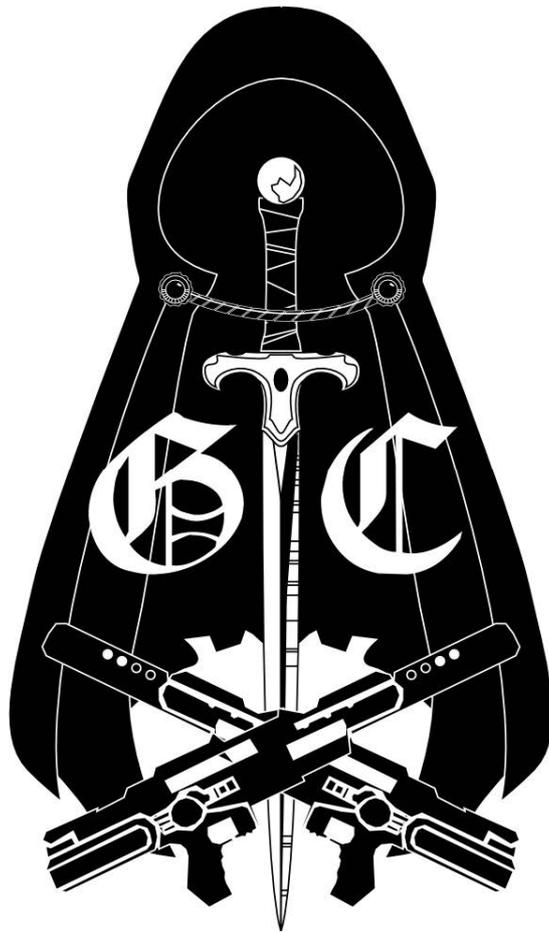


Green Cloaks Novus

• Core Rules •



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• INTRODUCTION •

Welcome to Green Cloaks

Green Cloaks takes place in the newly-discovered Novus sector, on the far edge of known human space. The Green Cloaks Task Force have travelled from their homes in the Segovax sector, a significant star cluster far away from Terra – the fabled birthplace of the human race.

The human race, united under the banner of the Terran Sovereignty, has spread throughout the galaxy in the last 3,000 years, colonising and terraforming planets. This expansion became necessary following a cataclysmic nuclear war and 1,000 years of ruin on Terra.

Humans share the galaxy with a multitude of other races, and informal alliances have been formed between them. Some of these races have technologies far more advanced than others. Some are pacifist in nature; others seem primitive but have a deep sense of loyalty and culture. Together, they fight against their mutual enemies to push back the front lines, to defend their homeworlds, and, in some cases, reclaim their lost planets from aggressors.

You are enrolled in one of four regiments that make up a special task force in the TSA (Terran Sovereignty Army) known as the Green Cloaks, named for their recognisable ballistic weave cloaks, the only armour that could be mass-produced with the limited resources available at the start of the war against the One Bakkar.

Your missions will be varied and dangerous, pitted against the enemies of the human race and its allies. The regiments of the Green Cloaks seek to defend the Sovereignty, defeat their enemies, and overcome the challenges of a hostile universe.

Using This Rulebook

Chapter 1 (pg 6) contains information on how the game works and the basics of playing at Green Cloaks, including safety and game mechanics. For the purposes of safety and understanding of the game, it is recommended that all players read this section fully before playing.

Chapter 2 (pg 22) will guide you through creating your character. It contains information on the four regiments, and the races and classes available for you to choose from during character creation.

Chapter 3 (pg 53) gives detailed information about calls - the way in which effects are activated in the game, and skills - the abilities your character might have.

Chapter 4 (pg 80) contains equipment, crafting and ritual information for characters with the relevant skills.

The **Appendices** (pg 98) contain references, timings, and diagrams for those using various skills.

What is LARP?

Live Action Role Play (LARP) is an immersive game, combining collaborative storytelling, improvisation and outdoor sport. It's designed to be inclusive for everyone, regardless of background, profession, or gender. All you need to play is a little bit of imagination.

In a LARP game, you will create a character who will interact with a living, ever-changing world, with opportunities to experience exciting storylines and interact with a multitude of vibrant characters.

You will choose the skills and background for your character, deciding how they fit into the world, and how they react to it. You can create almost any kind of character, from a hero to a villain, from a scientist to a warrior. It's up to you to decide who you want to be.

How much time and how many resources you want to put into the game is your choice. Some players choose to spend time outside of events creating kit - armour, costumes, and accessories - for their characters. Some spend time practising combat with LARP-safe weapons, or writing stories and songs to share with the community at the next event.

LARP events are supported by a crew of organisers, event coordinators, and referees, to help the game run smoothly, and a crew (people who will play your enemies and allies throughout the story). Often, LARP is attended by traders selling LARP weapons, armour, and accessories.

LARP games can be based in any world and setting (also called a system). From futuristic and sci-fi to historical, horror, or fantasy, there is a wide variety of systems to choose from. The Game Team - crew and referees (refs) - will work to bring the world to life for you, all that you have to do is explore, immerse yourself, and enjoy where the game takes you.

Your choices and reactions to the plot (the story of the game) can have a huge impact on the world around you and the people within it.

LARP has a large combat element; LARP-safe weapons (made to a high standard using foam and latex with a carbon fibre or fibreglass core) are designed to look like real weapons, but are soft and safe to use in combat. At Green Cloaks, foam dart guns are also used. For many players, these battles are the highlight of the event, bringing people together to work effectively as a team, and forming strong bonds between players.

We hope that you enjoy LARP as much as we and the thousands of other players do.

Good luck and have fun!

Units of Measurement

Green Cloaks uses metric units. In these rules, you will see distances given in metres with a rough approximation in feet in brackets, to help those who are used to estimating distances in feet.

• CHAPTER 1 •

Game Rules

Games Organisation Desk

The Games Organisation Desk is the place where a LARP game is run from. Here, you will sign in upon arriving at events, create your character, and be able to find referees and first aiders.

At the Games Organisation Desk, you can also consult a printed rulebook and any other written material you might need for playing the game. You can also obtain resources, currency, and laminated item cards (lammies) that you might use in play.

In and Out of Character

Throughout the rules, you may see the terms IC and OOC referred to regularly. Something that is 'IC' (In Character) indicates an occurrence that takes place inside of the game, such as interactions between characters. Something that is 'OOO' (Out of Character) takes place in the real world. Knowledge and resources gained OOC may not be used IC. A variety of items and mechanics are used within the game to indicate a person or area that is Out of Character:

- Hi-vis jackets may be worn by some staff members, medical personnel, or photographers to indicate that they are not within the game, and are not to be acknowledged aside from for OOC purposes. These jackets are not to be worn unless pre-arranged with the Games Organisation Desk or system organisers.
- White hats are worn by referees and game organisers when they are OOC. Although they are invisible IC, you may communicate with them if you require assistance or have a rules question. Do not wear a white hat as part of your costume or clothing.
- Yellow glow sticks are used as OOC markers by the game staff, and are invisible IC. Do not use yellow glow sticks as part of your costume or IC kit.
- Some tents, items, or areas within the IC camps may have 'OOO - No Entry' tags on them. Treat these tents or items as OOC - they must not be used while in play, even if they are in IC areas.
- Tents in IC areas are to be considered IC - anything kept within them must also be IC, and can be considered valid for the purposes of roleplay and IC theft. If you wish, you may have a small area or bag at the back of the tent, which must be clearly labelled with an 'OOO - No Entry' tag, which can be requested from the Games Organisation Desk.
- If you need to keep your OOC tent in an IC area for medical or access reasons, you may also request one of these tags to protect your OOC belongings, and indicate to players that your tent is not in play.
- Holding one clenched fist clearly visible in the air indicates to others that you are OOC. This is only to be used in necessary circumstances, such as when monsterring, when prompted by a ref, or if your character has died and you are leaving the field of play.

IC and OOC Spaces

In Character areas are where the events of the game take place. Most of the game site will be IC. This generally includes all regimental camps, the paths between them, and the entire area surrounding them. Anyone you see in these areas should be treated as IC unless they are clearly not (such as those wearing a white hat, or members of the public). In those situations you should ignore them and, if they are not part of the game, please be courteous.

The sites used by Green Cloaks are large and sometimes shared with other groups. Members of the public may ask questions about what you are doing. Feel free to explain! If you see a player doing this, please treat them as OOC.

Anything else that takes place in an IC area during Time In should be seen as IC unless there is a very good reason not to do so. During Time In, OOC chatter should be kept to a minimum and any OOC interactions should take place in an OOC area.

Out of Character areas are any places not being used in the game. These will include the Games Organisation Desk, the nearby area - which will be clearly marked - and OOC camping and toilet facilities. The specific OOC areas will be clearly defined at the start of each event.

Unless otherwise specified, please treat all areas as IC. In OOC areas everything should be taken as OOC, and it is here that OOC situations can be dealt with. Please note that the eating area may be IC or OOC, so unless it has been defined as an IC area, please keep IC interactions to a minimum. If it is not clear, please assume the eating area is OOC. Note that this does not apply to any eating areas in regimental camps, as these are always IC.

Referees

Referees, or refs, can be identified by white hats with their referee ID on them. For this reason, please **do not** wear white hats as part of your character kit.

The referees guide players through missions, oversee battles, and handle IC and OOC incidents or rules ambiguities.

There are also designated crafting referees who oversee research and crafting (see Crafting and Research in Chapter 4 - pg 91).

Please bear in mind that referees cannot be seen IC. If you see a referee, ignore them IC.

There may be instances where a referee informs you of something your character has discovered or can see/hear, and in these cases please do not react to the referee but instead roleplay a suitable reaction to the information given.

Referees also accompany and manage monster slots. During these, please pay attention to all briefs given to you by the referee, and any further instructions they may give you during an encounter.

There are dedicated referees in each regiment who work together to run the regiment: the Commanding Officer (CO), the Executive Officer (XO), and regimental referees. All of these referees are appointed by the Game Team.

Calls

Calls are the OOC mechanic used to indicate certain IC effects. The call itself cannot be heard IC by characters, however they may respond to it as if they have seen, heard or felt an appropriate effect.

Example: *the calls used by snipers cannot be heard, but the shots can. If one of these calls is used nearby, you may react as though you have heard a gunshot.*

To perform a call, say the name of the call clearly and, depending on the call, either strike another character with a relevant weapon or point at the character to indicate the intended target. A list of calls is available in Chapter 3 (pg 53).

Characters may only use calls if they have a relevant skill or item that allows them to do so. The exception to this is the Subdue call, which any character may use. All calls should be clearly audible to the target.

Please note that there are some OOC safety calls that all players are required to know and understand. These can be found on page 53.

Safety

Safety must be a primary concern for everyone. Please follow these rules to ensure the safety of yourself and other players:

- Be sensible.
- Do not hit anybody with anything that is not LARP-safe.
- Do not stab with a melee weapon, unless it has a specifically-designed collapsible-tip. You should be aware if your weapon has a collapsible-tip, but please consult a referee if you are unsure.
- If you wish to use a collapsible-tip weapon, you must register it at the Games Organisation Desk and speak to a referee, who will guide you through a competency test.
- Do not block or parry with a gun.
- Do not attempt to strike or fire around corners or objects where you cannot clearly see who you are attacking: somebody may be closer than you think.
- Pull your blows with melee weapons. To pull your blow as your weapon hits the target, pull it back so that it does not make full-force contact. Combatants are aiming to tap their opponent, not hurt them. Never hit somebody with full force.
- Wrestling and physical grappling are not allowed. There are in-game mechanics that allow for the subdual of characters: please use these instead.
- Do not aim any attacks at the groin area or eyes. Accidents happen, but please be as diligent in avoiding them as possible. It is recommended that in the interest of safety, participants should wear eye protection.
- You must have your character card visible on your person at all times. Please note that this card is not visible IC, but may be used OOC in the event of an emergency.

- Players are not permitted to use any form of pyrotechnics during an event, or while on a site being used by Green Cloaks. Limited and controlled pyrotechnics are sometimes used by trained personnel. If you have issues with smoke machines, loud noises, or flashes, speak to the Games Organisation Desk when you register at the beginning of an event.
- There are trained first aiders on site at all times. If you or somebody else is injured, please call a referee and they will bring a first aider to the injured person. If it is during time-out, please go to the Games Organisation Desk to seek assistance.
- Any illegal activities or actions taking place at a Green Cloaks event will result in the incident being immediately reported to the police, and the player being banned from the system.

A safety briefing and demonstration on how to fight safely will be given at the start of each event, and any referee will be happy to assist you further with this. It is suggested that all players attend this briefing. If you have any concerns during Time In, or witness unsafe combat, please speak with a referee when it is appropriate to do so, and they will address the problem.

Non-Combatants

If you are unable to take part in combat for a medical reason, you are still able to take part in the game as a non-combatant character. These characters can still play vital parts in the Green Cloaks regiments, and can take on roles such as (but not limited to) engineers, healers, negotiators or quartermasters. The Games Organisation Desk can provide you with a high-visibility wristband for a small deposit which will indicate to other players that they should avoid combat with you.

Non-combatants are unable to take part in any fighting that takes place and, should you find yourself in a combat situation, you should move away from the combat whenever possible. It is up to you to avoid being hit. If you are unable to move away safely, or are threatened by an attacker with any weapon or attack, you must immediately lie down on the ground, roleplaying the IC state of being 'Exhausted' (see pg 16). This is not because your character is necessarily weaker than others, but so that you are out of harm's way and will not be attacked further.

Please note that a medically non-combatant character is still affected normally by all other game effects and damage. The only difference is when they are the target of direct physical combat. For example, a non-combatant who is targeted with the Stun call should act confused and disorientated as per the normal rules for this call.

You may choose to play a pacifist or non-physical character even if you are physically able to take part in battles, and in these cases you will not wear a wristband, and any attacks or damage you sustain will be taken in the same way as any combat character.

Alcohol

If you are aged 18 or over you may consume alcohol that you have brought with you to an event. There may be a fully-licensed IC bar at Green Cloaks events. The bar will not be able to serve you alcohol without valid ID, so please bring some with you if you wish to purchase alcohol.

If you are under the age of 18, you may not consume alcohol at any Green Cloaks events, and if found doing so you will be subject to all relevant UK laws, as well as being ejected from the event immediately. Anybody found supplying alcohol to those under the age of 18 will face the same penalty.

Young Players

Green Cloaks games, unless otherwise indicated for a specific event, are open to anybody aged 16 or above. For anybody below the age of 18, a consent form (available on the Green Cloaks website) must be completed and signed by the player's parent/guardian after reading the Disclaimer (available on the Green Cloaks website), and handed in to the Game Organisation Desk at registration. The player will also need to sign the same Disclaimer form as other players.

Players under the age of 18 may not consume alcohol at an event or be supplied with it. For the purposes of the game, they will otherwise be treated the same as an adult.

Respect for Other Players

Every LARP game is based on trust. Everyone playing the game is responsible for playing it safely and sensibly, and adhering to the rules. Referees will be monitoring the game to enforce this. Players must also be aware of other players' comfort zones and must respect each other's property.

Playing by the rules is important as it makes the game more enjoyable and interesting for everyone. If something bad happens to your character, be honest. Play the game as you would want others to play it.

For more information, please visit the Green Cloaks website.

In-Game Items

Within the game, there are several terms to take note of relating to IC items:

Physrep

This is a shortening of the term 'physical representation'. This is a physical item that represents something within the game, usually relating to tools, equipment and items used by characters. Some physreps may have in-game effects, and some abilities require you to have a valid physrep. Physreps should not have sharp edges of any kind.

Lammies

These are laminated cards containing information on in-game items, abilities, or knowledge. The Games Organisation Desk maintains a database of all lammied items that are currently in play, and this is used to track the ownership of each item. Each lammie has a registration number on it; when you get a lammie from the Games Organisation Desk, you are registered in the database as the item's owner.

Lammies that represent spiritual effects, abilities and knowledge cannot be stolen. If you lose a lammie of this type, please notify the Games Organisation Desk, who will update their database and supply you with a new lammie to replace the one that was lost.

Once the game is in progress, all lammies and attached physreps should be kept in IC areas wherever possible. If lammies are not attached to suitable physreps, and are found by refs in an IC area, they will be confiscated.

Lammies are colour-coded. A list of lammie types is given below.

Lammie Type	Colour
Engineering Item / Rip	Yellow
Med-Tech Item / Rip	Green
Omega Item / Rip	Blue
Knowledge	Red
Spiritual	Purple

Item Lammies

These are the in-game representations of a crafted item. They **must** be attached to a physrep at all times. Without this physrep, the lammie's abilities cannot be used, and it is considered cheating to attempt to use an item lammie that is not attached to a valid physrep.

Item lammies will detail any unusual in-game effects or abilities that an item has, and will also list the Maintenance and Research costs of the item, where appropriate.

Knowledge Lammies

Knowledge lammies for Engineering and Medicae represent items a character knows how to craft. If the item is not in the Crafting Plans List, available on the Green Cloaks website, you will be given an in-depth lammie explaining the knowledge details. These cards are representations of the knowledge learned by a character; they do not exist IC, therefore cannot be handed to another character, traded, lost or stolen.

Knowledge lammies will list the Crafting and Research costs of the item, where appropriate. Characters with the Engineering or Medicae skills have the knowledge of how to craft all items on the Crafting Plans/Recipes Lists of their skill tier or lower. They do not require knowledge lammies.

Power Lammies

A power lammie represents the capacity of a character to use an ability they would not normally have (typically an Omega ability), or to modify an existing one. These cards are normally gained by Thaumaturgy research, but also by ritual. These cards are representations of knowledge or granted power; they do not exist IC, therefore cannot be handed to another character, traded, lost or stolen.

Spirit Effect Lammies

If a character has an in-game effect on their spirit, either from a ritual, possession or other source, they will receive a Spirit Effect lammie. If the character has the Spirit Attunement ability Psychometry used on them, they should show this to the user.

Rips or Resource Cards

These are the system-provided paper or plastic slips that represent in-game resources. Most of these cards do not need to be attached to a physrep - consider them the physical representation of items which are commonly traded and used within the game.

The exception to this rule is the Frag Grenade rip, which must be accompanied by a grenade physrep when it is used - you may reuse the same grenade physrep as many times as you have Frag Grenade rips.

Some cards must be ripped upon use, such as dermografit patches, grenades, and marksman rounds. The ripping of these cards indicates that the resource has been used up.

All rips that represent physical items such as money and resources can be stolen IC. Rips that represent non-physical resources and game mechanics cannot be stolen.

Theft

Certain areas of the game site are considered OOC, and you should be fully aware of where these areas are. Stealing in an Out of Character capacity, such as from a player's tent or another OOC area, is **not** permitted under any circumstances.

This includes stealing a physrep of any in-game item and not returning it to the Games Organisation Desk. Theft of a player's property is treated seriously in Green Cloaks and will be reported to the police.

To avoid any ambiguity or OOC disputes, there is a mechanic to allow in-character theft of items with a lammie attached to them, or resources such as herbs, currency, or dermografits - represented by the official resource cards supplied by the system.

Although it is not required, it is strongly recommended that you have a ref accompany you when attempting any IC act of theft. Not only does this ensure that you are stealing the item in a legitimate, IC manner and not cheating, but it may lead to more game for you and other players down the line!

In all instances of IC theft, you must immediately take the lammie and the physrep to the Games Organisation Desk so that the previous owner may be made aware, and the physrep returned to them safely (if the Games Organisation Desk is shut, please inform one of your regimental refs of the theft instead, and report to the Games Organisation Desk at the next opportunity).

When you steal an item and report it to the Games Organisation Desk, the item database will be updated to reflect the new ownership. If you are found in possession of an item or lammie registered to someone else, and you don't have their permission to use it, or are not on your way to the Games Organisation Desk to report it stolen, this may be treated as cheating.

Stolen lammies must be attached to a new physrep before they can be used again by the new owner. If lammies are not attached to suitable physreps, and are stolen from an IC area, or found by refs in an IC area, they will be confiscated.

Please note that if an item you own is stolen IC, and the physrep is returned to you, your character no longer has that item. You may use the object that you used to physrep the stolen item, but it must be treated as a different item.

If you are happy for the thief to use the physrep, this can be declared to the referee when it is returned to you (this may also make it easier to recover the item IC). All physreps loaned in this way must be returned to their correct owner or the Games Organisation Desk at the end of the event, and the player who stole it is responsible for this.

Monsterring

At Green Cloaks main events you will be expected to “monster” at some point during the event. This is where you get to be the characters that create plot for your fellow players. Monsterring roles are varied, so you will have the opportunity to play different characters during a monster slot.

Non-combatants are able to take part in monsterring, and will be given non-combat roles suitable for them, such as roleplay encounters. Monsterring encounters will be accompanied by a referee.

At every mainline event each regiment will be assigned a monster slot; usually a period of two hours during which the regiment’s camp is considered “Time Out” and all players in that regiment are asked to remove any kit and costume that distinguishes them as their current character, replacing it with kit suitable for the monster characters they will be playing, or with generic dark clothing. All players taking part are then considered “monsters”, and must report to the Games Organisation Desk.

While monsterring, be gracious. You are not trying to kill other players by any means necessary, but instead trying to give them a memorable game. As a monster you may be asked to engage in combat encounters or roleplay encounters.

Try and make every encounter as engaging for the other players as possible. They’ll be giving you the same consideration when they monster for you!

Game Mechanics

Timings

Most in-game effects last for a limited period of time, and some in-game actions can be repeated at certain intervals. Most commonly used terms for these timings are explained below.

Daily: These are effects which can be activated a certain number of times per day. A new day starts when Time In is called in the morning.

Encounter: These are effects that can be activated a certain number of times per encounter (see Encounters & Recovery Periods below). The count resets after a suitable recovery period.

Active Effects: Effects of all IC calls have a limited duration: **Instant, 5 seconds, 30 seconds, or 5 minutes**. This indicates how long you will have to roleplay the effect of a call when it is used upon you.

Encounters & Recovery Periods

An encounter is defined as the time during battles, excursions, and activities, when you may use your skills and abilities. You are considered to be in an encounter during any time you are not in a recovery period. A recovery period is interrupted by using any skills, taking damage, or becoming involved in combat, and must be restarted.

If you spend at least **120 seconds** (2 minutes) actively roleplaying attempting to restore your energy, you will refresh your per-encounter abilities. This does not restore Endurance or refresh your items. You may not run or use skills, and you must remain out of combat and take no damage during this period. You must actively roleplay recovering by doing things such as reloading and checking your weapons, or meditating and stretching.

If you spend at least **15 minutes** completely out of harm's way, you will refresh all of your Endurance (see Endurance below) and the integrity of any armour you are wearing, in addition to refreshing your per-encounter abilities. If you wish to recharge the ability of any reusable items, you must spend at least some time roleplaying recharging each item.

This may not take place on a battlefield, or if you are aware of any combat in your vicinity. It includes spending time sitting down, or going to get food and drink - including time spent Out of Character, such as overnight. You can recover in this way while Exhausted (see Exhaustion below).

If you become involved in combat, use a skill, or are forced to run during a recovery period, you must restart the recovery period again upon reaching safety.

Hits

Hits (or hit points) are the way in which damage is measured. Every melee attack or a foam dart strike inflicts **1** point of damage, and this damage will take effect in the order given below. Please note that there are many other ways of being damaged, some of which will affect your defences in different ways.

Points of damage will usually remove hits from your character in this order:

1. Energy Shields (where applicable)
2. Armour (where applicable)
3. Endurance

If your character has zero Endurance and would lose another hit, they will become Wounded (see Wounds below).

For melee attacks to cause damage, each blow should be made with a full swing of the weapon and must successfully hit the target. Make sure you are fighting safely, as specified previously in the Safety section (pg 8).

All hits are global, meaning that being hit anywhere on your body will cause one point of damage to your hits as a whole, not just to the location that was hit. The exception to this is that hits to the hands and feet do not count as damage (to encourage more fair, dramatic fighting), although intentionally blocking with hands and feet is not allowed.

Endurance

Endurance represents your ability to shrug off injuries or dodge out of the way of attacks. Different character classes and races have different numbers of Endurance hits. The number of hits your character will have is specified below:

Class	Endurance Hits
Mascen Shaman / Mascen Tinkerer / Vrede Scientist	1
Regular Classes	3
Human Trooper	4
Mascen Big'un	5

If you are unsure how many Endurance hits you have, you can refer to the attributes for your chosen class in Chapter 2. The Fortitude skill can also be acquired to increase your Endurance (see pg 65).

Armour

Armour represents the protection granted by the physical armour you are wearing. A character may benefit from the effects of only one set of physical armour.

To grant Armour hits, armour must cover at least 50% of the torso, as well as at least one of the following:

- 50% or more of 2 limbs
- 25% or more of 4 limbs
- An appropriate helmet or headgear

Different character classes and races can wear different tiers of Armour, as specified in Chapter 2. The different tiers of Armour are defined in the table below based on material and physical appearance:

Armour Tier	Hits	Description
Light	2	The lightest armour, generally composed of heavy cloth. Very thin leather armour, leather jackets, padded armour, and gambesons also fall under this category. The green cloak that the task force is named after is also an example of this armour type, being woven with ballistic material designed to repel small-arms fire.
Medium	4	Medium armour is generally made of thicker leather. Classical leather armour falls under this category, as do full tactical vests, and most other modern armour that doesn't contain rigid plates.
Heavy	6	Heavy armour is generally defined as any metal armour, or any armour that appears rigid or contains foam or plastic plates. Chainmail, scalemail, metal plate armour, a modern plate carrier, or motocross armour with rigid plates fall under this category, as does sturdy foam armour.

Armour does not stack; you will only gain the benefit of the highest tier of armour you are wearing. Although you may wear additional layers for costume or comfort purposes, including armour from which you are unable to gain protection, you may not count those additional layers as armour once the highest tier is destroyed.

If you are unsure what tier of armour you have, a ref will be able to help you.

Energy Shields

Energy shields are engineering items which grant additional Armour hits, the number of which varies depending on the shield's design.

Energy shields are created IC by characters with appropriate skills, and grant protection as specified on their lammie. They must be visibly worn to grant protection. The Vrede classes are issued with a vrede-tech Light Energy Shield at character creation (see pg 48).

A character may benefit from the effects of only **one** energy shield. If you wear multiple energy shields, then **none** will give protection.

Exhaustion

If any damage or effect causes your Endurance to drop to **zero**, you will enter a state of Exhaustion. You should roleplay being debilitated and in pain. In this state you can fight, but cannot run or use calls. If you run or use a call, you will immediately become Wounded (see Wounds below). This is to allow a character to perform a heroic sacrifice at their own expense.

If you take any further damage while Exhausted, you will become Wounded.

You may still use single-use Med-Tech items such as dermografts without Wounding yourself. If you gain back your Endurance by receiving the Restore Endurance call, or by spending at least **15 minutes** in a recovery period, you are no longer Exhausted and can act normally again.

Wounds

If you become Wounded, you must roleplay being in great pain, bleeding out, and dying. You may roleplay appropriately, based on the damage that wounded you, but you must follow the procedure below. As soon as you become Wounded:

- You must start your **120 second** death count (see Death Count below).
- You may still be conscious, but you are dying and in agony. You may call out for help.
- You cannot use skills or items, and you cannot walk. You may crawl slowly if you have use of at least one arm - roleplay appropriately.
- You must fall unconscious if you take any further damage.

If you receive the Stabilise call, your death count will be reset to **120 seconds** (see Stabilisation below). If you receive the Heal Wound call (see pg 56), you are restored to being Exhausted (zero Endurance). While you are Wounded, the Restore Endurance call will not affect you, and no call is needed. If you reach the end of your death count, your character is dead (see Character Death below).

Unconsciousness

When unconscious, your character is not aware of anything happening around them. If you become unconscious, you remain unconscious until you receive the Restore Endurance call, or after **15 minutes**.

If you are unconscious and Wounded, you must remain unconscious either until you have received both the Heal Wound and Restore Endurance calls, or until the end of your Death Count.

If you become unconscious at full Endurance, the Restore Endurance call will rouse you, even though it cannot increase your Endurance above maximum.

Healing

Healing is the method by which a character is Stabilised, has their Wounds healed, and has their Endurance restored. A skilled character of the Medic class can lead a team of people with the Medicae skill, allowing them to work together to decrease the time it takes to restore characters to fighting fitness.

Death Count

Your death count is the period of time after you have become Wounded, and are in a state of dying. During this time, you must count **upwards** to **120 seconds** (2 minutes). If you reach the end of your death count, your character is dead (see Character Death below). Please note that you can choose to die at any point in your death count.

Identifying the Wounded

Any character may ask the Wounded state of another character after brief, close inspection. The player must respond with "**healthy**", "**exhausted**", "**wounded**", or "**dead**". A Medic may call "Death Watch" to which a character should respond with the above, and if Wounded, add the current time of their death count. They should not then continue to count out loud.

Restoring Endurance

The Restore Endurance call can be used by characters with the Medicae or Omega Body skill, Myr'na Healers, or by certain items that can be created IC (known as craftable items). It will restore a character's Endurance hits. This has no effect on a Wounded character.

The Restore Endurance call is made at the end of the time given in the table below, depending on the healing type and how many people are working on the character. If healing is interrupted during this time, it must be restarted.

Restoring Endurance can be roleplayed in many ways, perhaps by patching minor scratches and grazes, or helping someone stretch out, or by using a cold spray to relieve muscle pains. Omega users can perform it by chanting appropriate vocals (see Omega Body Attunement - pg 69).

Method	Time Taken
1 Person with Medicae	30 seconds per point
2 People with Medicae (must be led by a Medic with Medicae 2)	20 seconds per point
3 People with Medicae (must be led by a Medic with Medicae 3)	10 seconds per point
Omega Body 1: Restore Endurance 1	10 seconds (after initial vocals time) per point
Omega Body 2: Restore Endurance 3	20 seconds (after initial vocals time) per 3 points
Myr'na Healer: Martyr	Instant (after initial vocals time)
Crafted items	Variable

Stabilisation

The Stabilise call resets the death count of a Wounded character to **120 seconds** (2 minutes). Each time you are stabilised, your death count will reset. The Stabilise call can be made by characters with the Medicae or Omega Body skills, or by anyone using a dermografit patch.

Stabilisation takes a certain amount of time to perform, depending on how it is applied. Your death count continues while you are being stabilised, and if your death count runs out while being stabilised, you will still die. If the stabilisation is interrupted during this time, it must be restarted. If you are Wounded, you may not use these methods to stabilise yourself, as you are unable to use items or skills.

Method	Time Taken
Medicae skill	10 seconds
Omega Body 1: Stabilise	Instant (after initial vocals time)
Dermografit Patch	Instant

Following a Stabilise call, the person making the call may immediately place both hands on the target, and continue roleplaying appropriately, attempting to keep the target alive.

The death count of the target is paused until either of the following happens:

- The person making the call is interrupted for any reason, such as being attacked, knocked unconscious, or affected by a call
- The person making the calls removes one or both of their hands

If either of these happen, the person making the calls must discontinue Stabilisation, calling 'Stabilise' one final time to indicate the final reset of the death count to the Wounded character.

Healing Wounds

The Heal Wound call can be used by characters with the Medicae or Omega Body skill, Myr'na Healers, or by certain craftable items. It can be used to restore a Wounded character back to Exhausted status (zero Endurance). The Heal Wound call will also remove the Rend effect from all limbs.

The Heal Wound call is made at the end of the time given in the table below, depending on the healing type and how many people are working on the character. If healing is interrupted during this time, it must be restarted.

A character does not need to be Stabilised in order to use this call, but a character's death count continues until the Heal Wound call is used, and a character may still die whilst being healed. If you are Wounded, you may not use these methods to heal yourself, as you are unable to use items or skills.

Method	Time Taken
1 Person with Medicae	60 seconds
2 People with Medicae (must be led by a Medic with Medicae 2)	40 seconds
3 People with Medicae (must be led by a Medic with Medicae 3)	20 seconds
Omega Body 2: Heal Wound	20 seconds (after initial vocals time)
Myr'na Healer: Martyr	Instant (after initial vocals time)
Crafted Items	Variable

Repairing Armour

The Repair Armour call can be used by a person with the Engineering skill, and will restore all the Armour hits of physical Armour or an Energy Shield. This can be roleplayed by reshaping or patching physical armour and resetting or adjusting an energy shield with appropriate tool physreps. Please note that any tool physreps taken into combat must be larp safe.

A team of multiple people with the Engineering skill, led by a Human Engineer or Vrede Operative, can work together to decrease the time it takes to repair armour and energy shields.

The Repair call is made at the end of the time given in the table below, followed by the type of hits the caller has repaired - either Armour or Energy Shield.

If the repair is interrupted during this time, it must be restarted. You may not repair your own armour or energy shield whilst wearing it, but you may take it off to work on it.

Method	Time Taken
1 Person with Engineering	60 seconds
2 People with Engineering (must be led by an Engineer/Operative with Engineering 2)	40 seconds
3 People with Engineering (must be led by an Engineer/Operative with Engineering 3)	20 seconds

Mending Shields and Weapons

A shield or weapon that has been affected by the Crush call must be mended before it can be used again. This can be done by someone with the Engineering skill using the Mend call, and can be roleplayed by reshaping, reinforcing, and sharpening the damaged equipment with appropriate tool physreps. Please note that any tool physreps taken into combat must be larp safe.

A team of multiple people with the Engineering skill, led by a Human Engineer or Vrede Operative, can work together to decrease the time it takes to mend shields and weapons.

The Mend call is made at the end of the time given in the table below. If the mending is interrupted during this time, it must be restarted.

Method	Time Taken
1 Person with Engineering	30 seconds
2 People with Engineering (must be led by an Engineer/Operative with Engineering 2)	20 seconds
3 People with Engineering (must be led by an Engineer/Operative with Engineering 3)	10 seconds

Carrying Bodies

It takes **3** people to carry an unresisting, unconscious, or dead body. You must have at least one hand free in order to carry the person. This may be modified using the Bulging Biceps skill (see pg 62).

You must not physically pick up the person. The person being carried should walk, but roleplay being carried or dragged. You may not fight when carrying a body, but you may defend yourself with a weapon or shield.

Character Death

Character death in the Green Cloaks system is a common occurrence. Characters are routinely put into life-threatening situations, as befits soldiers on the front lines of battle.

If you reach the end of your death count, your character is dead. Please remain where you are while others are still roleplaying around you. Other characters may wish to mourn the death of your character, or share your IC resources amongst your comrades.

When it is appropriate, contact the Games Organisation Desk staff, who will help you to create a new character.

Losing a character can be sad, as a lot of time and effort has been put into their kit, personality, and in-game connections. However, we ask that you also see character death as an opportunity to start afresh, create something new, and try out an aspect of the game you may not yet have experienced.

Please remember that although your character is dead, their friends and fellow soldiers will mourn them and remember their deeds.

If you are stuck for a new character concept following character death, or need some time to think about it, you can visit the Games Organisation Desk to have a chat. They will be more than happy to assist you with ideas, and can also get in touch with the referees for the regiment you wish to join with your new character to help.

• CHAPTER 2 •

Character Creation

Overview

In this chapter, you will be guided through the process of building your character. In order to create your new recruit, you will need to decide on several defining features:

- **Regiment** - There are four regiments in the Green Cloaks Task Force, each with different specialisations and goals.
- **Race** - There are five playable races. Although there are other races in the Green Cloaks universe, only these five are permitted within the Terran Sovereignty Army (TSA), and therefore available to players.
- **Class** - Different races have different class specialisations available to them. You must choose one in order to determine which skills your character is most suited to.
- **Skills** - There are many different skills available for your character to train in. Although a character may obtain a wide array of skills, they are naturally more inclined towards the skills that their class specialises in.
- **Background** - You must decide who your character is, where they come from, and what motivates them. You may want to choose a name based on the race and planet your character comes from.

More detailed information about the races and planets of the Green Cloaks universe is available on the Green Cloaks website. You may want to refer to this during character creation.

Part 1 - Regiments

To begin creating your character, you will need to choose from one of the four regiments. This section contains detailed descriptions about them. Your choices are:

- Delmont 205th
- Durgan 109th Light Infantry
- Kingskeep 98th
- Marazion 23rd Heavy Infantry

Regimental Skills

Each regiment has a different skill that all their recruits have the opportunity to learn. This is called a Regimental Skill, and it represents the cultural background of each regiment.

With the exception of adepts, humans receive their classes through regimental training, and will automatically receive training in their regiment's specialist skill. Adepts and other races are also able to learn their regiment's skill, but they do not start with the training by default.

The Regimental Skills are as follows:

Regiment	Specialisation
Delmont 205th	Backstab
Durgan 109th Light Infantry	Melee Weapons
Kingskeep 98th	Stealth
Marazion 23rd Heavy Infantry	Heavy Weapons

For more information on skills, see Chapter 3 (pg 61)

Delmont 205th

"Delmont Stands!"

Delmont 205th are a diverse lot, most hailing from the sprawling habitation spires of the planet-city of Delmont. A ragtag crew of humans and aliens from all walks of life - from the affluent, sly citizens of the Upper levels, to the thrifty traders of the Mid levels, and the hardy scavengers of the Lower levels. How the members of this unit manage to function together as well as they do is a mystery.

Some joined the TSA looking for a better life, others needed to escape their pasts or their debts, and others took the King's Mark - a Delmontee tradition to encourage enlistment by paying criminals and prospective recruits a single mark, before sending them off to basic training.

Specialising in underhanded tactics, resource acquisition, and an unconventional approach to any situation they are presented with, Delmont pride themselves on their cunning and adaptability. Many interesting outcomes have arisen from their volatile and sometimes morally questionable methods.

While they may look like a rough bunch to be with, you can guarantee you'll be invited to witness for yourself just how vibrant Delmont can be, and for the right price, they will do their best to provide anything you might need, with little to no regard for legality.

Despite their eclectic nature, they do have one thing in common: they will use any means necessary to make sure things go their way, even more so when there is money on the table.

Delmont are happy to be contracted by other regiments to assist with a variety of roles. Whether it is crafting items, thinking outside the box, or just riling up the enemy, Delmont will do what is best for their comrades, and most importantly, what's best for business.

Regimental specialist skill: Backstab



Durgan 109th Light Infantry

"For the Temples, by the Sword!"

The 109th regiment hails mainly from the planet Durgan, although it accepts members from throughout the Terran Sovereignty and its allies. Its primary role in the field is as a melee-based light infantry force. There are several specialised units which make up the 109th and, when combined, can create a stalwart but fluid force to be reckoned with.

Durgan is the home of the Temples of the Sword. The Temples teach sword forms and philosophy equally, and devotees study not only the arts of war, but the Virtues – charity, faith, honour, justice, loyalty, mercy, truth and valour – that define the spirit of the 109th. Most people choose one particular Virtue to embody, but a rare few study them all.

A planet of small continents and archipelagos with a temperate climate and warm oceans, Durgan is one of the most idyllic planets in the Segovax Cluster. Nonetheless, its people have endured the horrors of warfare on an industrial scale, contributing as many soldiers to Terra's war as most of the more populous planets.

As a result, everybody knows somebody who has died in war. It is in the nature of Durganites of all nations to stomach adversity and persevere. They trust in one another and the guidance of the Virtues, and try to focus on the future when faced by tragedy or defeat.

Soldiers of the 109th pride themselves on their professionalism and integrity, their commitment to upholding the Virtues, even in the face of the horrors of war, and that they can be relied upon to answer the call of allies and civilians alike when in need.

Regimental specialist skill: Melee



Kingskeep 98th

“Don’t fight like heroes: fight like bastards.”

Kingskeep 98th are a rapid response, special reconnaissance regiment comprised of small units of highly trained military personnel, including special forces, psy-warfare and military intelligence. They generally operate behind enemy lines, utilising guerrilla tactics and unconventional warfare.

Kingskeep 98th was originally named for a citadel located deep in the dark forests of the planet Ardheim, which proved to be one of the most challenging and dangerous places to train. Accepting recruits from all races and planets of the Terran Sovereignty, it produced the best Scouts and Snipers ever seen.

Most recruits are required to attend basic training at the Keep within the forest (30% pass rate), however some promising recruits are sent straight to the front lines for training in live combat.

Due to the close relationship and well-established trade routes between Ardheim and its neighbouring colder, harsher planet Rossi, Kingskeep’s regiments are usually an even mix of Ardheimians and Rossii. The practicality and loyalty of Ardheim has blended with the fortitude and implacability of Rossi to create a regiment operating with highly specialist tactics.

In alliance with the other regiments, Kingskeep 98th is called upon for reconnaissance missions, scouting behind enemy lines, infiltration and exfiltration, ambushes and fire support; it is known for its hit-and-run tactics, stealth, precise marksmen and speed.

There are four simple rules in Kingskeep 98th:

1. Always carry your dagger.
2. One shot: one kill.
3. Maintain constant vigilance.
4. Don’t fight like heroes: fight like bastards.

Regimental specialist skill: Stealth



Marazion 23th Heavy Infantry

"Fight for living, remember the dead."

Founded on Marazion V, within the majestic underground cities carved into the bowels of mountains, among caverns filled with ores and minerals waiting to be mined and processed in their expansive factories, the 23rd Heavy Infantry serve the noble clans and protect its people.

This mountain-dwelling regiment is drilled to tactically hold any defensible position, and to watch the backs of their fellow soldiers for any unknown dangers. They can often be seen trudging up to the front lines with crate-loads of ammunition to feed their beastly heavy weapons.

Amongst the Green Cloaks, the 23rd Heavy Infantry are sometimes seen to be like the tortoise edging across the battlefield, slowly and steadily advancing, ready to take up defensive positions. But the proud men and women of the 23rd understand their place in the fight. Taking the front line and central defensive position, they keep an upbeat and jovial mentality - believing that if today is the day they will die, it will not be wasted.

Grit in defence and unyielding in attack, the 23rd are true gunnery experts who will bring down the thunder on their enemies. From their Engineers crafting bigger and better guns, to the bullet-spitting Heavy Weapons Specialist, the 23rd Heavy Infantry embodies the indomitable fire power of the Green Cloaks army.

The 23rd Heavy Infantry support one another as a group, leaving behind only empty casings on the battlefield. There are no heroes in the 23rd, for they understand today may be their last day alive. The names of those lost on the battlefield are never forgotten, and the 23rd are often seen standing around their blazing fires in the dark of night, telling tales and singing songs of the brave, fallen warriors.

In the 23rd Heavy Infantry you shall never forget, and you shall never be forgotten.

Regimental specialist skill: Heavy Weapons



Part 2 - Races

Human

Humans are an adaptable species that has spread out across the galaxy and developed distinctive cultures on different planets, as well as varied sub-cultures and communities. As a species, they are the quintessential jack-of-all-trades and can be found in all sorts of professions.

In their discoveries of the planets and space beyond their homeworld of Terra, they have presented an imposing and engaging force throughout the galaxy - eager to make their mark, explore new territory, share scientific advancements and technology, and adopt new languages and cultures. Wherever they populate, humans create thriving and rich cultures, and they are often very nationalistic.

Due to the varied nature of this species, human attitudes and actions vary widely, accents may differ, and clothing will not only be worn for practicality and comfort, but also for fashion and affiliation. Humans have a wide variety of classes, including Adept, Engineer, Heavy Weapons Specialist, Medic, Scout, Sniper, and Trooper.

Mascen

The recent history of this species has been riddled with exploitation and slavery, since war swept over their homeworld. After the enemy forces of the One Bakkar ravaged their planet with technology and firepower far more advanced than anything the mascen possessed, they were enslaved in the wake of the ruin by a corrupt private organisation called the Terran Battlefield Reclamation, who fronted the atrocity by claiming they were salvaging anything left from the battle.

The slavery went unnoticed by the Terran Sovereignty until long after the mascen homeworld had disappeared behind the One Bakkar front line. By the time they had been freed and protected by Sovereignty law, there was nothing for them to return to. Most of the mascen adapted, forming tribes scattered throughout the Segovax cluster on the edges of Terran space. Many joined the military to aid the fight and reclaim their homeworld.

Though some races might consider the mascen primitive, their true complexities lie in the richness of their culture, which they have cherished and clung to throughout their difficult history. They believe strongly in the guidance of their ancestors, the brave members of their tribes who have gone before them.

The mascen are unusual in that they are comprised of two separate subspecies: Big'uns and Little'uns. Mascen Big'uns are typically tough, violent, and bloodthirsty. They are more robust than the average humanoid and able to withstand far more punishment than a human before being incapacitated.

Little'uns consist of Tinkerers and Shamans. The Tinkerers are responsible for building and invention, and, given more time for their culture to develop, they would certainly be a very innovative species. As it stands, however, they have been thrust into a universe they were not ready for, and their tinkering is far more of an eclectic experiment that accidentally yields results than a careful and precise practice.

Shamans hold a spiritual position in the mascen society, and display an innate connection to the Omega, guiding their tribes with the help of direct contact with their ancestors.

All mascen have grey or green skin and pointed ears. Mascen Big'uns and Little'uns can be told apart by the difference in stature between the two subspecies, which gives them their names, and the fact that Big'uns sport a set of sturdy horns protruding from their foreheads.

Myr'na

The myr'na are a race fundamentally connected to the mysterious power of the Omega, and are able to channel its power naturally from birth. They are a highly spiritual and peaceful people who are close in nature to the plane of Omega. They are blessed with the ability to clear their mind and tap into this power, healing the wounds of themselves and others.

The myr'na have a relatively long lifespan, usually around 200-250 years. The skin of a myr'na Healer is a shade of blue, due to their innate connection to the Omega plane. They have silver, white, or similarly light-coloured hair. They dress in flowing, elaborate, brightly coloured clothing, adorned with bells and sashes. Their faces are painted with ornate geometric clan markings.

Myr'na practice pacifism and restraint in all things violent, but will do their best to protect their friends without harming others. Possibly as a result of this they are very conscious of their personal space. The act of touching another when not healing them, or without permission is considered extremely offensive.

If a myr'na decides they wish to fight, they must ritually give up all but their most innate connection to the Omega for the rest of their lives. When a myr'na takes this oath, they sever their connection to the Omega with a complex and dangerous ritual.

These Warriors then paint their clan markings in red, indicating their willingness to shed both their own blood and the blood of others. Over time, their skin fades to a paler shade of blue or grey, as the influence of the Omega leaves them and they lose their inhibitions about their own personal space and touching.

Tae'go

Tae'go are a reptilian race of traditionally nomadic people, with a strong emphasis on family ties and kinship. They vary greatly in colour and temperament, but are naturally inclined towards scavenging and self-sufficiency.

Having long ago fled the destruction of their desert world, Tazrak, at the hands of the One Bakkar, the tae'go have been moving towards Terran space, making use of whatever shelter they could find on inhabitable planets. Rapidly running out of room to colonise and survive, they hid on the fringes of the Terran Sovereignty, discreetly dotted all over the front line and living in small camps and communes.

After a few years of enmity and distrust between the tae'go and the Terran Sovereignty, negotiations were opened and an agreement was eventually reached. Able-bodied tae'go would be admitted into the Terran military and be deployed on the front lines along with Terran forces, earning the species its place within the TSA. None will speak openly of their home; to return to tae'go space, they believe, is to invite death.

When the Generation 26 of the Vrede arrived in Sovereignty space, they brought with them the Voidborn Taego. These Tae'go had never heard of the world of Tazrak and were genetically cloned by the Vrede.

As well as the stealthy Outriders, they brought with them a new species of Taego; the large, horned, saurian breed known as the Vanguard, which are used by the Vrede as shock troops. A small number of the Voidborn Tae'go have joined up with the TSA in Novas, and although they know little about the Sovereignty and its people, they are interested to learn and work with their new families.

Vrede

Vrede are a technologically-advanced race of demi-shapeshifters. They can slightly alter their physical appearances over a period of 8 hours rest, although they will always have telltale prominent silver or glowing veins across their whole bodies. This includes any clothes or armour they appear to be wearing, as they are simply extensions of the vrede's body. The Vrede can imitate cosmetic attributes from any race they have seen, so it is possible for them to have a human or Myr'na appearance, but with patches of Tae'go scales and Mascen horns.

The Vrede lifespan is unknown, however it would seem to be many times that of a human. This also makes it hard to track the age of the Vrede civilisation by Generations alone, as it seems the birth of a new Generation is decided upon by the older Generations, and is not determined by a specific period of time.

For a long time, the Terran Sovereignty only had contact with the 25th Generation of the Vrede, who claimed that they were born with the sole purpose of travelling outside the Vrede Empire, to learn from and assess the other races in the galaxy. They were part of an expeditionary force sent by their government to act as information gatherers, emissaries and representatives among the allied peoples, as well as additional support for the Terran Sovereignty.

In 6019, the 26th Generation of Vrede made contact with the Sovereignty in Novas and agreed to support them, to teach them more about the universe. The 26th Generation claim to be expanding and settling in new sectors. This new Generation brought with them their Operatives and Scientists who are experts at both engineering and medical technology. There are very few 25th Generation Vrede left in the Novas sector, although the 26th generation have not reached the Segovax Cluster yet.

Each vrede is issued with an array of advanced technology for their protection, known as vrede-tech. They are fiercely protective of it to the point where all vrede-tech is programmed to deactivate permanently upon the death of its user, or if tampered with.

Part 3 - Classes

Having chosen a race, you can now determine the class of your character. Some races have many classes to choose from, while some are highly specialised, such as tae'go and vrede. Before you make your decision, you will need to know how class customisation works.

Skill Customisation

A character's advancement through their training is measured by **skill points**. As you play the game, you will become more experienced with the skills you have chosen and even learn new ones.

The regiment and class you choose will give you access to different skills. When creating a character, you will customise your character's skills by spending your **starting skill points**.

Each class starts with a number of skill points, which will be listed in their class information. Starting characters must spend all of their starting skill points, and they may not be saved for later use.

As a starting character, you will have one or more **free starting skills** to choose from. These are the skills that your character may gain at Tier 1 without having to expend a starting skill point. Most humans also receive their Regimental Skill at Tier 1 as a free starting skill. Starting skills are listed in the details of each class.

If your free Regimental Skill is the same as one of your free class starting skills, you may use **both free skills** to take it at Tier 2 by spending one of your starting skill points.

Purchasing Skills

Each class has two sets of skills; Primary and Secondary. Primary skills are the major specialisation for a class; the skills your character has the greatest understanding of. It is cheapest to purchase and advance the Primary skills of your class. Secondary skills are the skills your character has a moderate understanding of, and are marginally more expensive to purchase and advance.

Skills that are not within the Primary or Secondary sets of your class are considered Out of Class. Out of Class skills are more expensive to purchase and advance. The point cost of Primary, Secondary, and Out of Class skills is listed below:

	Primary	Secondary	Out of Class
Tier 1	1	2	3
Tier 2	2	3	5
Tier 3	3	4	7

Please note that you must have already purchased the previous tier of a skill in order to purchase the next tier of that skill.

Focus, Omega Attunements, and Thaumaturgy are exclusive to the Human Adept, Mascen Shaman, and Myr'na Healer classes.

Experience and Skill Advancement

If you attend a main event, you will earn **2** experience points (XP). Once you have played one event as a character, you may then begin to spend XP between events to purchase and advance skills for your current character.

You may save up to **10** unspent XP at one time, and you may not spend more XP during one advancement than your character has skill points (SP).

*For example, a new character has **4** SP, so you may not spend more than **4** XP during the first advancement you make. If you spend **4** XP on that character, you may then spend up to **8** XP on the next advancement, and so on.*

If your character dies or retires, unspent XP is retained, and can be spent on your new character, or continue to be saved, up to the limit of **10** XP.

List of Classes

Below you will find the list of available classes for your chosen race. Each class has different attributes depending on their background, and some classes may receive unique bonuses.

At the start of every event, all classes receive (as standard issue) **1** dermograft patch, and their wage. Wages can vary, but will usually be **1** Mark, **2** Credits (see Appendix 4 - pg 100). Away from Sovereignty space, there is little use for this money, but it is often used amongst soldiers to barter goods and services or to track favours.

All characters can use a holdout pistol and dagger without a specific skill.

Human Adept

The Adept Program was a scientific experiment to allow humans to harness the power of the Omega. Adepts are humans enhanced by cybernetic implants to tap into the Omega plane by tearing holes in the fabric between it and our physical plane - the Alpha. Due to the extensive and unpredictable testing methods used by the Adept Program, their methods of creation are many and varied.

(Omega users may wish to see the Omega Attunement Skills on pg 69-75, and Omega on pg 85 for more details.)

Primary Skills	Secondary Skills
Melee Weapons Omega Attunement 1 Omega Attunement 2 Pistol	Focus Grit Omega Attunement 3 Thaumaturgy <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Omega Attunement 1
Starting Skill Points	3
Maximum Physical Armour Type	Light

- **Minimum Required Physrep:** Adepts have a cybernetic implant on their face, which must be visibly physrepped.
- **Adept Conditioning:** Adepts receive **15** Focus Points (FP) per day.
- **Adept Meditation:** **Once** per day, an Adept may spend **5 minutes** meditating on a problem of a Thaumalogical nature to receive a hint on the subject from a referee.
- **Arcane Rites:** Adepts can perform rituals, if they have access to a fully powered Omega sphere.
- **Attunement Selection:** When an Adept purchases an Omega Attunement skill they must define which of the five Omega Attunement skills they have chosen in that slot.
- **No Regimental Training:** Adepts do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Human Engineer

Engineers are trained to repair weapons and armour, as well as being experts in explosives. They can research and build new technologies to allow the Green Cloaks to adapt to their surroundings and the changing nature of missions.

Primary Skills	Secondary Skills
Engineering Explosives Pistol Self Sufficient <i>Regimental Skill</i>	Awareness Fortitude Heavy Weapons Rifle

Class Attributes:

Free Starting Skills	Engineering <i>or</i> Explosives <i>and</i> Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Medium

- **Engineering Research:** Engineers may spend their Engineering Work Points (EWP) to research Engineering projects if they have the Engineering skill.
- **Multispec:** New Engineers are issued with a personalised Multispectrum Systems Analyser (or "Multispec" for short). This takes the form of a small portable computer that assists with a variety of engineering tasks, and must be physrepped by the player. This is a lammie item and the player should collect their lammie from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, they cannot use the Hack or Analyse abilities of the Engineering skill (see pg 96).
- **Demolitions Expert:** Engineers with the Explosives skill may set a charge to attempt to destroy an object rather than to detonate over an area. They may place the frag grenade rip upon an object, and call "Blast 5" rather than "Zone Blast 3" (see pg 64).
- **Engineering Teacher:** Engineers can teach the crafting of an Engineering item that they know how to make to those with the Engineering skill. Only one character may be taught at a time, and only items that have been fully learned or researched by the Engineer may be taught.
- **Team Leader:** At higher tiers of Engineering, Engineers may lead groups of people with the Engineering skill in mending and repairing items.
- **Regimental Training:** New Engineers will start with Tier 1 of their regiment's specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Human Heavy Weapons Specialist

Heavy Weapon Specialists are the main offensive force in the Green Cloaks Task Force. Equipped with heavy armour, shields, and melee weapons or large guns, they are capable of taking and causing large amounts of damage.

Primary Skills	Secondary Skills
Bulging Biceps Fortitude Heavy Weapons Melee Weapons <i>Regimental Skill</i>	Engineering Explosives Grit Pistol

Class Attributes:

Free Starting Skills	Heavy Weapons or Melee Weapons and Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Heavy

- **Bulletproof:** Heavy Weapons Specialists receive **2** extra armour hits for any physical armour they are wearing.
- **Canny: Once** per encounter, a Heavy Weapons Specialist may use a 'once per encounter' call **1** additional time from the Melee Weapons or Heavy Weapons skill, provided they already have access to that skill.
- **Proper Training:** Heavy Weapons Specialists may move at a slow walking pace whilst using a heavy weapon, and they count as **two** team members when crewing a super heavy weapon (only applicable if they have the Heavy Weapons skill).
- **Regimental Training:** New Heavy Weapons Specialists will start with Tier 1 of their regiment's specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Human Medic

An army without a medic would not last very long. Medics are experts in keeping people alive as well as being able to research and craft a variety of medical technology and pharmaceuticals to enhance soldiers' performance.

Primary Skills	Secondary Skills
Grit Medicae Pistol Self Sufficient <i>Regimental Skill</i>	Awareness Bulging Biceps Fortitude Rifle

Class Attributes:

Free Starting Skills	Grit <i>or</i> Medicae <i>and</i> Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Medium

- **Death Watch:** Medics can spend **5 seconds** of appropriate roleplay to call "Death Watch". This is used to diagnose a Wounded character, to which a character should respond with "**healthy**", "**exhausted**", "**wounded**", or "**dead**". Wounded characters should add the current time of their death count. They should not then continue to count out loud.
- **Medical Research:** Medics may spend their Medical Work Points (MWP) to research Medical projects if they have the Medicae skill.
- **Medical Supplies:** Medics are issued with an additional **2** dermografit patches per event.
- **Medispec:** New Medics are issued with a personalised Medical Systems Analyser (or "Medispec" for short). This takes the form of a small portable computer that assists with a variety of medical tasks, and must be physrepped by the player. This is a lammie item and the player should collect their lammie from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, they cannot use the Death Watch or Analyse abilities of the Medicae skill (see pg 96).
- **Medicae Teacher:** Medics can teach the crafting of a Medical item that they know how to make to those with the Medicae skill. Only one character may be taught at a time, and only items that have been fully learned or researched by the Medic may be taught.
- **Team Leader:** At higher tiers of Medicae, Medics may lead groups of people with the Medicae skill in Healing Wounds and Restoring Endurance.
- **Regimental Training:** New Medics will start with Tier 1 of their regiment's specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Human Scout

Scouts are experts in seeing and avoiding being seen. They are used by armies to locate people, traps, and items as well as being effective assassins to take out key targets.

Primary Skills	Secondary Skills
Awareness Backstab Self Sufficient Stealth <i>Regimental Skill</i>	Explosives Fortitude Pistol Rifle

Class Attributes:

Free Starting Skills	Backstab or Stealth and Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Medium

- **Fox Step:** Scouts may add **5 seconds** to the amount of time they may move in Stealth. If they only have Tier 1 Stealth, they may move in stealth for **5 seconds**.
- **Keen Eyes:** Scouts take **10 seconds** less time to use the Awareness skill, and may use the "Remove Stealth" call **twice** for each use of the Awareness call.
- **Scavenger's Intuition:** **Once** per day, a Scout may use their Awareness skill to perform an Engineering, Medicae or Thaumaturgy Analysis (see pg 96), using their rank of Awareness in place of the required Engineering, Medicae or Thaumaturgy skill. This does not require a Medispec, Multispec, or Focus.
- **Ranger:** Scouts are able to spend time removing tracks in an area with appropriate roleplay. The amount of time taken is at the discretion of the referee present.
- **Take Cover!:** Scouts may take **1** other person into Stealth with them at their own tier of Stealth. When this is done, neither the Scout nor the person covered may move, otherwise stealth will be broken, regardless of the tier of Stealth used. You must use appropriate roleplay in attempting to cover the person you are hiding.
- **Regimental Training:** New Scouts will start with Tier 1 of their regiment's specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Human Sniper

Snipers are experts with rifles and have training to take people down quickly at long range. They are skilled at hiding and at detecting others who are hidden.

Primary Skills	Secondary Skills
Awareness Marksman Rifle Stealth <i>Regimental Skill</i>	Fortitude Grit Melee Weapons Pistol

Class Attributes:

Free Starting Skills	Awareness or Rifle and Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Medium

- **Incapacitate the Target:** Snipers with the Marksman skill can use the “Marksman Rend” call without expending a marksman round, **once** per encounter. This is in addition to the daily abilities of the Marksman skill.
- **Tools for the Job:** Snipers are issued with **5** marksman rounds per event.
- **Trained to Kill:** Snipers take **10 seconds** less time to use the “Marksman Fatal” and “Marksman Rend” calls.
- **Regimental Training:** New Snipers will start with Tier 1 of their regiment’s specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Human Trooper

The majority of the Terran army are troopers. They are trained to be versatile and reliable, and are able to support each other effectively during combat.

Primary Skills	Secondary Skills
Fortitude Grit Melee Weapons Rifle <i>Regimental Skill</i>	Awareness Bulging Biceps Medicae Pistol

Class Attributes:

Free Starting Skills	Melee Weapons <i>or</i> Rifle <i>and</i> Regimental Skill
Starting Skill Points	2
Maximum Physical Armour Type	Heavy

- **Canny:** **Once** per encounter, a Trooper may use a 'once per encounter' call **1** additional time from the Melee Weapons or Rifle skill, provided they already have access to that skill.
- **Dodged the Bullet!:** A Trooper with Tier 2 or 3 Fortitude may take a Knockdown call to "Resist" a call from any weapon or grenade **one** extra time per day.
- **Jack Of All Trades:** **Once** per day, a Trooper may perform **5 minutes** of practice or training in a skill they do not have, in order to gain Tier 1 of that skill for **one** hour, or for the duration of a battle. The character must have the prerequisites for this skill (including any required supporting skills) and cannot use the learned skill for crafting or research, and cannot learn Focus, Thaumaturgy, Self-Sufficient, or Omega skills.
- **Tenacious:** Troopers start with **4** points of Endurance rather than **3**.
- **Regimental Training:** New Troopers will start with Tier 1 of their regiment's specialist skill, and this skill counts as a primary skill for the purposes of spending skill points.

Mascen Big'un

Mascen Big'uns are sturdy and tough, and experts in close combat. They are able to go into an unstoppable rage that will allow them to carry on fighting despite all adversity.

Primary Skills	Secondary Skills
Bulging Biceps Fortitude Grit Melee Weapons	Awareness Explosives Rifle Self Sufficient <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Bulging Biceps or Melee Weapons
Starting Skill Points	3
Maximum Physical Armour Type	Heavy

- **Minimum Required Physrep:** Big'uns must have horns, pointed ears and grey or green skin.
- **Tough Hide:** Big'uns start with **5** points of Endurance rather than **3**.
- **Unstoppable:** **Twice** per day, Big'uns may enter a state of rage for **30 seconds**. Whilst in this state they take armour and Endurance damage as normal, but are immune to the effects of being Exhausted and cannot become Wounded in this state. They must roleplay extreme aggression and anger towards friend and foe alike during this time, and will not back down from a fight. At the end of the rage, if they are on zero Endurance they will immediately take a Wound. This ability may **not** be used twice in the same encounter.
- **Unwavering:** **Once** per encounter, a Big'un may use a 'once per encounter' call **1** additional time from the Grit skill, provided they already have access to that skill. If they do not have the Grit skill, they may still call "Resist Fear" **once** per encounter.
- **No Regimental Training:** Mascen Big'uns do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Mascen Shaman

Mascen Shamans are intrinsically linked to their ancestors, allowing them to effortlessly channel the Omega Spirit sphere. They are connected to the raw power of the Omega and able to channel more power than most, making them useful support in combat.

(Omega users may wish to see the Omega Attunement Skills on pg 69-75, and Omega on pg 85 for more details.)

Primary Skills	Secondary Skills
Focus Omega Spirit Attunement Omega Attunement 2 Self Sufficient	Grit Omega Attunement 3 Pistol Thaumaturgy Regimental Skill

Class Attributes:

Free Starting Skills	Omega Spirit Attunement
Starting Skill Points	3
Maximum Physical Armour Type	Medium

- **Minimum Required Physrep:** Shamans must have grey or green skin and pointed ears.
- **Arcane Rites:** Shamans can perform rituals if they have access to a fully powered Omega sphere.
- **At One with the Omega:** Shamans receive **20** Focus Points (FP) per day.
- **Attunement Selection:** When a Shaman purchases an Omega Attunement skill they must define which of the five Omega Attunement skills they have chosen in that slot (see Omega - pg 85 for more details).
- **Fragile:** Shamans start with **1** point of Endurance rather than **3**.
- **Resourceful:** When using the Self Sufficient skill, Shamans have the ability to pick one extra card and then return one, without it taking effect.
- **No Regimental Training:** Mascen Shamans do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Mascen Tinkerer

Tinkerers are the engineers in mascen society. They are experts at creating items with limited resources, and can substitute crystals for items that they cannot find.

Primary Skills	Secondary Skills
Backstab Engineering Pistol Self Sufficient	Awareness Explosives Rifle Stealth <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Engineering <i>or</i> Self Sufficient
Starting Skill Points	3
Maximum Physical Armour Type	Medium

- **Minimum Required Physrep:** Tinkerers must have grey or green skin and pointed ears.
- **Ancestral Aid:** When crafting, Tinkerers are able to substitute any **1** resource with an Omega Crystal of equal or higher rarity.
- **Engineering Research:** Tinkerers may spend their Engineering Work Points (EWP) to research Engineering projects if they have the Engineering skill.
- **Fragile:** Tinkerers start with **1** point of Endurance rather than **3**.
- **Multispec:** New Tinkerers are issued with a personalised Multispectrum Systems Analyser (or "Multispec" for short). This takes the form of a small portable computer that assists with a variety of engineering tasks, and must be physrepped by the player. This is a lammie item and the player should collect their lammie from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, they cannot use the Hack or Analyse abilities of the Engineering skill (see pg 96).
- **Resourceful:** When using the Self Sufficient skill, Tinkerers have the ability to pick one extra card and then return one, without it taking effect.
- **No Regimental Training:** Mascen Tinkerers do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Myr'na Healer

Myr'na Healers are experts in using the Body sphere of the Omega to heal, and can even sacrifice themselves to heal others. They are very knowledgeable in how the Omega works, and are better at manipulating the flow of power from the Alpha to the Omega.

(Omega users may wish to see the Omega Attunement Skills on pg 69-75, and Omega on pg 85 for more details.)

Primary Skills	Secondary Skills
Fortitude Medicae Omega Body Attunement Thaumaturgy	Focus Grit Omega Attunement 2 Omega Attunement 3 <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Omega Body Attunement
Starting Skill Points	3
Maximum Physical Armour Type	Light

- **Minimum Required Physrep:** Skin must be a shade of blue; hair must be white, grey, silver, or an otherwise pale shade. They must have geometric clan markings, in any colour other than red.
- **Arcane Essence:** Twice per day, Healers may resist a ranged Focus call from an Omega ability used against them, using the call "Resist Focus <call>".
- **Arcane Rites:** Myr'na Healers can perform rituals if they have access to a fully powered Omega sphere.
- **Attunement Selection:** When an Myr'na Healer purchases an Omega Attunement skill they must define which of the five Omega Attunement skills they have chosen in that slot (see Omega - pg 85 for more details).
- **Divine:** Myr'na Healers receive **15** Focus Points (FP) per day.
- **Do No Harm:** Myr'na Healers will attempt to avoid knowingly damaging any living creature. Creatures of the Omega do not fall under this rule, and can be attacked as normal. If a Healer finds themselves in a situation where they harm a living creature, they will be wracked by intense physical pain for **120 seconds** (2 min) and have a headache for **1 hour**. If a Myr'na Healer ever inflicts harm that directly results in the death of a living creature, they will enter a coma-like trance. In this trance, they can be led about and follow very basic instructions. The player **must** inform a referee as soon as possible if this occurs, and they will advise what happens next.

- **Expert Meditation:** When using the Attune ability of the Thaumaturgy skill, Myr'na Healers only need to spend **3** FP to use the Tier 2 Attune ability, or **5** FP to use the Tier 3 Attune ability.
- **Martyr:** Myr'na Healers have the ability to transfer the wounds of others onto themselves. They may touch a living creature and call "Heal Wound: Restore Endurance (**X**)", restoring (**X**) points of Endurance to the target, and taking (**X**)+1 points of damage themselves. This damage ignores armour or protections. A Healer may not restore more Endurance points than they currently have.
- **Medispec:** New Myr'na Healers are issued with a personalised Medical Systems Analyser (or "Medispec" for short). This takes the form of a small portable computer that assists with a variety of medical tasks, and must be physrepped by the player. This is a lammie item and the player should collect their lammie from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, they cannot use the Analyse ability of the Medicae skill.
- **No Regimental Training:** Myr'na Healers do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Myr'na Warrior

Myr'na who break their link to the Omega are trained to be warriors. Due to their previous link to the Omega, they are skilled at taking down denizens of the Omega.

Primary Skills	Secondary Skills
Fortitude Grit Melee Weapons Rifle	Bulging Biceps Heavy Weapons Marksman Medicae <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Grit or Melee Weapons
Starting Skill Points	3
Maximum Physical Armour Type	Heavy

- **Minimum Required Physrep:** Skin must be a pale shade of blue or grey; hair must be white, grey, silver, or an otherwise pale shade. They must have red geometric clan markings.
- **Arcane Essence:** **Twice** per day, Warriors may resist a ranged Focus call from an Omega ability used against them, using the call "Resist Focus <call>", or alternatively, they may use the ability "Arcane Strike" and strike with the call "Omega" (see pg 57) for 30 seconds with a melee weapon, or any Omega-ritualised ranged weapon.
- **Canny:** **Once** per encounter, a Warrior may use a 'once per encounter' call **1** additional time from the Melee Weapons or Rifle skill, provided they already have access to that skill.
- **Unwavering:** **Once** per encounter, a Warrior may use a 'once per encounter' call **1** additional time from the Grit skill, provided they already have access to that skill. If they do not have the Grit skill, they may still call "Resist Fear" **once** per encounter.
- **No Regimental Training:** Myr'na Warriors do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Tae'go Outrider

Tae'go Outriders are quick-witted and stealthy, often used as covert operatives by the TSA. They are adept in healing, and can apply weapons with poison to assist them on missions.

Primary Skills	Secondary Skills
Backstab Medicae Self Sufficient Stealth	Awareness Fortitude Grit Rifle <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Medicae <i>or</i> Stealth
Starting Skill Points	3
Maximum Physical Armour Type	Medium

- **Minimum Required Physrep:** All exposed skin must be scaled and coloured (either full face paint or prosthetics); tail and frills are optional.
- **Bilious:** Twice per day, Outriders may roleplay spitting/regurgitating on a melee weapon or arrow for **5 seconds**. After this is done, the next strike from the melee weapon or arrow has the "Paralyse" call. If this is not used within **5 minutes**, it is wasted.
- **Fox Step:** Outriders may add **5 seconds** to the amount of time they may move in Stealth. If they only have Tier 1 Stealth, they may move in stealth for **5 seconds**.
- **Medical Research:** Outriders may spend their Medical Work Points (MWP) to research Medical projects if they have the Medicae skill.
- **Medispec:** New Outriders are issued with a personalised Medical Systems Analyser (or "Medispec" for short). This takes the form of a small portable computer that assists with a variety of medical tasks, and must be physrepped by the player. This is a lammie item and the player should collect their lammie from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, they cannot use the Analyse ability of the Medicae skill (see pg 96).
- **Ranger:** Outriders are able to spend time removing tracks in an area with appropriate roleplay. The amount of time taken is at the discretion of the referee present.
- **Reptilian Physiology:** Due to the difference in medical methods, Outriders cannot work in teams with Human Medics.
- **No Regimental Training:** Outriders do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Tae'go Vanguard

Experts with bows and modern weapons alike, the Tae'go Vanguard are a formidable foe, often found at the forefront of any attack.

Primary Skills	Secondary Skills
Fortitude Grit Heavy Weapons Rifle	Awareness Bulging Biceps Melee Self Sufficient <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Fortitude <i>or</i> Rifle
Starting Skill Points	3
Maximum Physical Armour Type	Heavy

- **Minimum Required Physrep:** Vanguard have a dinosaur-like appearance. All exposed skin must be scaled and coloured (either full face paint or prosthetics) and the head must be adorned by a large crest or large horns; tails and frills are optional.
- **Armoured Scales:** Vanguards receive **2** extra armour points even without wearing armour. These will stack with physical armour and energy shields and must be repaired the same way as regular armour.
- **Canny: Once** per encounter, a Vanguard may use a 'once per encounter' call **1** additional time from the Rifle or Heavy Weapons skill, provided they already have access to that skill.
- **Proper Training:** Vanguards may move at a slow walking pace whilst using a heavy weapon, and they count as **two** team members when crewing a super heavy weapon (only applicable if they have the Heavy Weapons skill).
- **War Cry: Twice** per day a Vanguard may call "Zone Fear" on an indicated target within a range of **10 metres** (30 ft) from the user. This may not be used twice in the same encounter.
- **Reptilian Physiology:** Due to the difference in medical methods, Vanguards cannot work in teams with Human Medics.
- **No Regimental Training:** Vanguards do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Vrede Operative

Vrede Operatives are skilled fighters and engineers. They use unique technology to complement their combat skills.

Primary Skills	Secondary Skills
Engineering Fortitude Marksman Rifle	Grit Melee Pistol Self Sufficient <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Engineering <i>or</i> Rifle
Starting Skill Points	3
Maximum Physical Armour Type	None

- **Minimum Required Physrep:** May take the form of any playable race, with the addition of extensive metallic or glowing veins on skin and clothing. May take features from several different races. Vrede can change their appearances overnight, but cannot replicate the appearance of one specific person.
- **Can't Take it With You:** Due to their shapeshifting ability, Operatives cannot wear armour.
- **Natural Born Engineer:** When performing Engineering Hacking or Analysis (see pg 96) tasks, the time required is reduced by **1 minute** per rank of the Operative's Engineering skill - for example, at Tier 3 Engineering, Engineering Analysis time would be reduced by three minutes. The time cannot be reduced below the number of people required by the task.
- **Team Leader:** At higher tiers of Engineering, Operatives may lead groups of people with the Engineering skill in mending and repairing items.
- **Engineering Research:** Vrede Operatives may spend their Engineering Work Points (EWP) to research Engineering projects if they have the Engineering skill.
- **Engineering Teacher:** Vrede Operatives can teach the crafting of an Engineering item that they know how to make to those with the Engineering skill. Only one character may be taught at a time, and only items that have been fully learned or researched by the Operative may be taught. Vrede-Tech cannot ordinarily be taught to non-Vrede characters.
- **Vrede-Tech:** New Operatives are issued with an array of Vrede-Tech items, which are genetically keyed to the owner, can only be used by them, and will deactivate permanently upon their death. These must be physrepped by the player. These are lammie items and the player should collect their lammies from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, a player cannot use the abilities of these items.

All Operatives are issued with the following:

- A Vrede-Tech light energy shield, granting **4** armour hits.
 - A Universal Systems Analyser (or “Omnispec” for short). This takes the form of a small portable computer that assists with a variety of both medical and engineering tasks.
 - A Vrede-Tech rifle, that can call **one** of the calls: Through, Stun, Knockdown, or Disarm, **once** per encounter.
- **No Regimental Training:** Vrede Operatives do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Vrede Scientist

Vrede Scientists are research experts in both medical and mechanical technology. While not as strong as Operatives, their vast knowledge gives them the technological edge.

Primary Skills	Secondary Skills
Awareness Engineering Explosives Medicae	Fortitude Grit Pistol Self Sufficient <i>Regimental Skill</i>

Class Attributes:

Free Starting Skills	Engineering <i>or</i> Medicae
Starting Skill Points	3
Maximum Physical Armour Type	None

- **Minimum Required Physrep:** May take the form of any playable race, with the addition of extensive metallic or glowing veins on skin and clothing. May take features from several different races. Vrede can change their appearances overnight, but cannot replicate the appearance of one specific person.
- **Can't Take it With You:** Due to their shapeshifting ability, Scientists cannot wear armour.
- **Fragile:** Scientists start with **1** point of Endurance rather than **3**.
- **Natural Born Analyst:** When performing Engineering or Medicae Hacking or Analysis (see pg 96) tasks, the time required is reduced by **1 minute** per rank of the relevant skill - for example, at Tier 3 Medicae, Medicae Analysis time would be reduced by three minutes. The time cannot be reduced below the number of people required by the task.
- **Versatile Research:** Vrede Scientists can research both Engineering and Medical technologies, and may spend their Engineering and Medical Work Points (EWP and MWP) collectively to research both Engineering and Medical projects, if they have the appropriate skills.
- **Versatile Teacher:** Vrede Scientists can teach the crafting of an Engineering or Medical item that they know how to make to those with the relevant crafting skill. Only one character may be taught at a time, and only items that have been fully learned or researched by the Scientist may be taught. Vrede-Tech cannot ordinarily be taught to non-Vrede characters.
- **Vrede-Tech:** New Scientists are issued with an array of Vrede-Tech items, which are genetically keyed to the owner, can only be used by them, and will deactivate permanently upon their death. These must be physrepped by the player. These are lammie items and the player should collect their lammies from the Games Organisation Desk on character creation. Without a lammie attached to an appropriate physrep, a player cannot use the abilities of these items.

All Scientists are issued with the following:

- A Vrede-Tech light energy shield, granting **4** armour hits.
 - A Universal Systems Analyser (or “Omnispec” for short). This takes the form of a small portable computer that assists with a variety of both medical and engineering tasks.
- **No Regimental Training:** Vrede Scientists do not receive a Regimental Skill on character creation. They may buy it as a secondary skill.

Part 4 - Background

Now, you will need to decide who your character is, and what background they come from. Some possible questions to think about when considering ideas for your character's background could be (but are not limited to):

- How old are they?
- What planet are they from?
- Do they have family back home?
- How do they speak? Do they have an accent or dialect?
- What inspires and motivates them?
- What are they afraid of?
- How have they ended up in their regiment?
- What is most important to them?

If your character is non-human, their perspective of the universe may be different to that of humans, and they will have grown up in a very different culture. Take this into account when thinking about how your character acts and interacts with others.

There is more information about the planets, races and cultures of the Green Cloaks universe available on the website. You can also learn more about your chosen regiment and race from your fellow players. Feel free to discuss with them!

If you wish to have an advanced backstory, or a backstory that connects with the regiment you have chosen, please discuss this with your regimental team.

Your "kit" (costume and equipment)

Your character may start with armour (up to the maximum type their class can wear), and any weapons or shield they have the training to use. Please use appropriate physreps for these. The rest of your costume - including physreps for your skills (such as med-tech and engineering equipment) expresses your character's personality, skill set, and role on the battlefield, and may also reflect your character's race, culture and home planet.

Naming your character

A name says a lot about a person, so choose wisely! Your name is likely to reflect your race, culture and home planet. Please note that names should not be offensive, and should make sense within the Green Cloaks universe - Captain James Kirk of the 23rd Heavy Infantry, or Pvt. First Class Ben Cumberbatch of the 98th Kingskeep may seem hilarious at first, but can upset play (break immersion) for many people, and should be avoided.

What's next?

You are almost ready to begin playing at Green Cloaks. Before you head out onto the field, it is recommended that you read through Chapters 1 and 3 if you haven't already. Engineers, Medics and Omega users may also want to look through Chapter 4, which tells you a little more about crafting, and what you can do with your abilities.

• CHAPTER 3 •

Out of Character Calls

Generally these calls will be made by a referee, with the exception of "Safety", which can be called at any time by anybody. It is important to know and understand these calls.

Time In - Everyone is now In Character (IC) and the game is in progress.

Time Out - The game is over for now. Everyone is now Out of Character (OOC) and all IC interaction should cease.

Time Freeze - Upon hearing this call, you must close your eyes and hum loudly until a ref calls "Time In". This usually represents something happening instantaneously IC, such as teleportation. Your character is unaware of the pause in time, and does not become aware of any changes during the Time Freeze until Time In is called.

Safety - Can be called by anyone to stop the game in case of an injury or other safety issue. If you hear this, stop what you're doing **immediately** and kneel where you are. If you are the person who has made the call, you must remain standing (if able). This is to allow referees or safety personnel to quickly see and get to OOC injuries during play.

In Character Calls

These calls may be used by players, monsters, or referees during the game. It is suggested that you have a good understanding of them, but if you are not certain, consult a nearby ref or one of your fellow players.

The following rules apply to IC calls:

- Unless otherwise indicated, all damage is taken in the default order: **Energy Shield**, then **Physical Armour**, then **Endurance**.
- Unless otherwise indicated, all calls delivered through a physical attack (via a melee or ranged weapon) cause **1** point of damage.
- Some of these calls bypass certain hit types. If a call bypasses a hit type, it means that the character still has the hits granted by the bypassed type.
- Calls that are applied via a physical attack can be blocked (by melee weapons or shields) unless indicated otherwise in the description. However if you do block them, please react as if you have just blocked a particularly strong shot or challenging blow.
- Where a call has **(X)** in its name or description, this indicates that the call will be accompanied by a number, which indicates the tier, damage, or power of the call.
- If the wording of a call conflicts with the wording of any basic rule, the rule stated in the call takes precedence.

The list of In Character Calls is shown below:

Awareness (X)

Duration: Instant

This call is used to detect the presence of characters using the Stealth skill. The call must be followed by a number **(X)** to indicate the Awareness skill tier of the person using the call.

When this call is made, any characters using the Stealth skill within **10 metres** (30 feet) of the caller must clearly state their Stealth tier so that the caller can hear them. If a character is hiding without the Stealth skill, they must state "Stealth Zero".

The caller is then aware of the presence of all characters whose Stealth tier is less than or equal to the caller's Awareness tier, and the caller may then highlight the presence of these characters to others.

This call detects targets' presence, but doesn't remove them from stealth, so they are still protected from direct attacks. However, abilities that grant this call commonly also allow you to follow it up with a Remove Stealth call.

Befriend

Duration: 5 minutes

The target becomes friendly towards the caller for **5 minutes**. This call does not grant any level of control over the target, and they do not feel less friendly towards their pre-existing allies. This call has no effect during combat. After the call's effect ends, the target will become aware that the call was used on them.

Blast (X)

Duration: Instant

The target takes **(X)** points of damage, along with a Knockdown effect. For example, "Blast 10" would result in 10 hits and the Knockdown effect.

Bolt (X)

Duration: Instant

The target takes **(X)** points of damage, ignoring armour and energy shields. For example, "Bolt 3" would result in 3 hits, but armour and energy shields would be left unaffected.

Crush

Duration: Instant

The target's Armour hits (both physical armour and energy shields) are reduced to 0. If the Armour hits are already 0 or the target has no armour, their Endurance is reduced to 0. If Endurance is already on 0, they become Wounded. If the target is a melee weapon or shield, it is destroyed and cannot be used again until it has been mended.

Death Watch

Duration: Instant

Death Watch may only be used by the Human Medic class, and allows Medics to know how long their patient has left to live. The target must respond with "**healthy**", "**exhausted**", "**wounded**", or "**dead**". A Wounded character should respond with the current time of their death count. They should not then continue to count out loud.

Disarm <location>

Duration: 5 seconds

This call must be followed by the location that the caller wishes to affect, and may only be applied to an arm. The affected arm cannot be used for the duration of the call. If this call is delivered by a weapon blow, it will affect the area struck.

If this call strikes a weapon or shield, then the arm holding that item is also affected. Any items held in that arm must be moved out of the way and may not be used to block or parry. Any held item should not be dropped to the floor.

Fatal

Duration: Instant

The target's Endurance is reduced to zero, bypassing armour and energy shields. They become Wounded and unconscious. They immediately start their death count.

Fear

Duration: 5 seconds

The target must run directly away from the source of the call for 5 seconds. If the target is unable to run away for any reason, they must cower and may not attack or defend themselves for the duration.

Flaming

Duration: 5 minutes (or until put out)

The target must roleplay as if they had been set on fire. The target takes 1 hit every 5 seconds until the fire is put out, or until the call duration has ended. To end the call, the target must roleplay attempting to put out the fire for 5 seconds, by rolling around on the floor, or other appropriate means.

Another character may also put out the fire for the target after 5 seconds of roleplay.

If a character is affected by the Flaming call and is also Wounded, the fire must be put out by another character before the affected person can be healed.

Focus (X) <call>

Duration: N/A

This precedes calls from abilities using the Omega damage type. The call "Focus" on its own has no effect, and must be followed by the number of Focus Points used to use the ability, and then the name of the Omega ability being used.

Gas <call>

Duration: N/A

Added as a prefix to other calls in order to signify that they are caused by a gas effect. Normally used in conjunction with Zone or Mass - for example "Zone Gas Pain". Crafted items such as respirators can resist calls with this prefix.

Hallucinate

Duration: 5 minutes

Causes the target to experience a hallucination of the caller's choice. After activating the Hallucinate call, the caller may state up to **10** words which will affect the target's senses - this is considered an OOC call. For example; "I appear to be your commanding officer" or "You believe you are covered in scorpions."

This call causes no physical damage. After the call's effect ends, the target will become aware that the call was used on them.

Heal Wound

Duration: Instant

This call restores a Wounded target to the Exhausted state (zero Endurance). This also restores any rended limbs.

Knockdown

Duration: Instant / 5 seconds

The target is knocked off of their feet and must fall over so that their torso or backside touches the ground. If the target parries this blow with a weapon or a shield, they will still take the knockdown effect.

Please take this action carefully and check behind you before you fall. If you are unable to fall safely, then you must crouch and remain stationary for **5 seconds**. If you are already crouched or prone, then you must remain stationary for **5 seconds**. You may not attack or parry for this time, as you are recovering and steadying yourself.

Marksman <call>

Duration: N/A

Added as a prefix to other calls in order to denote that it was an audible bang from a sniper rifle. Characters may react IC to hearing this call.

Mass <call>

Duration: N/A

Added as a prefix to other calls in order to apply them to a large area. Any call preceded by "Mass" affects every person in a **3 metre** (10 feet) radius from the caller or target, or in a **3 metre** (10 feet) cone if indicated.

For example, if a character held out their arms and called "Mass Knockdown" it would affect everyone within the indicated **3 metre** (10 feet) cone with the Knockdown call.

If the player made the call without holding out their arms, everyone within a **3 metre** (10 feet) radius of the caller would be affected with the Knockdown call.

Mend <item>

Duration: Instant

The target weapon or shield is restored. See Mending Shields & Weapons (pg 20) for the durations.

Omega

Duration: Instant

Omega damage may not subdue. Hits made using this call damage creatures that are normally immune to physical damage (such as some Omega entities). This damage will not go through the ward of an Omega Sphere.

Pain

Duration: 30 seconds

The target's body is wracked by intense pain. The target must fall to the ground and roleplay being in intense pain for **30 seconds**. The target is unable to take any other actions for the duration of the call.

Paralyse

Duration: 30 seconds

The target's muscles seize up and they are left unable to move, speak or take any action for **30 seconds**. Other calls will still damage the target during this time, and the Knockdown call will still take effect.

If the target takes a Wound, their death count continues as normal. After the effect wears off, they must roleplay any damage or any active calls they have taken as normal. This call is not blocked by armour.

Possession

Duration: 30 seconds

The target's body is under the control of the caller like a puppet for **30 seconds**. The caller may issue simple instructions to the target which control their body (For example "follow me", "kill your friend", "tell everyone to let me go"), but you cannot control their mind or memories (so "tell me the door code" will not work).

If the target is Wounded during this, the user also becomes Wounded. If line of sight between the user and the target is broken for more than **5 seconds**, the user becomes Wounded, but this does not end the Possession.

After the call's effect ends, the target will become aware that the call was used on them.

Remove <call>

Duration: Instant

This call removes the effect of another active call or ability immediately.

Rend <location>

Duration: Instant

This call must be followed by the location that the caller wishes to affect, and may only be applied to an arm or leg. The affected limb is rendered useless but not Wounded. The limb cannot be used until restored by the Heal Wound call.

If this is delivered by a weapon blow, the location is omitted and the call will affect the limb struck. Striking the torso or head will have no effect.

Repair <armour type>

Duration: Instant

This call is used when repairing armour and energy shields. The caller must state "Repair <armour type>", specifying whether they have repaired the target's Armour or Energy Shield. See the Repairing Armour section (pg 19) for details.

Repel

Duration: Instant

This call causes the target to be slowly pushed back **3 metres** (10 feet) from the source of the call. If the affected target hits a person or object whilst being repelled, they must immediately take a Knockdown effect. People should move at a walking speed, taking care that they are safe when they do so.

Resist <call>

Duration: Instant

This call is made in response to another call, to inform the caller that their call was received, but it didn't take effect on the target, or was mitigated in some way. For example; a character is targeted by the "Focus 3 Possession" call, but another effect makes them invulnerable to it, they will call "Resist Possession" in response.

If this call is used without a call name following "Resist", it indicates invulnerability to physical damage hits.

Restore Endurance (X)

Duration: Instant

This call is used when restoring a character's Endurance. The call must be followed by the number of Endurance hits the caller has healed (**X**). The target immediately regains (**X**) points of Endurance. This call will have no effect on a Wounded character. See the Restore Endurance section (pg 18) for details.

Sleep (X)

Duration: Variable

This call must be followed by the number of minutes (**X**) the target must sleep for. For example, "Sleep 10" would mean that target falls asleep for 10 minutes.

This effect is different from being Unconscious, and can be ended only by the Remove Sleep call, or by waiting until (**X**) minutes ends. This call is not blocked by armour.

Snap <Focus call>

Duration: N/A

This call may be added as a prefix to Focus calls to indicate that the initial vocals time usually required to use Omega abilities has been removed.

Stabilise

Duration: Instant

This call resets the death count of a Wounded target to **120 seconds** (2 minutes). Stabilise may be performed multiple times on a Wounded target.

Following a Stabilise call, the person making the call may immediately place both hands over or on the target, and continue roleplaying appropriately as if attempting to put pressure on wounds and keep the target alive. The death count of the target is then paused, until either:

- The person making the call is interrupted for any reason, such as by being Wounded, knocked unconscious, or effected by a call that would force them to stop.
- The person making the call removes both their hands.

Stun

Duration: 5 seconds

The target is stunned and unable to attack or defend themselves for **5 seconds**. The target must roleplay being stunned, by staggering and being disoriented.

Subdue

Duration: Instant

Anyone can use this call with a melee weapon they are able to use. It will do normal damage to Armour and Endurance. If the target is Exhausted, they will fall unconscious instead of becoming Wounded.

This call may be used in order to practice melee combat without wounding the combatants, or in order to safely knock out and detain an individual. This cannot be combined with other calls. Any strike with another call will do damage as normal according to that call.

Sunder

Duration: Instant

The target's Armour hits (both physical armour and energy shields) are reduced to 0.

Through

Duration: Instant

This call bypasses armour, both physical armour and energy shields.

Zone <call>

Duration: N/A

Added as a prefix to other calls in order to apply them to a small area. Any call preceded by "Zone" affects every person in a **1 metre** (3 feet) radius from caller or target. For example, "Zone Blast 2" would apply the Blast 2 call to everyone within **1 metre** (3 feet) of the caller or target point.

Skills

Below, you will find a list of all skills available to playable characters, along with the abilities granted by each tier of the skill, and any details you might need to know about them.

Please note that if the wording of a skill conflicts with the wording of any basic rule, the rule stated in the skill takes precedence.

Awareness

Some people are simply more observant than others. A keen eye, and an understanding of situations that can present danger, such as ambushes, hidden enemies, and traps, can be the skill that saves a regiment from sudden and unexpected annihilation.

Tier 1

- After **30 seconds** of roleplayed searching, you may call "Awareness 1". This will detect all characters within **10 metres** (30 feet) in Stealth 1 or below. Within **30 seconds** of making the Awareness call you may call "Remove Stealth" to force a detected character out of Stealth 1. You may only use Remove Stealth on one character for each use of Awareness.
- After **30 seconds** roleplay, you can search an area and find any standard traps or tracks in the area. You should refer to a referee or self-ref card.

Tier 2

- After **30 seconds** of roleplayed searching, you may call "Awareness 2". This will detect all characters within **10 metres** (30 feet) in Stealth 2 or below. Within **30 seconds** of making the Awareness call you may call "Remove Stealth" to force a detected character out of Stealth 1 or 2. You may only use Remove Stealth on one character for each use of Awareness.
- **Once** per day, may get a hint to a problem by asking a referee and spending **5 minutes** thinking about or investigating the problem.
- After **30 seconds** roleplay, you can search an area and find any standard or advanced traps or tracks in the area. You should refer to a referee or self-ref card.

Tier 3

- After **30 seconds** of roleplayed searching, you may call "Awareness 3". This will detect all characters within **10 metres** (30 feet) in Stealth 3 or below. Within **30 seconds** of making the Awareness call you may call "Remove Stealth" to force a detected character out of Stealth 1, 2 or 3. You may only use Remove Stealth on one character for each use of Awareness.
- **Twice** per day, may get a hint to a problem by asking a referee and spending **5 minutes** thinking about or investigating the problem.
- After **30 seconds** roleplay you can search an area and find any standard, advanced or expert traps or tracks in the area. You should refer to a referee or self-ref card.

Backstab

Know exactly when and where to strike: from behind, when the enemy's not looking.

All backstab abilities require the use of a dagger, and may **only** be used while you are standing behind the target.

Tier 1

- May call "Through" on a target from behind them with a dagger. There is a **30 second** rest period before this skill can be used again.

Tier 2

- May call "Through" or "Stun" on a target from behind them with a dagger. There is a **30 second** rest period before this skill can be used again.
- **Once** per day, you may call "Fatal" with a dagger after **30 seconds** of uninterrupted preparation during which you must be behind the target and within weapon reach.

Tier 3

- May call "Through", "Stun", or "Rend" on a target from behind them with a dagger. There is a **30 second** rest period before this skill can be used again.
- **Twice** per day, you may call "Fatal" with a dagger after **30 seconds** of uninterrupted preparation during which you must be behind the target and within weapon reach.

Bulging Biceps

Life can be tough, and life on the front lines even more so. Years of heavy lifting, training, physical combat and survival in harsh climates have paid off, giving the ability to use your brute strength to protect, aid, and destroy.

Tier 1

- May use a shield.

Tier 2

- May use a shield.
- May carry a body with only **1** helper at a walking pace.
- **Once** per day, may call "Resist Knockdown" or "Resist Disarm". This can't be used on self-inflicted effects, such as the daily ability of the Fortitude skill. This can be used to resist the Knockdown effect of a Blast call, but not the damage.

Tier 3

- May advance at a slow walking pace with a shield when under heavy fire.
- May carry a body on your own at a walking pace.
- **Twice** per day, may call "Resist Knockdown" or "Resist Disarm". This can't be used on self-inflicted effects, such as the daily ability of the Fortitude skill. This can be used to resist the Knockdown effect of a Blast call, but not the damage.

Engineering

The ability to make and maintain weapons, armour and equipment for the troops. The Engineering skill gives the ability to analyse, craft, repair, and hack different tiers of technology. You will be granted a number of Engineering Work Points (EWP) per event in order to craft items.

In order to undertake the Hacking or Analysis abilities of this skill (see pg 96), you must first craft a Multispectrum Systems Analyser (also called a "Multispec"). This takes the form of a small portable computer that assists with a variety of engineering tasks, and must be physrepped by the player. This is a lammie item. Without a lammie attached to an appropriate physrep, you cannot use the Hack or Analyse abilities of the Engineering skill. Vrede may use their Omnispec in place of a Multispec.

All actions (analysing, crafting, repairing, and hacking) taken using this skill require appropriate roleplay and physreps. Please note that although physreps of tools are not required to be LARP-safe, you must refrain from using any sharp or pointed objects for safety reasons.

Tier 1

- May spend **60 seconds** repairing physical armour or an energy shield to call "Repair <Armour type>".
- May spend **30 seconds** mending an item to call "Mend <item>".
- Has **10** EWP per event.
- May Craft and Repair standard tier engineering items.
- May Hack and Analyse standard tier systems (requires a Multispec).
- May assist Engineer/Operative classes in teams of up to **3** when repairing armour and mending weapons and shields.

Tier 2

- May spend **60 seconds** repairing physical armour or an energy shield to call "Repair <Armour type>".
- May spend **30 seconds** mending an item to call "Mend <item>".
- Has **15** EWP per event.
- May Craft and Repair standard and advanced tier engineering items.
- May Hack and Analyse standard and advanced tier systems (requires a Multispec).
- May assist Engineer/Operative classes in teams of up to **3** when repairing armour and mending weapons and shields.
- Engineer/Operative classes may have **1** additional helper when repairing armour and mending weapons or shields - the helper must also have the Engineering skill at any tier.

Tier 3

- May spend **60 seconds** repairing physical armour or an energy shield to call "Repair <Armour type>".
- May spend **30 seconds** mending an item to call "Mend <item>".
- Has **20** EWP per event.
- May Craft and Repair standard, advanced, and expert tier engineering items.
- May Hack and Analyse standard, advanced, and expert tier systems (requires a Multispec).
- May assist Engineer/Operative classes in teams of up to **3** when repairing armour and mending weapons and shields.
- Engineer/Operative classes may have **2** additional helpers when repairing armour and mending weapons or shields - the helper must also have the Engineering skill at any tier.

Explosives

You've been through all the training, you've used these things before, so what's the worst that could happen? But to be on the safe side, you might want to get everybody else a safe distance away before attempting to cut the right wire.

The Explosives skill allows the use of the many types of explosive devices found in the game. More complex and dangerous explosives require a higher tier of experience and training. It also allows the setting and Defusing of explosive traps.

Tier 1

- Can use and Defuse standard tier explosives.
- Will be issued **1** frag grenade at each main event. Collect this from the Games Organisation Desk at the start of the event. To use a grenade, you must tear the grenade rip, throw the physrep, and call "Zone Blast 3".

Tier 2

- Can use and Defuse standard and advanced tier explosives.
- Will be issued **2** frag grenades at each main event. Collect these from the Games Organisation Desk at the start of the event.

Tier 3

- Can use and Defuse standard, advanced, and expert tier explosives.
- Will be issued **3** frag grenades at each main event. Collect these from the Games Organisation Desk at the start of the event.
- May set an explosive and then remotely detonate it. You must remain within **100 metres** (300 feet) of the explosive. If you lose line of sight of the explosive, then it is wasted.

FOCUS

There is always room for improvement, and power is no exception. Your connection to the Omega is well-established, and power flows easily through you.

Tier 1

- You gain **3** additional Focus Points (FP) per day.

Tier 2

- You gain **6** additional FP per day.
- **Once** per day, after casting a Tier 1 Omega ability call, you may immediately Snap cast that call once for no additional cost. For example - "Snap Focus 1 Bolt".

Tier 3

- You gain **9** additional FP per day.
- **Twice** per day, after casting a Tier 1 or 2 Omega ability call, you may immediately Snap cast that call once for no additional cost. For example - "Snap Focus 2 Stun".

Fortitude

Fortitude represents either the ability to dodge damage or to shrug it off. It is how much stress and battering a character can take before they are Wounded.

Tier 1

- Gain **1** Endurance.

Tier 2

- Gain **2** Endurance.
- **Once** per day, may take a Knockdown effect to resist a single call delivered by a weapon or grenade, by saying "Resist <call>". This Knockdown effect cannot be Resisted.

Tier 3

- Gain **3** Endurance.
- **Twice** per day, may take a Knockdown effect to resist a single call delivered by a weapon or grenade, by saying "Resist <call>". This Knockdown effect cannot be Resisted.

Grit

It takes something a bit more than nerve to stand and face the terrifying situations of the battlefield, but somebody has to be the one to stand whilst others flee.

Tier 1

- **Once** per encounter, may call "Resist Fear".

Tier 2

- **Twice** per encounter, may call "Resist Fear" or "Resist Pain".
- **Once** per day, may call "Resist Wound" when a Wound is taken to instead fall unconscious on zero Endurance. You may use this ability when Exhausted without it causing an additional wound.

Tier 3

- **Three** times per encounter, may call "Resist Fear", "Resist Pain" or "Resist Stun".
- **Twice** per day, may call "Resist Wound" when a Wound is taken to instead fall unconscious on zero Endurance. You may use this ability when Exhausted without it causing an additional wound.

Heavy Weapons

Sometimes there's nothing quite so effective - or satisfying - as unloading a full drum of bullets into your enemy's chest.

Heavy Weapon Specialists count as **2** members of a Super Heavy Weapon team for the purposes of this skill.

Tier 1

- May use a Heavy Weapon.
- May be part of a team of **3** people to operate a Super Heavy Weapon. All team members must remain within **1 metre** (3 feet) of the weapon to operate it. They may not use any other skills whilst supporting the Super Heavy Weapon.

Tier 2

- May use a Heavy Weapon.
- May be part of a team of **3** people to operate a Super Heavy Weapon. All team members must remain within **1 metre** (3 feet) of the weapon to operate it. They may not use any other skills whilst supporting the Super Heavy Weapon.
- **Once** per encounter, may call "Repel" with a Heavy Weapon or Super Heavy Weapon, after a sustained barrage on a single target (**5 seconds** of fire of at least one round per second).
- **Once** per day, may call "Crush" with a Heavy Weapon or Super Heavy Weapon, after a sustained barrage on a single target (**5 seconds** of fire of at least one round per second).

Tier 3

- May use a Heavy Weapon.
- May be part of a team of **3** people to operate a Super Heavy Weapon. All team members must remain within **1 metre** (3 feet) of the weapon to operate it. They may not use any other skills whilst supporting the Super Heavy Weapon.
- **Twice** per encounter, may call "Repel" or "Knockdown" with a Heavy Weapon or Super Heavy Weapon, after a sustained barrage on a single target (**5 seconds** of fire of at least one round per second).
- **Twice** per day, may call "Crush" with a Heavy Weapon or Super Heavy Weapon, after a sustained barrage on a single target (**5 seconds** of fire of at least one round per second).

Marksman

Rule 2 of Green Cloaks basic training: shoot them in the head, preferably from a vast distance away.

Using specialised ammunition, a marksman may eliminate threats from a distance, or use well-placed shots to rend limbs.

The Rifle skill and a rifle physrep are required in order to use this skill. One marksman round must be expended for each use of a call granted by this ability. A physical round does not need to be fired or hit the target in order for the calls granted by this ability to be used.

All calls used with the Marksman skill have a limited range of **100 metres** (300 feet). Aiming must be uninterrupted for use of this skill: if you break line of sight with the target for longer than **5 seconds**, then you must start your skill count again.

You may only move at a slow walking pace whilst using this skill.

Shields may break line of sight to the target's head, preventing the use of the Fatal call, however the marksman may still be able to use the same preparation period to make the Rend call instead if they do not lose line of sight to the target as a whole. Lining up a shot for Fatal or Rend will not break Stealth, but making the call itself will.

The time it takes to use this skill is reduced for a character of the Human Sniper class, and can also be reduced by certain crafted items. However, the **minimum** time it can ever take to activate the Rend or Fatal call is **30 seconds**, taking into account all modifiers.

Tier 1

- May expend a marksman round to call "Marksman Fatal" or "Marksman Rend <location>" after **60 seconds** of uninterrupted aiming.
- To call Marksman Fatal, you must be able to see the head of the target without breaking line of sight for more than **5 seconds**.
- To call Marksman Rend, you must be able to see any part of the target without breaking line of sight for more than **5 seconds**.

Tier 2

- May expend a marksman round to call "Marksman Fatal" or "Marksman Rend <location>" after **55 seconds** of uninterrupted aiming.
- To call Marksman Fatal, you must be able to see the head of the target without breaking line of sight for more than **5 seconds**.
- To call Marksman Rend, you must be able to see any part of the target without breaking line of sight for more than **5 seconds**.
- **Once** per day, may call "Marksman Rend <location>" without expending a marksman round.

Tier 3

- May expend a marksman round to call "Marksman Fatal" or "Marksman Rend <location>" after **50 seconds** of uninterrupted aiming.
- To call Marksman Fatal, you must be able to see the head of the target without breaking line of sight for more than **5 seconds**.
- To call Marksman Rend, you must be able to see any part of the target without breaking line of sight for more than **5 seconds**.
- **Twice** per day, may call "Marksman Rend <location>" without expending a marksman round.

Marksman Tier	Tier 1	Tier 2	Tier 3
Normal Aim Time	60 seconds	55 seconds	50 seconds
Sniper Class Aim Time	50 seconds	45 seconds	40 seconds

Medicae

When the bullets start flying someone has to be there to patch up the holes. It's not a glamorous job, but somebody's gotta do it!

The Medicae skill gives the ability to heal wounds and endurance, to craft different tiers of med-tech items, and to perform medical Analysis. You will be granted a number of Medical Work Points (MWP) per event in order to craft items.

In order to undertake the Analysis ability of this skill (see pg 96), you must first craft a Multispectrum Systems Analyser (also called a "Medispec"). This takes the form of a small portable computer that assists with a variety of medical tasks, and must be physrepped by the player. This is a lammie item. Without a lammie attached to an appropriate physrep, you cannot use the Analyse ability of the Medicae skill. Vrede may use their Omnispec in place of a Medispec.

All actions (analysing, crafting) taken using this skill require appropriate roleplay and physreps. Please note that although physreps of tools are not required to be LARP-safe, you must refrain from using any sharp or pointed objects for safety reasons.

Using this skill to make the Heal Wound call requires both the target and healer to remain stationary for the duration; if either of them moves from their position, the count is reset for the Wound that is currently being restored. During the use of the Stabilise and Restore Endurance calls, the target and healer may move slowly.

It is possible, through craftable items or other means, to reduce the time it takes to use this skill. However, the **minimum** time it can ever take to activate the Stabilise and Restore Endurance call is **10 seconds**, and to activate the Heal Wound call is **20 seconds**.

You can use Medicae to Restore Endurance to yourself, but you cannot Stabilise yourself, or heal your own wounds.

Tier 1

- May spend **10 seconds** treating a target to call "Stabilise".
- May spend **30 seconds** treating a target to call "Restore Endurance 1".
- May spend **60 seconds** treating a target to call "Heal Wound".
- Has **10** MWP per event.
- May Craft standard tier med-tech items.
- May Analyse standard tier medical problems (requires a Medispec).
- May assist Medic classes in teams of up to **3** when Healing Wounds and Restoring Endurance.

Tier 2

- May spend **10 seconds** treating a target to call "Stabilise".
- May spend **30 seconds** treating a target to call "Restore Endurance 1".
- May spend **60 seconds** treating a target to call "Heal Wound"..
- Has **15** MWP per event.
- May Craft standard and advanced tier med-tech items.
- May Analyse standard and advanced tier medical problems (requires a Medispec).
- May assist Medic classes in teams of up to **3** when Healing Wounds and Restoring Endurance.
- Medic classes may have **1** additional helper when Healing Wounds and Restoring Endurance - the helper must also have the Medicae skill at any tier.

Tier 3

- May spend **10 seconds** treating a target to call "Stabilise".
- May spend **30 seconds** treating a target to call "Restore Endurance 1".
- May spend **60 seconds** treating a target to call "Heal Wound".
- Has 20 MWP per event.
- May Craft standard, advanced, and expert tier med-tech items.
- May Analyse standard, advanced, and expert tier medical problems (requires a Medispec).
- May assist Medic classes in teams of up to **3** when Healing Wounds and Restoring Endurance.
- Medic classes may have **2** additional helpers when Healing Wounds and Restoring Endurance - the helper must also have the Medicae skill at any tier.

Melee Weapons

Whether with a spear, sword or axe, some people still feel that getting up close and personal is the way to go.

Tier 1

- May use a melee weapon.

Tier 2

- May use a melee weapon.
- **Once** per encounter, may call "Disarm" with a melee weapon.
- **Once** per day, may call "Crush" with a melee weapon.

Tier 3

- May use a melee weapon.
- **Twice** per encounter, may call "Disarm" or "Sunder" with a melee weapon.
- **Twice** per day, may call "Crush" with a melee weapon.

Omega Body Attunement

Why do the Green Cloaks still employ butchers when the Omega can offer such elegant ways of healing?

Abilities granted by this skill cost Focus Points (FP) to activate, and their costs are listed in the description of each ability below. Omega abilities will almost always cost the same amount of FP as the tier of the skill they are from.

To use an ability in this skill set, you must spend at least **5 seconds** verbally activating the ability, so that those around you can hear it, before indicating a target and announcing the effect. Do not mumble or whisper your vocals.

Although the vocals used to initiate an ability can be longer than **5 seconds**, and as varied as you like, your vocals must contain the words "Omega", "Body" and the name of the ability you are using.

Example: Before using *Stabilise* (for a cost of 1 FP) you might say, “By the power of the Omega, I stabilise the body of this brave warrior!” followed by the call, “Focus 1 Stabilise”.

For the Omega Body Sphere, you will sometimes be required to continue roleplaying and chanting after your activation vocals for a certain amount of time. This time period indicates the user knitting together wounds and returning the target to health.

The time needed is indicated in the description for each ability, and also in the tables about restoring Endurance and healing in Chapter 1 (pg 18).

Tier 1

- **Stabilise**
Ability to use the “Stabilise” call instantly on touch, for a cost of **1 FP**. After the appropriate vocals, the call is “Focus 1 Stabilise”.
- **Restore Endurance**
Ability to use the “Restore Endurance” call to restore **1 Endurance** point to a target on touch with **10 seconds** of chanting, for a cost of **1 FP**. This will also awaken an unconscious character. After the appropriate vocals and chanting, the call is “Focus 1 Restore Endurance 1”.

Tier 2

- May use Tier 1 Omega Body abilities.
- **Heal Wound**
Ability to use the “Heal Wound” call on touch with **20 seconds** of chanting, for a cost of **2 FP**. After the appropriate vocals and chanting, the call is “Focus 2 Heal Wound”.
- **Restore Endurance 3**
Ability to use the “Restore Endurance” call to restore **3 Endurance** points to a target on touch with **20 seconds** of chanting, for a cost of **2 FP**. After the appropriate vocals and chanting, the call is “Focus 2 Restore Endurance 3”.
- **Once** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 Omega Body ability in order to use that ability without the usual vocals or chanting time by using the Snap prefix. For example “Snap Focus 2 Stabilise”.

Tier 3

- May use Tier 1 and 2 Omega Body abilities.
- **Paralyse**
Ability to affect one target with the “Paralyse” call by dagger or melee weapon blow, for a cost of **3 FP**. This ability may be activated and the delivery delayed for up to **30 seconds**. After the appropriate vocals, the call is “Focus 3 Paralyse”.
- **Twice** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 or 2 Omega Body ability in order to use that ability without the usual vocals or chanting time by using the Snap prefix. For example “Snap Focus 3 Heal Wound”.

Omega Energy Attunement

Everything burns: from the oldest stars to the newest human spirit, and that energy is yours to harness and direct.

Abilities granted by this skill cost Focus Points (FP) to activate, and their costs are listed in the description of each ability below. Omega abilities will almost always cost the same amount of FP as the tier of the skill they are from.

To use an ability in this skill set, you must spend at least **5 seconds** verbally activating the ability, so that those around you can hear it, before indicating a target and announcing the effect. Do not mumble or whisper your vocals.

Although the vocals used to initiate an ability can be longer than **5 seconds**, and as varied as you like, your vocals must contain the words "Omega", "Energy" and the name of the ability you are using.

Example: Before using *Repel* (for a cost of 1 FP) you might say, "By the power of the Omega, I channel my energy to repel my foe!" followed by the call, "Focus 1 Repel".

Tier 1

- **Repel**
Ability to affect one target within **10 metres** (30 feet) with the "Repel" call, for a cost of **1 FP**. After the appropriate vocals, the call is "Focus 1 Repel".
- **Bolt 1**
Ability to affect one target within **10 metres** (30 feet) with the "Bolt" call, for a cost of **1 FP**. After the appropriate vocals, the call is "Focus 1 Bolt 1", where the second number indicates how much damage you have dealt.

Tier 2

- May use Tier 1 Omega Energy abilities.
- **Rend**
Ability to affect one target with the "Rend" call by dagger or melee weapon blow, for a cost of **2 FP**. This ability may be activated and then the delivery delayed for up to **10 seconds**. After the appropriate vocals, the call is "Focus 2 Rend".
- **Once** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 Omega Energy ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 2 Repel".

Tier 3

- May use Tier 1 and 2 Omega Energy abilities.
- **Blast 3**
Ability to affect one target within **10 metres** (30 feet) with the "Blast" call, for a cost of **3 FP**. After the appropriate vocals, the call is "Focus 3 Blast 3".
- **Twice** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 or 2 Omega Energy ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 3 Rend".

Omega Mind Attunement

Control somebody's perception, and you have them in your grasp.

Abilities granted by this skill cost Focus Points (FP) to activate, and their costs are listed in the description of each ability below. Omega abilities will almost always cost the same amount of FP as the tier of the skill they are from.

To use an ability in this skill set, you must spend at least **5 seconds** verbally activating the ability, so that those around you can hear it, before indicating a target and announcing the effect. Do not mumble or whisper your vocals.

Although the vocals used to initiate an ability can be longer than **5 seconds**, and as varied as you like, your vocals must contain the words "Omega", "Mind" and the name of the ability you are using.

Example: *Before using Fear (for a cost of 1 FP) you might say, "By the power of the Omega, I strike fear into your heart and mind!" followed by the call, "Focus 1 Fear".*

Tier 1

- **Fear**
Ability to affect one target within **10 metres** (30 feet) with the "Fear" call, for a cost of **1 FP**. After the appropriate vocals, the call is "Focus 1 Fear".

Tier 2

- May use Tier 1 Omega Mind abilities.
- **Befriend**
Ability to affect one target within **10 metres** (30 feet) with the "Befriend" call, for a cost of **2 FP**. After the appropriate vocals, the call is "Focus 2 Befriend".
- **Stun**
Ability to affect one target within **10 metres** (30 feet) with the "Stun" call, for a cost of **2 FP**. After the appropriate vocals, the call is "Focus 2 Stun".
- **Once** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 Omega Mind ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 2 Fear".

Tier 3

- May use Tier 1 and 2 Omega Mind abilities.
- **Hallucinate**
Ability to affect one target within **10 metres** (30 feet) with the "Hallucinate" call, for a cost of **3 FP**. After the appropriate vocals, the call is "Focus 3 Hallucinate".
- **Twice** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 or 2 Omega Mind ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 3 Stun".

Omega Protection Attunement

I understand all pieces of the Omega: when they threaten you I can turn them in on themselves, showing a mirror into the abyss.

Abilities granted by this skill cost Focus Points (FP) to activate, and their costs are listed in the description of each ability below. Omega abilities will almost always cost the same amount of FP as the tier of the skill they are from.

To use an ability in this skill set, you must spend at least **5 seconds** verbally activating the ability, so that those around you can hear it, before indicating a target and announcing the effect. Do not mumble or whisper your vocals.

Although the vocals used to initiate an ability can be longer than **5 seconds**, and as varied as you like, your vocals must contain the words "Omega", "Protection" and the name of the ability you are using.

Example: Before using Protect (for a cost of 2 FP) you might say, "By the power of the Omega, I offer protection to my allies!" followed by the call "Focus 2 Protect".

For the purposes of the Protect ability specifically, you do not need to say the word "protection" twice during your vocals. When the name of the ability and the sphere it comes from are the same, you need only say the name once.

Tier 1

○ Resist <Omega Ability>

Ability to resist a Focus call from an Omega ability being used against you, for the Focus Point cost equal to the cost of the power you are resisting. After the appropriate vocals, the call is "Focus (X) Resist <call>", where (X) indicates the FP cost of the ability used against you, and <call> is the name of the call you are resisting.

You can begin activating this ability while the enemy is performing their vocals, or immediately after the power is used against you.

Tier 2

- May use Tier 1 Omega Protection abilities.

○ Protect

Ability to affect yourself, or a willing target within touch range, with a warding against ranged Focus calls for **30 seconds**, for a cost of **2 FP**. After the appropriate vocals, say "Focus 2 Protect". This removes any active Focus calls on the target, and they must call "Resist Focus" to all ranged Focus calls directed at them for the next **30 seconds**.

If you attempt to use any Omega abilities whilst under the effects of this call then they will automatically fail.

- **Once** per day, may spend **2 FP** to Resist any ranged Focus call from Omega abilities used against you, using the call "Resist Focus <call>".

Tier 3

- May use Tier 1 and 2 Omega Protection abilities.

- **Shield**

Ability to affect yourself with a shield against physical damage for **30 seconds** for a cost of **3 FP**. After the appropriate vocals, say "Focus 3 Shield". While under the effects of this ability, you must call "Resist" to any damage hits that are not preceded by the "Focus" or "Omega" calls.

You are still affected by physical non-damage calls such as Repel and Knockdown. For example, if hit by "Blast 3", you would respond to this call with "Resist", and take no damage, but will still take the Knockdown effect caused by the Blast call. If you attempt any hostile actions or use any Omega abilities whilst under the effects of this call, the effect ends immediately.

- **Twice** per day, may spend **2 FP** to Resist any ranged Focus call from Omega abilities used against you, using the call "Resist Focus <call>".

Omega Spirit Attunement

The spirit is a vicarious and nebulous thing - but speak the right words and it becomes your plaything.

Abilities granted by this skill cost Focus Points (FP) to activate, and their costs are listed in the description of each ability below. Omega abilities will almost always cost the same amount of FP as the tier of the skill they are from.

To use an ability in this skill set, you must spend at least **5 seconds** verbally activating the ability, so that those around you can hear it, before indicating a target and announcing the effect. Do not mumble or whisper your vocals.

Although the vocals used to initiate an ability can be longer than **5 seconds**, and as varied as you like, your vocals must contain the words "Omega", "Spirit" and the name of the ability you are using.

Example: Before using Knockdown (for a cost of 1 FP) you might say, "By the power of the Omega, I control your spirit to cause knockdown!" followed the by call, "Focus 1 Knockdown".

Tier 1

- **Knockdown**

Ability to affect one target within **10 metres** (30 feet) with the "Knockdown" call, for a cost of **1 FP**. After the appropriate vocals, the call is "Focus 1 Knockdown".

Tier 2

- May use Tier 1 Omega Spirit abilities.

- **Pain**

Ability to affect one target with the "Pain" call by dagger or melee weapon blow, for a cost of **2 FP**. This ability may be activated and the delivery delayed for up to **30 seconds**. After the appropriate vocals, the call is "Focus 2 Pain".

- **Psychometry**

Grants the ability to gain insight into an object, person, or place, for a cost of **2 FP**, using the "Psychometry" ability. This requires **30 seconds** appropriate roleplay on a person, and **5 minutes** on an object or place. Where there is no spiritual or Omega significance to an object or place, the user will realise after **30 seconds** of communing with the spirit.

After the appropriate vocals and roleplay, the call is "Focus 2 Psychometry".
 If used on a known civilised race, the result should be as the table below, unless the character has a spirit effect lammie that modifies their results.

Race	Aura
Human	White
Myr'na	Blue
Mascen	Grey with multiple shadows
Tae'go	Yellow
Vrede (Generation 25)	None
Vrede (Generation 26)	Prismatic

- **Once** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 Omega Spirit ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 2 Knockdown".

Tier 3

- May use Tier 1 and 2 Omega Spirit abilities.
- **Possession**
 Ability to affect one target within **10 metres** (30 feet) with the "Possession" call, for a cost of **3** FP. After the appropriate vocals, the call is "Focus 3 Possession".
- **Twice** per day, may spend **1** extra FP on top of the normal cost of a Tier 1 or 2 Omega Spirit ability in order to use that ability without the usual vocals by using the Snap prefix. For example "Snap Focus 3 Pain". You cannot use this ability to Snap use Psychometry.

Pistol

From the sniper's sidearm to the trooper's decked-out custom job, pistols are ubiquitous on the battlefield.

Tier 1

- May use a pistol.

Tier 2

- May use a pistol.
- **Once** per encounter, may call "Stun" with a pistol.
- **Once** per day, may fire all rounds remaining in the clip of the pistol in their primary hand, allowing them to call "Through" for all shots emptied this way for the next **5 seconds**.

Tier 3

- May use a pistol.
- **Twice** per encounter, may call "Stun" or "Knockdown" with a pistol.
- **Twice** per day, may fire all rounds remaining in the clip of the pistol in their primary hand, allowing them to call "Through" for all shots emptied this way for the next **5 seconds**.

Rifle

Rifles are the staple weapon of most armed forces, but only with the proper training is their full potential unlocked. For less modern (or less orthodox) groups, the weapon of choice is the bow.

Tier 1

- May use a rifle, shotgun, and bow.
- Call "Knockdown" on every shot with a bow in addition to any other call.

Tier 2

- May use a rifle, shotgun, and bow.
- Call "Knockdown" on every shot with a bow in addition to any other call.
- **Once** per encounter, may call "Through" with a rifle, shotgun, or bow.
- **Once** per day, may call "Disarm <arm>" with a rifle on a target within **100 metres** (300 feet). A physical round does not need to be fired or hit the target for this ability.

Tier 3

- May use a rifle, shotgun, and bow.
- Call "Knockdown" on every shot with a bow in addition to any other call.
- **Twice** per encounter, may call "Through" or "Stun" with a rifle, shotgun, or bow.
- **Twice** per day, may call "Disarm <arm>" with a rifle on a target within **100 metres** (300 feet). A physical round does not need to be fired or hit the target for this ability.

Self Sufficient

Foraging, scavenging, "liberating" or however you want to put it; the ability to find useful things in one's environment is extremely handy.

This skill allows the character to forage and scavenge for useful items. Higher tiers of this skill increase the number and rarity of items you are likely to find. To use this skill, please visit the Games Organisation Desk at the times designated for this skill at the beginning of each event.

When you go to the Games Organisation Desk, you will be given the option to go to a low or high risk area. The higher the risk, the greater the chance you have of finding better items. You will draw from a deck of cards matching the risk which will tell you the result of your action.

A Scavenge action can be undertaken by a group of up to **5** people, not all of whom need to have the Self Sufficient skill. They must all draw from the same deck. Only those with the Self Sufficient skill gain the benefits. Scavenging takes at least **15 minutes** of roleplay which should involve the group going out into the woods, searching for materials after visiting the Games Organisation Desk.

Tier 1

- May Scavenge once per day. May draw **1** card from either deck.

Tier 2

- May Scavenge once per day. May draw **2** cards from the same deck, and discard **1**.
- **Once** after Scavenging, may discard **2** common Scavenged resources in return for **1** common resource of your choice.

Tier 3

- May Scavenge once per day. May draw **3** cards from the same deck, and discard **2**.
- **Once** after Scavenging, may discard **2** common or uncommon Scavenged resources in return for **1** common resource of your choice.
- **Once** after Scavenging, may discard **2** uncommon Scavenged resources in return for **1** uncommon resource of your choice.

Stealth

The ability to remain unseen can grant a huge advantage over your enemies. All it takes is one ambush to even the odds.

This skill allows a character to hide themselves in cover to avoid detection. While in stealth, you cannot be seen. IC your character may have climbed a tree or dug themselves into a bolt-hole. No-one can find you without use of the Awareness skill, even if they saw you go into stealth.

"Cover" is defined as significant stationary terrain or objects, which covers at least **50%** of your size from at least one side when you are concealed by them. When you are inside a structure (building, tent, etc) the inside walls of the structure do not count as cover.

Large bushes while you are crouched, or small bushes while you are prone, trees, a pile of logs, outside walls and the outside of tents are all valid cover. People, bodies and shields are not valid cover. You must remain in a crouched stance or lower at all times while in stealth, and standing will break your stealth.

You cannot move from the place where you entered stealth, and doing so will break your stealth. You can, however, move your upper body, and the higher tiers of the Stealth skill allow for limited movement.

Using any skill or performing any overt action (such as firing your gun) will break your stealth. Lining up a shot for the Marksman call is not a skill use, but making the call itself is. Noise caused as a result of movement in stealth cannot be heard. Speaking softly will not break your stealth, however speaking at a normal volume or louder will.

Once stealth has been broken, you cannot enter it again for **5 seconds**. Stealth is denoted by holding one finger in the air for each tier of the Stealth skill you have.

If the call "Awareness" is made within **10 metres** (30 feet) of you, you must clearly state your Stealth tier so the caller can hear you. If the Awareness call is of a high enough tier to locate you in stealth, the caller will know you are there but cannot directly affect you unless they choose to break your stealth with the "Remove Stealth" call.

For more information on cover and stealth, see Appendix 3 (pg 99).

Tier 1

- When in cover, may go into Stealth 1 with **10 seconds** preparation. You must hold one finger in the air when using this ability. Whilst in stealth, may ignore all calls and damage, apart from Zone and Mass calls. You cannot move from the location you entered stealth.

Tier 2

- When in cover, may go into Stealth 2 with **10 seconds** preparation. You must hold two fingers in the air when using this ability. Whilst in stealth, may ignore all calls and damage, apart from Zone and Mass calls.
You can move at a slow walking pace (whilst remaining crouched) in Stealth 2 for **5 seconds**, after which you must remain stationary for **5 seconds** before you can move again. If you leave cover at any time, your stealth will be broken.

Tier 3

- When in cover, may go into Stealth 3 with **10 seconds** preparation. You must hold three fingers in the air when using this ability. Whilst in stealth, may ignore all calls and damage, apart from Zone and Mass calls.
You can move at a slow walking pace (whilst remaining crouched) in Stealth 3 for **10 seconds**, after which you must remain stationary for **5 seconds** before you can move again. If you leave cover at any time, your stealth will be broken.

Thaumaturgy

There are secrets in the Omega that should be left alone. However, that doesn't mean everyone listens to that advice.

At least one of the Omega Attunement skills is required to learn and use this skill. An Omega Focus is needed to research or store thaumaturgy projects or to analyse anomalies.

The Thaumaturgy skill gives the ability to develop thaumaturgical powers, and to perform thaumaturgical Analysis of Omega anomalies (see pg 96). You will be granted a number of Omega Work Points (OWP) per event in order to develop thaumaturgical powers.

Tier 1

- Has **10** OWP per event that can be used to research thaumaturgy projects.
- May analyse standard tier Omega anomalies.

Tier 2

- Has **15** OWP per event that can be used to research thaumaturgy projects.
- May analyse standard and advanced tier Omega anomalies.
- **Once** per day, may Attune yourself to **one Tier 1** ability from an Omega Attunement that you can already use, after **5 minutes** of roleplay. You must pay **5 FP**, but then can use that ability for free, **once** per encounter for the rest of the day. (Please note that this cannot be used for variable-cost Omega abilities, such as Resist.) In your vocals, the Focus cost will remain the same, (for example, Focus 1 Bolt) but you will not expend FP for this casting.

Tier 3

- Has **20** OWP per event that can be used to research thaumaturgy projects.
- May analyse standard, advanced and expert tier Omega anomalies.
- **Once** per day, may Attune yourself to **two Tier 1** abilities, or **one Tier 2** ability from an Omega Attunement that you can already use, after **5 minutes** of roleplay. You must pay **8 FP** but then can use those abilities for free, **once** per encounter for the rest of the day. You may alternatively use the Thaumaturgy Tier 2 Attune ability instead. (Please note that this cannot be used for variable-cost Omega abilities, such as Resist.) In your vocals, the Focus cost will remain the same, (for example, Focus 2 Stun) but you will not expend FP for this casting.

• CHAPTER 4 •

Weapons

All weapons used at Green Cloaks should fall into one of the categories below, and should be within the specified limitations for a weapon of that type. Please note that all weapons must be checked before play by a qualified referee.

- Blasters **must** bear an up-to-date plastic tag that indicates they have been checked and are safe to use. If you require one of these tags, you must go to the Blaster Safety tent to get the blaster checked and tagged.
- Collapsible-tip weapons **must** bear a ribbon tag to clearly identify the weapon as a collapsible-tip one, allowing referees to identify them at a glance to verify safe play.
- Bows and crossbows must be poundage checked (30lb maximum), and have a safety license attached to them. These checks are carried out at the Games Organisation Desk.

Those using bows, crossbows and collapsible-tip weapons must also undergo a competence test before using them.

Melee weapons must be checked to see that they are undamaged and within the limitations of the rules. If you are found to be knowingly using a weapon that has not been checked or appropriately tagged, that item may be confiscated.

Melee Weapons

Dagger

Skill Required: None

- A melee weapon **between 6 and 18 inches** in length.
- Daggers can be held in one or two hands while being used.
- You may use one dagger in each hand at the same time.
- Calls granted from the Melee Weapons skill cannot be used with a dagger.

One-handed Weapon

Skill Required: Melee Weapons

- A melee weapon **over 18 inches and up to 42 inches** in length.
- This weapon can be held in one or two hands while being used.
- You may use one one-handed weapon in each hand at the same time.

Two-handed Weapon

Skill Required: Melee Weapons

- A melee weapon **over 42 inches and up to 84 inches** in length.
- Two-handed weapons must be held in both hands in order to parry or attack.
- Hands must be sensibly spaced upon the weapon.
- You cannot dual-wield two-handed weapons.

Collapsible-tip Weapons

Skill Required: Melee Weapons

- A melee weapon **over 60 inches and up to 84 inches** in length, with a collapsible-tipped striking zone.
- All collapsible-tip impact zones must resemble stabbing blades, for example spearheads.
- You can use a collapsible-tip weapon in one or two hands.
- When used in one hand, the weapon must be held in the centre (and may be paired with a shield). When used in one hand, you may **not** parry or slash with the weapon.
- When used in two hands, the weapon must be held with one hand in the centre and one hand near the base of the weapon. A firm grip must be maintained when using the weapon: you may not slide the weapon through one hand like a pool/snooker cue.
- You cannot dual-wield collapsible-tip weapons.

If you wish to use a collapsible-tip weapon you must pass a competency test: you will need to register at the Games Organisation Desk when you sign in for an event. All collapsible-tip weapons must be checked at the Games Organisation Desk and have a ribbon tag attached.

Shields

Skill Required: Bulging Biceps

- The maximum size of a shield is **48 inches in height by 36 inches in width**.
- A round shield has a maximum diameter of **36 inches**.
- A shield blocks all incoming physical attacks from ranged and melee weapons, unless otherwise stated in the call (if one accompanies the attack).
- For the shield to grant defence, it must be held in one or two hands by the player; if it is slung or carried on the back it does not grant any protection, and hits will be taken as normal.
- If you come under heavy fire from a ranged weapon while using a shield to block the darts, you must stop moving and roleplay bracing against the force of the fire until it has decreased or stopped. (If you have Bulging Biceps Tier 3, you are still able to move while bracing, at a slow walking pace.)
- If you use your shield to block a physical attack that is accompanied by a call that can be blocked, you must roleplay as if you had just blocked a particularly challenging blow.
- You may not barge or bash others with a shield.

Blasters & Ranged Weapons

Blasters fall into the following categories:

- **Manual action** - requires manual cocking between each shot.
- **Semi-auto** - doesn't require manual cocking, but only fires **one round** (or volley of **2 or more** at once) per trigger pull.
- **Full-auto** - will fire rounds repeatedly (single round or a volley of **2 or more** at once) without cocking while the trigger is held, be that burst limited or until the clip is empty.

These categories, along with magazine size, are used to determine the blaster's classification.

Please note that some weapons may change weapons classification depending on the magazine that is loaded into them. For example, loading a magazine with a capacity over 18 rounds into a rifle will turn it into a heavy weapon. This is acceptable, however, you may not change the category of a weapon during an encounter.

If your weapon falls into this category, you may only use the calls from **one** of its weapon skills during a single encounter. Outside of encounters, you may change the magazine to switch the classification of the weapon, provided you have the appropriate skills for both.

Weapons that discharge rounds from multiple barrels at the same time cannot deal more than **1** point of damage regardless of how many rounds hit the target with one volley.

You must **not** attempt to parry melee strikes with any ranged weapon.

Holdout Blaster

Skill Required: None

- A small blaster (**up to 12 inches**) that has a maximum loading capacity of **1 round**.
- Holdout blasters can be held in one or both hands when firing.
- You may use one holdout blaster in each hand at the same time.
- Calls granted by the Pistol skill cannot be used with a single-shot pistol.

Throwing Weapons

Skill Required: None

- A coreless LARP-safe throwing weapon that is no more than **18 inches** in any dimension.
- You must not use coreless weapons as melee weapons under **any** circumstances.

Pistol

Skill Required: Pistol

- A small manual action blaster that has a capacity of **between 2 and 6 rounds**.
- Pistols can be held in one or both hands while being fired.
- Pistols can be used in each hand at the same time.

Rifle

Skill Required: Rifle

- A large manual action or semi-auto blaster with a maximum capacity of **up to 18 rounds**.
- Rifles must be held in both hands whilst being fired.

Shotgun

Skill Required: Rifle

- A manual action or semi-auto blaster that has a capacity of **between 2 and 18 rounds**, and fires a volley of **2 or more rounds** with the same trigger pull.
- Shotguns must be held in both hands whilst being fired.

Heavy Weapon

Skill Required: Heavy Weapons

- A large blaster that either:
 - Has an ammo capacity of **between 18 and 50 rounds**.
 - Is capable of firing full-auto, with a maximum capacity of **up to 50 rounds**.
- Heavy weapons must be held in both hands whilst being fired.
- While firing a heavy weapon, the character may not move from their position (the Heavy Weapons Specialist class attribute, "Proper Training" allows for slow movement).

Please note that some craftable items can increase the capacity of heavy weapons. A heavy weapon can have a **crafted** ammo capacity of **up to 100 rounds**, and no higher.

Super Heavy Weapon

Skill Required: Heavy Weapons

- A large blaster of any category with a maximum capacity of **greater than 50 rounds**.
- There is no cap on maximum capacity for super heavy weapons.
- Super heavy weapons need to be fired by a crew of **three** people, all of whom must have the Heavy Weapons skills and be within **1 meter** (3 feet) of the gun (the Heavy Weapons Specialist class attribute, "Proper Training" means that a Heavy Weapons Specialist only needs one other person to help them fire a super heavy weapon).
- While firing a super heavy weapon, the character may not move from their position, nor use other skills.

Bow or Crossbow

Skill Required: Rifle

- A bow or crossbow of **30 pounds** pull weight or less.
- Must be able to fire LARP-safe arrows or bolts.
- All hits from a bow or crossbow cause the Knockdown call, in addition to any other call made.
- Compound or tension-adjustable bows are not permitted at Green Cloaks.

If you wish to use a bow or crossbow, you must pass a competency test: you will need to register at the Games Organisation Desk when you sign in for an event. All bows and crossbows must be poundage checked at the Games Organisation Desk and have a safety license tag attached.

Ammunition

Green Cloaks permits extensive blaster modifications, so has restrictions on the ammunition types, to ensure all projectiles are safe within the limits of blaster modification allowed by the system.

Official Nerf Elite and Mega darts and Rival rounds are always permitted, but the list of accepted third-party rounds is reviewed on an ongoing basis - see the Green Cloaks website or contact us to find the current list. We make every effort to test and support third-party rounds to make our game more accessible.

Keeping track of your own ammunition at Green Cloaks is an impossible task given how many are fired. **If you find ammunition lying on the ground, you may not refire or reload them into a weapon.**

If you have the time, please pick up any darts or balls you find and deliver them to the Games Organisation Desk, or to your regiment's spent darts hopper. (There may be a small In Character reward for gathering spent ammunition, handled by your regiment.)

Spent rounds are periodically retrieved, safety checked, and used by the crew or delivered back to players via In Character ammo drops to your regiment throughout the event.

Ammunition is considered a consumable expense within the Green Cloaks system. Once fired, ammunition must be returned to the Games Organisation Desk, where it will be safety checked, cleaned if required, and redistributed for crew use or to players via ammo drops as mentioned above.

Unused ammo drop ammunition should be returned to the Games Organisation Desk at the end of the event for more in depth cleaning and checking before being cycled back into play. If ammo supply is limited for IC reasons, you may need to wait for (or seek out) an IC opportunity to resupply.

Omega

Some classes have the natural or augmented ability to access and harness the power of the Omega plane. Human Adepts, Mascen Shamans, and Myr'na Healers all have the ability to do this. It is not clearly understood how beings from the Alpha plane gain access to the Omega plane. However, it is known that intense focus, discipline, and concentration is required to do so.

Focus Points

Activating Omega abilities costs Focus Points (FP). If you are a class with Omega abilities, then you will be given paper Focus Point slips at each event, with an allowance for each day. FP do not carry over to the next day, if you do not use them they are wasted.

The amount of FP you have per day depends on your class and your tier of the Focus skill (if you have it). When an Omega ability is activated, the user must rip the correct amount of FP slips for that ability, to show that they have been used up.

Omega Spheres

The small focal points where the power of the Omega seems to break directly through to the Alpha are known as Omega Spheres. Omega Spheres come in different forms, and some are easier to identify than others.

Sphere Watchers

In the Novus sector, rituals require a Sphere Watcher to draw enough power through to perform a ritual. These are powerful ritualists who have bound themselves to the Sphere. Thanks to their connection to the Omega, Sphere Watchers will be able to answer the majority of your questions about Spheres and the Omega.

The Watchers are characters in their own right, and have their own personalities and motivations, but are also referees who will be able to support you OOC with anything you wish to know about the Omega, Thaumaturgy and Ritual.

Rituals

In reference to age-old Terran ideas fitting to this arcane art, the act of attempting to use an Omega Sphere is known as Ritual. Once you have located an Omega Sphere, if you wish to perform a ritual, you should speak to the Sphere Watchers. They can be found observing the sphere from nearby, and will be able give you advice and tell you when the sphere will be available and stable enough for use.

Powers and items granted by ritual are seldom permanent, unless the sacrifice is great. As such they will expire in time, the exact date being indicated on the lammie that will be given once an item or power is acquired.

The normal rules for lammies apply; if you obtain a ritual item lammie, it must be attached to an appropriate physrep to be used, and if you obtain a power or ability, then you must wear it alongside your character card.

Items and powers can be renewed via ritual before they expire.

During a ritual, one person must lead the process, however any number of people may contribute to it. Rituals must last at least **5 minutes**. Generally speaking, more intricate and impressive rituals stand to have more potent outcomes. See the Performing Rituals section below for more information.

In order to gain what you wish from the Sphere, you must sacrifice things in return. What you choose to sacrifice can be almost anything, including but not limited to FP; money; memories; or even your life essence. What is your wish worth?

Remember to be very clear when explaining to the Omega what you want and what you wish to sacrifice. One wrong word can change the meaning of a ritual significantly.

Foci

Foci are incredibly important for Omega users. They allow for the performance of Thaumaturgy (with the relevant skill), and Rituals. Human Adepts, Mascen Shamans, and Myr'na Healers are the only classes who may create a Focus.

To create your first Focus, you need to perform a Focus ritual. The first of these is a small and easy ritual that will give you a taste of what to do in other rituals - they have a very low threshold for success, and tend to be forgiving for most first time mistakes. Please note that you do not need to already have a Focus in order to perform a Focus ritual.

You can create two more Foci after the first, for a total of three Foci per character. Your second and third Foci will require significantly more complex and difficult rituals to create, and much greater sacrifices in return for the Foci.

A Focus can be anything the Omega user wants, whether it be a book, a staff, an amulet, or any portable object of significance to the person. Please note, you must keep your Foci on you, as they contain a portion of your spirit and in the hands of others can be used against you. If your Focus is stolen, you have an urge that you must recover it which increases in intensity the longer it is missing.

The Focus ritual is the start of the journey the Omega user is taking and the sacrifice should have an effect that represents that journey. The second Focus ritual should show a greater commitment to that journey and have harsher restrictions. The final Focus ritual is highly difficult and carries severe risk; many choose not to make this level of commitment to their path through the Omega.

How Foci Work

Each Focus has **6** empty slots. You can fill these with ritual slots **and/or** Thaumaturgy spaces. Ritual slots are used to help power the user while they conduct a ritual, helping to unlock the sphere and accomplish particularly powerful rituals. The slot remains filled for the duration of the effect of the ritual, and ends once the ritual's effect expires.

A Focus may hold the following types of ritual effects (up to its 6 slot limit):

- 1 bound improvement ritual
- 1 bound item ritual
- 1 unbound improvement ritual
- 1 unbound item ritual
- 2 temporary rituals
- Unlimited miscellaneous rituals

Any empty Focus slot may also be used to store Thaumaturgy abilities (see pg 79 for more information).

All Foci must be refreshed every year at an Omega Sphere. If not refreshed then all powers attached to them will become dormant and cannot be used. This includes items and powers on other people.

Performing Rituals

A ritual is a performance, taking place inside an Omega Sphere to get an in-game result for the betterment of yourself or your allies, or to the detriment of your enemies. It usually requires a sacrifice, and though the performance can be varied and creative, it should follow the same basic procedure each time.

Rituals can be used to initiate conversations with strange beings from the Omega plane, grant personal power, give you information, create strange items of your design, or even make small temporary changes to yourself.

How to Prepare

If you wish to perform a ritual, please inform the Sphere Watcher. Some types of rituals must be booked before an event, which includes anything that has a permanent effect or is world-impacting. In these cases, you must submit a completed ritual form to ritual@greencloaks.co.uk at least one week prior to an event, to allow the ritual referees to discuss the outcome in advance.

Please make it clear to the referee exactly what you wish to achieve in your ritual.

Performing the Ritual

Before you begin your ritual, you will want to decide what kind of performance it will be. Rituals are as diverse in the ways they can be performed as they are in outcome. For example, some may call upon Omega beings directly and ask them for guidance through their ritual, while others may bring in an engineer and some tech and try to talk to the Omega via radio.

You can do almost anything in the ritual, but it is recommended that you choose themes that are important to your character, or to those the ritual is intended for.

There is a structure to rituals that one is suggested to adhere to when performing:

- Open the Sphere by lowering the wards
- Call forth the power or entity you wish to communicate with from the Omega
- Raise the wards
- Perform your ritual - the method of this is the most flexible
- Lower the wards
- Dismiss whatever power or entity was summoned
- Cleanse the ritual Sphere
- Leave the Sphere
- Close the Sphere by raising the wards once more

Missing out or mixing up these steps will not automatically cause your ritual to fail, and in some cases unusual circumstances may lead to you choosing not to follow the usual method. Remember, however, that doing so may have interesting consequences.

Also remember, Rituals must last at least **5 minutes**.

Be very clear when explaining to the power or entity you have summoned what it is you want, and what you wish to sacrifice, else you may receive some very unexpected results!

Advice on Rituals

- There is always a cost and a risk.
- Do your research, ask around for information. Someone may have already done what you are trying to do, and may offer advice.
- Focus Points, money and memories as a sacrifice are worth very little.
- Theme your rituals appropriately, both in how they are performed and the sacrifice required. Make sure it all ties together.
- If you want an in-game effect, you need an in-game sacrifice. Likewise, a roleplaying affect will need a roleplaying sacrifice, and a permanent effect will need a permanent sacrifice.
- The more complex your outcome, the harder it will be to achieve. Keep it simple.
- The more things you aim for in your ritual, the harder they will be to achieve. It is better to aim for one big thing than three smaller things.
- The more things you sacrifice in your ritual, the harder it will be to achieve your desired outcome. It is better to sacrifice one big thing than three smaller things.
- If you have any queries about ritual, please speak to a Sphere Watcher.

Types of Ritual

Focus Rituals

Limited to 3 per character

As stated above, this is the first ritual an Omega user must perform, before they can delve further into the power of ritual, or use the Thaumaturgy skill. The first of these rituals will typically be a simple, easy process, to ease a ritualist into the method of performing rituals.

Your first Focus ritual cannot totally fail, but it can still go wrong and have adverse outcomes. An Omega user can perform a total of **three** Focus rituals, and each successive ritual of this type will become progressively harder to complete.

The completed Focus is linked to its creator. The owner will be extremely attached to the object, and will not let it out of their sight or give it to others for an extended period of time, if at all. If your Focus is lost or stolen, please inform a referee after approximately **1 hour**, if you have not located it.

If the owner of a Focus dies, the Focus will immediately lose all of its power. Any ritual or thaumaturgy slots attached to the Focus will also lose their effects.

Bound Improvement Ritual

Limited to 1 per Focus

This ritual has a direct impact on the skills or abilities of a single person. This improvement must be permanently bound to **one** person, either the ritualist or another participant of the ritual. Individuals without a Focus of their own may only have one ritual effect bound to them. Trying to bind two of this type of ritual to a person without a Focus will replace the original effect.

The effects of this ritual do not stack with any 'Unbound Improvement' rituals. The effects may be replaced or improved by performing another ritual that is more effective than the previous one.

Renewing or improving this ritual type requires the presence of both the ritualist and the person the improvement has been bound to.

If the person this improvement is bound to dies, the improvement is lost immediately. If the Omega user that created this improvement dies, the improvement is lost at the end of the event they died at, regardless of whether or not it is bound to someone else.

Bound Item Ritual

Limited to 1 per Focus

This ritual creates or imbues an item with skills, abilities or effects. This item must be permanently bound to **one** person, either the ritualist or another participant of the ritual.

Individuals without a Focus of their own may only have one ritual effect bound to them. Trying to bind two of this type of ritual to a person without a Focus will replace the original effect.

The effects of this ritual do not stack with any 'Unbound Item' rituals. The effects may be replaced or improved by performing another ritual that is more effective than the previous one. Renewing or improving this ritual type requires the presence of both the ritualist and the person the item has been bound to.

As with Foci, the owner of the item will be extremely attached to the object, and will not let it out of their sight or give it to others for an extended period of time, if at all. If the item is lost or stolen, please inform a referee after approximately **1 hour**, if it has not been located.

If the person this item is bound to dies, the item's effect is lost immediately. If the Omega user that created this item dies, the item's effect is lost at the end of the event they died at, regardless of whether or not it is bound to someone else.

Unbound Improvement Ritual

Limited to 1 per Focus

This ritual has a direct impact on the skills or abilities of a **group** of people. Due to the variable nature of these improvements, they are often less powerful than Bound improvements, but they can affect multiple individuals, and the ritualist has the opportunity to change which individuals are affected.

Please note that the ritualist who created this improvement cannot use it on themselves.

The effects of this ritual do not stack with any 'Bound Improvement' rituals. The effects may be replaced or improved by performing another ritual that is more effective than the previous one. Renewing or improving this ritual type requires the presence of the ritualist who created the improvement. During renewal or improvement rituals, the ritualist may amend the people who fall under the influence of the improvement.

If the Omega user that created this improvement dies, the improvement is lost at the end of the event they died at.

Unbound Item Ritual

Limited to 1 per Focus

This ritual creates or imbues an item with skills, abilities or effects. This item does not need to be bound to a single person. Due to the variable nature of these items, they are often less powerful than Bound items, but can be used by anyone.

Please note that the ritualist who created this item cannot use it themselves.

The effects of this ritual do not stack with any 'Bound Item' rituals. The effects may be replaced or improved by performing another ritual that is more effective than the previous one. Renewing or improving this ritual type requires the presence of the ritualist who created the item.

If the Omega user that created this item dies, the item's effect is lost at the end of the event they died at.

Temporary Ritual

Limited to 2 per Focus, per event

This ritual allows a temporary effect or change in skills or abilities with a maximum duration of **1** event. The targets and effects of these rituals can vary greatly. These rituals are often low in cost, since they last so short a time, but their outcomes can be highly unstable.

Miscellaneous Ritual

Omega users can attempt this type of ritual as often as they wish. These rituals can have no benefit to skills or abilities. They are used to assist characters in discovering information, contacting people or entities over long distances, and furthering efforts towards plot objectives.

Crafting and Research

The crafting skills Engineering, Medicae and Thaumaturgy give a character the ability to create in-game objects or abilities, using materials found in the game.

Some classes have attributes that allow them to research new items or abilities, and teach recipes. These attributes are only available to those classes, and cannot be purchased with skill points.

Engineering and Medicae

All Engineering and Medical abilities require appropriate physreps, which do not need to be fully working items; for example a simple plastic box with wires attached could act as a diagnostic tool by plugging it into whatever you are scanning. All uses of Medicae and Engineering also require appropriate roleplay in an IC area.

In order to craft, learn, teach or research an item, you must complete a crafting form and the required roleplay and then go to the Games Organisation Desk to drop off the form and any required resources. The crafting opening times will be displayed on a noticeboard outside the Games Organisation Desk.

To use any other Engineering or Medicae ability you will need to refer to a self ref card attached to an item or area, or if one is not present, a referee is required.

Please note that although Engineers can research and craft explosives, they cannot use them without the Explosives skill.

Thaumaturgy

Thaumaturgy is the study of manipulation of Omega power, and will allow Omega users to unlock the true potential of the Omega within themselves, and create completely new abilities. Thaumaturgy requires a ritually created Focus (see pg 86).

This requires the Thaumaturgy skill, which gives you a set of Omega Work Points (OWP) per event. These points help you learn how to perform many interesting abilities as an Omega user through Thaumaturgy research. To research a new Thaumaturgy ability you must have an open slot on a Focus bound to your character.

Before you begin your research, you must propose your idea to thauma@greencloaks.co.uk on a research form (available from the website). Once you have an approved research proposal you can start putting work points into it by completing your crafting form on site and handing it in to the Omega referees at the Omega Sphere.

After you have completed research it is recorded in a database at Games Organisation Desk and you will receive a lammie detailing the ability. You can then use your new ability.

You may have as many open research projects as you want, and are not required to finish any, however, once you begin a research project, the slot on your Focus is committed to it and cannot be used for other purposes.

Your Omega Attunement skills are important for research. If you wish to do research into a particular area of the Omega, you must have the relevant Omega Attunement skill. The higher the tier of that Attunement skill, the easier the research will be.

If you have an existing Thaumaturgical effect and wish to research enhancing it, this is a new project but will not use a new slot; it will overwrite the existing slot upon completion.

Due to the intensely personal nature of Thaumaturgy projects, they cannot be worked on in teams, and cannot be taught.

Work Points

When you take the Engineering, Medicae or Thaumaturgy skill, you get a certain number of Work Points (WP) per event according to your tier in that crafting skill. Work Points represent the understanding your character has with working on projects; each project will have an associated cost. These are skill-specific; you cannot generally use Engineering Work Points for medical or thaumaturgy projects, and vice versa.

The below table shows the total amount of work points per skill tier of Engineering, Medicae, or Thaumaturgy:

Skill Tier	Work Points
Tier 1	10
Tier 2	15
Tier 3	20

Some craftable items can grant characters additional work points. The most common of these are the Advanced or Expert Workbench and Laboratory for Engineering and Medical projects respectively. Workbenches and Laboratories, although primarily required for Research projects, can be used by anyone with the relevant crafting skill.

You cannot use the bonus points from items such as Workbenches and Laboratories on their own, they are to supplement the personal work points you supply to the project.

You do not have to use all your work points for an event in one go; if you wish to use some and reserve some in case you wish to do ad-hoc crafting (see Ad-hoc Crafting below) or in case of other unforeseen needs; you may simply fill out another form later in the event and drop it to the Games Organisation Desk as usual. These remaining points must be spent at the current event, any points not spent in an event do not carry over to the next event.

Crafting in a Team

Any character able to craft Medical or Engineering items may have up to two Assistants to help them with their project. These Assistants must have the relevant crafting skill.

The Lead Crafter and Assistants, once designated, may not normally change for the duration of the project - in the case of losses to the team through character death, replacement crafters may be added to the team at a cost to the progress on the project.

Only the Lead Crafter is required for progress to be made, and both Assistant slots do not have to be filled initially. The Lead Crafter is responsible for completing the crafting paperwork and acting as liaison with the Games Organisation Desk to register progress on the project as it is made.

Maintenance and Expiration

With time and use, things break. Every piece of tech made using Engineering or Medicae has either a maintenance date and a set maintenance cost, or an expiration date. If there is a maintenance cost, it must be fulfilled at the Games Organisation Desk before the end of the event listed on the item's lammie, otherwise this item will break and become unusable.

To maintain an item you must have the knowledge to make the item. If an item has an expiration date, it must be used before the end of the listed event or it will become useless. Thaumaturgy powers must also be refreshed at the Omega Sphere.

Ad-hoc Crafting

Ad-hoc crafting is a subset of crafting, undertaken in the same way as normal crafting. It is used to attempt to create an item needed for a very specific purpose, often in response to an unforeseen circumstance in the field. Any character with the Engineering or Medicae skill may attempt to craft an item such as this without researching how to do so.

This type of crafting follows the same procedures as normal crafting, and still requires Work Points. However, given the character's limited knowledge about what they are doing, these items cost more resources to make, are extremely unstable, most likely will not function exactly how the crafter wishes them to, and always have an extremely short period of use.

Due to the nature of this type of crafting, it is extremely unlikely it will produce the same results twice, and items created in this way cannot be used for research.

To perform Ad-hoc crafting you will need to go to the Games Organisation Desk and discuss what you intend to do with the crafting team, who will then confirm the time, Work Points and materials required for your Ad-hoc project, and determine the outcome of your impromptu crafting.

Research (Class Attribute)

Classes with the Engineering Research attribute are able to use a crafted Workbench to research Engineering projects, and classes with the Medical Research attribute are able to use a crafted Laboratory to research Medical projects. This process allows characters to create items for which there is no pre-existing knowledge.

Research will take a different amount of time and Work Points (WP) depending on the complexity of the item being made.

Example: A simple project, such as upgrading a bionic arm to give it +1 armour, would cost 10-20 EWP to research.

A complex project, such as upgrading a bionic arm so that it speeds up hacking, and can do three Knockdown calls per day, would cost 40+ EWP.

Occasionally, research projects will require you to seek out information on an item in-play, and bring to the crafting referee. You will be informed whenever you spend Work Points if this is applicable to you.

Before you start researching, you must fill in a research form (available from the Green Cloaks website) with details about your proposed project, and email it to crafting@greencloaks.co.uk.

Once your research proposal has been approved, you can start putting Work Points into it by completing a crafting form on-site, and handing it in to the Games Organisation Desk. You may have as many open research projects as you want, and are not required to finish them.

Once your project is approved, you will receive:

- Confirmation of the WP target for your project.
- Confirmation of the materials required for the researched item itself.
- Confirmation of any unique ingredients or research material needed. Please note, these will not be required for repeat manufacture of an item, simply for the research project.

Once a Research project is completed, and you hand in the required materials, you will receive:

- The Knowledge lammie for the item.
- One set of Blueprints/Formulae (see Blueprints and Formulae below).
- One item lammie for the item you have just learnt (item lammies must be attached to player-provided physreps at all times where appropriate).

Researching in a Team

Any character of a class able to perform Engineering or Medicae Research may have up to two Assistants to help with their project. These Assistants must have the relevant crafting skill and the Research class attribute.

The Lead Researcher and Assistants, once designated, may not normally change for the duration of the project - in the case of losses to the team through character death, replacement researchers may be added to the team at a cost to the progress of the project.

Only the Lead Researcher is required for progress to be made, and both Assistant slots do not have to be filled initially. The Lead Crafter is responsible for completing the research paperwork and acting as liaison with the Games Organisation Desk to register progress on the project as it is made.

If the Lead Researcher contributes at least **50%** of the WP towards the research goal, they will receive a set of Blueprints/Formulae and a Knowledge lammie (see Blueprints and Formulae below).

If any researcher on the team contributes at least **25%** of the WP towards the research goal, they will receive a copy of the Knowledge lammie.

If a researcher contributes less than **25%** of the WP towards the research goal, they get a **50%** discount in WP on learning the Knowledge for this project from a Teacher or a set of Blueprints/Formulae in future.

Reverse Engineering and Deformation

A less efficient way to learn how to craft an item is through Reverse Engineering or Deformation, which is a specialised form of Research.

By spending **75%** of the research WP cost of an item and destroying it, a character may be able to gain a knowledge card from a crafted item. However, some items may not give up their secrets and instead return usable resources or research insights.

Teaching (Class Attribute)

Classes with one of the "Teacher" attributes are able to teach other characters how to craft items that the teacher has the relevant Knowledge cards for. The teacher must contribute **25%** of the research WP cost of the item, rounded up, and the student must contribute another **25%** of the research WP cost, rounded up, as well as the entire material cost.

Example: A Medic wants to teach a student how to craft a "HYPERDERMO 2.0 EXTREME HEALING PATCH" which would cost 10 MWP to research.

For the purposes of transferring knowledge, rather than researching the item, only 50% of the item's research cost is required.

The teacher must therefore contribute 25% (rounded up) - 3 MWP, and the student must also contribute 25% (rounded up) - 3 MWP, which adds up to 50% of the cost it would take to create the item itself.

Upon completion the student will receive:

- A knowledge lammie for the item.
- One item lammie for the item you have just learnt (item lammies must be attached to player-provided physreps at all times where appropriate).

Please note that Vrede-Tech cannot normally be taught to non-Vrede.

Blueprints and Formulae

Blueprints and Formulae act as a way of teaching knowledge for Engineering or Medicae items. They are created by Researchers when a Research project is completed. Additional Blueprints/Formulae can be created by anyone with Knowledge of the item, at **50%** of the research WP cost of the item. No materials are required for this process. Anyone with the Engineering/Medicae skill can learn from Blueprints/Formulae respectively.

To learn how to craft an item from a set of Blueprints/Formulae, you must pay:

- **75%** of the research WP cost of the item.
- The entire material cost of the item.

Upon completion, you will receive:

- A Knowledge lammie for the item.
- One item lammie for the item you have just learnt (item lammies must be attached to player-provided physreps at all times where appropriate).

Blueprints and Formulae are multi-use items, and must be attached to a player-provided physrep. As items, they have a maintenance cost, and if not maintained accordingly, the item will be destroyed IC. For example, paper tears and ink fades, and digital data becomes corrupted.

The maintenance period for Blueprints and Formulae will be double the maintenance period of the item that the blueprint or formula relates to, and they do not have a material maintenance cost. For example, if a researched item requires maintenance every year, its corresponding Blueprint/Formulae will require maintenance every two years.

To maintain a Blueprint or Formulae you must have researched or learned it first, as maintenance requires comprehensive understanding of the item. The maintenance cost for all Blueprints and Formulae is **1** Work Point.

Hacking

Characters with the Engineering skill may attempt to hack and manipulate electronic systems, often indicated by a self-ref card. All systems will have a **difficulty rating**, and a **number rating**.

The difficulty rating of a system can be either **Standard, Advanced, or Expert** - relating to the Engineering skill tiers **1, 2 and 3** respectively. This indicates that at least **one** member of the hacking team must have the same tier or higher than the rating shown.

The number rating of the system indicates the collective total tiers in the Engineering skill required to perform the task. The number also indicates the time required to hack the system, in minutes.

A Multispec (or Omnispec) is needed to perform hacking actions.

Please note that Vrede may reduce the time required to perform these tasks (see pg 48).

Example: A system to unlock a door is "Hacking Advanced 4".
This means it requires a total of 4 tiers of Engineering, and takes 4 minutes to hack.
At least one of the team must have Engineering Tier 2.

Analysis

Characters with the Engineering, Medicae or Thaumaturgy skill may attempt to analyse certain objects, people or environments, often indicated by a self-ref card. This ability is used by engineers to examine and interact with technologies, by medics to diagnose and autopsy, and by Omega users to investigate anomalies. (Please note that to investigate the spiritual and emotional impacts caused by Omega effects, the Psychometry ability of the Omega Spirit Attunement is used instead.)

Characters with the appropriate skill may attempt to analyse systems. All systems will have a **difficulty rating**, and a **number rating**.

The difficulty rating of a system can be either **Standard, Advanced, or Expert** - relating to the Engineering, Medicae or Thaumaturgy skill tiers **1, 2 and 3** respectively. This indicates that at least **one** member of the analysis team must have the same tier or higher than the rating shown in the appropriate skill.

The number rating of the system indicates the collective total tiers in the appropriate skill required to perform the task. The number also indicates the time required to analyse the system, in minutes.

A Multispec (or Omnispec) is needed to analyse Engineering systems, a Medispec (or Omnispec) is needed to analyse Medical systems, and a Focus is needed to analyse Omega anomalies.

Please note that Vrede may reduce the time required to perform engineering or medical tasks (see pg 48).

Example: A system to analyse an unknown ailment is "Medicae Analysis Advanced 5".
This means it requires a total of 5 tiers of Medicae, and takes 5 minutes to analyse.
At least one of the team must have Medicae Tier 2.

Defusing

Characters with the Explosives skill may attempt to defuse explosives, often indicated by a self-ref card. All systems will have a **difficulty rating**, and a **number rating**.

The difficulty rating of a system can be either **Standard, Advanced, or Expert** - relating to the Explosives skill tiers **1, 2 and 3** respectively. This indicates that at least **one** member of the defusal team must have the same tier or higher than the rating shown.

The number rating of the system indicates the collective total tiers in the Explosives skill required to perform the task. The number also indicates the time required to defuse the system, in minutes.

Example: A landmine is an "Explosives Expert 6" system.
This means it requires a total of 6 tiers of Explosives, and takes 6 minutes to defuse.
At least one of the team must have Explosives Tier 3.

• APPENDICES •

Appendix 1. Extended Effect Call Durations

5 seconds	30 seconds	5 minutes	(X) minutes
Disarm	Pain	Befriend	Sleep (X)
Fear	Paralyse	Flaming *	
Knockdown **	Possession	Hallucinate	
Stun			

* Flaming lasts for 5 minutes, although you take damage every 5 seconds unless put out (see pg 55).

** Knockdown is normally instant. If you cannot safely fall over, the duration extends to 5 seconds (see pg 56).

Appendix 2. Weapon Skill Calls

Weapon Skill	Tier 2	Tier 3	Daily
Melee	Disarm	Sunder	Crush
Pistol	Stun	Knockdown	Through
Rifle	Through	Stun	Marksman Disarm
Heavy Weapons	Repel	Knockdown	Crush

Appendix 3. Stealth Cover Diagrams

Below you will find diagrams to explain the correct methods for using the Stealth skill, defining exactly what does and does not count as cover.

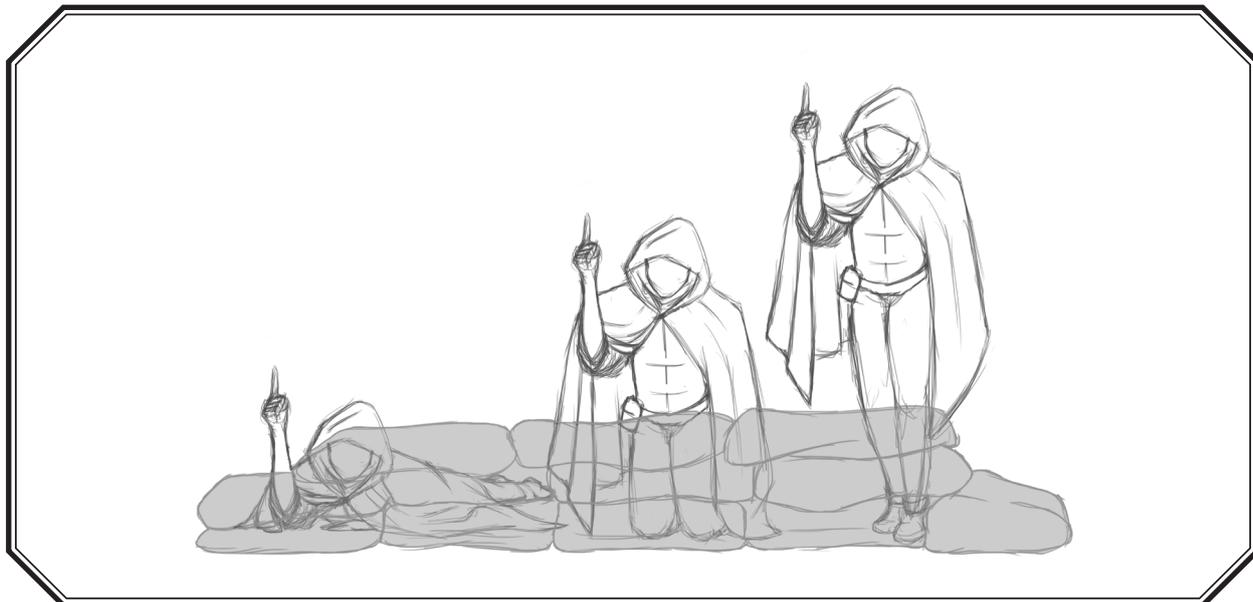


Fig. 1: Only the individual on the far left is adequately hidden, and is in Stealth behind these sandbags, with their hand still clearly visible for the purposes of those using the Awareness skill. The other two are not, as the cover does not hide 50% of their bodies.

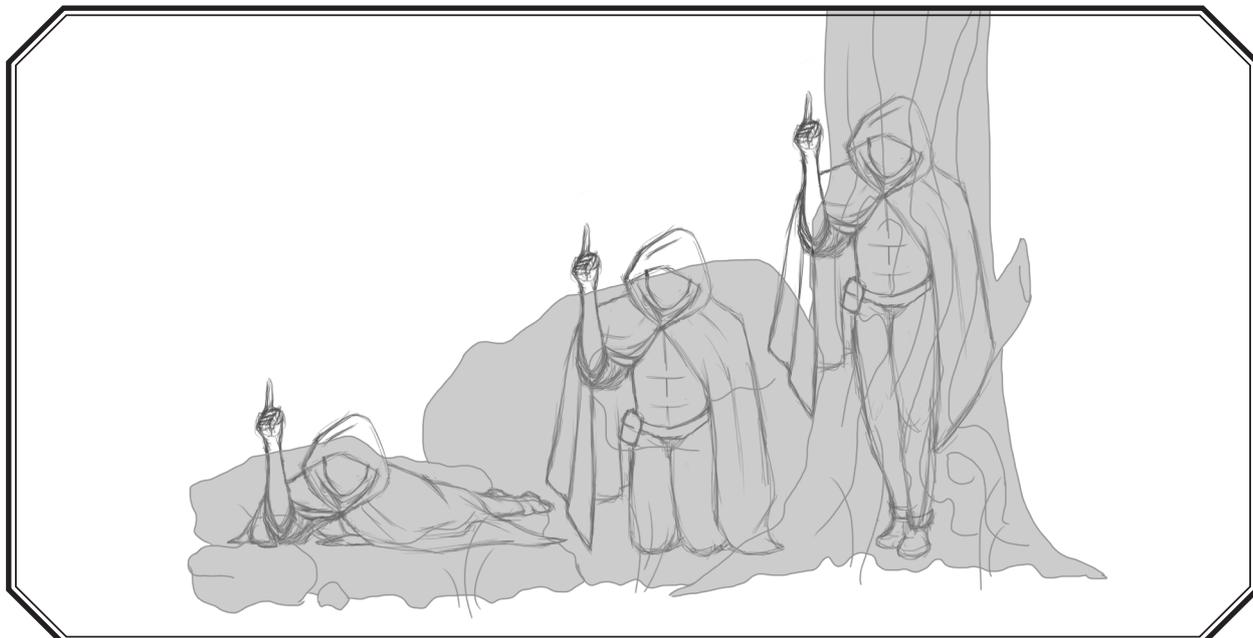


Fig. 2: The individuals to the left and centre are now in Stealth, as 50% or more of each of their bodies are covered behind stationary objects, with their hands still clearly visible for the purposes of those using the Awareness skill. The individual on the right, though well hidden, is not in stealth, as you must crouch to be in stealth.

Appendix 4. Currency

In the world of Green Cloaks, there are three units of Terran Sovereignty currency - Credits, Marks, and Crowns. Due to the fact that the Green Cloaks Task Force are far beyond Terran Sovereignty space, many of the locals may not accept this form of currency in trades - you may have to bargain with local traders by trading resources or favour.

Among the troops and citizens of the Sovereignty, however, this form of currency is accepted, and members of the TSA are still paid in credits and marks.

The comparative arbitrary value of each unit of currency is given below.

Unit of Currency	Arbitrary Value
Credit	1
Mark	5
Crown	25

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