This last case lead you to the Wasteland, and unfortunately, the lead died there. You might die here too if you're not careful... Especially since the guy you knew in the border patrol isn't answering your calls anymore. You're stuck here, for the duration.

Advice: You're a generalist spellcaster, a magical jack-of-all trades. You only have a few magic tricks, and you can't overdo most of those. Still, it gives you an edge that you exploit as much as you can. Your pistol is another edge. For some reason, folks don't expect hot lead from a magic guy...

Type: Ranger

Race: Leshy Class: Agent Body: 4
Skills: Armorer x 1, Dodge x 1, First Aid, Garrote, Leshy Tracking x 4, Longarms, Treebond x 1
Quote: "I know this land, and I know these woods, and I know my target. How can he hide from me?"

Background: You grew up in a local settlement, and resigned yourself to a life of farming. Still, whenever you could, you snuck off into the woods. Things were peaceful there... Sure, your parents said it was dangerous, but they weren't Leshy. They didn't understand. The trees were your friends, you wouldn't die as long as you let them help you. Then one day you returned from

the woods to find everyone in the village gone. Simply gone. With no other alternative, you packed up a few traveling supplies and left. And you've been walking the wilderness ever since.

Advice: The ranger is a jack-of-all-trades. If he can surprise a lone enemy with a garrote, then that enemy will die. He can use first aid to help the fallen, and he can use a longarm to put foes down. If everything goes bad, he can run into the woods. Either Treebond or tracking will help him get away. The ranger is a good archetype to play if you like the wilderness, and want a good variety of starting skills.

Type: Smuggler

Race: Gnome Class: Fixer Body: 2
Skills: Acquire x1, Appraise, Connections x2, Electronics x1, Funding x3, Pistols
Quote: "Hi! Who are you, and what do you want? I can get that for you, for a price..."

Background: You know, short and scrawny folks can fit in places that your average human-type can't. Places like crawlspaces, air vents, and holes in Enclave walls. You earn your money taking goods through hard-to-traverse places, to those who'll pay the most for them. As long as nothing and no one catches you, it's a good life! Just remember to pack a flashlight, a lot of those disused air vents and such get pretty dark...

Advice: You have a lot of pull on the outside, but your funds are limited to start with. Find ways to earn money and

build up a clientele. Pistols are good for keeping things off you, but you are NOT a fighter. Find help if you see trouble coming. If you have spare materials and don't know what to do with them, make batteries. A lot of useful little toys need batteries to operate.

Type: Sniper

Race: Elf Class: Agent Body: 4

Skills: Headshot x 2, Longarms

Quote: "One shot, one kill."

Background: From basic to the Sniper program, and then on to the field. You've got the knack for putting a bullet right where you want it, and it shows. Now you're stuck in a ruined waste, with no reinforcements coming, and few ways out. If you can hook up with some of the locals, you can probably at least stay supplied with bullets. Oh yeah, and food, too.

Advice: The sniper is all about the headshot. Though to be honest, you're going to have to pick the moment to use them, and make sure those headshots connect... Otherwise, you'll be stuck doing regular damage with your longarm. Don't waste a headshot on the first bandit that comes along, save it for the guy in heavy armor, or a magician, or something else that could cause a lot of pain for you and your friends if not taken down quickly. This isn't the best class for beginning characters, unless you're sure that this matches your play style.

Type: Weapons Specialist

Race: Dwarf Class: Soldier Body: 9

Skills: Armorer x 1, Demolitions, Funding x 1, Heavy Weapons, Longarms, Pistols

Quote: "Hey! A Remington over-under model 24 with defunct smartgun link and adjustable choke! Slap some dragons breath rounds in that and fry you up some nuts. Good times..."

Background: You have a dark secret. You're not a real soldier! You grew up in a peaceful Enclave, where guns were prohibited, and the laws were strict. You applied for the army, but they had a thing against dwarves, so you never enlisted. Life sucked. Then you started reading "Soldiers with Fortune" magazine, and found out that the Midwest Wasteland was one of THE top places for an amateur mercenary to get his start. You cashed out most of your trust fund, and managed to get a one-way ticket there. Boy, did the magazine lie. Now you're stuck here, and it's all you can do to keep fed. Fortunately, your encyclopedic knowledge of projectile weapons has served you well. If it goes BANG or BOOM, you can use it!

Advice: The weapons specialist can use almost every weapon in the game! This is no small matter, since you can't always tell what kind of firearms or explosives you'll find out in the Wasteland. The downside is that two of your skills, Demolitions and Heavy Weapons, need uncommon and rare devices to use. Grenades and rocket launchers aren't always easy to find... Play this archetype if you don't mind waiting to use your most impressive skills.

WAIVERS

WASTELANDS WAIVER #1:

DECLARATIONS OF GOOD FAITH

I, THE UNDERSIGNED, PROMISE TO OBEY AND HONOR THE STATEMENTS BELOW. I DO THIS OF MY OWN FREE WILL, AND RECOGNIZE THAT I HAVE A RESPONSIBILITY TO MYSELF, THE OTHER PLAYERS, AND ANY BYSTANDERS THAT MAY BE PRESENT FOR THIS WASTELANDS EVENT.

1. I WILL ABIDE BY THE LAWS OF THE UNITED STATES, THE STATE OF __, AND WHATEVER COUNTY I MAY BE WITHIN WHILE I AM PARTICIPATING IN A WASTELANDS EVENT.

2. I WILL AVOID INJURING MYSELF OR OTHERS.

3. I AM OVER 18, AND HAVE SHOWN APPROPRIATE IDENTIFICATION TO THE GAME MASTER.

4. I WILL NOT CHEAT. SHOULD I BY NEGLIGENCE BREAK THE RULES OF THE GAME, I SHALL APOLOGIZE TO AFFECTED PARTIES AND AVOID SUCH BREAKAGE IN THE FUTURE.

5. I WILL NOT SHOOT MY GUNS AT ANYONE THAT IS NOT WEARING EYE PROTECTION

6. I WILL NOT ATTACK ANYONE WHO IS NOT PLAYING, OR ANY MISCELLANEOUS WILDLIFE THAT MAY BE ON COURSE.

7. I WILL AVOID BEING A JERK AT ALL COSTS. IF I ACCIDENTALLY ACT LIKE A JERK, I WILL APOLOGIZE WHEN INFORMED OF THIS FACT, AND AVOID SUCH BEHAVIOR IN THE FUTURE.

8. I WILL WEAR EYE PROTECTION AT ALL TIMES, UNLESS IN A DESIGNATED GOGGLES-FREE ZONE.

9. I WILL NOT SHOOT OR OTHERWISE HARASS OUT-OF-GAME PEOPLE.

10. I WILL RESPECT THE LAND, AND AVOID LITTERING OR DAMAGING PROPERTY.

11. I WILL DO MY BEST TO HAVE FUN, AND HELP OTHERS ENJOY THEIR TIME WITH ME.

12. IF ASKED TO LEAVE THE EVENT, FOR WHATEVER REASON, I SHALL CONDUCT MYSELF IN A MATURE MANNER AND OBSERVE THE RULES ABOVE UNTIL I HAVE DEPARTED.

SHOULD I FAIL TO HONOR THESE STATEMENTS, AND NEGATIVE CONSEQUENCES OCCUR, THEN I ACKNOWLEDGE THAT I AM AT FAULT, AND THE GAME MASTER, LAND OWNER, GAME STAFF, AND OTHER PLAYERS ARE NOT AT FAULT.

I, _____ SWEAR THAT I WILL ABIDE BY THESE STATEMENTS.

SIGNED, _____