

Dark Colony LRP

Character Creation

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Building a Character:

The most important thing to your enjoyment of the game is the crafting of an interesting and comfortable character to play. The first stage is to establish a concept: start from thinking about the type of person you want to be playing, are you brave warrior? Learned scholar? Grease-smear engineer? Twitchy survivalist? Consider cool archetypes from films, TV, books, computer games, anything! Generate several ideas and try and find a way to use all the best ones in one character! Ultimately, you are looking to think up a person, not a stat-line. This is even more important in LRP than it is in tabletop roleplaying games as you will be living as this character for the duration of the events! It is worth noting that sometimes characters that would work brilliantly on the screen or in literature may work less well in LRP. Psychopathic, rude, loners might be fun to watch but in person? You tend to spend a lot of time on your own...

Once you have a nifty concept in mind then you can use the most appropriate skills etc. below to make the character concept work in game. You may not be able to do everything you want to straight away but that is what advancing your character's abilities is for! It is worth having a look at the available skills and rules before you start so you know what is possible but character should always take precedence over rules.

Sometimes it's fun to be a jack of all trades, but if you want your character to be the expert tracker, sneak thief, scientist for example then you should concentrate on skills etc. that make your character the best in that field.

The starting character:

All new characters have the following abilities as standard:

- 2 Hit Points (HP) to the torso, 1 Hit Point (HP) to each arm and leg.
- You can read, write and do simple arithmetic.
- You can use all your physrep weapons. You are assumed to have practiced with them.
- 200 points of Perks to spend on skills and rare equipment. Spend it all.
- At least six points of character flaws. You can have a few more if you wish but must have at least 6 points worth of flaws.
- A Radiation Score (RADS) of 0, this represents how much harmful radiation you have been exposed to.
- A Vitality Score of 5, this represents your immune system and natural good health.

Perks

Perks come in several flavours, each costing a different amount of points.

The cost for each Perk is listed in brackets () next to the Skill, Knack, Equipment or Genetic Modification.

Starting characters have 200 points to spend on Perks as they wish.

There is no requirement for a certain archetype to be followed; you are free to purchase any combination of Perks you wish as long as you have the points to afford them.

There is also no restriction on how many Perks you allocate to Skill, Knack, Equipment or Genetic Modification, you can even spend all your Perks on one area such as Equipment if you wish.

Skills: things your character is an expert at.

Knacks: these are tweaks to Skills, you need to learn the related Skill before you can learn any of the Knacks. It is not compulsory to buy any Knacks for a Skill, spend your perks as you wish, however it is compulsory to have the skill first.

Equipment and Resources: items you possess that give you an advantage in game such as guns.

Genetic modification: made at birth, these can only be bought by a starting character, you cannot purchase them later on.

Skills:

The skills listed on the following pages are the talents and abilities that your character has learned. Please note that you don't have to be "an engineer" to have engineering skills. You might have a hobby! You build your character's backstory and personality and then buy them appropriate skills to suit them!

The skills listed below all have a cost in Perks in order to buy them. Many of them have "knacks" as well. (*Shown in italics*) These are little tweaks to a skill that make you better at the skill in some way. You need to buy the skill before you can buy the knack. For example:

First Aid (20) – emergency stop deathcount

Stabilise (10) – good enough to move.

Resuscitation (5) – wake up non-lethal and if we stop someone's heart

In the example above, **First Aid** would be the skill and costs 20 points of Perks. Once you have bought the skill you can also learn to do some fast temporary fixing, enough to *Stabilise* the casualty (costing another 10 Perks) and move them. You couldn't, for example, just learn *Stabilise* and *Resuscitation* without leaning **First Aid** first.

If a Skill has more than one Knack, you do not have to purchase them in the order they are listed, you can pick any of them you wish. So in the example above you could purchase First Aid (20) and then Resuscitation (5) without having to purchase Stabilise (10) first.

Some of the skills are knowledge or technical skills; these have a list of subject areas listed below them. Every time you buy a knowledge or technical skill you can choose a new subject area. There will often be knacks associated with knowledge or technical skills. These have to be bought for each subject area (so you would be a Genetics *Nerd* or a Human Physiology *Specialist* – indeed you could be both a *Nerd* and a *Specialist* in one area).

Many skills and knacks are limited to once per encounter or per day or similar. If these have an asterix by them (e.g. *Drop**) then you can buy them multiple times, each instance of buying the skill or knack adds one to the number of times you can use it per period.

If your skill is one that has physical abilities associated with it then assume you have access to the basic tools to do so. Please provide physreps amongst your kit so that your roleplaying can be that much more convincing. As an advisory, our definition of basic tools is a little woolly but is the difference between a chisel and a lathe; a stethoscope and a bypass machine; a big magnifying glass and an electron microscope. Use common sense and ask a ref if unsure.

Technical Skills– Choose one of the following areas as your Technical Skill. You can buy as many technical skills as you have points of Perks to do so. How long it takes to use the skill in play will be advised by the ref you ask, this may also be altered by a bead draw, but if you're not told the default is one hour to repair something and 4 hours to build something. You may also need to take a bead draw to determine how good what you have created is, how long any repair may last, or even if it is possible at all, this is particularly true when trying hack programs or defuse explosives.

Programming Skill (25) – Writing and understanding programming languages. You can create programs with enough time and effort and can analyse programs to discern their function.

Hacking Skill(25) - You are able to breach security protocols and evade intelligent anti-intruder systems to break into hidden databases and programs.

Electronics Skill(25) – You can repair broken electrical systems and with enough time and effort fabricate simple electrical systems.

Gears and Hydraulics Skill(25) – You are able to repair and fabricate the moving parts of heavy machinery and vehicles. If it has cogs or pistons, you are all over it.

Structural Engineering Skill(25) – You have the knowledge of building, repairing and reinforcing buildings and small structures like bridges and the like. You know how force distributes and how to resist it.

Cybernetics and Robotics Skill(25) – While building one from scratch is beyond you, the principles of robotics, of sensors, processors and end effectors are yours to understand. You can repair broken cybernetic/robotic parts.

Fabrication Skill (25) – Whether through crude blacksmithing or milling with tech tools, you have the knowledge of manufacturing complex parts or bulk material components. You can also work with repairing armour and melee weapons and similar tools

Carpentry Skill (25) – You have the knowledge and skill to select timber, shape it and use it to perform joinery and construction. With the appropriate Structural Engineering you could even construct buildings. You can also work with repairing bows, crossbows and with the correct equipment and resources you could manufacture more ammunition.

Firearms Skill(25) – You can maintain, clean, repair and restore firearms of all kinds. With the correct equipment and resources you could manufacture small amounts of ammunition.

Explosives Skill (25) –You are adept at using explosives. You can safely attempt to set and disarm fuses, tripwires and explosives.

Technical Skills all share the same Knacks but each Knack must be purchased separately for each Skill i.e. if you choose the bodger knack you must allocate it to a technical skill and call it by the skill its applied to e.g Programming Bodger knack, if you also have the Explosive skill this does not mean you have the Explosive bodger knack, you must buy it again for Explosives.

Bodger (5) – Bodger Knack : While most serious repair work will take anywhere from a quarter hour to many hours, a skilled jury rigger can bodge together a quick fix. This will only take five minutes and will only run for an hour or so but might just buy you your life. Buy for each technical Skill

Gasher (5) – Gasher Knack: Any idiot can break something, but you know how to stop something working for just long enough to achieve your aims, best of all. You can reverse the damage and make the disabled device live again... Buy for each technical Skill

Maker (5) – Maker Knack : You are a demon worker. Your practiced hands fly around the work so fast that normal people can barely follow your progress. Halve all of your technical skill times i.e. the time quoted by the ref also halve the bodging/gashing times. Buy for each technical Skill

Unarmed Combat Skill (30) – Your bare hands and feet are lethal weapons, you can choose to deal real damage and can cripple locations unarmed. "Call "Permanent"/"Perm" when you initialise combat with someone so they know damage done from that point on is permanent (you do not need to call on every strike). Call "Temporary"/"Temp" to change back to temporary damage (again you do not need to call every strike). If you do not call "Perm" when initialising combat your unarmed combat damage will be considered temporary.

- Drop* (5)** – Drop Knack: Whether by tripping, throwing or bearing to the ground you can put an opponent on the ground once per encounter. Call is “Drop” with an appropriate mimed action.
- Stun* (5)** – Stun Knack: Once per encounter you can stagger one opponent for a second or so and gain the upper hand. Call is “Stun” with appropriate non-contact unarmed blow. Does no damage.
- Resist* (5)** - Resist Knack: Once per encounter you can call “Resist” on either a “Drop” or “Stun” call. Physrep your resistance to the blow.
- Dodge* (10)** – Dodge knack : Once per encounter you can call “Dodge” and ignore the damage from one melee blow. Please physrep the dodge. Must be aware of target, so does not work against lethal strike and other skills that take you unawares.
- Hold* (10)** – Hold Knack: Once per encounter you can call “Hold” while grappling a target, you place a painful lock on the target immobilising it until you either are attacked by someone else, you release the hold or the target uses “Break Hold”.
- Break hold* (5)** – Break Hold Knack: Once per encounter you can force an opponent to release a “Hold”, “Choke” or “Grapple” by calling “Break Hold”. Your opponent must release the lock but is not obligated to release you! You can just act as normal once more.
- Choke* (10)** – Choke Knack: Once per encounter you can lock a sleeper hold or strangler’s choke on to your target, DO NOT physrep the choke! (Don’t laugh, it happens!) Mime it and call “Choke”, the target has sixty seconds before they pass out. They can still act so beware stabbing blades or guns! If they “Break Hold” or someone else attacks you then the choke is broken.
- Break Bone* (20)** – Break Bone Knack: Once per day, you can target a limb that is unarmoured and call “Break Bone” with an appropriately pulled blow, if you hit then the limb is automatically crippled.

Tough as Nails Skill (50) – You gain another 2 HP to the torso and another 1 HP to each limb.

- Even Tougher (50)** - Even Tougher Knack - You gain 2 more HP to the torso and another 1 HP to each limb.
- Roll with the Punches* (10)** - Roll with the Punches Knack: Once per encounter you can ignore one close combat blow, react to the hit as normal (physics still happens) but by calling “Just a Scratch” or similar you can ignore that hit. Must be aware of target, so does not work against lethal strike and other skills that take you unawares.
- Mind Over Matter (15)** - Mind Over Matter Knack: Unlike most people you have the option to move and fight normally while on your deathcount. Be sure to act badly wounded and fatigued. You can use no other skills or knacks while using Mind Over Matter. This has no effect on other crippling damage only deathcount. The downside is that every minute you spend using Mind Over Matter will cause you more damage and will be represented in your healing bead draw. If you are still using Mind Over Matter when you hit the end of your death count then you drop unconscious and are in *very* serious trouble...
- Hard Headed (10)** – Hard Headed Knack: Once per day you can use your thick skull to absorb the impact of a “Subdue” call, just call “Resist” and ignore the attempt to subdue you. Please physrep the hit nonetheless and then presumably, get cross!
- Lung Capacity (5)** – Lung Capacity Knack: You have trained your lungs to hold breath for a very long time. You do not have to breathe for up to five minutes, as long as you are not too active. Obviously you cannot talk. If you are totally inactive you can increase this time to ten minutes. This ability does not give any immunity to the 'Choke' Knack as it requires a period of preparation to activate which would not happen in a combat situation.

Knowledge Skills – You are an expert in a subject area and can carry out craft skills associated with it. You can buy as many knowledge skills as you have points of Perks to do so. If you wish ask a question speak to ref who will give you a bead draw. If you wish to carry out research ask a ref who will advise you how long your research will take, this may be by bead draw, you can then go off roleplay carrying out the research or save it for later time, the ref may give you the result there and then in which case you can't inform others until complete or may decide to advise you later once the time has been spent.

Botany and Ecology Skill (25) – You are an expert in plant biology and the science of ecosystems and interacting organisms.

Human Physiology Skill (25) – You are an expert in the organs and processes of the human torso.

Genetics Skill (25) – You understand DNA, the fundamental building blocks of all known life. You understand the theories of genetic manipulation although the practice is beyond you without specialist equipment.

Forensics Skill (25) – You can investigate the minute evidence left behind at a crime scene and draw conclusions from it. Every contact leaves a trace and you are the one to find it.

Newtonian Physics Skill (25) – The science of forces, motion and the strengths of materials.

Sub atomic Physics Skill (25) – The science of nuclear physics and quantum mechanics.

Geology and Earth Sciences Skill (25) – The study of the properties of rocks, earths, ores and attendant metals. Knowledge of the processes of tectonics and associated phenomena (earthquakes, volcanos etc.).

Criminology Skill (25) – You are an expert in the psychology of the criminal mind. You can predict their pathologies and build profiles. You can spot patterns of behaviour and note potential criminal behaviour as a result.

Body Language Skill (25) – You have studied the patterns and tells of the human body for so long that you can read a person's intent and honesty written across their stance and expression. Be warned though, someone skilled in this can fake their own body language to fool you! As, for that matter, so can you...

Pharmacist Skill (25) – You understand the safe delivery and uses of a wide variety of pharmaceuticals. You know how they work at the chemical level and can thus make use of them in ways that they were not designed to do... (see Drugs in the Equipment section for more details).

Psychology Skill (25) – You understand the processes of the mind, of the breaking points and the tell-tale pathologies that indicate underlying damage. With enough time and effort you can even cure some of these poor afflicted people.

Human History Skill (25) – You have the learning and experience to research or even recall historical details of Distant Earth.

Archaeology & Anthropology Skill (25) – You are adept at investigating the long buried past and drawing conclusions from condition and context. You study populations and their cultures and gain knowledge of their practices and beliefs from their remains and stories.

Human Theology and Philosophy Skill (25) – While not necessarily being faithful yourself you have made considerable study of faiths and their believers. You are familiar with philosophical principles and can examine new and emergent faiths and philosophies to recognise their founding principles.

Knowledge Skills all share the same Knacks but each Knack must be purchased separately for each Skill e.g. if you choose the Nerd Knack you must allocate it to a Knowledge Skill and call it by the skill its applied to i.e Human History Nerd knack, if you also have the psychology skill this does not mean you have the psychology nerd knack, you must buy it again for psychology.

Specialist (5) – Specialist Knack: You are genuinely an expert in your field. Anything you are attempting will be faster and more precise than lesser minds could achieve. Halve all research times quoted by a ref.

Nerd (5) – Nerd Knack: You've kinda dedicated your life to this field. No detail escapes your knowledge and you can perform calculations and cogitations in your head that would fox someone with a calculator. Even the bead bag is more forgiving and will allow you to redraw a bad result with another five minutes hard thinking!

Pathfinder Skill (30) – You can follow tracks and trails in soft ground in good weather, you know the local area well and can safely lead small groups through the wilderness.

Tracker (10) – Tracker Knack: No matter how bad the conditions you can follow the trail. In good weather you can follow trails over hard ground too.

ID Tracks (5) – ID Tracks Knack: Not only can you follow trails, you can recognise tracks that you have come into contact with before. You can tell the number and laden status of the tracks. In short, you not only know where they went but who they are.

Rad sign (5) – Rad Sign Knack: Identification of 'possible' radiation hot zones by identifying terrain/vegetation damage.

Potency Skill (40) – You are stronger than the average human. You can lift and carry a man easily and call “Feat of Strength” once per day to perform some truly impressive feat (overpowering a massively strong creature, holding up that collapsing ceiling for a few moments etc.). Note you are not super powered you can’t lift cars over your head.

Mighty Blow* (10) – Mighty Blow Knack: Once per encounter you can wind up and let go with a massive hit. Make sure that you physrep a big swing and Call “Mighty Blow”. It will cause double normal damage.

Knockback* (5) – Knockback Knack: Once per encounter you can drive your opponent back a couple of paces by striking them and calling “Knockback”. They will then stagger back a few paces.

Resist* (5) – Resist Knack: Once per encounter you can call “Resist” on one call of “Knockback” or “Stun”. Your raw physicality overpowers the force. You can resist the knockback effects of explosives or gunfire.

Grapple* (10) – Grapple Knack: Once per encounter you can wrap your opponent in a bear hug (please just mime this!) and call “Grapple” stopping them acting by raw strength alone. Unless you release them, or they break the hold neither they nor you can take any other actions.

Break Hold* (5) – Break Hold Knack: Once per encounter you can shrug off the pitiful martial antics of lesser men! You can call “Break Hold” and cancel a Grapple, Choke or Hold.

Melee Weapons Skill (20) – You have actually trained with hand weapons. Once per encounter you can call either one "Disarm" or one "Resist" against a "Disarm" call. Melee Weapons Skill and Knacks all require you to be using a Melee Weapon when you call them.

Disarm* (10) – Disarm Knack: Once per encounter you can, by striking the weapon of an opponent and calling "Disarm", force them to drop their weapon please note that this only works on one handed weapons, two handed weapons are more secure and only remove one hand. This can give you an edge though.

Big Hitter* (10) – Big Hitter Knack: Once per encounter you can cause double your normal damage by calling “Double” as you strike the target. If the weapon is two handed you do 4 damage.

Break Bone * (20) – Break Bone Knack: Once per day, you can target a limb that is unarmoured and call "Break Bone" with an appropriately pulled blow, if you hit then the limb is automatically crippled.

Resist Disarm* (10) - Resist Disarm Knack: Once per encounter you can call "Resist" on one "Disarm" call. Please note this only resists a call. If you drop the blade then that is your problem.

Sharpshooter Skill (40) – You can place a round on any target you choose. Instead of calling “John!” when you shoot, you can call “John: Right leg!”. The damage goes where you want it to rather than torso. (Good for missing armoured areas). Note sharpshooter can only be used for single shots.

Trick Shot (10) – Trick Shot Knack: You are even more accurate than sharpshooters! Once per encounter you can disarm an opponent of a single object held in one hand with a shot.

Shot on the Run (10) – Shot on the Run Knack: You can make a regular shot (not using any other skill) while moving quickly. Can be used for burst fire as well as single shots.

Both Guns Blazing (10) – Both Guns Blazing Knack: You can aim and fire weapon in each hand at the same time. Can be used for burst fire as well as single shots.

Pistol Expert (10) – Pistol Expert Knack: you can double the range at which pistols can fire. Pistol only.

Security Skill (30) – You can disable physical locks, the time taken will depend on the complexity of the lock and will be at the discretion of a ref and a bead draw. You can also attempt to disarm trip wires and mechanical traps

Electronic Security (5) – Electronic Security Knack: You can also bypass electronic locks in the same way as a physical lock.

Avoid Surveillance (10) - Avoid Surveillance Knack: You can usually spot and thus avoid electronic surveillance & detection equipment (CCTV, laser, pressure pads, heat sensors, vibration sensors etc.)

Electronic Surveillance (5) Electronic Surveillance Knack: If you have the equipment you can set up surveillance equipment in the best places to spot or listen and obtain the best information.

Escapology (5) – Escapology Knack: Even while tied up or in shackles you can find the means to free yourself from bonds. Works the same as security, only difference is you are tied up!

Linguistics Skill (25) – Spend enough time around a spoken language and you will start to understand its basic meanings, you will be able to make yourself understood although very crudely and open to mistakes.

Translation *(5) – Translation Knack: You can do the same for written texts using a large sample as a Rosetta Stone to unlock the language. Buy separately for each language.

Fluent in _____ *(5) – Fluent in Knack: You can choose a language that you have encountered, you are able to become fluent in that language provided you dedicate the time and are able to get consistent exposure to it i.e. you cannot learn a language if there is no one about speaking it. Note while you can speak the language, it does not mean you have a full comprehension of the concepts behind things being said, that would require the Archaeology & Anthropology Skill.

Incapacitate Skill (30) – You know where and how to hit a target to knock them out momentarily. You can approach an unaware target and strike them while calling “Subdue”. The target will drop and be unconscious for around 2 minutes. If you are wearing a Helmet you are Immune to Subdue. Note please do not hit someone on the back of the neck, hit their back instead and call Subdue.

Hamstring (10) – Hamstring Knack: Once per encounter you can strike an unaware target’s limb with a blade and call “Hamstring”. You immediately cripple that location. Location must be unarmoured.

Lethal Strike (20) – Lethal Strike Knack: Once per encounter you can approach an unaware target and strike them while calling “Lethal”. This will cripple the target’s torso and therefore put them on their deathcount. Note that a subdued target is unaware. Location must be unarmoured.

Subdue (10) - Subdue Knack: Once per encounter you can call a "Subdue" which if used on an unaware target, will knock them unconscious for 2 minutes. If you are wearing a Helmet you are Immune to Subdue. Note please do not hit someone on the back of the neck hit their back instead and call Subdue.

Human First Aid Skill (20) – You know the basics of first aid, clearing airways, applying pressure to bleeding wounds and the like. If you are working on someone (pressing a wound for example) then their deathcount is stopped. If you are attacked and have to stop then it starts right back up!

Stabilise (5) – Stabilise Knack: With five minutes quick effort you can patch someone up sufficiently that they can be moved safely. The deathcount still remains stopped while you stabilise.

Resuscitation (5) – Resuscitation Knack: You can safely wake up people knocked out with non-lethal damage (subdue or unarmed combat) and if someone's heart has stopped for whatever reason then you know CPR and can restart it. Using this on someone who has gone over their Deathcount continually until someone can treat them, this can potentially modify the bead draw in the patients favour

Treat Human Wound Skill (40) – You can sew most wounds, and treat combat damage. Using appropriate physrep's you can clean injuries, stitch wounds shut and bandage the resultant work to prevent disease. Consider this a battlefield medic level of treatment although a lot of people have had to learn this skill to allow their families to survive in this harsh world. Beyond this level you need a Surgeon! Healing takes 5 minutes per hit point healed. Remember that multiple medics can work on a person at the same time to speed things up.

Doctor (20) – Doctor Knack: Having made careful study of medicine and practiced treatment extensively you have reached the point where you can consider yourself a doctor. You can examine human patients to determine diseases and know the relevant treatment to cure them in time, the disease must be known for you to be able to identify the symptoms. Furthermore, with the months of practice treating wounds you can sew and pack more efficiently and speed people's recovery. You can now treat 1 hit points every 2 minutes, effectively halving the total time for treatment. Field medic can increase this further.

Surgeon (20) – Surgeon Knack: You are the last hope for the most seriously injured. People past their deathcount, with multiple severe injuries and the like really need a surgeon! You can reset bones, relocate dislocations, repair deep wounds and the like. Refs have discretion for when a surgeon is their only hope. Note surgery normally requires taking the patient back to base.

Field Medic (10) – Field Medic Knack: Your skill and dexterity is wondrous to behold. Knots and cuts fly almost faster than observers can follow. The time taken to perform medical actions from the Treat Human Wound skill and attendant knacks is halved.

Equipment and Resources:

While everyone has access to simple tools and weapons like bows, crossbows, tool-like weapons (hand axes, billhooks, hammers), improvised melee weapons and knives. More advanced technology and machineries are much, much rarer. You can buy the rare equipment with Perks like a skill.

All equipment, trade goods and resources may be bought multiple times, so if you want 3 pistols you can have 3 pistols, but that's 180 perks in total and you only have 2 hands.

Resources bought are yours, they are non-transferable (assumed destroyed upon death by whatever killed you). You must provide physrep in a style suitable for the system – consult a ref if unsure. While occasionally circumstances may take these resources from you, they can't be removed permanently as they will replenish at the end of the event. Even ammunition, trade goods and other consumables will resupply at the end of the event from colony stores.

The list below will change from time to time as the game progresses.

A note on equipment found in game

Sometimes equipment is scavenged during the event, from crew npc or found, traded for during encounters, at the end of the event unlike equipment that is acquired by spending perks it is handed into the colony stores i.e even if not used or traded, it is always lost at the end of the event. Any scavenged/found/traded equipment must also be checked with ref to see if it's still in working order, repairable or just a bunch of crap, before its used in game.

Occasionally, rare equipment will be found during events, that players may wish to keep... in such circumstances the refs may agree to let you pay the Perks to keep it permanently. For other, one shot items that will never replenish and once used are lost forever, the refs may allow you to keep them with no Perk cost for use at the next event. Note that some items may also have an 'expiry' date and if not used within a certain time will be lost.

Trade goods

Within the game there will be opportunities to trade for goods, equipment and information. Trade goods are anything from surplus food, broken electronics to illegal psychotic drugs, none of these trade goods provide any advantages in game other than providing you goods to trade with (think of it as character wealth). Buying trade goods gives you a limited supply of these items each game, however they last only for the length of each game and are then assumed to be lost in downtime (so you cannot 'save up' points of trade over a number of events).

Anything traded for is also lost at the end of the game unless it used during the game (the player trades for parts to fix something in the Colony) or it's for things like information. Rare items purchased with Trade Goods can only be kept permanently with Ref approval and an appropriate Perk cost to the player (the player trades for a weapon and wishes to keep it, they must pay with their normal Perk points to keep the item after the game - otherwise the item is assumed lost, broken or traded on during downtime).

Trade may be between players for something they have found, may be between NPC's either those in camp or with any others you meet. There will be a notice board with tradeable goods and services listed, if anyone gives you trade goods they are now yours until the end of the game unless you re-trade them. Note that this does not give you any Trade Goods for future games.

Legal trade goods supply (10) – Provides equivalent of 20 perks worth of trade per game

Illegal trade goods supply (10) – Provides equivalent of 40 perks worth of trade goods per game but cannot be traded for legal goods listed on trade notice boards and may provide other troubles

Combat gear

The rules for the various items of combat gear are summarised below, for full rules see the relevant section of the Main Rules.

Armour

Armour is bought per location, Torso, 2 arms, and 2 legs. You can mix and match armour types on different locations but you cannot stack armour types on a single location.

Improvised Armour **Torso (20)** **Per Leg (5)** **Per Arm (5)** ie pair of legs costs 10
Basic, crude armour made from junk and basic metal plates (1 point armour).

Modern Armour **Torso (30)** **Per Leg (10)** **Per Arm (10)**
Modern multi layered armour (2 point armour).

Helmet (20) – Anything from a metal bowl helmet to modern ballistic covers. (1 point armour to chest).

Weapons

- Pistol (60)** - 15 feet range, single shot, 2 damage Includes all semi-automatic pistols, revolvers and similar. Includes 1 magazine (6 shots) per game
- Machine pistol (70)** - 15 feet burst (half mag, 6 damage, 2 sec cool down) Uzi-style fully automatic handguns. Includes 1 magazine (2 bursts) per game
- Rifle (80)** - Within shouting range, single shot, 2 damage (with set up might be able to snipe at longer ranges) All single shot, long barrelled, firearms. Includes 1 magazine (6 shots) per game
- Assault Rifle (90)** - Within shouting range, single shot mode (2 damage) or burst mode (half mag (3 shots), 6 damage, 2 sec cool down). Includes 1 magazine (6 shots) per game. You must have at least 3 shots left in a magazine to call "burst".
- Shotgun (70)** - 5 feet range, single shot, 4 damage and target suffers Knockback 2 feet. All weapons firing multiple pellets in a single blast. Includes 1 magazine (6 shots) per game
- Machine Gun (120)** - Spray (full mag, everyone in the front 90 degree angle of the gun is hit for 2 damage and knockback 2 feet) or burst (half mag, 6 damage, 2 sec cool down and knockback 2 feet). Fully automatic, heavy calibre weapons. Includes 1 magazine (1 spray or 2 bursts) per game. You must have a full magazine to call "Spray"
- Big Gun (200)** - Within shouting range, full mag, 15 damage to a single target. Anti-material rifles, rocket launchers, RPG's etc. Includes 1 magazine (1 shot) per game. Depending on the weapon used there may be other effects of these weapons, a ref will make any relevant calls at the time the weapon is used
- Improvised (20)**- 15 feet range, single shot, 1 damage, 30 second reload time. Cobbled together, homemade guns, using crude black powder to fire ball ammunition. Cannot use when the powder would be wet (raining or similar conditions). Weapon has to be reloaded after every shot, 1 magazine provide 12 shots of black powder.

Weapons Consumables

- Magazine (20)** - 1 extra magazine per game for a specific weapon you own (all guns include 1 magazine per game by default). Price is per extra magazine and they are not interchangeable between weapons, even of a similar kind (2 pistols for example cannot share magazines).
- Grenade (20)** - 5 foot range explosion, 1 point of damage to 3 locations. Knockback. Whether a cobbled together pipe bomb or a scavenged military grenades, all grenades work the same. Price is per grenade.

Tools and Devices

Medical Aids

Micro Surgery Bot (30) – These tiny robots are an emergency medical protocol. Originally designed for the military, no medical knowledge is required, these tiny devices then became commonplace on deep space missions as in crisis replacement for surgeons if the worst happens. The crash destroyed much of the tech on the ship but some of these tiny devices remain. When deployed, the Micro-Surgery Bot heals broken bones and major lacerations taking 5 minute to fully heal 1 person. The bot's entire supply of chemicals and energy is consumed in the process and takes a few weeks to recharge and have its chemical replenished i.e one use per event.

Organ transplant (20) – Histocompatibility null organs capable of being transplanted into any recipient were a major advancement in medical technology. Eventually, this technology reached its zenith with vats of embryonic stem cells capable of differentiation into any organ required by bathing it in the appropriate cytokines. This is one of the rarest technologies available aboard the ship. It still requires major surgery to implant but any organ - barring the brain - can be replaced for 1 person.

Field Cryo Unit (20) – With cryogenic technology reaching the point of allowing interstellar travel, smaller, temporary units started to be developed. In situations where terrible damage is inflicted and help is far away, a Field Cryo Unit will suspend the vital functions of the patient and preserve their life. A Field Cryo Unit will keep 1 person alive for an hour and may be used once per day after that it needs recharging. Needs first aid or treat wound skill to use.

Medical sensor (10) – As medical sensing technology continued to advance it grew smaller and more compact. This device is a compact sensor that allows simple medical imaging to be generated by a hand held device. It measures pulse, levels of dissolved gases in the blood and other key indicators to a patient's health. While it needs training to understand the implications of the readings, it is a boon to a doctor's analysis of a patient.

Technical Equipment

Colony interface (20) – Spread around the colony are sensors, cameras and detectors around the perimeter. This device – which range from audible alarms which will sound if a detector is tripped to a PDA on which a camera's image can be displayed – hook into these sensors and can give early warning of impending danger or playback of something missed. Only one of it's functions can be used at a time.

Torch (5) - A basic, high quality, electronic light source. Using kinetic charging to retain a supply of power forever.

Full spectrum sensor (20) – While their forms can vary from goggles displaying differing radiation sources to a sort of advanced Geiger counters giving a readout of radiation levels. These devices allow you to have early warning of damaging radiations as well as radiated signals like radio or microwaves.

Gas analyser (20) - Originally designed for forensic teams, these devices sample the air and report on chemical constituents, clever users also heat solid or liquid chemicals and analyse the gases given off to give clues to their composition.

Lie detector (20) -These devices –whatever their form – operate by sensing perspiration, pupillary dilation, heart rate, tension in extremities and a hundred other tiny cues to the honesty of a target. They take a few minutes and some reference questions to get going and start giving answers. Even then, some much practiced individuals can fool them...

Universal computer interface (20) – A small, portable computer, usually in tablet form that allows you to connect to devices that have computers within them but no user interface.

Holo reader (20) - Holographic technology is still in its infancy but has managed to get to the point that a portable device can display holograms stored on holo chips. The holo chips are sometimes found having spilled from the disintegrating ship and these are the only devices that can read them, they could contain anything from entertainment to vital information.

3D printer (40) - Space travel needs a variety of components to be available from the minimum amount of stored materials. 3D printing devices allows copies of simple object to be made or new fabrications with a carefully programmed design. You can only make simple shapes, for example, you could make the frame of a gun but not the springs or firing pin. Each item consumes a 3D printer pack.

3D printer pack (10) – These volatile chemicals and powders are held in a cartridge form, once placed into the machine the chemicals start to mix and cure. Once the item is made the excess chemicals are essentially ruined so any item up to 1 cubic foot consumes a printer pack.

Radiation Suit (30) – These suits shield the wearer from harmful radiation. They are not perfect but will triple the duration that you can tolerate hot zones before picking up a rad point.

Drugs

Pharmaceuticals are rarer than we might like among the Dark Colony stores. But there were a great many among the ships storerooms and caches of them are found regularly. For 20 Perks a character with the pharmacist skill can buy a supply of pharmaceuticals. Characters without pharmacist have to pay 40 Perks. That supply is five doses of any of the drugs listed below. Choose the mix of drugs you want at the start of the event (for example, 2 doses of Nociphine, 1 Vasovazepine and 2 Acedote Charcoal). You can buy multiple supplies of drugs to have more of them.

If you do not have the pharmacist skill then you can still use pharmaceuticals... it's just a tiny bit more dangerous. Without being able to properly identify and dose them, all drugs are potentially hazardous. By all means take them, just find a ref for a bead draw!

Nociphine

Painkillers – An ampule of Nociphine removes any debilitating pain effects and allows a character to act normally. If carefully administered by a pharmacist the drug can allow a character to use Mind over matter for five minutes even though they don't have the skill.

Vasovazepine

Sedatives – Used to calm manic or highly anxious patients, prevents panic effects. If administered by a pharmacist it can act as a crude truth agent.

Mortcuron

Anaesthetic – Anaesthetic agents push a patient into a controlled coma and are incredibly dangerous. This drug is only used by pharmacists, drops someone deep unconscious to make surgery safer thus improving the bead draw. Can be abused to simulate death by a pharmacist, this is properly dangerous and needs a dose of Acetadote Charcoal to bring them out of it. Bead draws are needed as though using the drug untrained.

Epinephramine

Adrenaline – This is a drug used to wake people out of deep overdoses and similar conditions. If carefully administered by a pharmacist it can be used to allow a character to use the genetic modification Heightened Reflexes for five minutes.

Acetadote Charcoal

Antidote – An easy to use swallow able compound, binds harmful poisons and helps to reduce the effect. Once swallowed a character can redraw the bead for poison.

Panacemycin

Antibiotics – The broadest possible antibiotic, provides mild anti-viral and anti-fungal properties. Helps to fight disease in infected characters but has provided no help against The Quick thus far...

Polythropico

Antivenoms – Injected compound that binds animal and insect venoms and tries to preserve the delicate kidneys and liver. Once administered a character can redraw the bead for poison.

Filgrastim CLT

Anti-radiation smart drug - Filgrastim is a drug that temporarily suspends all active cell division in the body. Simultaneously it kicks into high gear the process of homologous recombination which will repair the highly dangerous double-strand breaks that the radiation can inflict. Filgrastim CLT therefore buffers the potential damage from a radiation hot-spot. Taking Filgrastim CLT will triple the possible time spent within a hot zone before a RAD point is taken. Remember to mention your dosage to the ref involved as they set the duration limits.

1,3-L-HOPAmine

Chelation agent - 1,3-L-HOPAmine (commonly L-HOPA) is a chelating agent that effectively clears the blood and lymphatic system of free radical agents and radioactive isotopes. This helps to mitigate some of the lingering damage from radiation exposure. L-HOPA usually comes in the form of IV bags as the drug needs to be administered slowly over the course of an hour. If successfully administered – i.e. not interrupted – then you will lose a point of RAD over the next day. If you simultaneously take Filgrastim CLT then the time to administer reduces to half an hour and the RAD point will be lost in six hours. No more than 2 RAD points may be lost per event.

Genetic Modifications

Through infections with targeted viruses or designer embryos science has started to produce the superman. Obviously military technology was at the forefront of this breakthrough and as a result there was something of a backlash when it was first used. At the time the colonists left Distant Earth the technology was receiving general acceptance and greater use. The genetic modifications can be bought like skills but only with starting Perks as you are born with them. All modifications can only be bought once, you cannot stack the same modification.

Enhanced Antigen Portfolio (30)

Disease resistance – By ensuring that the B-cells of the immune system are pre-loaded with every known harmful antigen, the bearer of the modification is immune to almost all diseases. The downside is that pharmaceuticals need a triple dose in order to overcome the resistance. This has no effect on Vitality level or resistance to the Quick.

Radiation Reflective Cytoplasm (40)

Radiation resistance – Chemical compounds produced in the cytoplasm of every cell gives a reflective quality that helps to keep radiation out of the nuclei and thus prevents damage from radiation. Crude older versions of this gave the skin an iridescent sheen. Characters with this modification have double their normal rad count, thus only killing them at 10.

Accelerated Haemostasis (40)

Fast healing – By accelerating the pace at which blood clots bearers of this modification have a much greater chance of surviving traumatic battlefield injuries. Accelerated Haemostasis halves all times for treating injuries.

Hardened Epidermis (50)

Armoured skin – By forming interlinking layers of callouses with reptile DNA for hardened epidermis then people with Hardened Epidermis have increased resistance to damage. Hardened Epidermis adds a Hit Point to each limb and two Hit Points to the torso and can be combined with Tough as Nails and Even Tougher. The downside is that surgery and stitching is much, much harder thus doubling all times for healing.

Heightened Reflexes (30)

Heightened reflexes – With nerve conduction velocities increased, hearing sharpened and adrenal glands primed, characters with this modification are at a higher peak of awareness. A character with Heightened Reflexes can "Dodge" either the first single shot bullet, or the first melee strike per encounter or they can take half damage against the first burst or explosion damage per encounter. They all tend to be nervous and twitchy individuals.

Hyperdense Skeleton (30)

Hardened bones – By forming a honeycomb of strengthening bony ridges around every bone in the skeleton this modification makes damage to the skeleton almost impossible. Characters with this modification may deal double damage in unarmed combat (Call "Double", note that you still only do Temporary damage unless you have the Unarmed Combat Skill) and are immune to "Break Bone", the downside of this is that surgeons find it much harder to get to internal organs. Hyperdense Skeleton doubles the time needed for healing.

Flaws

Flaws are disadvantageous conditions that your character can take. Please note, flaws are not excuses to behave badly and spoil other's fun. You are in control of how severe the flaw is, curious does not mean that you *have* to open that drum of radioactive waste to see what else may be inside. You'd just really, really want to... Flaws are designed to add to a character's personality, not cripple them or drive you to take actions that make little sense. You are in control of your character's actions, not the rules!

You may, on occasion, find yourself inflicted with one of these flaws during play through extreme bad fortune. Sadly, you don't get any skill bonuses for this. You've just been really, really unlucky. If your flaw needs there to be an external force acting on you then let a ref know. We'll provide the jeopardy...

- Addict (3)** – You have become dependent on a substance. If you do not get this on a regular basis then you will start to feel the effects...
- Ambitious (1)** – You are always looking for the next rung of the ladder. You want to end up at the top of this particular heap and heaven help anyone who stands in your way.
- Avaricious (1)** – Your personal wealth is never enough. There is always another main chance just around the corner, if only you can see it.
- Bad Company (2)** – You are a member or former member of a proscribed organisation. Simple membership was an offence because of their tactics or politics. For ex-members, leaving such organisations is never easy.
- Bad Habit (1)** – You have a bad habit that causes mild annoyance or revulsion in those around you. Trouble is, you've been doing it so long you rarely know you're doing it.
- Bionics (*)** – See end of flaws for Bionics, these are the poor man's replacement organs and susceptible to all types of interference and failure. Cost 1 per limb or organ. Note if you have a bionic eye for example and then take the blind flaw you are still blind.
- Blackmailed (3)** – Someone out there knows, they know your guilty secret. If it was to be revealed then respect? Reputation? Forget it. You'd better do what this person says hadn't you?
- Blind (2/6)** – There are two levels to this flaw, the first means you have lost one eye, the second means you are completely blind.
- Clumsy (2)** – No matter how hard you try you don't seem to ever move with grace. If there is the chance to trip, stumble, knock something over, drop something... it always seems to happen to you.
- Cowardly (3)** – There are those who face danger with courage and heroism. You are not one of them. When the going gets tough, you hide behind the table.
- Combat Paralysis (3)** – Faced with danger you freeze and stand there, unless someone shouts to get you to move.
- Criminal Past (2)** – You bear the recognition tattoo of a convicted criminal who has passed through the penal system. This may affect your relationships with different groups in different ways, some positive, most not...
- Crippled (3)** – One of your limbs is unusable. You might have a limp, or an arm in a sling. You can take this flaw up to four times, one for each limb. Your life will be progressively tougher.
- Curious (2)** – Say, you see that sealed box over there? That fence with stay out on it? Haven't you ever wondered what was on the other side? Inside the box? Go on, how much harm can it cause?
- Dark Secret (2)** – You know something, something terrible, something that could cause irreparable harm, something that others would happily kill you to stop this knowledge being "out there". Keep the secret.
- Deaf (2/4)** – There are two levels to this skill, the first is hard of hearing, you cannot hear anything under a clear speaking voice. The second is a profound deafness. You can hear nothing, even the shouts of warning...
- Death Wish (6)** – For whatever reason this life is already over for you. Nothing remains. You care not whether you die but have no intention of killing yourself. It's a dangerous world, something will get you.

- Delusional (3)** – You have minor paranoia that makes you see things, or believe something crazy
- Dependant (4)** – You have someone who depends on you, this can be anything from providing them blood transfusions, to have to be certain places at certain times for the colony, failure to do the task even once will have bad consequences.
- Deranged (3)** – Your experiences have damaged your sanity leaving permanent psychoses. Choose a psychological malady to suffer from (examples include schizophrenia, claustrophobia, intense anxiety and many more).
- Envious (1)** – Nothing you have is ever good enough, the others always got the better chance, the better resources, they're thought of better, makes you green with envy.
- Fragile (4)** – Your body really isn't suited to the rigours of this harsh world. You get sick faster, you heal slower and you can't resist damage as well as others. (Mostly this will negatively affect bead draws)
- Gluttonous (1)** – Food is your addiction, you just can't understand how others can ever say "I'm full". This can be a problem if resources are scarce...
- Gen tagged (2)** – You were tattooed as experimental genetic test subject that failed, the world sees your shame and you wait to find out your fate
- Heroic (4)** – Discretion may well be the better part of valour, but someone needs to step up and face the danger. That someone is you. Whatever the threat you will stand between it and innocents to protect them.
- Hidden Master (3)** – Your destiny is not your own, unbeknownst to everyone else, you are beholden to another. You serve their desires and are beholden to them.
- Hunted (2)** – Somewhere in your past you really, really upset someone. It may have been a crime you committed, something you were accused of, anything. The result? There are people hunting you and one day they will find you.
- Ideology (3)** – You believe in an ideology that prevents you doing certain things, eating certain foods, wearing certain cloths, this not a criminal ideology that make you danger to others, just a set of minor issue, you are not a fanatic.
- Illiterate (2)** – Somehow, words just never seemed to make sense to you. You cannot read.
- Illness (minor) (2)** – You have a minor ailment that affects you in certain circumstances, could be a hacking cough if running any distance, could be a weak stomach, essentially anything minor and contextual.
- Illness (major) (4)** – You have a debilitating illness that affects your every waking moment.
- Indebted (1)** – You owe someone, big time. You'll never seem to be able to earn any serious wealth as it all belongs to your creditor until it is paid back.
- Innumerate (2)** – For whatever reason, maths is a closed book to you, numbers simply do not make sense.
- Intolerant (1)** – You hold prejudicial views towards a subject or group, you may be uncomfortable simply to be in the same room or it may be that you simply dismiss them as lesser than you.
- Loose Lips (1)** – You are a gossip, secrets might be important but isn't a problem shared a problem halved? Privileged information just is not safe with you.
- Low Pain Threshold (2)** – You squeal like pig after a mere scratch, shouting for help when others may be dying.
- Loyal (2)** – You are absolutely loyal to another person, group or concept. You will never. Ever. Betray that person, to the death if necessary.
- Lustful (1)** – Monogamy is just one of those concepts that never seemed to make sense to you. Faithfulness, commitment? Why?
- Mean Spirited (1)** – Sharing just isn't something you are set up to do. Your creed is "what have you done for me lately?" Essentially you are curmudgeonly and grumbling.
- Mute (3)** – You cannot speak your only way to communicate is gesture or pen and paper
- Oath-sworn (3)** – You have made an unbreakable commitment to a cause or philosophy. Determine your oath and stick to it!

- Old (4)** – You are elderly, not late middle aged, properly elderly with everything that comes with that.
- Over Cautious (3)** – It's a dangerous world out there, some might call it cowardice but they are fools, this is self-preservation and anyone who says otherwise is not long for this world.
- Over Confident (3)** – Yep, the world is dangerous but bold action will save the day! A good offence is the best defence, surely? After all, you know what you are doing. Right?
- Pacifist (3)** – Violence is not the answer, you will seek the path of peace, of negotiation, of compromise. You will defend yourself if attacked of course but to be the aggressor is anathema to you.
- Prideful (1)** – You are bound by your pride. You are fantastic and you know it, if anyone challenges you then you'll just have to prove them wrong won't you?
- Phobia (4)** – You have a phobia of something, don't choose something that will make it impossible to act in the game
- Sceptical (1)** – There is no mystery in the world that cannot be solved with science, logic and reason. The supernatural is for credulous idiots.
- Self-Righteous (1)** – You know best, your way is the right way, your personal morality is the true way and you don't care who knows it.
- Shameful Sibling (2)** – There is a family member out there, one of those who give truth to the "choose your friends but not your family". Who knows what they will need next or what awful favour could be asked.
- Shell Shocked (4)** – You were in military service or in combat in some other way, the experience has left you twitchy and liable to become catatonic at the worst possible moment in combat.
- Slothful (1)** – Frankly, you are lazy, if there is an easy way to achieve your aims then that is the way. Path of least resistance, who cares right?
- Social stigma (1)** – You don't bathe, you smell bad, have really bad breath, are known for dealing in drugs, you dress like a prostitute, you're openly a member of an unpopular minority group etc, something that makes others uncomfortable to be near you
- Stubborn (1)** – Once your mind is made up then there is no changing it. You dig your heels in, set your sails and bludgeon others into seeing your point of view.
- Squeamish (2)** – Eww, that's blood over there isn't it? And that's his head? Excuse me, I'll be over behind this bush throwing up...
- Superstitious (1)** – Sure, reason and logic are all very well but the light of these sciences don't seem to illuminate like the old sorceries. You are happy to believe in ghosts, ghouls and things that bump in the night.
- Unable to Lie (2)** – The truth is generally the best way. Liars get tied up in knots and are eventually found out. Isn't it better to know a painful truth than to live in ignorance of information that could save you?
- Unforgiving (1)** – You hold a grudge like no-one else, no second chances. That's your motto. Someone crosses you? They'd better not expect help next time.
- Unlucky (4)** – For whatever reason, your stars just seem cursed. Things just don't ever seem to work out for you, things like bead draws for example... Be sure to mention it to the ref when you make one.
- Vengeful (1)** – Vengeance is the only way to guarantee safety, send one of yours to the infirmary? You'll send one to the morgue. Assured retaliation is the only way to dissuade these animals.
- Wrathful (1)** – Your fuse is very, very short. You are quick to anger, slow to calm.

Bionic flaws (1) * per limb or organ chosen

For those who can't afford the designer organ implants or genetics, mechanical-organic hybrid bionic replacements are available. Internal organs can have some minor advantages over the organic originals but come with lots of downsides as well. All of the bionics have a real disadvantage against electromagnetic radiation. EM pulses will shut bionics down for a few minutes, if this is an arm or a leg then this is an inconvenience, a heart then it's bad news. It should also be noted that bionics do not convert food into energy and they may need replacement power units, which may not be readily available. Anyone with bionic limb or organ flaw may be asked at any time by ref to take a bead draw for its status – a black bead will indicate a fault. Bionic are not obvious, you don't need to pysh-rep metal skin and gears at the most perhaps a minor discoloration of the skin or joint line where the artificial skin joins the real.

Limbs

Arms - Bionic arms are robotic contraptions made to replace flesh components. They have 2 hit points – regardless of any character toughness or genetic modification purchased – and cannot be “healed” only repaired by a character with the cybernetics and robotics technical skill. The other downside of a bionic arm is they lose delicacy of touch. Fragile artefacts and the like might be crushed by a bionic arm and a surge of electricity could cause awkward glitches.

Legs - Bionic legs are robotic contraptions made to replace flesh components. They have 2 hit points – regardless of any character toughness or genetic modification purchased – and cannot be “healed” only repaired by a character with the cybernetics and robotics technical skill. The other downside of a bionic leg is that they don't change speed well. Moving from a walk to a run and back again requires an effort of will and makes a character move more awkwardly. A surge of electricity could cause awkward glitches.

Senses

Eyes - Bionic eyes gather data from the outside world and convert it into grainy black and white images through the optic nerve. While some models can use full spectrum (this is not the ones offered as flaws) imaging to gather their data the resulting processing in the brain tends to remove most benefits from gathering further information. Bionic eyes are very susceptible to overloading from sudden bright light and blur in the presence of strong EM fields around electrical devices. The upside is that the eye cannot be disabled by chemical irritants like gas or pepper spray and the like.

Ears - Cochlea implants to gather sounds from the outside world and convert them into neural signals were amongst the first bionics and are the most advanced. Functionally they are normal ears but can be retuned to pick up radio waves, while in this mode the ear is deaf to normal speech and sounds. The downside is that sudden loud noises – explosions, gunshots within arm's reach and the like cause intense pain to the user.

Organs

Heart - A clacking, clockwork-sounding heart is the last resort to a failing organic heart. They are imperfect creations and have to have their rhythm set by radio signals. Someone with a bionic heart has to manually increase the rate before they can run or fight effectively and will be exhausted after any period of intense exercise.

Lungs - Gas exchangers replacing the semi-permeable membranes of the lungs are a semi effective means of replacing a failed organic lung. The lung will actively remove carbon dioxide and introduce oxygen. Trouble is it does this at a constant speed and effectiveness. While the user will be unaffected by gases and choking smoke they struggle to run more than a few paces at a time or fight for more than a few seconds before they are exhausted and need to catch their breath.

Liver/kidneys - The detoxification systems of the body can be replaced in this futuristic world. Internal dialysis engines replace the kidneys and metabolic reactors replace the liver. Either of these will make the body far more resistant to poison and venoms but the downside is that pharmaceuticals need a triple dose in order to take effect as the organs remove all foreign chemicals, not just the harmful ones.

Character Advancement

After each game, all those taking part will be awarded points of 'perks'. These may be spent in any new skills, knacks, equipment, or resources you can afford. They can also be saved up for future advancement.

The only thing you cannot buy after start up is 'genetic modification'. These are available for starting characters only.

Any new perk costs the same as it would have at start up, and any new knack still needs you to have the skill to apply it to before purchase.

Equipment buyback, unlike skills, knacks, and genetic modification, it is possible between events. However, the process will lose you 20% off the original cost in perks, so this is not something we encourage you to do on a regular basis. For example, if you wish to upgrade from pistol to rifle, the pistol will give you 60 perks minus the 20%, so 48 perks towards the rifle.

A weekend game will typically provide a player (note the player and not a specific character) between 10 to 20 Perks, which can be spent on an existing or new character.

Equipment and Perks spent on Skills, Knacks, Equipment or Resources for a character that dies in game cannot be claimed back, as they are permanently lost.

No player may create more than two characters that they wish to play. To create another character when two are available to play, the player will be required to retire an existing one.

Advanced Skill Options:

These options are only available to players who have played or crewed a minimum of one Dark Colony Game

They may only be applied to a character that has survived one game, these options are not available to a character fresh out of Cryo.

NEW SKILL

K'mar Physiology Skill (25) – You are an expert in the organs and processes of the K'mar torso.

Human First Aid Skill (20) – You know the basics of first aid, clearing airways, applying pressure to bleeding wounds and the like. If you are working on someone (pressing a wound for example) then their deathcount is stopped. If you are attacked and have to stop then it starts right back up!

NEW KNACK

K'mar First Aid (5) – K'Mar First Aid Knack: You have learned how to apply your First Aid skill to K'Mar.

Treat Human Wound Skill (40) – You can sew most wounds, and treat combat damage. Using appropriate physrep's you can clean injuries, stitch wounds shut and bandage the resultant work to prevent disease. Consider this a battlefield medic level of treatment although a lot of people have had to learn this skill to allow their families to survive in this harsh world. Beyond this level you need a Surgeon! Healing takes 5 minutes per hit point healed. Remember that multiple medics can work on a person at the same time to speed things up.

NEW KNACK

Treat K'mar Wound Knack (20) - Treat K'Mar Wound Knack: With this knack you have gained enough understanding of K'Mar physiology to be able to apply your Human treatment skills to a K'mar

New Characters

These only apply to players that have attended one or more events (so that you have a feel of the different groups), New players are normally asked to play a character straight out of Cryo for their first event:

However you may create a new Human or K'Mar character (see K'Mar Character Creation) that is already an established member of Unity.

You may create a new Human character that originally belonged (was awoken from Cryo by them and then decided to leave) one of the other colonies: Fortress, Aurora, Stinker or Terra. Such a character will need to have its back story agreed with the Refs.