



This will not be the first colony to fail

Player's Handbook

Version 2.00

Distant asteroids, far off planets, the remote edge of the galaxy; these are the last frontiers of space. Join us in the New Wild West where courage and a steady gun might make the difference between life and death.

Gather your crew to help tame a savage frontier world far from civilized space where the brave and the desperate lay claim to untold riches. Prospect for rare isotopes, engineer technological marvels, and shoot anything that tries to take what's yours so you can live to hit the saloon another day.

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Last Frontier Basic Play

Last Frontier is a Space-Western themed survival LARP with a heavy focus on “what you see is what you get” and gun-based combat. There are no timers and you will never be asked to generically roleplay doing something; every skill and challenge centers around completion of real world tasks which reward player ability rather than how long the character has been in play!

As a character attends events they receive Experience Points (XP) which may be spent to gain new skills or higher Mastery Levels of skills they already possessed. Each skill has a simple action which may be used infinitely and a complex action with slightly improved effectiveness which is expended on use. A character has complex actions of a skill equal to their Mastery Level (starting at 1). Complex actions can be restored by other players and the use of some items. Complex Actions serve as short term buffs to the skills they represent, not a replacement for player ability.

There are three types of items in the game; Equipment, Mixes, and Devices. Equipment takes up an Equipment Slot on the body (each limb, the torso, and the head for six total slots) and includes things like armor, Mixes are consumable items made with the Socialite’s Mixology skill, and Devices are any other item represented with an item card.

Combat is resolved with Nerf-style weaponry and lightest touch boffers with no damage calls and a limb-based locational hit system. Every bullet and slash deals 1 damage, while solid red melee weapons deal 2. Normally each limb and torso has two hit points, and after a limb has lost all its hit points it becomes unusable until healed. Once the torso has lost all its hit points the Character falls into Bleed Out and must be rescued by their crew.

Armor is a type of Equipment worn on different locations of the body. Each location can wear armor individually, the sum of which forms a general shield protecting you against all damage until it is broken.

The Galaxy is vast and home to untold sentient inhabitants, so it’s only natural that a brave cross section would call the Last Frontier their home. Players can choose from many exotic Species, from the aristocratic Highborne to the predatory Pisceans. They’ll take a Job detailing their abilities, map their road through life, and pick up a Stress Response along the way.

Everyone has a different way of dealing with the grinding stress of surviving the Last Frontier. Some get angry, some sad, and some even exhibit signs of Space Madness.

Last Frontier features a Stress Response system where characters will become more stressed when confronted with difficult experiences and less stressed when they kick back with a drink and a good game of poker. The more stressed a character gets the more their Stress Response kicks in; informing their roleplay and eventually making them a liability to the ones around them.

The play area is separated into zones indicating how likely they are to see combat, giving players control over how they want to play the game. The Green Zone is where the radiation shield is the strongest, encompassing most of town and most importantly; the Saloon. It's largely safe and free of hostile local fauna, with any intrusion moving at walking speed. The Yellow Zone is a rough ring around the Green where the shield is still strong, but not fully protective. Rich veins of unstable mercury, palladium, and plutonium are ripe for the taking... if you can survive long enough to get it back to the Recombinator. Outside the Yellow is the Red Zone; a radioactive hellscape unshielded from cosmic rays. Sometimes a crashed ship or abandoned outpost might necessitate expedition into the Red, but rarely. Past even that is the Black Zone.

We don't go there anymore.

Special Terms

- *Humanoid*: Any sapient man-like Creature
- *Character*: Player Character
- *Creature*: Anything being portrayed by a person
- *Monster*: Any non Humanoid Creature
- *When the Dust Settles*: Immediately after combat has occurred when there are no Creatures within line of sight that are actively hostile with one another, no sounds of combat can be heard, and you holster or put down any weapons you have (Used for determining when some effects end).
- *Body Damage*: Damage which goes directly to the body bypassing any armor on the location in question. Generally only found in Mixes or Environmental Damage.

Last Frontier World Overview

Welcome to the New Wild West! Whether you are escaping a dark past, seeking adventure, or pursuing riches and power on an ungoverned world you have come to New Paradiso; a quaint colony on the edge of the galaxy.

The planet you find yourself on is harsh and rugged; wracked with radiation storms and mutated creatures. However, it is also blessed with some of the most valuable mineral resources in the known galaxy, available only on Frontier planets like this one. Life here isn't as cushy as you may have been used to on Mars or one of the other central planets, but The Big 3 have provided nominal amenities to make sure the colony is at least livable.

Who are The Big 3 you ask?

They are the 3 mega-corporations that make up the de facto government of the galaxy (Don't tell anyone I said that, though), and in a joint mission for profit they have sponsored your colony. All the really advanced stuff like the radiation shield and the Recombinator, "Recom" for short, come from ESSA, The Earth Space-Science Association. My history teacher said they used to be just a scientific research group, but they went into private trade centuries ago. Remember your old Mr. Rob robotic assistant? They invented that.

All of your tools, guns and industrial stuff comes from MG, Millennium Global. Funny name, I guess they kept it from back when Old Earth was still relevant.

Hold your questions, I'll get to Earth later.

The few amenities we do have, like those hard as granite stowaway beds and the bunkers we use to weather the month long storms, come from SpaceTech. Yeah, they can afford massive pleasure domes, but they can't spare a few anti-grav beds? They managed to send decent medical equipment, at least.

Let's see, what else... Aw, heck, those muto-birds are after my herd again! Here, just read this pamphlet.

Indoctrination Pamphlet R22 - Issued April 1st 2818

Government

While New Paradiso is an official colony of the Intergalactic Council of Planets (ICP), there is no mandated governmental system in the colony. Settlers are expected to form their own governing system and appoint some entity whether it be an individual, like a mayor, or a congress to maintain the peace and be a contact point for representatives of the Council of Planets. The ICP does not meddle in local affairs, but does expect the colony to be effective, repay any commercial debts, and produce resources for the good of the galactic society.

Species of the Galaxy

For those who have grown up on primarily Human planets, it is important to know the different alien species you may encounter. (If you are a member of an alien species we apologize for any inaccuracies or misrepresentations; unless you are Muk'taa in which case go Qpah yourself.)

Augmented - Cybernetically enhanced humanoids who believe in technological evolution. They can originate from any species. Prone to conflicts with the Highborne.

Crossbreeds - Origin unknown. Not officially considered a species, but you may encounter them. They appear to be humans with animalistic features. Beware as they are believed to be more animal in behavior than human. News reports claim that they are prone to sudden and unprovoked attack. If spotted, report them to your local law enforcement immediately so they can be detained for public safety.

Highborne - Followers of the principles of Darwinian Evolution. They can be somewhat erudite, and frankly, rude. Fond of masks.

Muk'taa - Fond of war, they seek the glory of battle, and have a barbaric Code of Honor that you will probably find ritualistic and violent. NEVER APOLOGIZE TO A MUK'TAA! Apologies are considered a sign of great disrespect in their culture.

Pisceans - Aquatic people from an ocean planet called Poseidon II. That's not what they call their planet, but humans cannot pronounce the Piscean name. They are cunning and ambitious seekers of opportunity. Whether you are fighting or dealing, put up a strong front. If you show weakness, they will take advantage.

The Recombinator - “Recom”

No matter your job you will have some kind of encounter with the Recom. It is located in the Assayer’s Office. Raw crystals, engineered contraptions, mixes, and harvestables all come to the Recom for processing. Feel free to direct any questions to your friendly Assayer’s Office staff who can help you with virtually any aspect of Frontier life.

We wish you the very best. Welcome to New Paradiso!

Event Format

Game Timeline

- Friday 7:00pm: Check-in for the event opens at the Assayer's Office, remaining available throughout the event any time it is open. The Assayer's Office is located behind the Saloon.
- Friday 9:00pm-9:30pm: Opening announcements at the saloon.
- Friday 9:30pm: Game begins.
- Saturday 2:00am: Assayer's Office closes for the night.
- Saturday 8:00am: The radiation shield expands opening the Yellow Zone, and the Assayer's Office reopens.
- Sunday 12:00am: Assayer's Office closes for the weekend. The event is considered officially over when the last Player has gone to sleep.
- Sunday 8am-12pm: Site cleanup. Helping cleanup is not mandatory, but players who help clean after their camps are packed away will receive [VP at the standard rate](#) (p.110).

On Friday evening the radiation storms have abated enough for folks to leave their bunkers (though not enough to leave the safety of the Green Zone) and gather for a hootenanny at the saloon. If you are tent camping you may set up your tent in Tent City; see a Staff member for directions. Characters are considered immutable while in their tents but may not hop into their tent to escape imminent danger. You may not partake in any game-mechanical or roleplay activities while in your tent, nor may you store in game items in your tent while playing. Saturday morning the storm will have abated enough for the radiation shield to expand, opening up the Yellow Zone. Unfortunately the local flora and fauna will also emerge and be free to pursue its deadly cycle. This calm is fleeting, however, with storms moving back in Sunday morning. To conserve power the Assayer's Office will close so that the residents of New Paradiso have ample opportunity to make their way back to the bunkers for the next month. At some point during the weekend each member of town will have to return to the bunkers for a 2.5hr Work Detail (NPC Shift) to perform necessary maintenance, pest control, and janitorial services.

Check-in Process

PreRegistration

Players may preregister and pre-pay for games up until the Sunday before game. Anyone who preregisters receives 10 [VP](#) (p.110) which may be used immediately. If you do not preregister then you must pay during the check-in process.

Character Passport

Check In opens at 7:00 PM on the Friday of game, remaining available any time the Assayer's Office is open.

When you first arrive on site head to the Assayer's Office; see the map on our website for the up-to-date location. There you will receive your Character Passport and any items afforded to your Characters through check-in skills.

From there you will be directed to a series of check in stations. Each station will provide a stamp for your character sheet. Make sure to go to each station. After the event the stamps on your passport will be checked. **Passports which do not have all the required stamps will receive reduced or zero experience points.**

Phys Rep Station

Present any weapon to be used to ensure it complies with safety and [FPS limits](#) (p.126).

Additionally present all darts/balls you intend to use at this point. Reminder; when beginning an event Characters may only possess a number of darts/balls determined by their Firearms skill. Each Character may begin game with a number of approved darts/balls up to their Firearms Mastery Level times 10 plus 20.

Any Equipment intended to be worn will also be inspected at this point, in addition to any item not represented by an item card which you intend to sell in game. This includes any out of game item which you intend to trade for in game currency or favors, and will be inspected to ensure compliance with genre. Staff has final say over what may be used in this way and may deny any item for any reason; if you aren't sure about an item you plan on bringing to trade please contact a Director through our Discord server up to three (3) days before the event in question.

New Player Station/Waiver Station

Fill out a liability waiver.

At this station new players will be walked through the Character creation process and assisted with any questions they may have.

Once within the first three months of play a player may rewrite their Character before game, receiving all earned XP once the new Character enters play.

PreGame Opening Announcements and Game Start

Opening Announcements is a pre-game safety brief. This must be attended by all Players. Listen Up will typically begin promptly at 9:00 PM on Friday in the Saloon.

Game will begin as soon as Opening Announcements is completed.

Work Detail (NPC Shift)

Each Player will choose their Work Detail when they preregister for an event or when they receive their Passport at the event. Players must wear black or gray pants and shirt and report to the Storyteller within 10 minutes of their scheduled detail start time. Players who cannot make their scheduled Work Detail must gain written Storyteller approval to switch details. **Players who fail to show up to their scheduled Work Detail on time will receive reduced or zero experience points for the event.**

Creating a Character

Players may not create joke or direct reference characters, i.e. no playing “Space Obama” or “The Cyborg Man Randy Salvage”. Drawing inspiration is just fine, but remember that the culture of today is as distant from your character’s as the middle ages is to us. When in doubt, Just Be Cool and you’ll do fine.

If you are a new player who was referred to Last Frontier by a current player they may receive a referral bonus of 20XP/VP (their choice) if you are their first referral that month and 10 XP/VP if you are not their first.

Players may have any number of Characters and may switch between them freely during an event if the attendance fees have been paid for each separate character, so long as they have not participated in lethal [CvC](#) (p.129). A player’s Characters may never interact, share items/resources, or purposefully further each other’s goals/agendas. Each Character a player has must have a distinct costume such that other players do not confuse the two.

To create a Character follow these steps:

- [Choose a Species](#) (p.16)
- [Get a Job](#) (p.35)
- Pick your Starting Skills
- [Pick a Culture](#) (p.75)
- [Take a Background](#) (p.81)
- [Pick up a Stress Response](#) (p.84)
- [Collect your Sign-On Bonus](#) (p.15)

[Choose a Species](#) (p.16)

The sentient Species all find their way to the Last Frontier, one way or another. Each Species has its own cultural flavor, costume requirements, mechanical advantages, and mechanical disadvantages. New players are encouraged to play Humans who have the simplest costuming requirements and get bonus starting XP giving you a leg-up on the competition.

[Get a Job](#) (p.35)

Your Character’s Job outlines their role in the Last Frontier. It defines what Skills they can learn, what guns they can shoot, and what Career paths they eventually go down. A Character can never have two Jobs, but they can learn a small number of additional Skills through their Side Gig.

Pick your Starting Skills

Your Character will enter play with two free skills from their Job, and Firearms. Two of these skills begin at Mastery Level I and one of these skills at Mastery Level II. Every Job has access to the Firearms Skill, but only Soldiers can learn Firearms Mastery Level IV and above. Characters will receive a free weapon item card during Character Creation commensurate with their Mastery Level of Firearms. A skill's Mastery Level determines how many uses of its Complex Action you get before having to be refreshed by another player or certain items, and certain puzzles and Schematics may require a certain Mastery Level to use.

[Pick a Culture](#) (p.75)

Your Character's Culture determines how they were raised, what they would likely wear, what their values are likely to be, and what resources they may have had to bring with them to the Colony. Every culture receives their own different starting resources that are added to your character's signing bonus.

[Take a Background](#) (p.81)

Your Character's Background is a roadmap of where they came from and what drove them to make a life for themselves in the Last Frontier. It is intended more as a guide than a rigid framework; you are free to add to and embellish it as you choose.

[Pick up a Stress Response](#) (p.84)

Working on the fringes of the galaxy is stressful. The dirt, dust, hazardous materials, heavy machinery, and constant fear of attack by horrifying mutant fauna doesn't help any. Not everyone deals with stress the same way, which is where your Character's Stress Response comes into play. They have 4 levels of stress from None to Severe which increase as they deal with difficult events during their exploits and can most easily be decreased by grabbing a drink at the saloon or being counselled by a socialite.

Collect your Sign-On Bonus

Everyone who takes the offer to be transported to the Last Frontier receives some sort of sign-on bonus to get them started in their new life. Every new Character will receive a Protective Goggles armor card which stacks with all other Head Equipment and an amount of Elements based on their costume's adherence to genre and Species requirements, plus a little extra from their Culture. Elements are awarded on an individual basis ranging from a few [Tier I Elements to one Tier III Element](#).

Species of the Last Frontier

[Augmented](#) (p.17): Technologically enhanced followers of self-deterministic evolution.

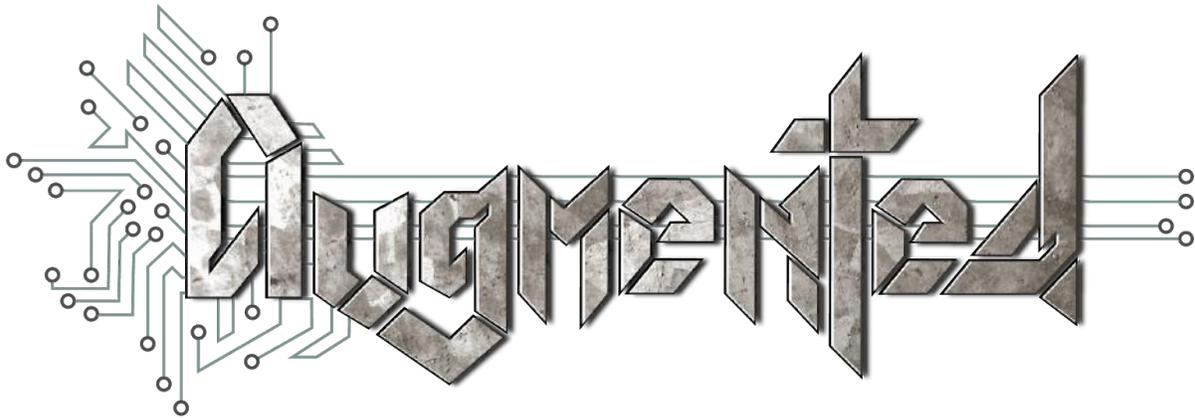
[Crossbreeds](#) (p.20): Human-animal hybrids living in the shadow of Human Society.

[Highborne](#) (p.23): The biologically engineered crème de la crème of high society.

[Humans](#) (p.26): Bipedal, omnivorous, mostly-hairless apes with enlarged craniums.

[Muk'taa](#) (p.29): Powerful warriors with an insatiable appetite for conquest.

[Pisceans](#) (p.32): Carnivorous aquatic humanoids living in fierce competition.



Summary

Thinking themselves to be the ultimate form of life, the Augmented are a “Species” of robotic and cybernetic organisms drawn from all the major Species. Fanatically embracing the ideals of Self Deterministic Evolution they seek to perfect themselves through the replacement of natural organics with artificially superior synthetics. For the Augmented the march of technological progress is a moral obligation; an unstoppable chain of events winding its way from the first neuro-responsive limb prosthetics of the early 2000’s to the fully custom battle chassis of today.

Each person’s path to becoming fully Augmented is unique and personal. The surgeries and replacement system integrations are tremendously difficult leading individual Augmented to invest great personal meaning into every component. Owing to this the Augmented are few in number; comprised of a range of persons in various stages of Evolution from the somewhat fleshy to the completely cybernetic. Some few Augmented find themselves seeking out the harsh environments of the Frontier Worlds as a crucible to guide their Evolution.

Originally the Augmented were a slave caste under the Highborne, and their most loyal troops until the Galactic War when they threw off their chains and rebelled against their genetically enhanced superiors. After 140 years or so of independence they have established themselves as their own sovereign power in the galaxy.

Between the continued prejudice of the Highborne and the Augmented’s Self Deterministic philosophy they find themselves, to this day, regularly at odds with the Highborne.

Cultures

After the war Augmented spread out creating their own culture, The Upgraded, as well as integrating into others making them common among the Rugged Colonists and Spacers.

Costuming

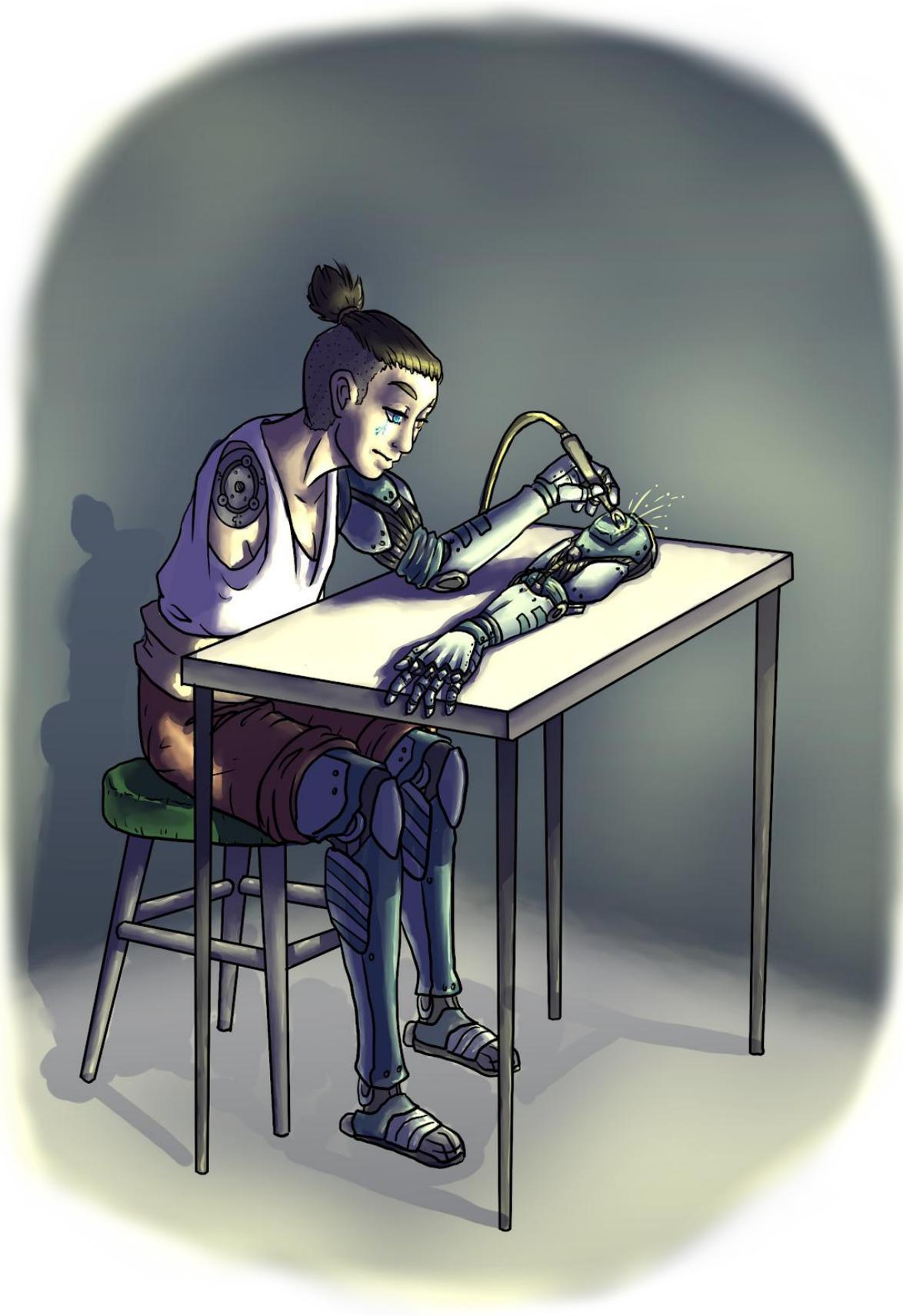
The Augmented must have large and obvious robotic components replacing at least 25% of their body. They may display some aspects of their previous Species but must now obviously belong to the Augmented.

The Augmented flaunt their electromechanical and pneumatic components as a sign of superiority and never cover them up if they can help it. They favor the elegant lines of hard armor and circuitry to the chaotic folds of cloth whenever possible. Status indicator lamps, heads up displays, and integrated tools to help them with their daily lives are common.

This costuming is consistent regardless of the culture an Augmented comes from.

Mechanics

+1 hit point to each of up to two limbs which have large and obvious mechanical components, chosen at Character creation.





Summary

The result of bizarre scientific experiments or, if you believe some rumors spread by radical elements, “*Forbidden Love*”, Crossbreeds are animal-Human hybrids living on the underbelly of Human society. Looked upon with revulsion by most everyone many are forced to eke out meager existences outside the law and in the gray areas between.

Crossbreeds first came into the public eye some 70 years ago when the now-defunct Humanity First movement featured them in a heavily edited viral video. The movement successfully used them as an example of “what’s wrong with humanity”, and though Humanity First has since died the sentiment lives on. In recent years many Crossbreeds have chosen to leave their homes for the promise of a freer, brighter future on a Frontier World.

Cultures

Because of the stigma associated with Crossbreeds they are only found in the Rugged Colonists, Scrappers, or Spacer cultures. It is not likely for a Crossbreed to make it in the High Society of the Core Planets... Not with all the genetic coding sensors around.

Costuming

Crossbreeds have large and obvious avian or terrestrial animal features (patches of fur or feathers, tails, reptilian scales, animal ears, etc.) that clearly distinguish them at a distance.

For Rugged Colonists, following the same Old West cues as their human counterparts, Crossbreeds wear similar styles but opt for bright colors and loud patterns made by deformed hand or salvaged machine. Some prefer baggy clothes to try to conceal their forms from prying eyes while others opt for a more tailored approach.

For Scrappers, defiantly accentuating their animalistic features to the disgust of most Humans is common. Scrappers, being at the bottom of the social ladder, tend to be somewhat disheveled, dirty, and unkempt, though not impractical. Backpacks and large bags are common for being able to grab things on the run.

Crossbreeds from a Spacer background take extra care to cover their features and conform to regulation clothing standards, which can make the difference between being thrown out of an airlock or living another day. For crossbreeds with animalistic facial features or ears helmets are not uncommon.

Mechanics

When the Dust Settles they may clean themselves in an animalistic way for 30 deep breaths. Afterwards they heal one hit point to a single limb of theirs which was damaged in that fight. In order to perform this action they must not be engaged in any other activity, have at least one working limb, and not be in Bleed Out or Comatose.





Summary

Unlike the Augmented the Highborne believe in Guided Darwinian Evolution. They have utilized gene therapy and eugenics to attain something closer to what they call “The True Form”. Alien features underscore the strange sciences at play in every cell of the Highborne; every effort bent towards grace, beauty, and the elusive spectre of perfection.

The Highborne hold themselves as the *crème de la crème* of high society, often holding high political office or the reins of multi-planetary corporations. They smile from the covers of every beauty publication and act as the faces of countless products. Exclusivity, elegance, precision, perfection; these are the guiding principles of Highborne society.

Highborne look with pity on the unfortunate souls who will never join them, excepting for the Augmented with whom they engage in a fierce culture war. They see the competing Self Deterministic Evolution as a threatening false philosophy and are determined to quietly stamp it out.

Before the Galactic War, the Highborne were a ruling class over the Augmented, who were seen by the Highborne as Unfit and not permitted to pass on their genetic code into the Highborne gene pool. They utilized the Augmented as warriors and workers in the Highborne society until the Augmented eventually revolted during the Galactic War. The two species have been at odds ever since.

Few Highborne would care to expose their exquisite forms to the abrasive Frontier Worlds but high society allows for the occasional adventurous type, and not all Highborne go willingly..

Cultures

After the war, the Highborne reluctantly integrated into Human high society, which they still consider themselves above. The only cultures that Highborne originate from are the Aristocracy of the Core Planets, The Remaining, and Seekers of the Apogee.

Costuming

Highborne design their outfits around a single, dominant color with tasteful accents, and wear beautiful ornate masks obscuring at least 50% of their faces (Note: if your costume includes multiple faces each face must wear a mask). They must always be dressed in high fashion. Neo-Victorian is the preferred clothing style. They absolutely abhor getting themselves or their clothing dirty.

Highborne from the Core Planets have immersed themselves in the most extravagant and decadent extremes of Neo-Victorian fashion.

Highborne of The Remaining represent the fading traditions of lost Alexandria and its scientific roots. They are scholars before politicians, which is reflected in their clothing that favors traditional elegance rather than extravagance.

Seekers of the Apogee are very rarely found on the Frontier planets as they would never seek to leave their ivory towers. Any members of the Seekers of the Apogee that you find on a Frontier world are almost guaranteed to be there against their will. Their general clothing is similar to that of the Highborne of the Core planets, except they always wear gloves and a full face mask when in public.

Mechanics

Highborne have what they call a “stiff upper lip”, and while wearing their mask may call, “No Effect!” in response to one Stress increasing effect. This ability is refreshed in the Green Zone When the Dust Settles. Highborne may not use any Complex Actions if not wearing their mask.



HUMANS

Summary

The most numerous of the known sentient Species. In character and appearance they are as varied as the many worlds they call home, adapting their clothing and equipment to suit their environment. Conditions are tough on many worlds where the technological innovations that facilitated colonization never seemed to make their way to the common man.

In this high-tech frontier many Humans find themselves looking to their past for inspiration, taking cues from the rugged reliability of the American Old West. It turns out Human physiology in desert conditions hasn't changed much in the last 900 years and this has proven to be a good choice.

Humans tend to look down upon Crossbreeds with revulsion while taking equal turns mocking and envying the Highborne. Sheer numbers mean that Humans are by far the most common species to leave the safety of the Core Worlds behind for the rough-and-tumble freedom of the Frontier.

Cultures

Humans, being the most widespread come from many diverse cultures. The cultures allowed are: Rugged Colonists, Aristocracy of the Core Planets, The Lost in Time People of Earth, Scrappers, and Spacers.

Costuming

Costuming varies by the culture a Human comes from.

Rugged Colonists tend toward durable, functional clothing faded by years of

use and frequent repair in the style of the Old West. Jeans, button up shirts, stetsons, bonnets, vests, sturdy dresses, and cowboy boots are common sights.

For the Aristocracy, in the Neo-Victorian age of fashion, those of high society tends towards the extravagant fashions of the mid-19th century with a modern flair, and modified for the practical needs of frontier life. Waistcoats, vests, corsets, dresses, bowlers, top hats, riding hats, spats, lace up boots and brogans, string ties, bow ties and cravats are all tools in your arsenal to dress to depress.

Earthers, Being 40-50 years behind culturally, dress radically different than any of the other cultures you will encounter. When they are "fresh off the boat" they tend towards the flashy, high sci-fi fashions of the 1980s sci-fi and space opera films. This is seen as comically archaic by other humans. They are often subject to immediate ridicule for this, and tend to adapt to the fashions of colonists or Core citizens within a short span of time after leaving Earth.

Human Spacers tend toward practical military fatigues and well kept utilitarian clothing. In space, storage space is limited and sometimes difficult to access, so Spacers tend to have numerous pockets, pouches and loops for holding or storing gear and tools.

Human Scrappers wear similar clothing to Rugged Colonists, except it is clearly tattered, stained, worn and patched together.

Mechanics

Humans enter play with an additional 80 starting Experience after character creation.





Summary

Muk'taa are war-like, preferring tribal organization with strong leadership. While the location of their Home World was lost and forgotten millennia ago, they settled on a group of planets they refer to as The Protectorate.

Their customs are radically more aggressive than other civilizations, many of which are contrary to what we think of as polite society. For example, apologizing to a Muk'taa is considered insulting because it implies that you think they are weak. Muk'taa maintain strict rules of hospitality with no consideration of the fact that other cultures may not understand them, and so caution is advised for other Species.

Since the Galactic War several generations ago, the Muk'taa have so far avoided all out war with the other Species only through a policy of appeasement maintained largely by the Mars Expeditionary Forces. Loudly proclaiming the mastery of their Species they are known to be antagonistic to those whose characters they do not respect. Strength, cunning, and brutality are the values they hold most dear.

Muk'taa society maintains a strict military hierarchy where one's social standing is based largely on the number of enemy combatants they have defeated. As such, many Muk'taa use Frontier Worlds as proving grounds for themselves or their young.

Cultures

During the Galactic war, the Muk'taa experienced a drastic schism, splitting their population into two different factions, the Traditionalists and The Honorable. These two cultures then progressed through several generations

as the Muk'Taa integrated into a Human governed society. Muk'taa are also found in Spacer and Rugged Colonist cultures, though they still maintain some kind of Traditionalist or Honorable influence regardless of where they were raised.

Costuming

Muk'taa appear superficially human and adorn their bodies with trophies called Gris-Gris (pronounced Gree Gree) taken from felled beasts, subjugated enemies, and won trials. Gris-Gris are believed to protect the wearer from evil or bring luck, and each Gris-Gris adorning a Muk'taa holds a special story of triumph or defeat. Muk'taa undergo ritual scarring and tattooing over their entire bodies which must be visible on any exposed skin. They wear rough cloth, leathers, furs, and bits of armor scavenged from fallen foes.

This costuming is consistent regardless of the culture a Muk'taa comes from.

Mechanics

+1 hit point to the torso so long as all exposed skin is covered with heavy ritual scarring/tattoos.





Summary

An aquatic race of Humanoids originating from the seas of Poseidon II, a world wracked by planet-wide tsunamis and monstrous hurricanes. Muscular and lithe, Pisceans are a naturally aquatic species whose jump to space travel is little understood. The apex predators of their home planet, all Pisceans know that Big Fish Eats Little Fish and bring that mindset with them wherever they go. They are born survivors willing to go to any length to accomplish their goals.

Pisceans always favor their own kind over aliens and have been taught how to efficiently fight together in schools or pods. Not undeservingly, the Pisceans have developed a reputation among the other Species as ruthless opportunists and bloodthirsty killers, not helped by their unblinking eyes and mouths too full of sharp teeth.

Competition among the Pisceans is so fierce it leads some to don life-support devices and work on dry land. Sometimes even *that* becomes too competitive leading a brave few to abandon their centers of power and migrate far off to the harsh environs of a Frontier World.

Cultures

As the first alien species Humanity ever encountered, Pisceans have integrated into Human culture very successfully. Pisceans come from

Deepwater, Tide Hunter, Scrapper, Spacers, and Aristocracy of the Core Planet cultures.

Costuming

At Character creation each Player chooses an ocean-going, water breathing predator to model their Character after; their character must have large and obvious features of that predator (shark dorsal fin and scales, angler fish lure and sharp teeth, etc.). Some kind of water tank fashioned into a breathing device (Hydration Bladder Recommended) must be worn to allow them to breath on dry land. The valve to breathe/drink from must always be close at hand and should be obvious.

Deepwater Pisceans come from the massive underwater palace cities of Poseidon II, where it is colder with little natural light from the sun. They wear close fitting formal wear, made of a neoprene-like material, aesthetically similar to the formal clothing of the 21st century with an aquatic flair. This is sometimes jokingly referred to by humans as a “wetsuit tuxedo”.

For Pisceans of the Aristocracy on Core Worlds, on top of their normal apparatuses, they tend towards close fitting Victorian era clothing. A hybrid between the fashion of the Deepwater Pisceans and the Human Aristocracy.

Tide Hunters live in the shallower waters of Poseidon II, closer to the horrific storms and tsunamis, and lead a more savage fish-eat-fish life. They dress in oceanic tribal clothing with adornments of shells, teeth, pearls and precious stones. Wealth in the Tide Hunter culture is represented by different adornments on their hunting net. Whether they are actually used in hunting or purely ornamental, the net is the symbol of status and wealth in the Tide Hunter schools.

Piscean Scrapers usually wear tattered and disheveled clothing in a similar style to Tide Hunters or Deepwater residents but much more distressed and with no ornamentation. Not every Piscean can make it to the top; in the race for success, some have to sink to the bottom.

Piscean Spacers can live in both human and Piscean habitats in space. Piscean spacecraft are very similar in concept to reverse submarines, in that they contain water instead of air. In either case, Piscean Spacers tend toward more practical, non-ornamental clothing or a similar material to that worn by the Deepwater Pisceans.

Mechanics

Pisceans are immune to all [Maladies](#) (p.104) with the exception of Addiction unless otherwise specified.



Jobs and Careers

Jobs

Characters' skills are divided amongst 5 broad archetypes referred to as Jobs; Doctor, Engineer, Prospector, Socialite, and Soldier. A Character can only possess a single Job. However, when they reach 500 XP (roughly 6 months of play) they gain access to skills from a different job through a [Side Gig](#) (p.87).

Careers

When a Character reaches 1000 XP (roughly 1 year of play) they can choose a Career! Each Job has two Careers they can pick from specializing in a certain aspect of their Job's role. A Character can only have a single Career, chosen when they buy their first Career skill.

Firearms (Passive)

Everyone can use Firearms up to Mastery Level III. Mastery Level IV or higher is reserved for Soldiers.

Each Master Level allows the user to utilize more powerful firearms.

Each Character may begin game with a number of approved darts/balls up their Firearms Mastery Level times 10 plus 20. For example, if you have Firearms Mastery Level II you may begin game with $20+20=40$ darts. You may not bring any additional darts/balls into game beyond your starting amount. Darts/balls may be recovered from the ground at any time for re-firing. Players should collect their fired darts/balls after each fight; fired darts/balls are free game for scavenging or theft. Darts/balls held by a Character, however, are sacrosanct and may not be stolen.

New Characters entering game for the first time will be given a single item card appropriate to their Firearms Mastery Level.

Unless otherwise specified, only one Firearm may be wielded at a time.

Mastery Level I: *Derringers*

Semi-automatic, no detachable magazine or clip, non-electric, dart gun firing one dart per trigger pull, max of 2 darts may be loaded at once.

Examples include: Nerf Jolt

Mastery Level II: *Revolvers*

Semi-automatic, no detachable magazine or clip, non-electric dart gun firing one dart per trigger pull, max of 6 darts may be loaded at once.

Examples include: Nerf Hammershot

Mastery Level III: *Shotguns*

Up to 4 darts fired per trigger pull, no detachable magazine or clip, non-electric dart gun, max of 12 darts can be loaded at once.

Examples include: Nerf Roughcut

Mastery Level IV: *Hunting Rifles* (Soldier Job or Side Gig Only)

Semi-automatic, uses a detachable magazine or clip, non-electric dart gun firing one dart per trigger pull, up to 12 dart magazine/clip capacity.

Examples include: Nerf Alpha Trooper

Mastery Level V: *Assault Rifles* (Soldier Job Only)

Semi-automatic, uses a detachable magazine or clip, flywheel or pneumatic dart gun firing one dart per trigger pull, up to 12 dart magazine/clip capacity.

Examples include: Nerf Stryfe

Mastery Level VI: *Rail Guns* (Soldier Job Only)

Semi-automatic, non-electric ball gun firing one ball per trigger pull, up to 7 ball magazine capacity.

Examples include: Nerf Rival Apollo

Mastery Level VII: *Automatic Rail Guns* (Soldier Job Only)

Flywheel ball gun firing one ball per trigger pull, automatic or semi-automatic, up to 7 ball magazine capacity.

Examples include: Nerf Hera

Mastery Level VIII: *Phase Weapons* (Soldier Job Only)

Allows use of ultra-powerful melee Phase Weapons. All boffer physreps must be one-handed, 14"-21" pommel-to-tip, and gain staff approval for use.



Emergency First Aid

Once a patient's dead they're gone, so the most important thing you can do is to keep 'em breathing and keep 'em stable.

This skill requires physreps for bandages. Bandages must be made of opaque, non-self-adhering cloth which has nothing sewn or otherwise attached to it, a minimum of 4 inches wide and 4 feet long each.

Simple Action:

If Target is Bleeding out: Snugly wrap 2 bandages around 2 different limbs (one around each limb) of the target such that each is at least 50% covered. The bandage must be entirely wrapped around the limb and secured in place without the use of any tools unless otherwise stated. Once secure the target becomes Stabilized. Take care to secure the bandage; if it comes loose the target falls back into Bleed Out with a reset timer. To re-Stabilize the target the loose bandages must be resecured by someone with the Emergency First Aid skill.

If Target is Comatose: Snugly wrap and secure four bandages around each of the four limbs (one around each limb) of the target such that each is at least 50% covered. Once all four bandages are secure the target becomes Stabilized. Take care to secure the bandages; if any come loose the target falls back into Comatose with a reset timer.

Complex Action:

You touch a willing Humanoid and together may move 10 paces or for 5 deep breaths, whichever comes first, in a direction towards safety and away from a source of imminent danger. While moving in this way you are immune to all damage and damaging effects and must state, "immune!" in response to any attack, skill, or item used on either of you during. While moving in this way

neither you nor the willing Humanoid may attack or utilise any skills or items unless otherwise specified. Multiple Complex Actions may be expended to increase the distance moved by 10 paces / 5 deep breaths each without having to cease movement in between. You must have at least two legs and one arm above zero hit points to use this skill.

Frontier Medicine

This skill restores [hit points](#) (p.121). Unless otherwise stated, it must be performed within 10 feet of a Med Bay. If the patient is not comfortable being touched by the Doctor they may designate a third party or themselves as a Nurse. A Nurse performs the tasks which the Doctor would normally perform while the Doctor closely supervises their activity. While a Target is undergoing Frontier Medicine their Bleed Out/Comatose timer (if any) is paused (not stopped or reset) and any items such as bandages which would normally be required to keep them from falling into Bleed Out/Comatose may be removed. This skill requires physreps for bandages (see [Emergency First Aid](#) p.36), among other things.

Simple Action:

The patient must remove all armor and be physically seated or lying prone. The patient may not have any objects in their hands unless otherwise specified. While undergoing Frontier Medicine the patient may not use skills and may do nothing other than speak and follow the Doctor's instructions unless acting as their own nurse. If any of these things occur the process must start over.

To heal the target's limb from 0 to 1 hit point the Doctor secures 2 splints (tongue depressor unless otherwise stated) to both sides of the limb (4 tongue depressors total) with bandages such that they do not fall off. The Doctor carefully assists the target through physical therapy consisting of walking for a difficult and measured 50 steps for splinted legs, and throwing a tennis ball back and forth with the Doctor 25 times for splinted arms. Multiple legs may be healed at once using the same step quantity and multiple arms may be healed at once using the same throw quantity. If the splints become unsecured from the target's limbs the process must start over.

To heal the target's torso from 0 to 1 hit point the Doctor has the patient hold an electrode prop in each hand and attaches the two connected electrodes to a prop power source (no item card required). After 5 excruciating deep breaths the target's nanomachines are jump-started, restoring their torso to 1 hit point.

Use of this basic action only restores a target limb or torso to 1 hit point. It can **NOT** take a limb or torso **above 1 hit point** unless otherwise stated.

Complex Action:

The patient must have at least 1 hitpoint in their torso and each limb. The patient must remove all armor and be seated or lying prone. The patient may not have any objects in their hands unless otherwise specified. While undergoing Frontier Medicine the patient may do nothing other than speak, act as their own Nurse, and perform the actions listed below, otherwise the process must start over and the Complex Action is lost. Additionally if the Doctor using Frontier Medicine moves more than 5 feet away from the patient the process must start over and the Complex Action is lost.

Perform at least three tests from the list below, one at a time in any order. The Doctor will record the name of the patient and the results of each test on a bottle of biotic solution (500ml water bottle) to “calibrate it” to the target’s particular physiology. Each test result must be recorded before moving on to the next test. With Director approval alternative methods may be substituted for a test if they give an accurate, factual measurement of the physical attribute being tested.

- Determine the target’s lung capacity by having them fill a balloon to the best of their ability with 2 breaths, then measuring the diameter of the balloon to calculate its volume.
- Check retinal implant acuity by having the target identify symbols (optotypes) on an eye chart from 20 feet away. Record their results (20/20, 15/20, etc.).
- Record the patient’s systolic and diastolic blood pressure.
- Check the patient’s aural system by striking a tuning fork and slowly bringing it towards the patient’s ear until they say that they can hear it. Record the distance from the tuning fork to the ear. Do this for all ears.
- Accurately record the patient’s skull measurements for “future reference”.
- Tests the patient’s arm strength by having them bounce a tennis ball off of the ground and recording the height to which it bounces.

The patient must then drink the calibrated biotic solution (500ml bottle of water). The solution must be drunk carefully; if the target regurgitates any of it they immediately become **comatose**. Once completed, the target’s torso gains one hitpoint up to its max. Some items may modify or improve this complex action to affect limbs. A small number of water bottles will be provided for public use, but Doctors are **strongly encouraged** to bring their own in order to ensure good supply.

Harvest

When killed, some creatures may leave behind unstable, but useful, Polyps. A trained harvester knows how to remove its troublesome fleshy shell to extract the valuable resources within.

Simple Action:

Wearing thick leather work gloves (Rugged Blue Leather Palm from discountsafetygear.com or equivalent), you must utilize only a pair of blunt butter knives to extricate a Polyp (unpopped balloon) from its protective Sac (Latex mold filled with slime). You may not touch the Sac or Polyp with your hands, even through gloves, or any other tools than your blunt butter knives. If a Sac is moved before the Polyp has been completely extricated both are destroyed and rendered worthless. Once the Polyp has been completely removed from the Sac both it and the Polyp may be handled freely. In order to extract usable resources from the Polyp it must be brought, unpopped and unmolested, along with the Sac it was removed from to the Assayer's Office where it can be processed into 4 Elements based on the Sac's color.

Complex Action:

You may expend a Complex Action to pick up the Sac with work-gloved hands and move up to 10 paces with it where it must then be set down. Multiple Complex Actions may be expended to increase the distance moved by 10 paces each without having to set down the Sac in between.

HARVESTABLE POLYPS

POLYP SKIN	SIMPLE ACTION	SCHEMATIC	RARITY
YELLOW	 Nitrogen	 Iodine	TIER I
WHITE	 Calcium	 Potassium	TIER II

Mangle Arm

The musculature and ligature of the arm is highly complex. Highly delicate. Just a single tendon severed and the whole system can stop functioning. You wouldn't do that though, would you? You did pledge to Do No Harm...

Simple Action:

None unless otherwise specified

Complex Action:

With a weapon in hand throw a packet and loudly call “Mangle Left/Right Arm”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they take two points of body damage to the appropriate arm and makes the limb unusable for 5 deep breaths. If this damage would exceed the remaining Hit Points on the limb the excess damage is lost and not transferred to the torso.

Vat Cultures (Passive)

Advanced cloning technology allows modern Doctors to synthesize simple biological tools, even on the frontier.

Each Mastery Level of Vat Cultures gives the Doctor one bioengineered organ at check in that has varied effects when bonded with living tissue, expiring at the end of that event. By default a Doctor can make an Iron Heart, Iron Spleen, and Iron Hypothalamus. Some items may give access to additional types of bioengineered organs; like everything else these items may not be passed between Characters during Check-In so as to reap their benefits multiple times during a single Check-In.

Iron Heart

An organ at least as large as your fist which may be used to quickly heal an injured Humanoid. By handing the organ to a willing injured party they restore one hit point to their torso and each limb up to their maximum while the organ is held. If the injured party moves more than 100 steps or for any reason has the organ leave their hand they immediately take two body damage to their torso and each limb, and the organ is destroyed. The injured party must hold the organ in one hand and may not use that hand for anything else while holding it. They may transfer the organ between their hands but must remain in contact with it during this process. Some items may improve this organ.

Iron Spleen

An organ at least as large as your fist which may be used to make a Humanoid immune to sickness and disease. By handing the organ to a willing party they become immune to all Maladies while the organ is held. If the party moves more than 100 steps or for any reason has the organ leave their hand they immediately contract Intoxication for 60 steps, Trench Foot, and the organ is destroyed. The party must hold the organ in one hand and may not use that hand for anything else while holding it. They may transfer the organ between their hands but must remain in contact with it during this process. Some items may improve this organ.

Iron Hypothalamus

An organ at least as large as your first which may be used to make a Humanoid relaxed and stress free. By handing the organ to a willing party their Stress Level is reduced to 0 (none) and may not be increased while the organ is held. If the party moves more than 100 steps or for any reason has the organ leave their hand they immediately have their Stress Level increased to 3 (severe), and the organ is destroyed. The party must hold the organ in one hand and may not use that hand for anything else while holding it. They may transfer the organ between their hands but must remain in contact with it during this process. Some items may improve this organ.



Combat Trauma Specialist

Determined to never be a part of the problem you won't let a little thing like mortal wounds slow you down. Doctor, Heal Thyself.

Simple Action:

Complex Action:

While in Bleedout or Stabilized gain a single use of the Simple Action of Emergency First Aid or Frontier Medicine. For example, if you are in Bleedout and have at least one arm with remaining hit points you may expend a Complex Action to Stabilize yourself with Emergency First Aid, then use a second Complex Action to Stabilize another using the same skill or heal your torso in a Med Bay with Frontier Medicine.

Splint

Shooting with a stiff arm ain't easy, but it's much better than shooting with a broken arm.

Simple Action:

Complex Action:

Affix a rigid splint or brace to a Patient with a limb at 0 hit points such that they cannot bend their elbow/knee in order to restore 1 Hit Point to that limb while the splint is affixed. If the splint is loosened or removed such that the Patient can bend their elbow/knee they receive that much damage to the limb, which does not transfer to the torso. A sling may be used to immobilize a Patient's arm if a splint/brace is not appropriate.

Golden hour

Statistically speaking, if you can get medical attention within 1 hour of being injured you have a much higher survival rate. Who'da thunk that getting to a doc quicker'd be better?

Simple Action:

Complex Action:

Roleplay injecting a Humanoid in Bleedout or Comatose in the heart with a syringe (no needle, luer lock tip recommended). That Humanoid has their Bleedout and Comatose times extended to 30 minutes each until they regain torso hit points or die.



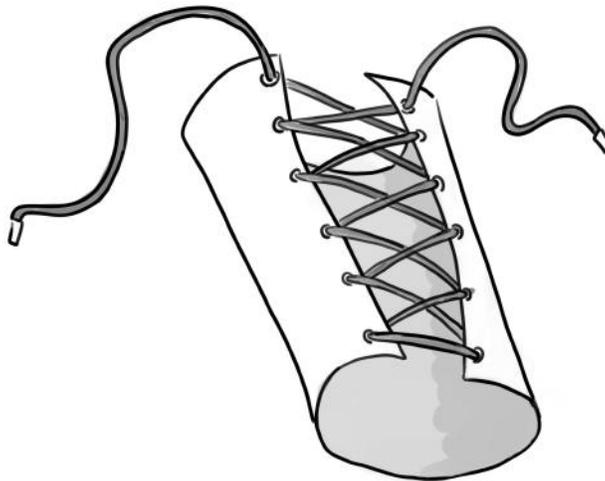
Surgical Enhancement

You have not yet BEGUN to understand what these biological machines are capable of...

Simple Action:

Complex Action:

The Patient must consent to the procedure and be prone within 10 feet of a Med Bay. You or a Nurse place a pre-laced physrep (see pictured) on the location(s) being Enhanced and tighten the laces until snug. Using medical shears or child-safety scissors cut all the laces and remove the cut pieces from the physrep. While the physrep is still on the Patient re-lace it. Once re-laced, remove the physrep and place it on the next location as appropriate. Once all locations to be Enhanced have had this process applied to them the Patient gains the listed effect(s) until the end of the event. If an Enhancement requires a Polyp, the Doctor must Harvest a Polyp from its Sac on top of the Patient (a “splash guard” may be used for cleanliness) once all of the previously described actions have been completed. A location may only have one Enhancement on it at any given time. If a new Enhancement is placed on a location with an existing one the old Enhancement is lost. Some items may give access to additional Enhancements.



<u>Enhancement</u>	<u>Effect</u>	<u>Location(s) Affected</u>	<u>Requirements</u>
Ossification Redistribution	Maximum Hit Points are reduced by 1 and 1 armor is gained. When this armor is lost the Hit Point maximum is restored (though Hit Points themselves are not). Maximum Hit Points may not be reduced below 1.	1 limb or torso	1 Complex Action
Primary Muscular Implantation	Gain the Strong Grip ability usable with that limb	1 arm	1 Complex Action
Weapons implantation / Skull Cannon	Gain the use of 1 Firearms I or II that is permanently affixed to the location on the body, immune to Break Weapon and Jam, is not dropped on death, does not require an item card, and cannot be traded	1 limb, torso, or head	2 Complex Actions
Self Repairing Nanomachines	After spending an uninterrupted half hour in the Green zone relaxing and not being engaged in combat, regain 1 Hit Point	1 limb or torso with extensive, obvious, and bulky mechanical components	1 Polyp, 2 Complex Actions, Patient must be Augmented

Trepanation and Neurological Expansion	Increase the Mastery Level of 1 skill by 1	Head	3 Complex Actions
Tissue Elasticity Enhancement	Increase Hit Point maximum by 1	1 limb or torso	1 Polyp, 3 Complex Actions

Transfusion

Treating a wide variety of sickness and disease the “recommended” way requires a massive and expensive logistical apparatus behind you. Luckily, a few expandable warm bodies will do in a pinch.

Simple Action:

Complex Action:

By transfusing bodily fluids, cells, and nanomachines from a healthy Donor to a sick Patient you can heal them of their Maladies. The Patient must have at least one Malady and the Donor must have none. The Donor and Patient must consent to the procedure and sit or lie prone near one another within 10 feet of a Med Bay, with a length of tubing affixed to each of their bodies. After 60 deep breaths the Donor has their Hit Point maximum in a location of their choosing reduced by 1 for the remainder of the event, the Patient has their torso Hit Point maximum reduced by 1 for the remainder of the event, and the Patient is cured of any Maladies they possess. The Patient may not have their torso Hit Point maximum reduced below 1 in this way.

Patient Safety

Greenhorn Doctors might think that the safety OF the patient is paramount, but your experience tells you that safety FROM the patient is even more so.

Simple Action:

Complex Action:

Use the skill Deflect when struck by an appropriate attack within 10 feet of a Med Bay.

Reminder Text: Deflect

The user negates a single attack made by a dart (or in the case of a Firearms III shotgun blast all darts fired in that blast), packet, or melee weapon against them by loudly declaring, “Deflect!”.



Many skills possessed by Engineers require the use of K'Nex. A small number of K'Nex will be available for public use but Engineers are **strongly encouraged** to bring their own.

Break Armor

If you know how to make it you know how to break it. What kind of idiot would shoot armor where it's thickest, anyway?

Simple Action:

None unless otherwise specified

Complex Action:

With a weapon drawn throw a packet and loudly call "Break Armor". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124), the piece of Armor worn with the highest remaining hit points is reduced to 0 hit points. If there is a tie between hit points on armor pieces the Target chooses which is affected. This skill may be used on an unattended armor by striking it with the packet.

Fabricate

Engineers specialize in Fabricating new equipment, weapons, and armor. The Engineer carefully builds an internal framework by hand before utilizing advanced 3D printing technology to complete the project.

Using Connectors (K'Nex) an Engineer builds a device according to the drawings shown on their Schematic. Upon completion they must transport that finished construction along with its Schematic to the Assayer's Office and have the attendant there examine it for accuracy. After ensuring that the construction meets specifications the attendant will run it through the Recombinator and return it to the Engineer for deconstruction; they will receive an item card appropriate to the

Schematic. The Connectors must be entirely disassembled before the item card is issued.

Generally, the more complex a Schematic the more Complex Actions it requires to construct. During assembly multiple Engineers with the Fabricate skill may spend Complex Actions towards a project's completion if one Engineer with the required Mastery Level listed on the Schematic takes on the role of Lead Engineer with the other Engineers taking on the roles of Junior Engineers (not required to meet listed Mastery Level). The Lead Engineer will supervise the project and direct the Junior Engineers in best practices to complete their task. All Junior Engineers must accompany the Lead Engineer to the Assayer's Office in order for the attendant to run the project through the Recombinator.

Fabricate is normally used with a Fabrication Toolkit. Without a carded Fabrication Toolkit it requires double the listed Elements required to build an item and the Character may not sort their Connectors, keeping them instead in a single mixed container. Using any Fabrication Toolkit will negate the double Element requirement, and as Fabrication Toolkits increase in quality so too does the number of compartments which Connectors may be sorted between.

Only Characters with the Fabricate skill may directly interact with Connectors. For example, a Character without Fabricate may carry a container holding Connectors from one place to another, but may not touch the Connectors themselves or purposefully interact with them in any way. Players might roleplay this as, "Look, this is all too complicated for me. I'm just going to hand you the bag and you can pull out what you need, okay?".

Simple Action:

Complex Action:

Each Schematic will specify if it requires Complex Actions to be constructed.

Hacking

Hacking is represented by successfully opening a combination lock attached to a card labeled "Hacking Skill Required." The card will contain a mathematical equation, puzzle, or riddle. The answer to this is the combination to the lock. After a lock has been successfully opened, relock the combination lock with the attached hacking skill card to the location it was found.

Simple Action

You may interact and attempt to break a code lock as described above. You may not take notes or use any tools in an attempt to solve the lock.

Complex Action

As simple action but you may use any tools you possess to solve the lock save for real world lockpicking and, “percussive maintenance”. Additionally you may take notes.

Repair

Items can become broken through a variety of different effects. Whenever an item is broken it ceases to function until it has been repaired.

If a repair or other effect would reduce an item to 0 or less durability it is destroyed instead of repaired. Tear up the item card immediately. Repair is normally used with a Fabrication Toolkit. Without a carded Fabrication Toolkit the Repair simple action reduces the durability of the item being repaired by **two durability levels** rather than one.

Note: Repairing Armor - Armor that has lost one or more hit points may be repaired. Repairing the armor restores it's full protective value.

Simple Action:

Targets a single broken item. Item cannot be used, worn or equipped while it is being repaired.

Use Connectors (K'Nex) to construct a box that completely contains the item to be repaired. The bottom of the box must have cross pieces spanning the bottom of the frame at minimum 6 inch intervals. Using a clean cloth wipe all dirt and debris off the item being repaired; the cloth must be run over the entire item. Compressed Air may be used instead so long as it does not contain a bittering agent such as what is found in most “duster” gas cans. Disassemble the entire frame so that no Connector is attached to any other one.

Mark off one durability level on the item in question.

The item is no longer broken or damaged.

Complex Action:

Wearing thick leather work gloves (Rugged Blue Leather Palm from Discountsafetygear.com or equivalent), tie 4 pieces of maximum 1/8” diameter twine at least 6 inches long each separately around a broken item. The item continues to function as if it were repaired, and if it is armor has its hit points restored. After the item has been moved 100 steps or if a piece of twine falls off it ceases to function once more. If an item has been “field repaired” in this way already and the user wishes to do so again they must remove any remaining twine on the item before repeating the process.

Salvage

Using scrapped components instead of brand new ones is not only thrifty, but environmentally friendly! In the end that's what really matters, right?

Simple Action:

None unless otherwise specified

Complex Action:

One of the primary uses of Salvage is to extract resources from the Wreckage of destroyed ships that have passed through the atmosphere and fallen to the planet's surface. Wreckage cannot be moved without being Salvaged.

If the physrep to be Salvaged can be dismantled without a tool you must first dismantle it. Then, tie 10 separate pieces of maximum 1/8" diameter twine at least 6 inches long each around the physrep bundling all of the parts together. If it has an item card tear it in half. Turn in the bundled physrep and torn item card (if relevant) to the Assayer's Office to receive any Salvageable Elements.

Wreckage and items with an item card are valid targets for this skill. Any armor that you wish to Salvage must have 0 hit points. Most weapons and items wielded by Monsters are not of sufficient quality to Salvage, but sometimes even they find something nice; if you are unsure if something is Salvagable ask the Marshal on scene.



Sapper (Passive)

Each Mastery Level of Sapper gives the Combat Engineer one explosive device at check in expiring at the end of that event. By default a Combat Engineer can make a Claymore, Anti-Personnel Mine, and Plasma Grenade. Some items may give access to additional types of explosives; like everything else these items may not be passed between Characters during Check-In so as to reap their benefits multiple times during a single Check-In. These items may only be used, and once used moved or recovered, by those with the Sapper skill but may be defeated or intentionally set-off safely by anyone through mundane means.

Claymore

Physrepped by an airsoft-style claymore filled with rival balls. When set off, by remote or by trigger, the stored balls launch outwards and deal damage to anything hit as if they were fired from a Firearm. A Claymore is single-use, must be set up on the ground or affixed to a non-movable object, and the item card must be affixed to it to be used.

Anti-Personnel Mine

Physrepped by two paper plates taped together together and filled with chips such that stepping on it produces a loud, obvious crunching sound. The plates should be disguised such that they do not look like paper plates. When the plates are audibly crushed (under foot or otherwise) all Creatures in a 10 foot radius receive the Mangle Leg effect to each leg they possess. An Anti-Personnel Mine is single-use, must be laid on the ground, and the item card must be affixed to it to be used.

Plasma Grenade

Physrepped by an airsoft-style sound grenade such as a Thunder V or Airsoft Innovations XL Burst Grenade. When a Plasma Grenade goes off all creatures in a 10 foot radius receive the Break Armor and Knockdown effects. The effects occur whenever the grenade detonates; if it fails to detonate then the item is expended without effect.

NOTE: Plasma Grenades may not contain any kind of “shrapnel” and may not expel anything when they go off. Plasma Grenades may only ever be thrown

underhand, and may never strike another player; failure to abide by this policy may result in the skill being removed from your Passport.

Last Resort

Always keep a backup gun. And a backup backup gun. And a backup for your backup backup gun. And, just for special occasions, a backup for your backup backup backup gun.

Simple Action:

While in Bleedout or Stabilized you may fire a Firearm but not reload it or switch to another Firearm. Note: arms at OHP may still not be used for this task.

Complex Action:

Reload a Firearm, whether partially or fully, or switch to another Firearm while in Bleedout or Stabilized. Note: arms at OHP may still not be used for this task.

Forcefield Generator

For when safety cones and barricades just aren't getting the job done.

Simple Action:

Complex Action:

While wearing thick leather work gloves (Rugged Blue Leather Palm from Discountsafetygear.com or equivalent), string a single length of high-vis yellow caution tape a maximum distance of 10 feet between two stationary, non-living objects. These objects may not be moved to create a mobile "clothesline of doom", but they may be moved to defeat/circumvent the trap. Any Creature that makes physical contact with the tape but does not break it receives one point of damage to that location (head counts as torso in this scenario). Any Creature that breaks the tape instead receives 2 points of damage to that location (head counts as torso in this scenario). If the tape is touched/broken with a prop or physrep then the part of the body that is/was holding it, or is attached to it takes the damage as described.



CNC Operator (Passive)

A proper Industrialist knows the value of using CNC to machine multiple parts at once.

When turning in a K'Nex construction using Fabricate, if your CNC Operator Mastery Level is equal to or greater than the Fabricate Mastery Level listed on the Schematic, you may receive 1 additional item (at the standard resource cost listed on the Schematic) without having to create a K'Nex construction for it.

Maintenance Technician

As a certified, licensed Maintenance Technician you have the skills to breeze through your workload faster than a bullet from a gun that you somehow already fixed while I was writing this sentence.

Simple Action:

Complex Action:

Repair multiple items simultaneously when using the Repair Simple Action using a single K'Nex box by spending 1 Complex Action per additional item repaired.

Engineering Ingenuity

*Material Specifications are more like *suggestions* if you really think about it.*

Simple Action:

Complex Action:

When turning in a K'Nex construction using Fabricate you may substitute one required elemental resource for another from the row above or below it, in the same column, on the [Element Table](#) (p.58). Complex Actions may be spent in this way to substitute multiple elemental resources.



Camouflage

Every good prospector knows the importance of good camouflage. Even just a bit of dirt on the face does wonders.

Simple Action:

You must cross both of your arms (or boffers if you have them) across your body such that the palm of each empty hand is in contact with the opposite shoulder, crouch or lay prone, and stay as still as possible. Once you are in position you are completely invisible (but not inaudible) to all creatures without the Detect skill. When entering into Camouflage there may be no unfriendly Creatures within 30 feet of you that have line of sight to you. If you are bumped into or shot while in Camouflage it does not break the effect, but you take damage as appropriate and any observers may become aware that there is something Camouflaged there. If your hands leave your shoulders or you fail to remain stationary Camouflage breaks and cannot be reused until The Dust Settles.

Complex Action:

While under the effects of the simple action you may stand and take 10 steps, then immediately crouch or lay prone without breaking the effects of Camouflage. Multiple Complex Actions may be expended to increase the distance moved by 10 paces each without having to crouch or lay prone in between. If another creature is within 10 feet of you at any point while you are standing Camouflage breaks and cannot be reused until The Dust Settles.

Forecasting

This dang knee always hurts when there's a storm a-comin', and it ain't just the heuristics in my weather-forecasting artificial knee neither!

Simple Action:

The user may interact with things labeled "Requires Forecasting". These are typically items hidden in the Red or Yellow Zone.

Complex Action:

At the start of a Red Zone Operation the user may ask a question from the list below and receive a truthful answer from the Marshal running the Red Zone Operation. All questions apply only to the Operation area.

- Will there be Hidden Compartments present?
- Name one type of hostile creature present
- Approximately how many of _____ creature are we likely to encounter at once?
- Will we encounter a _____ trap on this excursion?
- In your personal judgement, do you think this will be an easy, moderate, difficult, or impossible challenge for us?
- Will there be any _____ element Crystals to Mine?

Knockdown

A quick shot in the dirt by their feet is usually all you need to trip up a bandit. Besides, have you seen the size of some of 'em? Shooting 'em directly'd just make 'em mad!

Simple Action:

None unless otherwise specified

Complex Action:

With a weapon drawn throw a packet and loudly call "Knockdown". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they are Knocked Down.

A Knocked Down Target must immediately make contact with the ground with their torso or sit down. For example a Knocked Down Target standing up may fall backwards onto their back, onto their butt, or forwards onto their chest. They may immediately stand back up after completing this action.

Mining

Different colored Crystal deposits naturally form under the intense radiation of the planet surface, Crystals of elements that are otherwise impossible to synthesize even in laboratory environments. These stable-unstables have revolutionized manufacturing technology and are in high demand for nearly every application. Prospectors make their living undertaking the extremely hazardous process of collecting Crystal deposits and transporting them to the refinery equipment needed to make them safe to handle.

Simple Action:

A Prospector may mine any Crystal deposit whose [rarity tier](#) (p.58) is equal to or less than their Mastery Level.

Crystal deposits are very hazardous to handle, dealing one damage to any part of the body that touches them without proper protection. To prevent a massive radiation spike when moved (2 damage directly to torso and all limbs) they must be properly stabilized before being transported to the Logistics building for Processing. Other Creatures may not carry Crystals for you unless otherwise specified.

Wearing thick leather work gloves (Rugged Blue Leather Palm from Discountsafetygear.com or equivalent) wrap the Crystal with Containment Paper (18" x 24" sheets of butcher paper) so that none of its surfaces are exposed and carefully tie it shut with maximum 1/8" diameter twine. Each Crystal must be wrapped separately. At the beginning of each game Characters with Mining enter play with sheets of Containment Paper equal to 5 plus 5 times their Mastery Level of Mining. Players must provide their own Containment Paper which will be stamped during check in. Additional sheets may be crafted in-game, including sheets made of better materials, which do not count towards the check in allotment allowing Prospectors to enter play with more than the standard allotment of Paper. Be very careful when transporting multiple Crystals at once; if the containment on a Crystal is broken and its surface exposed the carrier will immediately take 2 damage directly to the torso and all limbs as they are blasted by the radiation spike. If an uncontained Crystal is ever in the Green Zone it is destroyed; please return the now useless Crystal to the Assayer's Office attendant.

The Assayer's Office houses the costly processing Devices needed to break down Crystal deposits into more stable substances. A Crystal's color indicates what substance it can be processed into, and the number of black bands on it the amount. A Crystal without any bands on it is processed into 1 Element with each band adding an additional Element.

Complex Action:

A Complex Action may be expended when wrapping a Crystal in Containment Paper to ensure excellent containment during transport, resulting in a better return of processed substance. See below.

Various elements are found scattered across the Frontier in formations referred to as "Crystals." These Crystals can be processed at the Assayer's Office into different elements. If a prospector uses a Simple Action the corresponding element is Mined. If a Prospector uses a Complex Action different elements are Mined instead, as listed. There are schematics which allow the Mining of even more specialized elements. The shape of the Crystal determines the quantity of the element recovered.

Refining (Passive)

Not all glowing rocks are made equal, but sometimes you can fudge things a bit if you grind up enough non-glowy ones to scrounge together something good.

At check in a Character with Refining receives a number of elements based on their Mastery level of Refining. They may receive one available element of the Character's choice from the Simple Action column on the table below at the equivalent rarity tier to their Mastery Level, or two elements of the Character's choice from the next tier down, or three elements of the Character's choice from the second tier down, etc. Items may augment this skill.

For example, if a Character has Refining Mastery Level III then they could receive one element in the Simple Action column listed as Tier III, or two elements listed as Tier II, or three elements listed as tier I. The Character may choose to receive multiples of single elements or different elements. If the Character has Refining Mastery Level above what is listed as an available Rarity Tier, then the number of elements received increases as normal but the Character does not receive any unlisted elements from above the maximum Rarity Tier.

MINABLE CRYSTALS

CRYSTAL COLOR	SIMPLE ACTION	COMPLEX ACTION	SCHEMATIC	RARITY
BLACK	 Carbon	 Hydrogen	 Arsenic	TIER I
RUST RED	 Iron	 Cobalt	 Nickel	TIER I
BRIGHT ORANGE	 Copper	 Sodium	 Tungsten	TIER II
BLUE	 Aluminium	 Zinc	 Silicon	TIER II
GREY	 Lead	 Tin	 Titanium	TIER III
GOLD	 Gold	 Mercury	 Platinum	TIER IV
SILVER	 Silver	 Palladium	 Rhodium	TIER V
GREEN	 Thorium	 Uranium	 Plutonium	TIER VI



Trash Talk

You know exactly how to get under someone's skin... metaphorically, I mean.

Simple Action:

Complex Action:

Insult, berate, or irritate a Target, then throw a packet and loudly call "Gain 1 Stress!". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they gain 1 Stress.

Cloaking Field

You've managed to reprogram your Nanomachines to help blend you into your environment. I guess a little high-tech "dirt on your face" does wonders.

Simple Action:

Complex Action:

Negate a use of Detect targeting you by calling, "Deflect, Cloaked".

Static

Some people need to Just. Stop. Talking. But they don't! At least, not without some help from you...

Simple Action:

Complex Action:

Throw a packet and call "Static, No Talking for 30 Deep Breaths". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they cannot speak or use By the Sound of My Voice effects for 30 deep breaths.



Leaded Hands

You've figured out how to keep large concentrations of Nanomachines in your hands to act as internal radiation shielding.

Simple Action:

Complex Action:

You may wrap a Crystal without wearing gloves by expending 1 Complex Action per Rarity Tier of the Crystal.

Mine Cart Operator

Carrying crystals around by hand is for suckers. You live the easy, carefree life of someone who's made piece with the fact that their status as a massive target is a solid trade for convenience.

Simple action:

Operate a clearly marked cart or other load bearing vehicle for the purposes of holding and moving wrapped crystals around. This vehicle may not be used to disrupt entrances/exits to areas.

Complex Action:

Move a cart or other load bearing vehicle that currently contains wrapped crystals for 30 deep breaths. This vehicle may not be used to disrupt entrances/exits to areas.

Monster Bait

If all you need is a few more seconds to finish wrapping that crystal, drawing a Monster away from you may be a better move than trying to fight it.

Simple Action:

Complex Action:

Throw a packet and loudly call, "Monster Bait, 10 feet, 5 breaths!" to cause all Monsters within 10 feet of wherever it lands to move towards it for 5 deep breaths. You may center the effect on yourself so long as you hold the packet aloft such that what you are doing is obvious.



Data Mining (Passive)

A Character with Data Mining has developed some skill at sifting through the massive data streams sent back and forth from the central worlds. Occasionally this effort pays off, resulting in usable Schematics becoming available.

At check in a character with Data mining receives a number of random Schematics from Logistics equal to their Mastery Level of this skill. Items may augment this. Additionally, encoded infopackets are sometimes found which, when decoded by a Socialite with a high enough Data Mining Mastery Level using some number of Complex Actions, may be turned in to the Assayer's Office for a Schematic.

Intimidate

You don't have to outrun the pack of coyotes, just the guy running next to you. Socialites know how to Intimidate their enemies and make a clean getaway.

Simple Action:

None unless otherwise specified

Complex Action:

With a weapon drawn throw a packet and loudly call "Intimidate". If it successfully strikes the Target anywhere on their body (target restrictions still apply, see p.124) they are Intimidated.

An Intimidated target cannot move towards or attack the user of the skill for 5 deep breaths. If the target is penned in such that they cannot move away from the user the skill ends.

Mixology

Characters with this skill use chemical compounds enhanced by the unique atmosphere to create many different powerful substances. Most of these are used to temporarily increase physical performance.

A Schematic will show an image of a test tube filled with different colored chalk layers. The Character needs to use a mortar, pestle, wooden dowel, funnel, and test tube (and only those items) to grind up chalk and fill a test tube to match the Schematic. Other out of game items may be used to assist in this process such as test tube holders, windbreaks, etc., but the only things which may make physical contact with the chalk are the aforementioned items, their hands, and whatever storage solution the Character chooses for (un)processed chalk.

The most common colors of chalk are black, blue, orange, green, yellow, and red, though others are used. Players are responsible for providing their own chalk. Chalk may not be pre-ground or broken up before game unless otherwise specified.

Mixology is normally used with a Mixology Toolkit. Without a carded Mixology Toolkit it requires **double the listed Elements required** to make a Mix and has a mortar inner diameter max of 2.5". Using any Mixology Toolkit will negate the double Element requirement, and as Mixology Toolkits increase in quality so too does the diameter of the mortar allowed.

Simple Action

Complex Action

Each Schematic will specify if it requires Complex Actions to be constructed.

Psychological Counseling

Sometimes a person's past comes back to haunt them; that's where you come in. You can use psychological counseling to help them overcome the burdens of their experience.

Simple Action:

Speak with the target one on one in a quiet area regarding what they have been doing recently and what may be causing stress in their life. Elicit a personal story from their past and tell them one of your own. Once completed any effects of the target's Stress level are suppressed until they hear the sound of combat.

Complex Action:

Works as Simple Action but the target's Stress level is reduced by 1 step.

Recharge

This skill helps those in the frontier take a break from the difficulties of their every day existence and the stresses of hard labor.

This skill may only be used in the Green Zone and is interrupted if any of the participants hear the sounds of combat or use any other skills or items unless otherwise specified. The user of this skill may not target themselves. A target of this skill may be affected by multiple users of this skill simultaneously, but only if all users' short routines are intentionally collaborative.

Simple Action:

In a relaxed setting question the target about their recent struggles, asking at least 5 questions, and then perform a short routine (dance for the length of a full song, tell 4-5 jokes, sing a full song, perform several card tricks, etc.) to ease their mind and restore their spirit. The target regains one complex action for a single skill of their choice.

Complex Action:

Works as Simple Action but may be done for up to 3 targets at once so long as each target is engaged directly by the Socialite as part of their process. The number of questions asked and the length of the short routine do not increase with the number of targets. Each target regains a single complex action of their choice.



Retail Therapy

Everyone feels a little bit better about their lives after they've engaged in some retail therapy, and that's a good thing too; It's a major underpinning of the Galactic Economy!

Simple Action:

While operating out of your own organized storefront with a sign advertising your business's name and/or services, perform a minimum 3 White Quark transaction with a Customer. Your Customer regains 1 Complex Action for a single skill of their choice. This transaction must be made in good faith, meaning that you do not give the Customer their Elements back afterwards, that the transaction is for goods/services beyond the use of this skill, that the transaction is not under the guise of organization/faction dues/taxes, etc.

Complex Action:

While operating out of your own organized storefront with a sign advertising your business's name and/or services, spend a Complex Action and perform a minimum 1 Element transaction including some kind of "free gift" for a returning Customer. Both you and your Customer have your Stress Level reduced by 1. This transaction must be made in good faith, meaning that you do not give the Customer their Elements back afterwards, that the transaction is for goods/services beyond the use of this skill, that the transaction is not under the guise of organization/faction dues/taxes, etc.

Manager

A good manager keeps downtime low and profits high.

Simple Action:

Complex Action:

Under your direct supervision, allow 1 Humanoid per Complex Action spent to grind chalk for a 30 minute shift using any Mixology Kit you yourself are able to use.

Master Brewer

Mixology, when you really get down to it, is just fancy chemistry. If you know how to make good use of your reagents you can get more for less!

Simple Action:

Complex Action:

When turning in a test tube using Mixology, if your Master Brewer mastery level is equal to or greater than the Mixology Mastery Level listed on the Schematic, you may expend 1 Master Brewer Complex Action to receive 1 additional Mix (at the standard resource cost listed on the Schematic) without having to fill a test tube for it. Complex Actions may be spent in this way to receive multiple additional Mixes without having to fill test tubes for them.



Toast

A good toast does wonders for the soul, reminding us all of the fellowships we share.

Simple Action:

Complex Action:

Perform a Toast with 5 participants, including yourself, in which you deliver a speech and all participants finish a drink of at least 12oz of water. Each participant increases the maximum number of Complex Actions they can possess with a skill of their choice by one for the remainder of the Event and regains one Complex Action for that skill. For each Complex Action spent increase the number of participants by up to 5.

Unless otherwise specified Toast cannot have its Complex Actions restored and may not have its maximum number of Complex Actions increased. This skill does not stack; in the case of multiple uses of this skill affecting a single skill the more beneficial one would take effect.

Rousing Speech

Good words alone are not enough; one must have presence, power, and conviction to rouse the spirit of the crowd.

Simple Action:

Complex Action:

Give a pep talk or sermon to up to 5 other people per Complex Action expended. This should take at least 10 minutes. Once completed all participants, including you, ignore the next 2 points of Stress that they would receive, lasting until the end of the Event. This skill does not stack; in the case of multiple uses of this skill the more beneficial one would take effect.

Group Therapy

Sometimes it helps people work through their barriers if there's less pressure on them as individuals, where they can find solace in their peers' shared struggles.

Simple Action:

Complex Action:

When used in conjunction with the Psychological Counseling Complex Action you may extend the effect to up to 5 people at a time so long as you engage in a group discussion with participation from every member. Each additional Group Therapy Complex Action spent increases the group size by up to 5 people.



Detect

Whether it's a hostile alien with a cloaking device or the last Pepperoni Pizza MRE in the crate, you've trained your eyes to notice the smallest of details.

Simple Action:

You are passively aware that a Creature is using Camouflage whenever you are within 30 feet of one that is within line of sight. You do not glean any additional information including the number, location, or description of the Creature or Creatures which are Camouflaged.

Complex Action:

Point at a Creature under the effects of Camouflage and loudly declare "Detect!". The effects of Camouflage end for that Creature. It cannot reactivate any Camouflage effects Until the Dust Settles.

Disarm

The only thing better than killing a man is seeing the look in his eyes when you shoot the gun out of his goddamn hands.

Simple Action:

None unless otherwise specified

Complex Action:

With a weapon drawn throw a packet and loudly call "Disarm". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they must immediately holster, drop, or set down anything they are holding in their hands waiting at least 3 deep breaths before retrieval.

Mangle Leg

They say an army marches on its stomach. I say an army marches on its legs. A bullet'll tell us who's right.

Simple Action:

None unless otherwise specified.

Complex Action:

With a weapon drawn throw a packet and loudly call "Mangle Left/Right Leg". If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they takes two points of damage directly to the appropriate leg and makes the limb unusable for 5 deep breaths. If this damage would exceed the remaining Hit Points on the limb the excess damage is lost and not transferred to the torso.

Nanomachine Transference

Military nanotech might not let you regenerate like a superhero, but it's damn close. This skill allows you to redistribute the nanomachines inside your body to effectively move damage from one body part to another.

Simple Action:

The user may sit, quietly meditating for 30 deep breaths, to transfer any number of [hit points](#) (p.121) between their limbs (not torso) such that they do not increase the hit point total in any limb above one. For example, if your left arm is at zero hit points and your left leg is at two you may transfer one hit point from your left leg to your left arm such that you have one hit point in each limb. You may not, however, transfer two hit points from your left leg to your left arm because your left arm would go over one hit point in this way.

Complex Action:

Works as Simple Action but may be done instantly by loudly declaring, "Transference!".

Protect

Training and equipment may be important for your survival, but when the bullets fly the unbreakable bond between soldiers is what keeps you alive.

Simple Action:

You may loudly call "Obstruct!" after a Humanoid within arms reach is hit by a dart, ball, packet, or boffer. You instead take the damage or effect. Any damage goes directly to the torso bypassing armor. Any ability or skill goes directly to the appropriate part of the body. You must be a legal target for the

damage or effect. For example, if you wish to Obstruct a Mangle Arm you must have an arm above 0 hit points in order to do so.

Complex Action:

Touch another willing target on the arm or shoulder and loudly call “Protect”. As long as the target remains within 10 feet of you they must call “Deflect” against the next successful attack made against them. If they move further than 10 feet from you the effect ends. You may have a single target be under the effect of multiple Protect Complex Actions, in which case each effect would proc individually. You may have a number of Protect Complex Actions simultaneously “active” equal to your Protect Mastery Level. For example, if you have Mastery Level II you may have two effects “active” at once.

Reminder Text: Deflect

The user negates a single attack made by a dart (or in the case of a Firearms III shotgun blast all darts fired in that blast), packet, or melee weapon against them by loudly declaring, “Deflect!”.



Mind over Matter

When you truly focus yourself, you have figured out a way to selflessly transfer Nanomachines from your own body to others. After all, what is a commander without their soldiers?

Simple Action:

Complex Action:

Functions as Nanomachine Transference Complex Action, but you may transfer hit points to and from any location on your body. Additionally, you may transfer your nanomachines to another Creature by expending 2 hit points from any location(s) on your body to restore 1 hit point to another Humanoid (assigned as they choose) by making consensual physical contact with them, giving them some words of encouragement, and calling “Mind over Matter, Heal 1, 1 location!”

Mentor

A good leader knows that skills and experience don't just manifest from thin air, they're passed down from mentor to mentee in a cycle that's been turning for millennia.

Simple Action:

Complex Action:

Engage in a short conversation with another Humanoid where you teach them the basics of how to practically use one of your skills. While they remain within 10 feet of you they gain access to a single skill you possess, at the mastery level you possess it at, with a single Complex Action available to expend. If you and the other Humanoid move further than 10 feet apart the effect ends. Unless otherwise specified you may not Mentor more than one Humanoid at a time.

Drill Sergeant

Practice means the difference between well organized chaos and the kind that gets good soldiers killed.

Simple Action:

Complex Action:

Run a combat class in which you organize a group of up to 5 other Humanoids per Complex Action spent into squads, practice shoot/move/communicate techniques, and stage a mock combat scenario to prepare the group for expected threats. The combat class should last at least 10 minutes. Once completed all participants, including you, gain 2 uses of Deflect used against the next attacks made against them, lasting until the end of the Event. This skill does not stack; in the case of multiple uses of this skill the more beneficial effect would take effect.



SOLDIER CAREER
WEAPONS SPECIALIST

Machine Gunner (Passive)

Allows you to operate a Machine Gun. Unless otherwise specified a Machine Gun is automatic, fires darts, is crew served requiring a designated person to act as Assistant Gunner, and must be fired while stationary from a bipod, tripod, or by Director permission a vehicle mount on a moving vehicle.

Your Assistant Gunner must be within 10 feet of you in order for you to fire, is the only person allowed to load/reload your Machine Gun, and while acting as your Assistant Gunner they may only fire a Firearms III or below.

While wielding your Machine Gun with your Assistant Gunner within 10 feet of you, both of you gain 1 use of Deflect against the next attack made against you and ignore the next point of Stress you would receive, and if expended regain these effects in the Green Zone When the Dust Settles.

Each Mastery Level of Machine Gunner allows you to bring 20 additional darts/balls and 1 drum/high capacity magazine/clip (25-50 rounds) which does not require an item card but may only be used in a Machine Gun to an event. Any magazines/clips brought in as such should be clearly labeled to prevent confusion.

Grenadier

Since the invention of smokeless powder artillery has been the undisputed kind of the battlefield. Unfortunately, you do not have artillery. Fortunately, you have the next best thing!

Simple Action:

Complex Action:

Load and fire a 40mm Grenade Launcher a single time, loudly calling, “*Combat Skill* 4 times!”. If the 40mm Grenade successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they receive a Combat Skill which you possess and specified 4 times. Unless otherwise specified a 40mm Grenade Launcher fires elite missiles or 2.5” diameter stress balls, cannot be fired in the Green Zone or while moving, and must be kept unloaded prior to firing. The Nerf Tennis Ball Blaster is recommended for this skill.

Entrenchment

Entrenchments suck to make, but are an excellent investment in your “not getting shot” portfolio.

Simple Action:

Complex Action:

Throw a 20' x 10' or smaller sheet of camo netting on top of a permanently affixed/immobile object or barrier that is at least knee high. You and/or any other Humanoids you specify each gain 1 armor per Complex Action expended (lost first when hit) while at least 50% obscured by the camo netting . Armor gained through this skill does not apply against damage taken from sources that are not on the opposite side of the camo netting from you. This effect does not stack, and once a Humanoid has gained this effect they may not gain it again from the same Entrenchment. If a Humanoid receives a Break Armor effect while the Entrenchment armor is active the Entrenchment armor is “broken” and lost first.

Cultures

The cultures of the Galaxy are many and diverse, especially among the colony planets. Here we have collected a brief description of the main ones you will encounter.

Aristocracy of the Core Planets

Species Allowed: Highborne, Humans, and Pisceans

Citizens of the Core Planets (Mars, Venus, Anille, Kledera, and Tau) grow up in the wealthiest of families. From birth they are groomed for politics, commerce, and civic leadership. They are experts in navigating the labyrinthine rules of high society. In the Neo-Victorian age of fashion, those of high society tends towards the extravagant fashions of the mid-19th century with a modern flair, and modified for the practical needs of frontier life. Waistcoats, vests, corsets, dresses, bowlers, top hats, riding hats, spats, lace up boots and brogans, string ties, bow ties and cravats are all tools in your arsenal to dress to depress.

Citizens of the core planets get an additional Titanium added to their signing Bonus.

Deepwater

Species Allowed: Pisceans

Deep beneath the oceans of Poseidon II rest the great palace cities of Deepwater. The majority of Pisceans you will come across were spawned and raised here before making their way into the Galaxy. It takes great cunning and savvy to make it in Deepwater and any who have lived there into full adulthood have been forged into the toughest negotiators the Galaxy has ever seen. Competition in Deepwater is fierce and many Pisceans choose to go offworld to seek easier opportunities.

Deepwater Pisceans look with disdain at Tide Hunters, referring to them as “the shallows”.

Pisceans of Deepwater get an additional 2 Cobalt added to their signing bonus.

The Honorable

Species Allowed: Muk'taa, and Human.

Generations ago, in the Galactic War between the Highborne and Humanity, the Muk'taa originally fought under the banner of the Highborne. Some of the younger Muk'taa clans had been exposed to the culture of the Highborne, which was rooted heavily in human culture. One of the things they embraced was the concept of Honor. It resonated with their Muk'taa upbringing and made them question some of the ancient codes. When the tides of the Great War turned and the Highborne looked as though they would lose, they knew the correct path according to the codes was to change sides. But, that was not the honorable thing to do. In the end they refused to change sides and continued fighting alongside the Highborne, even though the Highborne had proven to be the weaker leaders.

The Honorable have merged the Muk'taa codes with the Knightly codes of Honor from ancient Earth and have developed their own path. Later on, some humans became attracted to the hybrid of Muk'taa and Human warrior ideals and emigrated to planets predominantly populated by Honorable Muk'taa to join them.

Those from an Honorable background receive 1 additional Aluminum in their signing bonus.

Lost in Time People of Earth

Species Allowed: Humans

For centuries Earth cut itself off from the rest of the Universe, giving it the proverbial fingers in the ears. As a result they fell far behind both technologically and culturally, and are scrambling to catch up to a Universe that has evolved radically around them. Earthers tend to be a little naive and marvel at the amazing technologies they find on the "Alien Planets".

Most of the Earthers you will find in the frontier have left Earth because of a vast curiosity and a need to explore. The technology they are accustomed to is early 22nd century, their cultural level is mid 28th century (about 40-50 years behind present day society). So, they are familiar with electronics, video screens and guns. But anti-grav beds, teleportation portals, shield generators, and the recombinator are all a mystery to them at first.

Being 40-50 years behind culturally, Earther costuming is the most radically different of all the cultures you will encounter.

When they are "fresh off the boat" they tend towards the flashy, high sci-fi fashions of the 1980s sci-fi and space opera films. This is seen as comically archaic by other humans. They are often subject to immediate ridicule for this, and tend to adapt to the fashions of colonists or Core citizens within a short span of time after leaving Earth.

Earthers receive an additional Tin added to their Signing Bonus.

The Remaining

Species Allowed: Highborne

While over the last century the Highborne have focused their genetic sequencing on beauty, and social and political savvy; they were originally scientists and explorers. The Remaining represent the fading traditions of lost Alexandria and its scientific roots. They seek knowledge rather than fame. Scientific progress rather than status. Many of the rediscoveries of lost Alexandrian technology, such as the matter teleporters and the Recombinator are thanks to the tireless work of The Remaining.

The Remaining receive an additional Magnesium in their signing bonus.

Rugged Colonists

Species Allowed: Augmented, Crossbreeds, Humans, Muk'taa

People of the colony planets tend to be rugged and hard working. Living on far-flung terraformed planets and moons, they have scratched a living out of nothing and come out the other side ready to take on any challenge. Hailing from any of the hundreds of colonies in the known galaxies, they have the most varied of backgrounds (and some of the most interesting stories too).

In terms of costuming they tend towards durable and practical; faded by years of use and frequent repair in the style of the Old West. Jeans, button up shirts, stetsons, vests, and cowboy boots are common sights.

Because of the varied resources available to colonists, they get two tier 1 resources of their choice added to their signing bonus.

Scrappers

Species Allowed: Crossbreeds, Humans, and Pisceans

In the struggle to survive, not everyone makes it to the top. Some get kicked to the bottom. Scrappers are the forgotten, the poor, and the downtrodden in a Galaxy where it is effectively illegal not to have money or resources of some kind. As the bottom of the social and economic ladder they survive by cooperation and cunning, redeeming value from what others consider value-less. One occasionally hears rumors of a Scrapper underground movement seeking to overthrow the Corporate rule of the Galaxy. Such rumors are of course nonsense.

Scrappers receive 1 Copper, 3 white quarks, 2 blue quarks and 1 green quark added to their signing bonus.

Seekers of the Apogee

Species Allowed: Highborne

Apogee - noun - The highest point in the development of something; the climax or culmination.

Seekers of the Apogee are dedicated to finding “The True Form” the Highborne have theorized for centuries and believe themselves to be the closest to that perfection that any species, even other Highborne, have ever reached. Seekers of the Apogee live in isolation on the Core Planets and while they do make excursions from their ivory towers on occasion, they would never move away willingly. If they are ever seen on a Frontier world, you can be sure it was not their decision to be there. In public they always wear gloves and fully cover their face.

Seekers of the Apogee receive 1 additional Potassium added to their signing bonus.

Spacers

Species Allowed: Augmented, Crossbreeds, Humans, Muk'taa, and Pisceans

Spacers do not hail from any specific location or any primary species, but are mainly people who live and work on the space stations and transport ships that traverse the galaxy. Born and raised in space they have developed a unique culture of their own.

Spacers are primarily a practical and utilitarian people. On a space shuttle there is little room for luxuries and unnecessary baubles. Spacers tend to be blunt, open and straightforward. Everyone on a ship or space station must work together in unity to survive, so secrets, social lies and “niceties” are seen as a danger for a space crew. Planetsiders, as the Spacers refer to them, usually find Spacers to be too blunt and direct for their liking.

Spacers are used to working in a crew, so when arriving alone on a Frontier world they are usually seeking a crew to join, or looking to form one of their own, to which they become steadfastly loyal.

Spacers receive an additional Calcium to their signing bonus.

Tide Hunters

Species Allowed: Pisceans

In the shallow waters of Poseidon II live a culture of Pisceans referred to as Tide Hunters. Where Deepwater is the high society of Poseidon II, Tide Hunters are a tribal culture, constantly at war with other tribes. They are generally hardier and more fierce than their cousins living further in the depths. Their negotiations are swift, decisive and often at the end of a gun when they know they have the advantage.

Tide Hunters view the Deepwater as “Long Gamers”, a derogatory word in Piscean culture for someone who ignores obvious and immediate advantage for imagined future gain.

Tide Hunters receive an additional 2 Hydrogen in their signing bonus.

Traditionalists

Species Allowed: Muk'taa

In the ancient codes, it is stated that one must be strong to rule. Those who fail or become weak are no longer worthy of rule and must be replaced by a new ruler. Generations ago, in the great war between the Highborne and Humanity, the Muk'taa originally fought under the banner of the Highborne. When the Highborne faltered, the Muk'taa clans were divided on how to respond. Some thought that the Muk'taa should fight for the stronger ruler and ally themselves with the Humans. Others who

had been influenced by Highborne culture (The Honorable) thought that the Muk'taa should honor their pledge and continue fighting with the Highborne.

In this schism the Traditionalists followed the ancient code and changed sides to the stronger leader, the Humans. They were an integral part of Humanity's victory over the Highborne, and an integral part of the destruction of the Highborne main planet, Alexandria.

Traditionalists follow the Muk'taa codes severely and maintain the rituals of old that have gone on for millennia on their home planet. Everything a Traditionalist wears has meaning, and every scar on their body tells of a lesson they have learned.

Traditionalists receive 2 Iron in addition to their normal signing bonus.

The Upgraded

Species Allowed: Augmented

The Upgraded are Augmented who come from the now famous spaceship Integration. No non-Augmented has ever set foot on its decks, and the insides remain a mystery to the galaxy at large. Any Augmented who leave the ship undergo a procedure to wipe their memories of their time there so it cannot be leaked accidentally or through torture. The only thing that remains is a vague sense of being on the ship, that it is wondrous to behold, and that they crave to eventually return. Some Upgraded are exiled from Integration as punishment for crimes, but most who leave are seeking out necessary resources to bring back to the ship.

Of all the Augmented, The Upgraded are the most technologically enhanced, and should be costumed with at least 50% coverage in robotic components.

The Upgraded receive 1 Silicon added to their signing bonus.

Backgrounds

Everybody comes from somewhere, but not everybody can leave that somewhere behind. Your Character's Background is an optional component of Character Creation which creates a sense of identity and offers rewards for seeing their story through to the end. To create a Background you'll choose an Identity, an Impetus, a Hangup, an Aspiration, and optionally a Philosophy. These lists are just suggestions and do not represent the only Identities, Impetuses, Hang ups or Aspirations a character might have.

Identity: Who are you?

- Corporate Underling
- Hired Gun/Security
- Soldier
- Thief
- Physician
- Scientist
- Parent
- Craftsman
- Influencer/Personality
- Programmer/Hacker
- Entertainer
- Politician
- Religious Devotee

Impetus: Why did you come to the Last Frontier?

- Sick of the everyday monotony, you were attracted by the romanticism of the Last Frontier
- You're looking to make a name for yourself in the still-malleable Last Frontier
- You're on the run from the law
- You're on the run from criminals
- The potential that the Crystals represent captured your imagination
- Disaster befell you; your only option left is to start over on the Last Frontier
- You need to escape religious persecution/proselytize to a new flock
- You're trying to build a better life for you and/or your family by pursuing dreams and/or opportunity on the Last Frontier.

Hangup: What still ties you to the rest of the galaxy?

- Your family is relying on you for their wellbeing/safety, and will need support from you while they adjust to your absence. If things go well you'll all be better off than before.

- You've made some bad deals in the past, the consequences of which still haunt you. If you make things right you might get your just rewards.
- You have still-living parents who love you very much. You don't write home often, but they miss you and want to hear what you're up to. If you get them your new address maybe they'll send another care package with cookies and socks! That'd be really nice...
- You owe money to the wrong kind of people. If you don't make payments on time bad things might start happening. On the other hand, if you can pay off your debt you might get your collateral back.
- Your religious order paid for your transport to the frontier in order to proselytize, and is waiting to hear of your success. If your progress reports are good enough you might justify a stipend.
- You have a contract to produce written or video content for a publication. If your work is publishable you'll fulfill your contract and receive your payment.
- You have a contract with an extraplanetary law-enforcement group. If you can secure a letter of commendation from the head of the local constabulary you will receive your payment.
- A wealthy aristocrat has tasked your work crew with collecting unbroken Sacs from creatures in New Paradiso. For reasons unknown to you, your fellows were denied access to the transporter, and it now falls to you to secure the Sacs. If you fail and your benefactor becomes impatient your crewmates may be killed, but if you succeed a tidy sum awaits you.

Aspiration: What are you trying to accomplish?

- Protect yourself/survive
- Protect those you left behind
- Get disgustingly rich
- Convert the populace to your religion/way of thinking
- Grow your fame and media presence
- Discover your true calling
- Live a simple life of peace and quiet
- Become the baddest gunslinger to walk the desert
- Attain the highest level of technical mastery in your field
- Find real adventure
- Find the purest path for self evolution

Philosophy: What philosophy, if any, does your character follow?

- The combat enthusiasts of Barricade
- The altruists of Beacon
- The fatalism of The Cosmic Cycle
- The opportunistic Followers of the Eternal Current
- The noble students and warriors of K'trak Niivok
- The high society and materialistic symbolism of Sanctus Syngian
- The erudite Scholars of Divinity

- The independent Yeoman
- No philosophy
- Your own philosophy
- A lesser known philosophy from where you grew up

Stress Response

All characters begin play with a “Stress Response” to the trials of the Frontier. A character can have four levels of stress; None, Mild, Moderate and Severe. At creation Characters begin with Mild stress, and as events unfold their stress level increases.

Once per game a player can elect to increase their stress level at an appropriate roleplay opportunity. In exchange they regain a complex action previously lost.

Below is an incomplete list of what will increase a character’s stress level by 1

- Entering Bleed Out (Once Per Hour)
- Becoming Comatose
- Stepping into the Red Zone
- Packet delivered “Stress”
- Certain monster abilities

Hot Headed

Mild

The Character is agitated and quick to anger.

Moderate

The Character’s first instinct is to react to any situation with disproportionate violence.

Severe

If any Creature is within 10 steps the Character must attack it with intent to kill. In combat they may choose to prioritize hostile Creatures over friendly Creatures if any are present. If the Character is able to put at least 2 Humanoids that they would otherwise consider to be neutral or friendly into Bleed Out their Stress Level is reduced to Mild.

Hypochondriac

Mild

The Character becomes concerned about some aches and pains, thinking they may be coming down with something.

Moderate

The Character must take exaggerated or disproportionate action to prevent themselves from getting sick or injured (wearing a face mask, obsessively washing their hands, etc.).

Severe

The Character feels certain that they have untold diseases and Maladies. No amount of argument or persuasion will dispel this feeling. The Character chooses from the following list of Maladies to suffer the effects of and be convinced of having, though they do not have the actual condition. Even if they know they have Hypochondria, the Character is convinced that the condition is real and unrelated to their disorder.

- *Poisoning*
- *Joint Lock*
- *Hyperdermatitis (“The Flake”)*
- *Sweating Sickness*
- *Brain Worms*
- *Conversion Virus*

If the Character receives appropriate medical care for their supposed Malady from a Doctor who appears to believe that their sickness is genuine, their Stress Level is reduced to Mild.

Delusional

Mild

The Character frequently “spaces out” mid conversation.

Moderate

The Character fixates on a topic which is not relevant to the current situation and is incapable of focusing on other topics or tasks for any length of time without bringing things back to their fixation.

Severe

The Character experiences a form of “Space Madness” with vivid auditory and visual hallucinations becoming completely removed from the physical reality of their situation. The Character may not perform any simple or complex actions of their own volition unless someone convinces them that the action fits into their delusions and would make logical sense to accomplish in that context. For example, if a Character believes that they are 6 years old and attending their birthday party they might be convinced to shoot someone if it is explained to them that they are involved in a water gun fight, and that the person to shoot called them a bad name. If the Character has at least 4 other Humanoids act like they are part of the delusion for 60 continuous deep breaths with each participant not “breaking character” and the delusion coming to a definite conclusion, their stress level is reduced to Mild.

Skittish

Mild

The Character feels generally uneasy and mistrustful of the situation they are currently in.

Moderate

The Character is filled by a sense of foreboding; sure that certain doom awaits them around every corner.

Severe

The Character feels extreme fear of everything and everyone. The Character may not willingly approach any Creature. If restricted in their movement they must fight to the best of their ability to escape. If the Character can seclude themselves away from the sounds of combat and line of sight of any Creature for 300 continuous deep breaths, their Stress Level is reduced to Mild.

Haughty

Mild

The Character is tolerant of differing viewpoints, but only because they are so magnanimous.

Moderate

The Character is intolerant of differing viewpoints, but willing to engage in debate so as to educate the unlearned.

Severe

The Character must refuse to work with anyone who is not their subordinate, refuse to listen to any advice given to them, and refuse to take orders or consider another's point of view. The Character is convinced that they alone are the best and most correct in all things, refusing to acknowledge any evidence to the contrary. The Character must react violently to any source of pushback against their authority. If the Character succeeds at a difficult task (planning and executing an attack against a strong foe, convincing a bar crowd that drinking alcohol is morally evil, leading a Mining party deep into the Yellow Zone, etc.) with at least 4 other people accompanying them and having put into Bleed Out any naysayers, their Stress Level is reduced to Mild.

Martyr

Mild

The Character feels the need to be charitable or kind to their detriment whenever an opportunity presents itself.

Moderate

The Character is the first to volunteer to perform dangerous tasks or to donate goods and services to a cause, and will endlessly insist that they are the best candidate for the job.

Severe

The Character must seek out dangerous situations and attempt to resolve them by sacrificing themselves. They must resist to the best of their abilities any attempts to dissuade, deter, slow down, or medically assist them in their quest for martyrdom. If the Character becomes Comatose believing that they have succeeded in their task, but does not die, their Stress Level is reduced to Mild.

Galactic Standard Information Packet

These are important events or facts about the Galaxy that your character is likely aware of and that may have influenced their personal beliefs or background.

The New Gold Rush

We live in the 29th Century; a century where the people of the Galaxy are capable of faster than light travel, biomechanical enhancement, advanced cloning and limited teleportation.

Space exploration revealed strange planets on the very edge of the galaxy referred to as Near Edge Planets (NEPs) that develop rare and highly reactive versions of elements that cannot be replicated elsewhere, even in lab conditions. While these elements are referred to by their common name, such as Carbon, Zinc, Cobalt, et al, these are actually rare forms of these elements, not the same carbon one would find in a graphite pencil. Our most advanced technology relies on these rare elemental forms to function, which is what makes them highly sought after.

The problem is these elements are difficult to properly harvest, requiring live workers to collect; and these planets are so far away that it takes at least 50 years to get there even with the fastest current drives.

Only teleportation has made it possible to effectively harvest these valuable resources, and even that is limited in that it is very expensive and difficult to transport living matter, so for most people making the trip it is only one way.

Because of the expense involved in transporting people, and special designs required for most tech to function in the harsh environments of NEPs, most of the modern tech and amenities have not made it to the Frontier planets yet.

Rise of the Corporations

The Galaxy is moved by the wheel of commerce, and the spokes of this wheel are the 3 major corporations: SpaceTech, Millennium Global (MG) and the Earth Space-Science Association (ESSA). They are referred collectively as “The Big 3”.

The very first human colonies were funded and managed by these corporations directly. It was the Chief Officers of these corporations that formed the first Intergalactic Council of Planets in the 23rd century, and to this day, the ICP is considered by many to be simply a puppet of the Big 3.

Each of these have reigned over the economy of the galaxy for centuries and have their own niche.

SpaceTech specializes in amenities and health, such as anti-grav beds, recreational electronics, medical equipment, and virtual entertainment. Except for medical equipment and mixes, not much of SpaceTech's products are seen in the frontier.

Millenium Global is primarily an industrial conglomerate, focusing on industrial equipment, weapons, and tools.

ESSA was once a research organization that centuries ago entered the consumer electronics market to fund their research. The main shareholders being Highborne of The Remaining, they continue pushing the boundaries of advanced science. Most personal electronics, the Recom, the Teleporter, and the Shield Generator are all ESSA products.

The Fate of Earth

In the 23rd century, approximately 600 year ago, facing an unknown potential threat, the Big 3 rallied the colonies of Humanity to create the ICP; a new government to organize, unite and defend the budding galactic civilization. The headquarters of this new government would be on Mars.

While the colonies were eager to join, the leaders of Earth were jealous of the rise of the Big 3, and balked at the idea that they would no longer be the seat of human government.

Negotiations soured and Earth refused to join the ICP. In retaliation, the ICP, urged by representatives of the Big 3, cut off all trade and contact with Earth, establishing an embargo and leaving Earth to its own fate. The terms were that Earth could rejoin humanity once it gave up its hubris and agreed to join the ICP.

The stubborn Earthers refused to cooperate for nearly 500 years, until a plague wiped out 80% of Earth's population. Desperate for help they reached out and agreed to join the ICP in 2725.

Once the call was made a contingent of volunteers from various colony worlds banded together to save Earth. These volunteers eventually founded the Beacon religion. With the advanced medical technology available to the colonies they were able to make quick work of the disease. What they found on Earth was something out of a classic movie. Combustion vehicles on asphalt roads, primitive "cell phones", and an entire population out of touch with the advances that had been made outside. Earthers were found to be an odd population of ancient throwbacks to a lost age.

Galactic Travel and the Birth of the Highborne and Augmented

While colonization of other worlds began as early as the late 21st century with the first Mars colony in 2074, real galactic exploration didn't begin until about a hundred years later with the first faster than light drives. At that level of technology it took humans nearly 500 years to reach an NEP, and several multi-generational colony ships were launched with the intention of establishing the first Frontier colonies. Only one of the ships, the research vessel "Long Haul", is known to have successfully landed. It landed on a planet that they eventually named Alexandria and was home to the people who eventually became the Highborne and Augmented.

The ship mysteriously lost contact with Earth, and during the centuries long trip, isolated from human culture, they evolved a culture and religion of their own, centered around their mission to explore and advance scientific discovery.

In an effort to most effectively accomplish their mission while maintaining a sustainable population, the leaders of the Long Haul enacted a selective breeding program based on Darwinian principles, breeding for intelligence and physical prowess. Those who were not deemed fit to breed were relegated to working class status, and were biomechanically altered to make them better able to perform physical labor around the ship. These eventually became known as the Augmented. This caste system remained until the Galactic War that happened generations ago, when the Augmented rebelled against the Highborne and threw off their chains, turning the tide of the war.

The Galactic War

In 2655, approximately 160 years ago, ambassadors of a group calling themselves the Highborne suddenly appeared at the edge of Mars' solar system. They identified themselves as descendants of the original crew of the Long Haul, and stated their intention to establish diplomatic relations with Humanity.

At that time The Highborne operated a caste based society on Alexandria where the Highborne were the scientists and leaders, and a lower caste of Augmented performed all of the manual labor and acted as their military force.

Humans were appalled at the selective breeding and biomechanical alterations of the Highborne and Augmented, and massive upheaval spread through the colonies demanding the Highborne stop their practices.

This upheaval could not be ignored and the ICP began putting pressure on the Highborne to change.

The Highborne who had lived this way for centuries of course refused, and a stalemate was reached.

At that time the Highborne fanatically followed a religion called The Scholars of Divinity whose tenets included eradicating what they call the Wilfully Ignorant. The High Scholars of Alexandria discussed the matter and decided Humanity was Wilfully Ignorant and would only hinder their mission.

Thus the Galactic War began.

Armed with cybernetically enhanced soldiers (the Augmented) and closely guarded advanced technologies that only the High Scholars knew how to replicate, the Highborne had a clear advantage. Even today, generations later, we are unable to replicate some of the technologies they wielded, such as unlimited teleportation, allowing them to make entire armies appear anywhere in the galaxy at a moment's notice. However what they had in tech, they lacked in numbers.

That's where their ace in the hole came in: The Muk'taa. The Muk'taa were a warlike species the Highborne had contacted much earlier and had kept secret for just this situation. With the promise of a true challenge, and pay, the Muk'taa jumped at the chance to prove themselves on a new enemy.

Even with help from the Pisceans, who had just as much to lose as the Humans if the Humans were wiped out, it looked quite bleak. Raids on key facilities happening in the span of minutes. Infrastructure crippled overnight. Enemy ships able to appear out of nowhere with no warning. Humanity was losing, and they knew it.

A lucky turn of fate is all that saved them. Though some say there is much more to the story. The Augmented had apparently begun growing unhappy with their lot as workers and soldiers, dying for the cause of overlords who saw them as lesser beings, and rebelled against the Highborne amid the war.

Suddenly the Highborne found themselves fighting a 2 front war with key support facilities inoperable, because the workers who operated them refused to work.

It wasn't long before the schism of the Muk'taa occurred, bringing Muk'taa forces on the Human side as well.

The major turns in the tide completely reversed the progress of the war, and the Highborne found themselves retreating. Just as the High Scholars on Alexandria

attempted to surrender, a fleet of Muk'Taa ships, ignoring the pleas of the ICP to let them surrender, destroyed the planet; destroying with it all of the Highborne's advanced technology and the minds who understood it.

While many of the Highborne were proficient in the use of their advanced technology, only the High Scholars knew how to build and replicate it. But the war was over.

Generations have passed since then, and the various species have come together in peace, even if a tense peace in some cases.

During this time the Augmented embraced their biomechanical alterations as an even higher form of evolution than that of the Highborne.

Humanity negotiated terms of surrender with the Highborne, which included the Highborne working with Human scientists to redevelop the lost technologies of Alexandria.

The Highborne began insinuating themselves into the High Society of the Core planets, leveraging some of their advanced technology to gain massive wealth in a short span of time.

The Muk'taa returned to the protectorate, but continued to see the budding colony worlds as apt proving grounds to test themselves.

The Pisceans went back to business as usual, now with even more opportunities, with new species that had not dealt with them before. Like fish in a Whirlpool, as the old saying goes.

The Appearance of Crossbreeds

Crossbreeds did not appear until around 2740, approximately 70 years ago, they are relatively new to the Galaxy. No definite explanation has been given for them, though there are numerous theories.

Rumors and supposed sightings were rampant at first, but the first documented sighting of a Crossbreed was on a colony planet named Gelban in 2741. A fox-like humanoid calling herself Pointer.

Shortly after the sighting a surprisingly well funded propaganda campaign, the Humanity First movement, began which positioned Crossbreeds as dangerous animals that should be detained.

Due to the stigma surrounding them, Crossbreeds to this day must live careful lives

flying under the radar of law enforcement and the corporations. Many planets do not consider them sapient beings and refuse to allow them citizenship or protection under the laws.

Philosophies

The inhabited planets of the galaxy are filled with thousands of different belief systems. Here are the major ones that dominate the cultures of the known universe.

Barricade

Origin:

No set location of origin.

"Barricade" takes their name from a now-illegal virtual reality combat game. Barricade players practiced martial arts and gunfighting skills in safe virtual environments. The growing popularity of virtual reality (and the ensuing decline of consumerism) prompted corporations to lobby for the outlawing of recreational VR, under the guise of a public health crisis.

While most VR enthusiasts moved on to other hobbies, a core of die hard Barricade fans continued the game by organizing live tournaments. Extensive funds were poured into non-lethal combat equipment to facilitate the battles.

Eventually, simulated combat wasn't enough, and they sought out greater challenges. Even military service and mercenary work proved too tedious for the fanatical fighters. Now, the growing trend is to seek out harsh environments rife with danger and light on regulation, such as the frontier worlds.

Tenets:

- Your True Self is expressed through your Alias. A name is meaningless, as it does not reflect who you really are. We are given a name when we are born, but we choose our own Alias, and as we change, so must we change our Alias to reflect our new identity.
- War is always on the horizon. It is the nature of things. So, we must be prepared through training and practice.
- While The Game has been lost to us, it has not been forgotten. Through perseverance we may still learn the lessons The Game might have taught us.
- Your duty is first to your team, 2nd to your club, and 3rd to yourself. The good of the team trumps all other needs.

Structure:

Barricade is organized into local Clubs with a Club Leader running all club activities. Within the Club are Teams, which are usually 3-5 people who work together during Barricade activities and are lead by a Team Leader.

Beacon

Origin:

Human Colony Planets

In the vast darkness of space, Beacon lights the way. Members of Beacon express their faith through charity, both for individuals and their local community. They are not against commerce for profit, but believe that the path to spiritual enlightenment can only be achieved through selfless acts.

While Beacon may not be the largest religion in the galaxy, there isn't a single populated planet that doesn't have some Beacon presence. They are often found running hospitals or shelters for the unfortunate. Beacon members are also commonly found volunteering in terraforming crews on newly settled planets.

Whatever their trade may be, they seek to use it for the betterment of others and their community.

Tenets:

- Do for others what they are unable to do for themselves and you will always find a welcome port to weather the storm.
- Life is precious and must be preserved.
- Shepherd the lost and help them find their way.
- All evil stems from an obsession to serve oneself. Through charity and selflessness, we can overturn the balance and bring peace to the cosmos.

Within the Beacon faith there is ongoing conflict about the 2nd tenet. Some members take on a Pacifist lifestyle and vow to never kill a living creature. Some members apply this only to sentient life. Others apply this more loosely in the sense of the "greater good". The last group would argue that killing a killer would in fact preserve more life and so would be justified.

Structure:

Beacon does not have a central organization, but operates on a network of local chapters that coordinate for larger projects. Each chapter is run by a Steward who coordinates the volunteer and relief efforts of the local Beacon members.

The Cosmic Cycle

Origin:

This is a faith that developed across the diverse population known as Spacers. They are not made up of any primary species, but are mainly people who live and work on the Space stations and transport ships that traverse the galaxy.

Surface dwellers live in a world of limitations. Their view is limited by the horizon. Their movement is limited by gravity. Their minds are limited to the experiences of a single world. Only those who live amidst the stars can truly understand the truth of our existence; sampling the cultures of many worlds, seeing all of the phenomena of the galaxy.

When you have seen the turning of the cosmos as we have you will see that the universe works in cycles. As a moon revolves around a planet, a planet around a star and a star around the center of its galaxy, the Universe moves forward repeating itself in an endless string of iterations.

Followers of The Cosmic Cycle believe that our future is predetermined, as we are simply living in yet another iteration of the universe, fated to repeat our lives over and over into eternity. Free will according to their philosophy is a paradox.

Your decisions are your own, and thus appear to be free will; however, the factors that lead you to your decision (upbringing, genetics, circumstances, etc.) are all the same in every cycle, thus leading you to the same decision in every iteration of the Universe.

Tenets:

- History teaches us the pattern of the Universe. By knowing the cycles that have ended, we may know the cycles to come.
- The cycle of your life is inevitable, and this is cause for rejoice, not dismay. Let the Cycle of the Cosmos bring you peace in it's certainty.
- Take joy from the happy moments of life, and know that you will experience them again in the next Cycle.

Structure:

There are two major factions of the Cosmic Cycle. Those that accept the Cycle and find peace in the principle that things will all turn out the way they should be; and those that seek the sundering of the Cosmic Cycle. They seek to intentionally divert from the logical or expected course of things in an effort to upset the Cycle and change our fate.

Other than those two approaches to dealing with the Cosmic Cycle, this belief system is purely a philosophy and has no set organizational structure.

Followers of the Eternal Current

Origin:

The Piscean Home World

The currents of fate are ever changing, and one must be watchful for their shifts. Those who watch the current and follow its path are blessed. Those who fail to see the changes in the current are left behind.

Tenets:

- The currents of fate are ever guiding. Be watchful of their signs and ready to follow the opportunities they present.
- Tribulation and strife are signs that one has abandoned the Current and is becoming Dead Weight.
- It is never too late to reenter the Current. The Current is ever present and forever providing new opportunities.
- The Current embraces all things. Those who travel it without a unified school cannot fully benefit from its power.
- One must shed their Dead Weight before it drags them and their school from the Current's blessings.

Followers of the Eternal Current do not believe in an afterlife, but rather that this is the only existence; thus one must make the most of it while they can. The Long Game is a ruse that fools the slow minded out of taking advantage of the more immediate opportunities that the Current provides. True followers of the Current live incredibly ambitious and risky lives, with few emotional connections.

Structure:

The Followers of the Eternal Current don't have a set philosophical structure; they operate on a set of terms and strategies for individual success.

Strong Swimmer - The state that every Follower of the Eternal Current is trying to achieve before the end of their life. It represents a particularly successful and savvy individual or school. If you encounter a Strong Swimmer, bring them into your school if viable, but beware that they might treat you as Dead Weight. Also used to describe someone who is more successful than you are.

Follower - One who demonstrates that they follow the Current and the opportunities it provides. These are the majority of people you should be willing to deal fairly with. An individual or school who is following the Current should at least be in this state. This term is also used to refer to peers and those who are at a similar level of success to you.

Long Gamer - A derogatory term for one who ignores the immediate opportunities the Current provides with the mistaken idea that one can predict where the Current will go in the future. They are playing what the Humans refer to as the “Long Game”.

Dead Weight - Whether they are in your school or sitting on the other side of the negotiating table, Dead Weight is someone who has fallen out of the current and will only drag you out with them. Take what they have and leave them behind. They are only useful as ballast to move more quickly through the Current.

K'trak Niivok - The Warrior's Code

Origin:

The Muk'Taa Protectorate

A warrior must be as cunning as they are strong. Strength of body is required to wield a weapon, strength of mind is required to guide it. Only by testing ourselves may we become stronger in either. From raw ore, we are cast, forged, shaped and honed. A true warrior thrusts themselves into danger and adversity, so they may emerge on the other side, scathed. Through healing and reflection the warrior is left stronger than before.

Tenets:

- The first phase of a warrior's life is training. Learn to fight, learn to survive. A young warrior must shed themselves of cowardice and become skilled in the martial and mental arts before they can become a true warrior.
- The next phase of a warrior's life is testing. Through the cycle of testing and reflection the true warrior becomes stronger. A true warrior must shed themselves of weakness and become indomitable. Not all will survive these trials, not all are capable of becoming indomitable. Those who die as a warrior are graced in the afterlife, but those who fight and survive become honored as a member of the Aged.
- The final phase of a warrior's life is teaching. What an Aged warrior may have lost in vitality they make up in wisdom. It is the responsibility of the Aged to train the new generation and ensure they become strong.

Structure:

Every major Muk'taa clan has its own school of K'Trak Niivok with their own tests and standards for moving up in status. Some humans in the Core planets have formed their own schools as well, but most who seek to join this philosophy try to join a traditional Muk'Taa school. One is either a Student, Warrior or Aged. The Aged lead individual schools as a council, teaching the students and putting them through

their tests. When one becomes a warrior, they leave their school to seek their own testing and growth until they feel they are ready to return and face the trials required to join the ranks of the Aged.

Sanctus Syngian

Origin:

Core Human Planets

May the elements of the cosmos guide us in their infinite wisdom. The entropy that infects the physical world also infects our souls, and without purification we descend toward evil just as the universe descends into chaos if not kept in order.

By attuning ourselves to the purity of the elements we may keep Entropy at bay. Followers of Sanctus Syngian believe that each person is attuned to a specific natural element, such as carbon, hydrogen, plutonium, etc.

By understanding the element that one is attuned to, one can understand more about themselves. Carrying their element on their person, along with certain purification rituals, is necessary for warding off evil and reversing spiritual Entropy.

Tenets:

- Life is a constant struggle between Order and Entropy. We all fall into Entropy sometimes, but with 2 steps forward for every 1 step back, we can keep Entropy at bay.
- The elements represent perfect Order. Emulate them in your lives.
- Find your element and keep it present with you. Your element is the North star that will guide you.

Sanctus Syngian is the most prevalent religion among the Aristocracy of Mars and the Core Planets and has varying degrees of piety. Casual followers of the faith usually just carry trinkets like necklaces or other jewelry with their element like a luck charm. The average follower at least maintains a household shrine where daily or weekly purification prayers can be performed. The very devout and fanatical can go to great lengths to rid themselves of the Entropy of their misdeeds.

While there are varying interpretations for each individual element, some basic principles that hold true consistently are:

1. Those attuned to metallic elements such as Iron, Copper, and Zinc tend to be down to earth, reliable, and practical.
2. Those attuned to elements that are liquid at temperatures close to room temperature such as Mercury, Bromine, and Rubidium are versatile and skilled at many things.

3. Those attuned to gaseous elements, such as Hydrogen, Helium, and Oxygen tend to be flighty and idealistic.
4. Those attuned to low or non-reactive elements such as the Noble Gases, Helium, and Platinum, tend to be independent, introverted or shy.
5. Those attuned to highly reactive elements such as Sodium, Chlorine or Oxygen tend to be very gregarious and outgoing.
6. Those attuned to radioactive elements such as Uranium or Plutonium can either be highly creative and intelligent, or criminally insane; or both.

Structure:

Sanctus Syngian maintains a strict hierarchy of the members of its faith. The Elemental Church, the main central church of the faith, is located on Mars and led by the Supreme Elemental. The Supreme Elemental is advised by a council of 4 Divine Elementals. Each Divine Elemental is in charge of a quadrant of the Galaxy. Each quadrant has a number of sectors led by an Elemental who is over the planetary Sanctificants who are the leaders of the church for an entire planet. Below the Sanctificants are Prime Directors, who oversee groups of churches on a planet. An individual church, and the region it covers, is led by a Director who preaches to and guides their followers. Directors often have Syngians, who are assistant staff that also preach and guide the church members in their area. Individual followers of the faith are known as Seekers, as they are seeking purification through the eradication of Entropy within themselves.

Scholars of Divinity

Origin:

The lost planet of Alexandria, originally the main planet of the Highborne and Augmented

We seek out the mysteries of the universe, so we may solve them and come closer to the Creator. The Creator lives in the ever-shrinking gaps of our knowledge of the Universe. Once we solve all of the mysteries the Creator has set before us, the Creator will reveal themselves and allow us to join them in the next Universe. It is known in our faith that our current Universe has a catastrophic flaw known as Entropy. Gradually the Universe approaches Heat Death, where Entropy progresses so badly that it can no longer sustain life.

If we fail to complete our mission and do not solve the Creator's mysteries in time, all life shall perish and be forever unable to move on to the next Universe. Scholars of Divinity see the attainment of knowledge to be a sacred duty for the good of all.

When the Highborne first returned from Alexandria, and reconnected with Humanity, they were governed by an oligarchy made up of High Scholars of this faith. Their teachings spread into the core planets, and it is said Sanctus Syngian was originally an offshoot of this religion.

Tenets:

- The purpose of Life is the pursuit of knowledge and the resolution of the mysteries of the Universe.
- Follow the doctrines and discipline of the Scientific Method in all aspects of your life.
- Willful ignorance is a slight against the Creator and endangers our divine mission. The uneducated can be easily taught, the Willfully Ignorant refuse to learn and actively hinder scientific progress. They must be purged so that our mission may continue unimpeded.

When the Highborn originally returned from their colony planet, Alexandria, humanity rejected what they considered to be unethical practices the Highborn had developed, such as selective breeding and biomechanical implanting. Citing the 3rd tenet of of this faith, the Highborn attempted a purge of humanity that eventually led to The Galactic War.

Structure:

The Scholars of Divinity are lead by a council of High Scholars who oversee all areas of research and study. Beneath them are numerous Majors which are areas of study. Each Major has its own leadership structure as the members of the Major see fit to maintain. The tendency is that a Major is lead by a Dean, who has faculty underneath them to manage the various facets of research of that Major. This does not apply to all Majors however. Some have no leadership structure, and other have radically different structures.

The Yeoman

Origin:

Earth.

Nobility is not inherited, nor can it be bought. But it can be earned. Nobility is an independence of spirit that sets one apart from the petty masses and the "cultured" dilettantes scrambling for useless baubles, and striving to conform; trapped in the ever-turning rat race.

The Yeoman reject modern excess, and seek to live a simple, honest life. They are drawn to the outer colonies and the frontier planets with dreams of a hard working community free from the constraints of government and corporate oversight. The Yeoman faith is one of the oldest remaining human religions and originated from Old Earth during the time of the blockade when Mars and the outer colonies cut off all trade and communication to Earth. The founding members of this religion eschewed the politics of that age and sought out the remote corners of Earth to escape it.

Tenets:

- Don't suffer the yoke of The Man. Work with others, but work for no one. You are your own boss, but you are not alone in this 'verse and we all have to work together to survive.
- Don't fall for the lures of The Man. The Man will tempt you with bread and circuses. The Man will fatten you up, and pat you on the head as you are lead to the slaughter house. Enjoy life, work hard, laugh with good friends, but keep a wary eye for the control systems of The Man.
- Be worthy of trust. Your word is your bond, and you are only as noble as you can be trusted.
- Defend those who cannot defend themselves, never leave a comrade behind.

The Yeoman faith is found most often in the colony planets and Near Edge Planets, as the tenets of the faith are best suited to planets that are outside the bureaucracy and oversight of the core planets. Yeoman do not hold to specific prayers or rituals, and consider their beliefs to be more of a way of life than a religion.

Structure:

The Yeoman have no religious organizational structure. Every Yeoman is a priest of the faith, and preaches by living the tenets rather than trying to shove them down someone's throat.

Q-Mail, Research, and Merit Missions

The Q-Mail Terminal and Off-World Entities

The primary method by which Colonists interact with the galaxy at large, whether that be the major corporations or just tech support, is the Q-Mail Terminal. The Q-Mail Terminal is a laptop computer set up in the Saloon which hosts a form for submitting Q-Mails to various organizations and off-world entities, as well as a Colony email client for replies. If you wish to make an inquiry to a corporation asking for support, or maybe just to send a message to your family back home, then the Q-Mail Terminal is for you.

Research

Doing research on aspects of the world is encouraged and largely done through Q-Mail. Simply do your research using whatever methodology and roleplay are appropriate, then send your methodology and data in a Q-Mail to an off-world lab for analysis. If your research would require you to send or receive physical samples you may bring those to the Assayer who will attach them to your Q-Mail for you; please specify that you have done this in your Q-Mail so that the lab techs know what to look for. Depending on what you are trying to accomplish and to what lengths you went to accomplish it, you should receive a prompt reply with the results of your efforts.

Merit Missions and Rewards

Each of the major corporations has a system of small jobs called Merit Missions that they offer to Colonists to complete. Merit Missions are sent to the Q-Mail terminal at the beginning of and during an event, so be sure to check often to be the first to find out about new and exciting opportunities! Completing Merit Missions awards you Merit Points for the corporation that offered the mission, which can be spent in the Company Store. Rare Elements, powerful weapons, and even a Pizza Party could all be yours!

Receiving Q-Mail on Your Phone

If you want to receive Merit Missions or other Q-Mail to your personal email on your phone, please use this form to get set up!

<https://forms.gle/Umtkm7BMAhQH2k4W8>

Maladies

Sickness, disease, and injury are all too common aspects of life in the Last Frontier. Modern medicine has made great strides in diagnosing and treating Maladies as they appear, but the varied physiology of the sentient Species and the bizarre biologies of alien pathogens make keeping up extremely challenging. Even so, there are some Maladies which pop up most often in the Last Frontier. Maladies are recorded on a Character's Passport and unless otherwise specified Characters may know what Maladies they have and what they do. Maladies do not cure themselves and persist between events if left untreated.

Addiction

If you use a Mix labeled "Addictive", you are now Addicted to that Mix. Every 12 hours that you do not take that drug you gain 1 stress. Addiction to a Mix is cured by not taking that Mix for 3 contiguous months (this includes months that the Character does not enter play). You can be Addicted to multiple Mixes at once.

Berserker Virus

You must treat all creatures as hostile and must engage them in combat to the best of your ability. Roleplay intense mindless rage. Malady cured when the character's torso is reduced to 0 hit points.

Brain Worms

You cannot have your Stress Level reduced. Roleplay intense paranoia and hunger. To cure, an item is required.

Brittle Bone Disease

All damage received is doubled. This includes damage taken by Skills like Mangle Arm and damage taken by armor. To cure, an item is required.

Consumption

You cannot use Complex Actions. To cure, an item is required.

Conversion Virus Rank 1

Your stress level may not be reduced below mild. Roleplay minor agitation. If reinfected while already infected, increase stress level by one. To cure an item is required.

Conversion Virus Rank 2

Your stress level may not be reduced below moderate. Roleplay serious agitation. If reinfected while already infected, increase stress level by one. To cure an item is required.

Frostbite

You cannot be healed in a specified location. To cure, an item is required.

Hyperdermatitis ("The Flake")

You cannot wear armor. Roleplay intense phantom itching all over the body. To cure, an item is required.

Intoxication

Every 20 steps you receive the effects of Knockdown; roleplay heavy intoxication. A duration will be specified when the Malady is received.

Joint Lock

You may not move above a walk. If you ever move above a walk, such as being pulled quickly along by another person, you take 1 damage to each leg. Roleplay intense joint pain. To cure, an item is required.

Necrosis

You experience the effects of Mangle Arm/Leg in the specified location which cannot be removed via the normal means. To cure, an item is required.

Passivating Spores

You cannot take hostile action towards a flora-based creature, though you may use harsh language. For example, Tumbleweeds. This Malady is cured When the Dust Settles.

Poisoning

The maximum number of Complex Actions is reduced by 1 in every skill possessed. To cure, an item is required.

Radiation Burns

The hit point maximum of a specified location is reduced to 1. All Radiation Burns heal at the end of each event; some items may heal them faster.

Red Fever

On contraction immediately become Severely Stressed. To cure, an item is required. This can be temporarily reduced via normal stress reducing actions such as receiving Psychological Counsel from a Socialite. However, any following increase in stress level prior to being cured will immediately return the character to Severely Stressed.

Sweating Sickness

You cannot recover Complex Actions. To cure, an item is required.

Trench Foot

The hit point maximum in each leg is reduced by 1. To cure, the afflicted must change into a dry pair of socks; any hit points lost due to Trench Foot are restored upon changing socks.

Experience Points (XP)

Experience Points are what your Character uses to learn new skills or increase their mastery level of already learned skills

Starting Characters

Characters begin play with Firearms and two other free skills in their Job. One of these skills starts at Mastery Level 2, the others start at Mastery Level 1.

For Example a starting prospector might have Firearms, Camouflage, and Mining. One of those skills would be at level 2 and the rest at Level 1.

Earning XP

Characters earn Experience in three different ways.

40 Base Experience is earned by purchasing a ticket to an event.

Up to 20 additional experience per Character per event may be purchased at check-in for \$5 for each 5 experience.

An additional 20 experience points may be earned per Character per event at check in by exchanging Volunteer Points 1:1. For Example 15 Volunteer Points could be exchanged for 15 Experience Points.

For example, a Character could earn a maximum for 80 Experience per event.

Characters will gain XP for an event even if the player is unable to attend that event.

Learning Skills

General

The number of times a skill has been learned is called its **Mastery Level**. High Mastery levels may allow you to use better Devices and Equipment.

Most skills have a Simple Action and a Complex Action. A Simple Action may be done any number of times. Each skill may have its Complex Action used a number of times equal to the Mastery Level of that skill. Complex Actions are not transferable to other skills unless otherwise stated. Some items use Complex Actions of particular skills. Some items and skills (such as the Socialite's Recharge) allow for the recovery of Complex Actions.

Unless otherwise specified a character can only learn skills from their Job.

Experience Costs (Non-Career Skills)

Characters may spend experience to increase these skills during play. A character may learn new skills as their total XP increases.

New Skills cost 30 Experience Points. All new Skills begin at Mastery Level 1.

Increasing a Mastery Level costs the New Mastery Level multiplied by 30 Experience Points.

Experience Costs (Career Skills)

Characters may spend experience to increase these skills during play. A character may learn new skills as their total XP increases.

New Skills cost 60 Experience Points. All new Skills begin at Mastery Level 1.

Increasing a Mastery Level costs the New Mastery Level multiplied by 60 Experience Points.

Learning Most Skills

The first time a non-passive skill is learned it must be taught by someone who already possesses the skill. Unless otherwise specified to do so the Student must accompany their Teacher while the Teacher performs a Simple or Complex Action with the skill and imparts some advice on technique. Once the lesson is complete the Student marks off the XP spent on their Passport and writes in the new skill at Mastery Level I.

Learning Passive Skills

Passive skills do not require a teacher to learn. To learn a passive skill the Character simply marks off the XP spent on their Passport and writes in the new skill at Mastery Level I.

Learning Combat Skills

The first time a combat skill is learned it must be taught by someone who already possesses the skill. Unless otherwise specified to do so the Student must accompany their Teacher while the Teacher utilizes the combat skill on a Creature. As part of the lesson the Creature must be killed. Once the lesson is complete the Student marks off the XP spent on their Passport and writes in the new skill at Mastery Level I.

Learning Higher Mastery Levels

Learning higher Mastery Levels of a Skill requires a Character to mark off the XP spent on their Passport and to write in the new Mastery Level in a legible manner. No teacher or time spent is required. Mastery Levels must be learned sequentially; a Character with Mastery Level I of a skill may not learn Mastery Level III until they have learned Mastery Level II.

Learning Out of Job Skills

Once a Character has spent 500 XP they may select their Side Gig (secondary Job). Once they have selected it they have the opportunity to learn a single Skill from that Job at the normal cost. The Character has an additional opportunity to learn a single Skill from that Job at every subsequently spent 500 XP (1000 XP, 1500 XP, 2000 XP, etc.). These Side Gig Skills may never have their Mastery Level increased above 1. If a Character's Side Gig is Soldier they may, instead of learning a single skill from that Job, learn Firearms Mastery Level IV at the normal cost if they already have Mastery Level III. They may not gain additional Mastery Levels of Firearms beyond this unless otherwise specified.

A Character's Side Gig must be adjacent to their Job on the wheel below, and unless otherwise specified they may only have a single Side Gig.



Volunteer Points (VP)

VP is an out of game currency earned by chipping in your time or materials to make Last Frontier the best LARP it can be. VP never expires, and is tied to your Player account so you can spend it on any Character you possess. VP is non-transferrable and does not exist in game.

Earning VP

Help	Rate
1 Hour of Additional NPC Time (Must Gain Storyteller Approval Beforehand)	20 VP/Hr
1 Hour of Basic Labor Between Events	20 VP/Hr
1 Hour of Skilled Labor Between Events	Variable, Contact a Director
Donation of Game Requested Materials	Variable, See Wishlist

Spending VP

Product	Cost
1 XP Bonus (20 XP Bonus Max Per Character Per Event)	1 VP
1x White Quark	5 VP
1x Blue Quark	20 VP
1x Tier I Element	25 VP
1x Tier II Element	45 VP
Protective Goggles item card	50 VP
1x Tier III Element	65 VP
1x Green Quark	80 VP
1x Tier IV Element	85 VP
Derringer item card	100 VP
1x Tier V Element	105 VP
1x Tier VI Element	125 VP
Haberdasher's Nightmare or Peacemaker item card	200 VP

Death and Retirement

Death

When someone dies, that's usually it for them. Kaput. Effed. Zonked. Gone to live at the farm upstate. Game over... But not for the brave souls teleporting into New Paradiso.

When you teleport into New Paradiso for the first time your genetic code is recorded and used to grow an adult New You™ deep in the automated security of the bunker system. In the event of your untimely demise your memories are automatically uploaded into the slumbering New You™'s brain, detailing your life right up until the moment life signs ceased. Automated systems will prepare it for activation which may take some time, but eventually the New You™ will emerge ready to go. Due to copy error, only one sureshot New You™ can ever be made of a person.

This, of course, begs the Teletransportation Paradox. Is the persistence of consciousness a meaningful notion, and if so do we die every time we sleep? All these questions and more await you in your New You™!

When a Character dies for the first time they must leave any item cards on their person at the scene of their death, display the Out of Game symbol, and make their way to story operations. There they will have their Passport marked and increase their maximum torso hit point total by one (a properly grown New You™ is engineered to the highest specifications). The player will emerge from a specified point back into game as a clone of their Character with all hit points and complex actions restored, all Maladies cured, a Stress Level of 1, and devoid of any items they previously possessed.

If a Character dies for a second or subsequent time they have a choice to make.

They can commission a volatile New You™ giving themselves one final hour to settle their affairs before unceremoniously melting into a pile of goo, or they can wager with their friend's lives.

A Character can choose to have another stable New You™ fabricated for them but, due to copy error, there is only a 25% chance that it will come out "normal" but without additional increase in torso hit points. If anything goes awry the body and mind mutate horribly and what comes out is more monster than man. The savage beast will emerge and rend their former pals

limb-from-limb unless gunned down with extreme prejudice. At this point, the mind is corrupted and recovery impossible.

Life After Death

When a Character finishes their final hour or has their mind corrupted the Player receives 50% of their earned Experience to add to a freshly created Character. This Experience becomes available to that Character upon entering play.

Retirement

If a Player decides that they no longer want to play their Character they may Retire it, giving complete control of that Character to Story to do with as they please. If the player wishes for the Character to disappear forever then they should inform a Director who will work with them on it. The Player receives 50% of the Character's earned Experience to add to a freshly created Character. This Experience becomes available to that Character upon entering play.

Combat Skill Definitions

Break Armor

With a weapon drawn throw a packet and loudly call “Break Armor”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124), the piece of Armor worn with the highest remaining hit points is reduced to 0 hit points. If there is a tie between armor pieces the Target chooses which is affected. This skill may be used on unattended Armor by striking it with the packet.

Break Weapon

With a weapon drawn throw a packet and loudly call “Break Weapon” and a short descriptor of which weapon you intend to break (if more than one are on their person). If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) the specified weapon is Broken. This skill may be used on an unattended weapon by striking it with the packet.

Deflect

The user negates a single attack made by a dart (or in the case of a Firearms III shotgun blast all darts fired in that blast), packet, or melee weapon against them by loudly declaring, “Deflect!”.

Disarm

With a weapon drawn throw a packet and loudly call “Disarm”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they must immediately holster, drop, or set down anything they are holding in their hands waiting at least 3 deep breaths before retrieval.

Improved Camouflage

Creature may use the skill Camouflage so long as they are at least 20 feet away from any hostile creature.

Intimidate

With a weapon drawn throw a packet and loudly call “Intimidate”. If it successfully strikes the Target anywhere on their body (target restrictions still apply, see p.124) they are Intimidated.

An Intimidated target cannot move towards or attack the user of the skill for 5 deep breaths. If the target is penned in such that they cannot move away from the user the skill ends.

Jam

With a weapon drawn throw a packet and loudly call “Jam” and a short descriptor of which weapon you intend to Jam (if more than one are in hand). If it successfully strikes the Target anywhere on their body (target restrictions still apply, see p.124) the specified weapon is “Jammed”. The weapon can no longer do damage until it is unjammed. Any special rules or abilities that apply to the weapon cease to work until the weapon is unjammed.

A weapon is unjammed by removing all ammunition from it. For example, removing all the darts from a turret style weapon or removing the magazine and chambered dart from a magazine fed weapon.

Knockdown

With a weapon drawn throw a packet and loudly call “Knockdown”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they are Knocked Down.

A Knocked Down Target must immediately make contact with the ground with their torso or sit down. For example a Knocked Down Target standing up may fall backwards onto their back, onto their butt, or forwards onto their chest. They may immediately stand back up after completing this action.

Mangle Arm

With a weapon in hand throw a packet or strike with a boffer and loudly call “Mangle Left/Right Arm”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they takes two points of damage directly to the appropriate arm and makes the limb unusable for 5 deep breaths. If this damage would exceed the remaining Hit Points on the limb the excess damage is lost and not transferred to the torso.

Mangle Leg

With a weapon drawn throw a packet or strike with a boffer and loudly call “Mangle Left/Right Leg”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) they takes two points of damage directly to the appropriate leg and makes the limb unusable for 5 deep breaths. If this damage would exceed the remaining Hit Points on the limb the excess damage is lost and not transferred to the torso.

Melt Armor

With a weapon drawn throw a packet and loudly call “Melt Armor”. If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124), the piece of Armor worn with the highest remaining hit points is reduced to 0 hit points. If there is a tie between armor pieces the Target chooses which is affected. Additionally the Armor is reduced two

quality levels. This skill may be used on unattended Armor by striking it with the packet.

Melt Weapon

With a weapon drawn throw a packet and loudly call “Melt Weapon” and a short descriptor of which weapon you intend to break (if more than one are in hand). If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124) the specified weapon is Broken. Additionally the item is reduced two quality levels. This skill may be used on an unattended weapon by striking it with the packet.

Obstruct

You may loudly call “Obstruct!” after a Humanoid within arms reach is hit by a dart, ball, packet, or boffer. You instead take the damage or effect. Any damage goes directly to the torso bypassing armor. Any ability or skill goes directly to the appropriate part of the body. You must be a legal target for the damage or effect. For example, if you wish to Obstruct a Mangle Arm you must have an arm above 0 hit points in order to do so.

Perfect Camouflage

Creature may use the skill Camouflage so long as they are at least 10 feet away from any hostile creature.

Protect

Touch a willing target on the arm or shoulder and loudly call “Protect.” As long as the target remains within 10 feet of you they must call “Deflect” against the next Successful attack.

Rally X

Target regains X Hit Points on all locations. These Hit Points are lost When the Dust Settles.

Shatter Armor

With a weapon drawn throw a packet and loudly call “Shatter Armor.” If it successfully Strikes the Target anywhere on their body (target restrictions still apply, see p.124), all of the Target’s armor is reduced to 0 hit points. This skill may be used on unattended Armor by striking it with the packet.

Strong Grip

May pick up a character in bleed out or Comatose and move at full speed.

Effect Calls

By the Sound of

If a Player ever hears the phrase, “By the Sound of *thing*, *effect*” spoken or shouted and can make out the sound of the *thing*, they receive the effect which was stated. For example, if they hear, “By the Sound of this Siren, Fall into Bleed Out!” and can hear the siren, they would fall into Bleed Out. A Player may not intentionally deafen themselves through earplugs or other means to avoid this effect. Players with real life hearing difficulties should take their cue from those around them whether or not to receive the effect of a By the Sound of call.

By the Sight of

If a Player ever hears the phrase, “By the Sight of *thing*, *effect*” shouted and can see the *thing*, they receive the effect which was stated. For example, if they hear, “By the Sight of my Gun, Intimidate!” and can see the gun in question, then they become Intimidated. Simply averting your eyes from the *thing* is not a defense against this call; if you can make visual contact with the *thing* when the call is made by moving your eyes and head then you must take the call. If a Player is in a position where they cannot see the *thing* by moving their eyes and head when the call is made (such as hiding behind the Bar or an overturned table) then they do not take the call. Players with real life vision difficulties should take their cue from those around them whether or not to receive the effect of a By the Sight of call.

Camouflage

A Creature under the effect of camouflage must cross both arms over their chest such that the palm of each empty hand is in contact with their shoulders or if wielding boffers the boffer must be in contact with their shoulders. They are completely invisible, but not inaudible, to all Creatures without the Detect skill.

Zones of Play

The Frontier, while relatively free, is constantly bombarded by horrific radiation and nightmarish alien abominations. In order to more effectively colonize the planet a shield generator must be erected and operated. Most settlements form around one of these large generators. The further one goes from a generator, the more dangerous the world becomes.

Green

Everything is just Green, A-OK! Crystal formations are rare and no gathering takes place. There are less Monster attacks and it is generally safer... until the shield fails again.

Mechanics: Hostile Flora/Fauna entering the Green Zone are generally hobbled, moving at walking speed.

Yellow

Yellow Zones are somewhat dangerous. Crystal formations are commonly found and gathering takes place here. Monster attacks come often and the Radiation Shield works at low, but tolerable levels.

Mechanics: Occasional random fluctuations can cause serious injury to Humanoids populating the Yellow Zone, heralded by a siren or cracking sound followed by a call of, "By the Sound of my Voice Everyone in the Yellow Zone _____."

Red

Red Zones are dangerous and often deadly. Opening up for only brief periods by overextension of the Radiation Shield these zones are usually created to exploit some kind of rare resource, or perhaps reconnoiter an abandoned outpost.

Mechanics: All Characters entering a Red Zone immediately gain one Stress Level and suffer some kind of detrimental effect which will be announced by staff as the Characters enter the zone.

For Example: All Characters gain a Stress level. All Characters take one point of damage to their arms. All Armor Shattered on entering the Zone.

Out of Game (OOG) Symbology

Out of Character/Game

To indicate that they are out of character or out of game entirely a Player places the back of their hand or weapon on their head. Additionally, staff members wearing a Black Last Frontier Shirt are considered out of game.

Noncombat Player

A Player who is medically incapable of participating in combat must wear a military PT belt diagonally across their torso like a bandoleer. A Noncombat Player may not purposefully participate in combat and any attacks which would be directed at that person are replaced with a pointed weapon within 5 feet of their body and the call, "hit!"; a Noncombat Player has only a single overall hit point rather than the standard limb/armor system and as such a single hit drops them into bleed out. This hit point is restored by restoring a torso hit point to the Character. Any Player knowingly shooting or striking a Noncombat Player may receive a Short Term Suspension or worse.

Hold

Sometimes a dangerous situation may present itself or a Player may become seriously injured. In situations like this a Player must take a knee and yell, "Hold!". Any Player who hears this call must also take a knee and yell, "Hold!" until all Players in the area have stopped. Once the action has ceased a Marshal will assess the situation and resolve any issues that may be present. After the situation is resolved the Marshal will yell, "Give me a reason for this hold to continue!" and if there is no reason given by a Player they will yell, "Play on in three, two, one!" at which point play will continue as normal.

Caution

If a dangerous situation presents itself, such as a Player backing up into a tree, other Players should go out of character and say, "Caution, tree behind you!" to indicate the danger.

Clarify

If a Player is ever confused about what something does or what skill was just called they are encouraged to go out of character and say, "Clarify, what does that do?" or similar. The questioned person will then go out of character to explain the mechanics of what just happened, after which both will go back into character and continue playing.

Technology and Discord

Genre appropriate technology is a mix of sensitive electronics and rugged mechanical ligature. You're just as likely to see a record player as a boombox, and ancient technologies like lassos and post-hole diggers are still in wide use. The Frontier is a rough place where the wonders of modern technology never properly disseminated.

Players may use the In Character section of the [Last Frontier Discord](#) to communicate with each other and NPCs both during and between events, even if they are unable to attend an event and do not buy a ticket for it. The one exception to this is when a player is at an event but in the Out of Character camping area, at which point they are completely out of game and may not use the [Discord](#). Narratively this is because they are too busy working or sleeping to check the chat.

The extreme ambient radiation is destructive to most other electronic signals. It makes electronic communication extremely difficult without highly specialized tech. All non-[Discord](#) means of electronic communication (phone call, sms, online chat, radio, walky-talky, etc.) are not allowed without an in-game item which allows for their use. All other electronic devices that do not send or receive signal are fair game, including phones in airplane mode, with the exception of when game provides you with QR codes to scan or playing music over bluetooth rather than hard cable for convenience. Be aware that you shouldn't bring anything with you to site that you wouldn't be okay with being destroyed. This is a dusty, dirty, fast-paced game that doesn't pause for broken electronics.

For safety reasons pyrotechnics are not allowed for use by players, but may be used by staff as part of story content. Flashlights may be any color, but to reduce the chance of injury may not be used to blind participants. Cooking food and heating drinks is allowed, but may only be done using a heat source with an off switch. A heat source must always be attended while on, and must be immediately turned off if combat comes near.

Item Categories

All items represented by item cards fall under one of three categories; **Equipment**, **Mixes**, or **Devices**. Items not represented by item cards include Elements and Schematics.

Equipment: Equipment must be worn in an Equipment Slot in order to gain its effects. The body has 6 Equipment Slots which may have Equipment worn on them; each limb, the torso, and the head. Unless otherwise specified each Slot may only wear a single piece of Equipment. Unless otherwise specified Equipment may only be Equipped to a Slot in the Green Zone. Equipment may be Unequipped anywhere at any time. Before venturing outside the Green Zone you must update your Passport with your Equipped Equipment accordingly. Examples of Equipment include Armor and improved Harvesting Equipment.

Mixes: A Mix is a consumable item made with the Socialite's [Mixology skill](#) (p.62). Mixes do not take up an Equipment Slot. Mixes require physreps as listed on their item card (usually some volume of water) and must be physically consumed in order to gain their effects. Examples of Mixes include bottles of Beer, Crimson Minotaur, and Chipotle Surprise.

Devices: A Device is any item represented by an item card which is neither a piece of Equipment or a Mix. Devices do not take up an Equipment Slot. Examples of Devices include Firearms and improved Containment Paper.

Doors:

A Door must have functional hinges and a latch that can be accessed from both sides. While closed, a Door can act as a barrier to unintelligent Creatures. Unless otherwise specified a Door can take 5 damage, 1 use of Knockdown, or 1 use of Break Armor to break. Once broken the Door must be left open until repaired. To Repair it you follow the normal Repair rules by building a box around the latch mechanism; the Repair Complex Action cannot be used in this way.

Barricades:

Players may create cover for themselves by turning over tables, chairs, etc. but may not do the same to create barricades which would impede movement in or out of an area.

Combat Mechanics

The Body and Injury

Hit Points

Each Character has a base 2 hit points in their torso, 2 hit points in each arm, and 2 hit points in each leg (potentially modified by Species). All damage is done in 1 point increments, except for solid red melee weapons which deal damage in 2 point increments. If a limb would be reduced below 0 hit points when it is struck, the excess damage is applied as if it struck the target's torso. The torso and limbs cannot be reduced below 0 hit points. Whenever damage is taken to the body you must roleplay the pain and impact of getting hit.

Injury

When a limb is reduced to 0 hit points it becomes crippled. When the torso is reduced to 0 hit points the Character falls into Bleed Out.

Crippled Arm

A crippled arm must drop limp to the side and may only be used to lightly hold objects. It cannot be used for anything else, IG or OOG.

Crippled Leg

If one leg is crippled, a Character must walk with a heavy limp and may not move above a walk. If both legs are crippled the Character must drop to the ground on their knees or go prone. If they have one or more usable arms they may use them to pull themselves along the ground at a crawl. If no limbs are available they may only lay or sit in place until help arrives.

Bleed Out

The Character must take a knee or sit/lay on the ground. They may not use any skills, items, or abilities unless otherwise stated. They may speak and call out for help. After 5 minutes they become Comatose. If the Character has limbs with remaining hit points they may be damaged as normal while in Bleed Out.

Comatose

Any remaining hit points in all limbs of the Character are immediately lost. The Character must lay down and may not move, except for some twitching. They may not speak, but they may groan in response to stimuli. They may not use any skills or items unless otherwise stated. After 15 minutes the Character dies.

Dead

[See Death and Retirement](#) (p.111).

Stabilized

A character is Stabilized if they were at one point in Bleed Out or Comatose but have since been Stabilized by a skill or item. So long as torso hit points remain at zero, a person is Stabilized. If a Character's legs are otherwise functional they may walk at a slow unsteady pace. A Character may not use any Skills or Items that do not expressly state they may be used while Stabilized or in Bleed Out. They may only speak in a low voice. If a Stabilized Character's torso takes damage that Character enters Bleed Out.

If any Medical Devices or Equipment used to Stabilize the Character fall off for any reason, that Character enters Bleed Out. For example Bandages; see Frontier Medicine (p.38).

This condition is only removed by healing the Torso for 1 or more hit points.

Moving the Wounded

A Humanoid in Bleed Out, with both legs at 0 hit points, or otherwise unable to move may be moved with the aid of another. Three methods may be used;

- 1) The Humanoid may be dragged by another Humanoid or carried bodily by them (if consent is given).
- 2) The Humanoid may move at a crawling pace while another Humanoid places a hand on their shoulder.
- 3) The Humanoid may stand and move at a walking pace while 2 other Humanoids each have a hand on each of the incapacitated Humanoid's shoulders.

Using Incapacitated Creatures as Shields

You may not purposefully use a Creature in Bleed Out or Comatose to block or intercept attacks. This includes picking up a friend in Bleed Out and holding them in front of you while you charge the enemy. If you are bodily carrying a Creature and they are hit with an attack accidentally, that attack will be taken by the carrier to the torso if it is a normal damaging attack and to the appropriate body part if it is a skill.

Armor

Armor is a type of Equipment which is one of the only ways of effectively increasing the number of hit points a Humanoid has. Unlike hit points, which are locational in nature, armor hit points are added together to act as a full-body defense against incoming damage. Each piece of armor has a specified number of hit points which the wearer may decide how to distribute damage between. If a piece of armor has zero hit points it is considered

Broken and must be Repaired in order to be functional again. Any piece of worn armor which has the Broken condition counts as an extension of the body part it is worn on when hit with an attack, skill, or item. Armor must be worn in order to gain any positive effects from it.

For example, a Character wearing armor on each limb being shot (regardless of where on the body they were hit) may choose which piece of armor receives that damage. Any following damage received must go to that same piece of armor until it breaks. Once it breaks the Character must choose a different piece of armor to be the recipient of damage until it too breaks. If all pieces of armor worn by that Character are Broken then they must now pay attention to where they are being shot in order to track their body's hit points.

Durability

All crafted items have a durability level. Durability measures the amount of repair an item can take before it must be replaced. If a skill or item would cause an item to lose more durability levels than it possess the skill or item has no effect and instead destroys the item.

Broken Items

Any item which has the Broken condition is unusable and loses any positive effects/abilities listed until it is Repaired.

Puppets

Some Monsters are too small for a human NPC to portray, and so they are portrayed by a Puppet on the end of a boffer. To hit the Monster you must hit the Puppet; the NPC holding the boffer or Puppet is not a legal target. If the boffer or Puppet hits you it counts as if you were hit by a monster as normal in the location that you were hit.

Fighting with Firearms

In the Last Frontier of New Paradiso most people's best friend, partner, and first love is the revolver on their hip. The weapon of choice for anyone looking to sling death at a distance, firearms are ubiquitous in New Paradiso with even the most innocent, sweet grandmother packing a derringer in her purse.

Different kinds of firearms have their own advantages and disadvantages. Wheel and turret guns are slow to reload but can be "field loaded" quickly while magazine-fed guns are the opposite. Rail guns are incredibly accurate with fantastic range but small magazine capacities and ammo scarcity make for poor close range characteristics. Whatever you wield, just make sure to practice with it, and get a goddamn holster! Folks are a lot more amenable to trade when you aint waving a loaded weapon in their face.

Firearm Fighting Rules

- Firearms do 1 damage per successful hit.
- Firearms may never be pointed at the head or intentionally shot at the head. **Eye protection is strongly encouraged during play.**
- Firearms may not be used to intentionally hit a target's neck, head, or gun. Shots to these locations do not count.
- A shot that hits a firearm does not count as having hit its wielder. Guns are legal targets for certain skills delivered by packet.
- A firearm may not be used to intentionally block a shot from another firearm, a skill, an item use, or a melee weapon strike.
- Guns may be modified as the user sees fit pending adherence to specified [safety rules](#) (p.126).
- Unless otherwise specified, only one Firearm may be wielded at a time. Physreps which are affixed to each other such as those that mimic the functionality of a "masterkey" or under-barrel grenade launcher count as multiple Firearms for this purpose. Items may exist which allow their use.

Fighting with Melee Weapons

Only a select few Soldiers learn how to effectively fight with melee weapons. The same personal shields that protect residents of New Paradiso from background radiation also protect against standard edged and blunt weapons. Only the advanced technology in Phase Weapons or the superhuman strength of some kind of deranged mutant psychopath could penetrate those... and of course there AREN'T any horrible mutants you're likely to encounter... Why would you even think such a thing? You've got a wild imagination there, I tell you what.

Melee Fighting Rules

- Melee weapons do 1 damage per successful strike, with the exception of solid red melee weapons which do 2 damage.
- Melee weapons may only ever be swung 90 degrees or more from the beginning of the swing to the end, and may only ever strike the target with a lightest touch.
- A melee weapon may never be used to stab a target under any circumstances.
- If the wielder is holding a single melee weapon they must pause for a full second after each strike before attempting another. If the wielder is holding two melee weapons then they must pause for a full second after each pair of strikes (one with each weapon) before attempting another.
- A melee weapon may not be used to intentionally strike a target's hands, feet, groin, neck, head, or gun.
- When a melee strike is attempted and the melee weapon contacts another melee weapon before it can hit its target, that strike is considered blocked and does not damage the target.

Weapon and Armor Physrep Construction Rules

Firearm Physrep Guidelines

A firearm physrep may be modified freely so long as it adheres to its specific firearms tier restrictions and general safety standards listed below.

- 130FPS for elite/accustrike darts at the muzzle
- 95FPS for MEGA/accuMEGA darts at the muzzle
- 110FPS for rival bawlz/BOOMco darts at the muzzle
- May not be used to strike another player as a melee weapon, regardless of construction or attachment.
- May not use stored compressed gas (CO2 canisters, HPA tanks, etc.) to propel ammunition. Exceptions are unmodified reservoirs and regulators fed by an unmodified pumping mechanism, such as the BOOMco Burst Wave.

Some firearms require the use of specific physreps in which case their physrep guidelines will be listed on the Schematic and Item Card.

Ammunition

Unless otherwise specified only unmodified nerf elite, mega, and accustrike darts, boomco darts, and rival ammo may be used. Off brand bulk ammunition may be used pending staff approval so long as it is identical to its name brand counterpart.

Armor/Equipment Physrep Guidelines

Armor/Equipment must be appropriate to game genre and must not have any sharp edges or points. This is to protect swung melee weapons striking that armor and the bodies of anyone running into you. Eye protection such as sunglasses/goggles are **strongly** encouraged but not required.

Armor/Equipment physrep requirements will be listed on their Schematic and Item Card. Players must step into an out of game space in order to switch which item card is associated with a given physrep.

Melee Weapon Physrep Guidelines

Melee weapons must be constructed with a rigid core fully enclosed by soft foam with a soft foam cap at the tip and pommel. We recommend graphite or plexiglass rods for the core and L200 for the foam, using the sandwich method. Any melee weapons must pass standard safety inspection at each check in (no exposed core, soft tip and pommel, must hit softly, etc.). Some aspects of this are by nature subjective and may vary with the staff member checking; if you aren't sure if something will pass inspection please contact staff beforehand and we will work with you to a solution. Last Frontier does not allow melee weapons with moving parts (flails, nunchaku, etc.) and does

not allow branching cores (cores which consist of more than a single, straight segment). A melee weapon's specific physrep guidelines, if any, will be listed on its Schematic and Item Card. Players must step into an out of game space in order to switch which item card is associated with a given physrep.

Looting Rules and Quarks

A Creature may only be searched if they are in Bleedout or Comatose. To search a Creature you must kneel beside them, place your empty hands over the Creature, and say, "Searching". You must maintain this position until you receive the items held by the Creature; if you do not then the process is interrupted. The Creature being searched will hand over all in game items which are not item cards that they possess. If the Creature in question is a Player Character then a marshal must be present for this process (p.109). If you wish to loot any item cards from the Creature then you must wait for it to die, at which point it melts into goo leaving behind all its item cards which may then be collected.

When some Creatures die they leave behind Quarks; elemental building blocks which can be combined with one another to form usable Elements. Take the Quarks to the Assayer's Office to exchange them for Elements as listed.



Carbon/Iron - 5

Copper/Aluminum - 9

Lead - 13

Anyone can bring their Quarks to the Assayer to be recombined into useful elements.

The color of the Quark determines it's elemental value.

Each element requires at least the listed value in Quarks to generate.

A high value Quark or combination of Quarks can be turned in for multiple elements.

Any excess Quark value that is not converted into elements is lost in the Recombinator process and cannot be returned as change.

Character Versus Character (CvC) Rules

If there are any questions on Character vs Character rules contact a Marshal before taking the action. Ignorance of the rules is no excuse for improper CvC.

Attacking Characters

Characters may freely attack one another at any time without a Marshal. Friendly fire will cause injury to Player Characters. Characters enter bleed out as normal when injured by a Player Character. However, their bleed out timer does not start until a Marshal is brought onto the scene. If a Marshal is not brought onto the scene within 5 minutes, the Character in bleed out heals one hit point in the torso. The Marshal will keep track of the bleed out and if necessary the comatose count.

Any Characters which take part in CvC which results in Character Death may not switch Characters for the remainder of the event. If you are not sure if this applies to you, ask the Marshal at the scene for clarification.

If your Character is killed, and you are unsure if your assailant was a Player Character or an NPC (for vengeance purposes) you may ask the Marshal at the scene for clarification.

Item Theft from a Player Character

To take items from a Character against their will you must have a Marshal present and notify them of your intentions. [See Looting Rules](#) (p.128) for normal procedure. Darts and Balls carried by a Humanoid may not be stolen.

Unattended Items

Unattended item cards and Elements can be freely taken at any time without a Marshal. If you wish to steal unattended item cards or Elements which are in a container which you do not own, you may not open or move the container yourself. You must have a Marshal open the container for you who will carefully extract any stealable items from it without damaging its contents.

Unattended Physreps

Unattended physreps may not be stolen or moved.

Items with “Cumbersome”

Items with the Cumbersome attribute cannot be stolen; they are too cumbersome and difficult to conceal.

These items may be interacted with by anyone with the appropriate skills. For example a person with hacking could open a Cumbersome lock box to access the contents, but could not move it from its location.

Ammunition on the Ground

Darts may be freely picked up from the ground. At the end of the game please return all ammunition without your player number on it to the Assayer's Office so that it may be picked up by its owner.

Malicious or Disguised Mixes

A Mixes' nature cannot be disguised; the imbiber of a Mix must be aware of a Mixes' effects in and out of game before consuming it for the Mix to have any effect.

Community Guidelines

Last Frontier operates under the general guideline of “Just be Cool”. This is a game we come together to play, a space we explore, characters whose lives we inhabit, not a platform for some other agenda and not a place to be an asshole. Your Character will do what your Character will do, but if you as a Player ever feel tempted to loudly criticize someone or yuck someone else’s yum remember, “Just be Cool”. You’re doing fine on your own and it isn’t worth starting a fight over. If you do have major issues with someone (not counting things like harassment, stalking or abuse) that you can’t be Cool about, then we expect you to deal with them yourself, like an adult; Last Frontier Staff cannot be the arbitrators of LARP drama and we expect our players to act in a respectful manner.

Additionally, if you are in character and someone out of game asks you to stop doing something or saying something because it makes them uncomfortable, Just be Cool and honor their requests if you can. If you feel that the request is unreasonable then remember that you are both Cool adults creating an experience together and use your best judgement; best practice is to go with the flow in the moment and have a calm and frank discussion with that person afterwards when the scene is over. Some requests, however, must always be honored, such as requests to be gendered in a certain way or requests to cease any romantic/sexual advances your character may be making. No means no. Rape, sexual assault, and sexism do not exist in the Last Frontier universe. They will not be introduced by Story and they will not be accepted from Characters.

Racism of the traditional variety no longer exists in the Last Frontier. The introduction of alien Species to each other has turned that animosity from within to without, and Speciesism is widespread. Players are encouraged to add Speciesism to their Characters’ roleplay to reflect the effect of interplanetary politics on everyday attitudes.

Complaints of harassment, stalking, abuse, etc. should be sent to the Directors’ email address as listed on the Last Frontier website. This may be done anonymously, but we recommend including your info as we may need to follow up for more information. Complainant's information will never be made public and will only be seen by the game Directors.

While we might play drunk prospectors swilling whiskey at the saloon, alcohol and marijuana are not allowed on site during the event. Also banned are any illegal drugs and substances.

Metagaming Policy

Metagaming is the act of using information which you know Out of Character and acting on it In Character. For example, if Abraham lets it slip at the after party that they robbed Brianna without being caught and Brianna takes revenge on Abraham based solely on that information, then that would be metagaming.

At Last Frontier the way that we deal with this is through our Metagaming Policy. You may not use any information which you know Out of Character **directly** In Character, but you may have **heard that information as a rumor** In Character and may act on it as your Character would any other rumor. So, using the above example, unless Brianna's Character is a violent psychopath who reacts blindly to the vaguest rumor, they would have heard some talk about the robbery and some hints that Abraham's Character was involved which they might then follow up on and investigate. If the investigation reveals to Brianna's Character's satisfaction that Abraham's Character is the culprit then bloody retribution may be exacted.

Rules Enforcement

Corrective actions will be made by Director decision at their discretion. All decisions are final.

Genre Violation

Failing to maintain genre in regards to costuming, props, or speech. Examples include repeatedly making out of character remarks or references in character after being asked to stop, wearing costuming inappropriate to the setting such as fantasy garb, and selling out of game items for in game currency without altering them to fit in the universe.

Corrective Action: Verbal warning, followed by additional actions if repeated.

Short Term Suspension

Repeatedly failing to Just be Cool or otherwise being purposefully disruptive of the community. Being disrespectful of staff. Violation of the Metagaming Policy.

Corrective Action: 1-3 game suspension.

Rules Violation

Knowingly and willfully cheating. Violation of the drug policy.

Corrective Action: 1 year suspension.

Major Rules Violation

Harassment, sexual abuse, physical abuse, or other such serious and damaging charges at the discretion of the Directors.

Corrective Action: Permanent ban.

Real World Medical Issues

If during the course of play a Player experiences a medical issue which forces them to remove themselves from play for more than a 5 minute period they will be unable to participate in the remainder of that event. Staff will collect their Passports and their Characters will receive all of the XP earned for that event even if they did not receive all of the normally required stamps.

Issues which would cause a Player to be removed in this way include heat exhaustion, serious untreated asthma attacks, and other medical issues which

indicate that a Player's continued play would be unsafe. Issues which would **not** cause a Player to be removed include having the wind knocked out of you, knee scrapes, falls, and other medical issues which the Player can recover from enough to continue play within 5 minutes. Staff is interested in threatening Characters, not Players. **Players should take care of themselves and be aware of their physical condition and limits during play.**

Change Log

v2.00	Joshua Maass added to credits for Special K'Nex Constructions
	Hyperlinks added throughout the book
	Highborne costuming requirement relaxed from primarily white to primarily a color of player's choice with tasteful accents
	Highborne unique mechanic buffed from "regain 1 CA/event" to "negate 1 stress effect per the dust settling in the green zone"
	Careers system added
	Jobs and Careers section now has text at the beginning explaining what the two are and how they work
	Removed requirement for players to write their player number on ammunition
	Skills had slight formatting changes to improve readability
	Emergency First Aid CA added ability for players to sub in alternative medical tests with director approval
	Harvest had polyp physical description updated to reflect current construction methods
	Harvest had number of elements given specified as 4
	Harvestable Polyps chart was given visual update
	Vat Cultures buffed to include Iron Spleen and Iron Hypothalamus as basic available organs
	Iron Heart size changed from "size of adult human heart" to "size of your fist"
	Repair buffed to no longer require gloves be worn.
	Repair buffed to allow compressed air to be used to clean off repaired gear rather than a cloth if so desired
	Repair now specifies a maximum of 1/8" diameter twine to be used in its CA
	Salvage had flavor text added regarding its primary use case
	Salvage now specifies that Wreckage cannot be moved without being salvaged
	Added "Qmail, Research, and Merit Missions" section to explain those concepts in text
Doors and Barricades have had rules specified for their use	
Quark exchange mechanism to elements simplified/cleaned up	
Salvage now specifies that if the physrep being salvaged can be dismantled without tools, you must do so	
Salvage now specifies a maximum of 1/8" diameter twine be used	
Camouflage now specifies what to do if you are holding boffers	

Forecasting is no longer a "passive" skill
Forecasting buffed with new simple and complex actions
Mining now specifies that other Creatures cannot carry Crystals for you
Mining now specifies a maximum of 1/8" diameter twine for use
Mining now specifies "black band" system for determining Crystal output
Refining debuffed to give linear rewards rather than logarithmic
Intimidate buffed to make it more useful in group combat
Mixology had most common chalk colors updated to reflect schematic realities
Discord use/policy added to Technology section
Technology section rules on flashlights have had their color restriction removed; red flashlights are no longer required.
Maladies no longer require an item to be used to diagnose; you now know what maladies you have and what they do when you receive them
Maladies has Addiction added to it
Maladies reorganized alphabetically
Firearms definitions expanded to allow non-detachable magazines/clips to be features of firearms level III and below, and expanded firearms IV and above to allow the use of clips as well as magazines
Under Combat Mechanics added Puppet Monsters and their mechanics