

Prophecy Apocalypse Rulebook

Zombie Apocalypse 2011



Based on the core Prophecy Rule set, customized by the
“Prophecy: Apocalypse Team”
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Our sincere thanks to Truax MacFarland of the Maine Adventure Society Inc. (MASI) for the original rules concept.

This summer we are running a post-apocalyptic zombie LARP over the weekend of July 23-24. All of the proceeds Winged Throne and Ye Olde Commons raise from game admissions, and a pre-game auction of useful in game and out of game items will be donated to the Japanese Red Cross to be used in the recovery efforts for Japan.

Prophecy: Zombie 2011 - July 23-24, 2011

It started in Mumbai. At least, that's what the newspapers said several days after the outbreak, several days too late, when the world press finally reported the appearance of the strange new virus. Of course they had reasons for not reporting it right away, revolution in the Arab World, natural disaster in Japan, an upcoming royal wedding, and celebrities in full-blown meltdown.

The virus moved so quickly, it wouldn't have mattered anyway. In our hubris, we thought we'd be safe here, separated from the virus by vast oceans, airports and seaports closed with a decisive executive order. But it was too late. The Infected were already here.

The cities were the first to fall; the tightly crowded population provided the perfect breeding ground. As people fled the epidemic, but they couldn't escape the enemy that was growing within them. When they died, the carnage began. The cycle played out again and again as society as we knew it crumbled.

I've heard that there is a safe zone. If I stay here, I'll likely die. I may not make it there, but honestly, what else do I have to lose?



What is Live Action Roleplaying?

Live Action Roleplaying, or LARP as it is often called, is a form of art, recreation, and social gathering all rolled into one. LARP events are often referred to as Games, and may take place at an outdoor or indoor location, and could last a few hours or an entire weekend.

The chosen physical location will represent a Setting, and a number of people known as Cast populate the setting with characters ranging from monks to brigands to ghosts to wild beasts. Cast members will usually play several different Characters during an event. The actions of the Cast are guided by a number of inter-connected Plots, which are written and directed by the Apocalypse Staff.

A Player will create a single Character, with personality, desires, goals, motives, skills, etc., using this rulebook. The Player will then portray that Character, and interact within the world of the Setting. So while Cast Characters (sometimes called Non-Player Characters or NPCs) must for the most part follow a pre-written Plot, as directed by the Staff, the Player Characters (or PCs) are free to do what they will within the confines of the Rules. A good way to think about it is that the Game is like a sweeping epic novel, in which the Players are the main characters, while the Cast and Staff provide the opposing forces, setting, and side characters.

The Game revolves around “real” actions. What this means is that when you choose to do something you must actually do it. You can never “say” you are doing something and have it happen for you. You must actually do it. If you say, “I climb up this wall”, all it means is that your character has just said that, which will get you some odd looks, but won’t save you from your enemies.

There should be no need for you to ask other players out-of-game questions, such as “Do I recognize you?” or “What do I see?” These questions should be avoided. There may be a few cases where you will need to ask another player to clarify a situation, but these should be rare.

You can do anything that you are capable of accomplishing without breaking the rules, endangering another player or yourself, disrupting the flow of game, calling a Hold, or damaging other people’s property. There are some things you just can’t do, even if “realistically” your character could do them.

The reasons for this are to avoid situations like the following:

Player A: “Okay, I set the hut on fire. You guys must be roasting in there by now, come on out!”

Player B: “Actually, I broke down the back wall and climbed up that tree.”

This sort of thing confuses the continuity of the game. Examples of things you cannot “say” you are doing include: cutting off limbs, breaking down doors, violation of another’s person, and burning items.

There are also some real-life actions we would ask you to refrain from for your own safety, and the safety of others. This information can be found in the Rules and Policies section of the Rule Book.



What to Expect

Prophecy: Apocalypse is a game designed to get you right into the action and hopefully keep you on your toes throughout the event. Each Apocalypse game is a one-shot that puts the players into an end-of-the world type setting. Your primary goal is to live through the weekend, but you will have other tasks to accomplish based on the setting. Each one-shot game will have slightly customized rules, based on the rules found in this rulebook, which will govern situations and skills unique to that setting.

Rules and Policies

Safety Rules

*These are the most important rules in this book.
Follow them above all others, and at all times.*

Running at Night

The single greatest safety risk you face in live role-playing is NOT combat. It is running at night over rough terrain, risking falling and bashing your brains out on a rock. Prophecy: Apocalypse plot is written to avoid such situations, but to totally forbid running at night would stifle too much of the action. HOWEVER, always use extreme caution when running. Try to avoid pursuing other players at night. We realize that running is sometimes the only option in the face overwhelming odds. Please, exercise common sense and be careful.

Combat Force

When fighting with padded weapons, you must always pull your blows so as not to strike too hard. No blow should cause real pain. If you are struck by a blow that you think is too forceful, say “Excessive Force” or “Check your swing.” The hit DOES NOT COUNT! Everyone is different, so you will have to adjust to your opponent’s level of comfort. Blows that some players would hardly notice are quite unpleasant for others. No one should feel uncomfortable about calling “Excessive Force.” It doesn’t mean you are a wimp. You are actually helping the game by keeping things under control. If you feel a player is abusing this rule, smile, make nice, and inform the staff.

Combat Targets

Do not strike the head or groin. Hits to the hands do not count. Blocking melee weapon blows with your hands is not allowed.

Weapon Safety

All weapons must be inspected by the staff before an event. For guidelines on weapon construction, consult the “Combat” section of the Rule Book.

Blocking Doors

Blocking or holding a door with your body or furniture is not allowed. Do not try to physically force doors open.

Fire

No flames are allowed at any time.

Light

Any flashlight may be used by affixing a colored filter, diffuser or gel lens so as to dim the light and not blind those around you. Small LED type lights of any color are allowed as well as chemical glow sticks. White lights are not allowed. Never shine a flashlight or directed-beam LED light directly at somebody's face during combat.

Drugs, Alcohol, Real Weapons

These are NEVER allowed. You will be instantly “disinvited” if you are found with these. This includes coming to an event “under the influence.” You may bring a pocketknife or similar tool for utilitarian purposes.

Physical Contact

No physical contact is allowed in game without the other player’s permission. No direct physical contact is allowed in combat AT ALL, and you should avoid getting within arm’s length, unless using a fist-sized packet.

No Unsafe Stunts or Climbing

Please do not climb trees or buildings, or jump out of windows.

Carrying Other People

There may be many instances during the course of the event when your character will want to lift or carry another character. We strongly encourage you to “roleplay” this action, rather than actually picking up and carrying the other person. Take them by the arm and say, “I carry you,” at which point the person you are carrying should get up and move with you, slowly, as if you are carrying them. Both of you should move no faster than a slow walk while you are roleplaying this action. We would rather see roleplaying of this sort than have someone get hurt by picking up another person, or being dropped by another person.

You may actually pick up a close friend and carry them, IF, and only if, you ask them “May I really carry you?” and they agree. In this case, you may move as quickly as you see fit. Again, we discourage this type of realism in the game for safety reasons. Other competitive players may see your action as a challenge and want to outdo you, only to hurt themselves or others in the process. The person to be carried may NEVER insist on actually being carried, nor can they make you carry them if you do not wish. They must always agree to roleplay the action if that is what you desire. Remember...the policy of Prophecy: Apocalypse is no physical contact; so be sure to ask the other person before taking them by the arm, to avoid possible miscommunication.

CAUTION!

When you see a safety problem, call “Caution.” This is used for things such as someone about to back over a rock or into a tree. The caution creates a sort of mini-“Hold” (see below) during which you should be ignored by others, as should the person at risk.

CLARIFY!

When you did not hear or do not understand a spell or in-game effect, call “Clarify.” The person should explain what has happened or answer your question. This also creates a mini-“Hold” (see below) during which others should ignore both you and the person answering you.

HOLD!

In the case of MAJOR safety problems, injuries, or the like, call “Hold.” ALL action stops within line of sight, and should start again only when the problem is resolved and a “Play On” has been called. Do not call Holds for in-game reasons (like someone not noticing the spell you hit them with). Do not hesitate to call Holds when you think it might be needed, such as for real-life injuries. We would rather be safe than sorry!

Policies

Do Not Use Obscenities

Swearing is poor roleplaying, and upsetting to some people. We know that people slip, especially in a modern game environment, but please do your best, especially as regards the more heinous vulgarities. If you feel the need for colorful language, practice using suitable in-game phrases. Substitute profanities such as “gorram” and “frack” can be used. Yes, they’re “borrowed”. So what?

Do Not Cheat

This should go without saying. The game is nothing if the players are not honorable – no matter how despicable their characters may be!

Do Not Insult Others Out-of-Game

In-game insults are fine, of course, but we should all respect one another out-of-game. Unpleasant, out-of-game personal remarks, slurs on sex, race, religion, or sexual orientation are not acceptable. Treat members of the opposite sex with courtesy and respect. No one should be made uncomfortable out-of-game by what other people are saying at a Prophecy: Apocalypse event. If you feel another player is violating this policy, please contact a member of the Staff as soon as possible.

Do Not Litter

Everything you bring to the camp should either leave with you or be placed in a suitable trash receptacle.

Smoke in Designated Areas ONLY

The Staff understands that you may wish to smoke during the course of the event. However, there are many other players who do not want to smoke with you. Please be courteous to them and smoke only in the designated areas. Take your cigarette butts with you and deposit them in the trash. Do not throw cigarette butts on the ground! If we find that this is happening, smoking may be permanently banned from the game.

Roleplay!

Prophecy: Apocalypse is about roleplaying. Roleplaying is vital to maintaining the atmosphere we're all here to enjoy. Not everyone likes to roleplay every minute of a game, but **NO ONE** likes to be trying to roleplay while someone else is blatantly out-of-character nearby. Being out-of-character while others are roleplaying is rude, and will not be tolerated. Certain areas of the game are "roleplaying zones". It is **REQUIRED** that you stay in character in these places. Blatantly breaking character could have dire consequences!

Stay In Control

Blatantly losing control of your actions or emotions (whether during combat or because you are unhappy with the outcome of an encounter) leads to dangerous situations and out-of-game offensiveness. If you feel like this is happening, just step back from the situation for a moment to settle down and remember it is just a game. You may certainly roleplay that your character has lost control, but even in that situation you must always keep safety first.

No Spectators

Live Action Roleplaying is **NOT** a spectator sport. Spectators, be they friends, significant others, etc. are **NOT WELCOME!** They make people uncomfortable and disrupt play. Everyone is welcome to play Prophecy: Apocalypse, and the Staff will find Cast roles suitable for those who are only interested in watching or roleplaying. But every person on the game site must be in-game and in-character.

“Disinvitation”

The Prophecy: Apocalypse game is run by its Staff solely for their enjoyment, and that of the players. Everyone who attends a Prophecy: Apocalypse event, be they staff or player, does so by invitation. The invitation is an open one – anyone is welcome!

However, if you are not fun to play with, because you are abusive, cheat, are discourteous, etc., then you will be issued a “disinvitation.” This will usually (but not always) be preceded by a warning. Prophecy: Apocalypse is about fun, and we are not interested in wasting time with people who cause problems.

Character Creation

Creating a character for Prophecy: Apocalypse involves several steps. You will have the opportunity to make many choices that will shape a unique and individualized character.

The steps to create a Character are:

Starting Attributes

All characters begin with the following:

Basic Attributes

Life: 2

Focus: 1

Free Points: 6

Spend Free Points

You begin with six Free Points. You can expend these Free Points to increase either your Life or your Focus. It costs 1 Free Point to increase your Life or your Focus by 1 Point. You may not reduce your Focus and Life attributes below the starting values to gain Free Points.

Life Points represent the amount of physical damage you can sustain.

Focus Points represent the amount of energy and concentration you can devote to specific tasks and skills.

Please keep in mind that it is unlikely you will find the means to increase your Life or Focus statistics beyond your starting scores, and most characters will find that they always need more Focus!

Focus Cycles

Some skills require great attention and focus and call on our training, expertise, mental acuity or physical strength beyond the norm. They leave the individual a bit drained afterwards, and only time can restore that energy and will. We call this Focus. A player's Focus Points are restored every 6 hours at 12 am, 6 am, 12 pm, and 6 pm each day.

Choose a Background

Each Background will provide a special benefit to the player who chooses it. Each character chooses one Background.

Choose Skills

You will begin the game with 50 Skill Points. These Skill Points can be spent on any of the skills listed in this book. You can earn another 5 Skill Points by submitting your character history via email by the deadline, **July 10, 2011**.

Choose a Name

You may be tempted to take the name of a well-known character from a popular book or movie. We heartily suggest that you avoid this. Many other players have read those same books and seen those same movies. To encounter a character with a well-known name may interrupt their In Game mindset and take them out-of-game.

Assemble a Costume

This event will be set in the modern world. Anything you would find in the modern setting is acceptable with a few restrictions; No profane pictures, sayings or logos are allowed. The minimum legal limits of modesty must be observed.

Write a Character History (Optional)

You will gain 5 additional Skill Points by writing and submitting a history of your character to the Prophecy: Apocalypse Staff. Histories must be emailed to the Staff. While there are no real requirements for character histories, we will evaluate them subjectively for detail and content. Histories must be in two weeks prior to the start of the game to be eligible for the 5 point bonus.

Your character history should contain personal information about your character's exploits prior to the start of the event. This might include information on your background, your family, your childhood, your enemies, what brought you to town, etc. This information will remain confidential with the Staff, but may be used for Plot purposes.

Please do not include anything in your character history that will give you an unfair advantage in game. You may not write that you are some sort of supernatural creature with additional abilities beyond your starting skills. You may not write that you are the CEO of a major corporation or the president of the United States. You may have had wealth once, but lost it, or had it stolen. The point is that you cannot begin the game with an advantage over other players because of your character history.

Character Histories are subject to approval by the Prophecy: Apocalypse Staff, in order to ensure consistency in the game and setting. Please take the setting of the game into account when writing your history.

An Example

We include here an example to illustrate the steps outlined above. Let's say John needs to make up a character to play in an Apocalypse game. He has read through the rules and has a pretty good feel for the type of character he wants to play. He would like his character to be a washed-up rock star. John sits down with the Apocalypse rule book.

First, John starts off with 2 Life Points, 1 Focus Point, and Six Free Points.

Now, John must decide how to spend his Free Points. He decides to use 2 of his Free Points to increase his Life to 4, and then spend the remaining 5 Free Points to increase his Focus Points to 6.

John looks through the Backgrounds and chooses Famous, which he feels is the most appropriate choice for his aging rock star. John notes that the Famous special power allows him to fully Renew his own Focus Points twice during the event.

John will now choose skills. John has 50 Skill Points to start with. He chooses:

Administer Drugs:	5 SP
Inspiration:	8 SP
Mass Confidence:	6 SP
Remember this Moment:	8 SP
Warrior's Motivation:	8 SP
Firearms I	10 SP
Blast	5 SP

This uses up all of John's Skill Points. John notes that the Inspiration skill has a Dedicated Focus Point Cost of Special, which means that his Focus Points can only be used to power Inspiration skills (such as Mass Confidence, Remember this Moment, and Warrior's Motivation). He also notes that his Mass Confidence skill requires the expenditure of 4 Focus Points each time it is used, which means he can use it once per Focus Cycle.

John would really like to get the We Need This Now skill, but he has no SP left. However, if he writes a Character History and submits it electronically, he will get an additional 5 SP, giving him enough to buy We Need This Now with 1 SP left over.

John decides to choose an appropriate name for a rock star such as himself. He settles on the name, "Zed Rock," and is ready to go.

Backgrounds

Please choose one of the Backgrounds from the list below. These backgrounds provide you with some special benefits in game.

Athletic

You have spent countless hours training and working out, either to participate competitively in your sport of choice or as a hobby to maintain peak physical health. Your dedication to your training regimen gives you a distinctive edge when the end of the world looms near.

SPECIAL

Fortitude: You may spend one Focus point to call "Resist" to the following effects: Maim, Critical, Knockout, and Slay.

Famous

You live your life in the public eye, either because you have some kind of actual talent, or because you've been on so many reality TV shows that people just recognize you. You are used to the frenzied life of a star, from late night parties and binges to tussling with the paparazzi. Compared to being airlifted by your personal bodyguards off the rooftop of Manhattan's hottest club, fighting zombies can seem kind of tame.

SPECIAL

Enhance Your Calm: Once per Focus Cycle, you may spend a moment to collect yourself. This can be whatever you think is appropriate for your character, from personal grooming to yoga exercise. After 1 minute, you may Renew half of your Focus (round up). You can only affect yourself and you must be conscious to do this.

Lucky

You are one of those people who somehow wins all the time—or frequently enough to have a pretty good life.

SPECIAL

Favored by Fate: Two times per Focus Cycle, when you participate in anything where success is determined by random chance, you get one extra try. For example: If you are doing surgery on someone, or having surgery done to you, you get ONE free draw if necessary. This also works for games of chance. In many cases, NPCs will alert you to times when you can use this skill. You may also purchase the "Luck" skill at half cost (4 points).

Ordinary

You're just a regular person trying to survive the Apocalypse. Luckily, you have more going for you than you realize.

SPECIAL

Full of Surprises: Once per Focus Cycle, you may make use of any one of the following skills. If the skill costs Focus to use, you do not have to pay the Focus to use the skill:
Allowed Skills: Bandage I, Desperation, Dodge, Evade Trap, Flee, Maim, or 3 Damage by Weapon.

Resilient

You are blessed with an impressive constitution. It takes a lot for you to get tired and you hardly ever get sick. You also have the added benefit of bouncing back quickly from injury.

SPECIAL

Quick Healer: Twice per event, you may spend five minutes resting out of the line of sight of combat to grant yourself the Heal Full effect. In addition, you recuperate very quickly from major surgery. If you are granted the Coma effect by a surgeon, it lasts for only 15 minutes, instead of the usual 30.

Resourceful

You are able to improvise, making the best of a situation from the limited tools and resources at your disposal. This gift of yours is truly invaluable, as the apocalypse can be trying even at the very best of times.

SPECIAL

Improvise: Once per Focus Cycle, you may make use of any one of the following skills. If the skill costs Focus to use, you do not have to pay the Focus to use the skill:

Allowed Skills: Ammunition Reloading, Armor Repair, Administer Drugs, Bandage I, Diagnose, Disarm Traps, Pick Locks, Set Trap.

Tough

You have had a harder life than most, but that life has more than adequately prepared you for the apocalypse.

SPECIAL

Violent: Once per Focus Cycle, you may throw a fist-sized packet to deliver either the Knockout, Pain, or Three Damage effect.

Skills

Skills are purchased using Skill Points. Each player starts with 50 Skill Points to spend when creating a character. Submitting a character history can increase this number. Each skill is listed by name and by category.

You may see the cost in SP displayed like this: 6/9/12. In this case, 6 would be the cost of the 1st level of the skill, 9 would be the cost of the 2nd level, and 12 would be the cost of the 3rd level. Unless noted in the description of the skill, skill levels must be purchased in progression (i.e. you cannot purchase level II without having purchased level I).

Following the name of the skill are several important values that indicate the following characteristics:

*: An asterisk following the skill name indicates the skill may be purchased multiple times.

SP: This indicates the cost in Skill Points to purchase the skill.

FP: This indicates the cost in Focus Points to make one use of this skill. If this is not listed, Focus is not required to use the skill.

Remember that you get a number of Focus Points equal to your Focus Point statistic each Focus Cycle of the game.

DFP: This indicates the cost in Dedicated Focus Points to make use of the skill. It represents that the skill is always “turned on,” thus the Focus used to power it is permanently expended and may not be used for any other purpose.

For example, if a character has a Focus Point statistic of 4, and buys Surgeon, which is 1 DFP, then the character only receives 3 Focus Points per Focus cycle.

See Appendix II for a concise chart of skills and costs as listed in this book.



Templates

Two of the skills listed in these rules (specifically, Chemistry and Technician), will require you to maintain a list of Templates. Your Templates describe what items you know how to make and what skills and components are required to make them. Templates are in-game but **cannot be stolen**.

You will begin the game with 2 Chemical or Technical Templates for each level of skill you have purchased. One will be selected by you, one will be selected by us. This Template may be a Template from this rulebook, or it may be a secret Template, which you have discovered through luck or search. You can find a list of Templates in Appendix I.

Players or NPCs with Level II in either Chemistry or Technician may teach any Templates they know to other player with the appropriate level of skill. Teaching a Template requires a minimum of 15 minutes roleplaying and a Template blank so the teacher can copy the Template for the student. Templates taught in this way must be signed by the teacher.

When you teach a Template to another player, you will fill out a blank Template for them (this can be found in the Lab or in Ops). You must include the Template name, the action required to create it, the amount of Focus required to do so, and the effect. The Template is Out Of Game, but cannot be shared, except with the appropriate teaching time In Game.

Using Templates to Make Things

All Templates will describe what the finished product does (whether device or chemical compound), what components are needed to make it, and what Focus is needed to make it.

All components have their names and numbers listed on tags. When you have collected the necessary components to make something, you must go to the Lab and roleplay 5 minutes of work creating the finished product.

In the Lab, you will find the Out Of Game items necessary to do your work, as well as some basic props. These OOG items include empty vials (film canisters), blank stickers, and split tags for the finished item. You must write the name of the finished item and the effect/use on one half of the tag, and place that on the item. (In the case of chemical compounds, put the tag in a vial).

Then write the name of the finished product on a sticker and put it on the item. On the other half, write your name, the item created, and the numbers of the components. This half goes into the OOG Crafting Box along with the expended components.

There will be an OOG parts box in the tech shop where all used components should be placed. Some Tech projects will have to be done "on site" due to the size of the job and lack of portability of certain items and machines. In these cases, obviously, you do not need the shop, but you may need specific tools or devices. A well stocked tool kit/tool belt is a marvelous thing.

Inspiration Skills

Inspiration

SP: 8; DFP: Special

This skill allows you to purchase the other Inspiration skills. By force of personality, charisma, or performing skill, you are able to inspire people to new heights. In this world turned upside down, this may be the edge humanity needs to survive. All Inspiration Skills require a one minute performance or speech of some sort. It could be a musical instrument, a stirring victory speech, or singing for example.

When you take this skill, you devote all of your Focus to Inspiration skills. Because of this, you may not spend Focus on any non-inspirational skills (such as Chemistry or Dodge), or use skills that require Dedicated Focus Points (such as Armor Repair or Backstab).

Confidence

SP: 2; FP: 1

Prerequisite: Inspiration

You can instill a sense of fearlessness and determination in a person, to the point that they can even shrug off a wound. After a one minute performance of any kind, you may grant one person who has witnessed your performance one temporary armor point. This armor point is the first to go away, and you may not have more than 1 temporary armor point at a time. State "I grant you 1 temporary armor point."

Mass Confidence

SP: 6; FP: 4

Prerequisite: Inspiration

Your ability to inspire reaches its pinnacle, and you are able to inspire a whole room full of people, granting them 1 temporary armor point. This armor point is the first to go away, and you may not have more than 1 temporary armor point at a time. State "Area of Effect I grant all humans attending to my performance 1 temporary armor point." You also gain the effect.

Read the Crowd

SP: 6; FP: 2

Prerequisite: Inspiration

You've been performing for a while, and you've learned to read the crowd. Your intuitive senses are so sharp you know to zig when the other person zags. You may only use this ability on yourself and it may only be used in battle. After observing an enemy (watching, fighting, etc) for one minute, state "I Bestow one Dodge upon myself." You must spend an additional minute each time you use this skill, even if fighting the same enemy. If combat ends before you've used the dodge, it is wasted.

Remember This Moment

SP: 8; FP 6

Prerequisite: Inspiration

People remember a good performance. In your case, it's sometimes so good it actually lifts their morale and refreshes their spirit. After a one minute performance of any kind, you may bestow three people the ability to Renew 3 Focus to themselves once. State "I Bestow Renew 3 to Self," three times. You may target yourself with one of the Bestows.

Warrior's Motivation

SP: 8; FP: 1

Prerequisite: Inspiration

When the chips are down and the battle lines are crumbling, sometimes one good strike can make all the difference. And sometimes, all it takes is a little motivation to get someone to make that strike. After a one minute performance of any kind, you can give someone one attack of 3 Damage by Weapon. State "I Bestow one use of 3 Damage by Weapon."

We Need This Now!

SP: 4; FP: 1

Prerequisite: Inspiration

Focus, concentration, efficiency. Your performance can keep people on task and avoiding distractions. You may use this skill while a surgeon is using their skills to increase their speed. After one minute of motivation while they are working, state "Forsooth, this Surgery takes only ½ the time to complete."

Technical Skills

Ammunition Reloading

SP: 8 DFP: 1

This skill allows a player to reload spent ammunition. To do this, you must have a spent round for each round you're reloading, the appropriate chemical propellant/gunpowder and reloading tools. You must roleplay the manufacture of ammo. This takes 1 minute for every 10 rounds produced. You can bring your own reloading tool physreps and we encourage you to do so, or you may find reloading equipment In Game. Additional equipment may be found which can increase your efficiency. All Nerf types of ammo must be reloaded in this way.

Note on Actionball ammo and Spring Guns: Spring guns from Adventurers' Outlet are considered "black powder" muzzle loading weapons. Because of this, the ammo does not need to be reloaded, and can be picked up and reused, but you must have gunpowder with you, and you must roleplay using it while reloading the weapon.

Armor Repair

SP: 7 DFP: 1

This skill allows the player to repair armor of any type, including ballistic vests, or shields. 5 minutes of roleplaying is required to fully repair armor or to fully repair a shield. In addition, you must provide and utilize props for roleplaying repairs. Props might include any tools used in metalworking, leather crafting, sewing, heat-fusing (in the case of composite/Kevlar/ceramic armors). Additional tools and facilities may become available that can increase your efficiency.

Chemistry I, II

SP: 6/9 FP: variable per compound

This skill allows the player to combine components found IG to make much needed chemical compounds and medicines. Each Template will include the amount of Focus required to make a given amount of the compound. Players with this skill can combine their Focus Points to make larger batches of a substance, but the appropriate quantity of required components will still be needed. When combining efforts on a Level II compound, at least one player involved must have the Level II skill and the appropriate Template. Additional facilities and implements may be found in game that can increase your efficiency.

Disarm Traps

SP: 5 FP; 0

This skill allows a player to attempt to disarm a trap. You must actually disarm the trap yourself, and if it is set off, you will be affected. This skill does not guarantee success! A character without this skill automatically sets off traps if she or he messes with them.

Set Trap

SP: 5 FP: 1

This skill allows the player to set a trap. It requires a minimum of 1 minute of roleplaying to set a trap. All traps must be crafted or acquired in-game.

*A word on popper traps: 1 Focus Point must be spent for each 5 poppers set. Scattering an indeterminate amount of poppers around the floor is not allowed.

Technician I, II

SP: 6/9 FP: variable per project

This skill allows the player to show their proficiency in technologies involving building trades, machines and motors, electricity and magnetics, etc. The Tech can combine parts acquired in game to fix or enhance existing items or systems. These parts will have a tag with the item description and name. Such parts are completely IN GAME and can be stolen or destroyed.

Simple devices can be repaired or augmented with level I, while more complex projects will require level II skill. Each device or system you work on will have a tag which states the amount of Focus required to complete the project. Multiple technicians can combine their Focus Points to work on certain, more difficult Level II tasks, but when combining the efforts of 2 or more players, at least one must have the Level II skill.

You must provide your own tool kit physrep, which can include such things as hand tools, testing devices, wire and alligator clips.

Fighting Skills

Armor Training

SP: 5 DFP: 1

This skill will cause armor you are wearing to be worth three (3) Armor Points instead of the standard one (1). This does not include Temporary Armor granted by other skills, only physical armor that you wear. Damaged armor must be repaired using the armor repair skill.

Note: Armor represents modern protection against damage. You must supply your own prop: tactical or bulletproof vests would be the standard example; check with staff if you have another idea. Armor props should fit a modern setting; medieval-style armor or chain mail should be avoided.

Battlethirst

SP: 5 FP: 0

Characters with Battlethirst can fight on after wounds that would render them unconscious, if their enthusiasm for the fray is sufficient. They may, when reduced to zero LP, cry "Battlethirst!" The character may now continue to fight until they are reduced to a negative HP total equal to their full LP attribute. When this happens, or at the end of the battle, the character will immediately fall into a Critical state.

| See the "Death, Dying & Zombification" section of the Rule Book for more information on becoming Critical.

Brawling

SP: 10 FP: 0

You may throw a fist-sized packet at your opponent's torso and call "*Trip*". The packet must strike the torso, and be thrown from within arm's length. The packet can be caught or knocked aside with a hand or weapon to be resisted.

Desperation

SP: 2 FP: 1

Characters with Desperation can, when the need is great, expend a Focus Point to wield weapons that they have no real skill with. Once activated, the talent lasts for one "battle" or "adventure," the end of the Focus Cycle, or up to 30 minutes, whichever comes first. No other fighting skills may be employed when using a weapon in Desperation. Cannot be used for Firearms II unless the player has the Firearms I skill.

Maim

SP: 7 FP: 1

Characters with Maim may use their melee (not missile or thrown) weapons to deliver the "Maim" effect. The character must have a weapon of his or her own with which to attack, must announce "Maim", and must successfully strike his or her opponent. The effect must be called BEFORE the blow is made! Maim must strike a limb to be effective, and represents a debilitating magical blow. If you call "Maim" and fail to land a blow successfully or strike your opponent's torso, weapon, or shield, your opponent will take no effect, but your Focus will have been expended.

Parry

SP: 7 FP: 1

This skill allows a player to call "Parry" when struck by an effect delivered by a melee weapon, such as Maim, thus negating the attack. Parry cannot be used against missile attacks of any kind.

Sucker Punch

SP: 5 FP: 2

This skill simulates brawling with one's fists. Characters with Sucker Punch may throw a fist-sized seed packet at a foe and call the "Knockout" effect. The beanbag must strike your opponent's torso, and must be thrown from within an arm's length for the "punch" to be effective. Your opponent may block the beanbag with a shield, a weapon, or hands. If it is blocked, fails to hit the torso, or misses entirely, the Effect fails and the Focus Point is wasted. A word of caution; this skill may have reduced effectiveness against certain opponents.

Two Weapons

SP: 12 FP: 0 Prerequisite: "Melee Weapon" or "Firearms" (*see "Weapon Skills"*)

Characters with the Two Weapons skill may use two hand-held weapons at one time. You must have the skill required to use each of the weapons individually. The skill includes using two melee weapons or two firearms simultaneously. Melee weapons must follow the following restriction: One weapon may be no longer than 42", the other may be no longer than 30". Firearms may not be tethered together for cocking.

Firearm Skills

All these skills require Firearms I, unless noted otherwise.

Accuracy

SP: 5 FP: 2

Prerequisite: Firearms II

This skill represents extreme accuracy with a firearm. After shooting 12 bullets you may reload 6 spent rounds into your weapon.

Blast

SP: 5 FP: 0

This skill is fired from a gun. Call "*Trip*" as the shot is fired. This shot does no damage to the target. The shot must hit the target to deliver the effect.

Killshot

SP: 8 FP: 2

Prerequisite: Firearms II

This skill represents extreme accuracy with a firearm. Call "**Critical**" as the shot is fired. To be effective, this shot must strike the torso of your opponent.

Suppressing Fire

SP: 8 FP: 0

You may use any firearm to deliver this skill. Call "**Repel**" as the shot is fired. This shot does no damage to the target.

Information and General Skills

Extra Stuff*

SP: 1 FP: 0

When the world ends, sometimes survival comes down to having stuff. Ammo, Chemicals, Tech devices, these things can save the day. And what's better than having stuff? Having a little Extra Stuff!

For each purchase of this skill, you will be given a very small amount of IG items. It may be a round or two of ammo, or an extra stimpack. It will also allow you to bring into game all those nifty little tech doo-dads you brought along with you. It won't be enough to save the day, but it might help.

**Note: This skill is a place to put those two or three extra skill points you have no other use for, after you've purchased all of the skills you want for your character. It's not recommended that you invest heavily in this skill.

**In this post-apocalyptic setting your access to battery and electrical power will be very limited. Additionally, cell-phones and the internet will not work in this setting due to the collapse of infrastructure.

Literacy

SP: 0 FP: 0

This skill allows a character to read and write the English language. It is assumed that all characters are literate unless stated otherwise by the player.

Rumors

SP: 2 FP: 0

This skill provides a character with a random number of tidbits of useful, or not-so-useful information at the start of the event. This information represents rumors that the character has overheard prior to the game. You cannot specify that you are seeking rumors on a particular topic, you just get what you happen to get.

Luck*

SP: 7, FP: 0

This skill allows a character to recover when bleeding out once per event. When the 'lucky' character passes through the requisite 5 minute time period in the 'unstable' state, rather than going to 'critical' they recover 1 life point and remain 'unconscious' for 5 minutes before returning to consciousness with 1 life point. The luck skill may also have other hidden benefits in game.

Medical Skills

Administer Drugs

SP: 5 FP: 0

This skill allows an individual to give injectable drugs and medicines to a patient. Some meds can be made by chemists while others may be found in game. Injector physreps must be utilized and can only be found IG.

Bandage I

SP: 5 FP: 0

This skill simulates basic first-aid practices, and allows a character to deliver the Heal Half effect OR the Restore Limb effect after roleplaying bandaging for 1 uninterrupted minute. An actual bandage must be used, and may not be removed for at least

one half hour. (Bandagers must supply their own bandages). You and the person you are bandaging must be stationary while using this skill!

Successful completion of the Bandage I skill can achieve one of the following results per use (your choice):

You may bring a wounded person to half their total Life (rounded up) with the Heal Half effect. You may achieve this result on yourself if you are conscious and have the use of both arms. You may bring an Unstable character to consciousness with Half HP with this use of the skill. State 'Heal Half' when finished.

You may restore function to one Maimed limb with the Restore Limb effect. You may achieve this result on yourself if you are conscious and have the use of both arms. State 'Restore Limb' when finished.

Example: Molly McKee has 5 Life Points. She has taken 4 points of damage and currently has only 1 Hit Point remaining. Molly's right leg and left arm were also Maimed. She crawls to Cooter Hatfield and asks for aid. Cooter spends a minute bandaging her up, and announces "Heal Half".

Molly is now at 3 HP, but her leg and arm remain Maimed. Bandage I can be used one time for each limb that has been maimed. Note that additional applications of the Heal Half effect while Molly is at 3 hit points will have no further effect.

Bandage II

SP: 10 FP: 2

Bandage I is a prerequisite for this skill. Bandage II simulates advanced first-aid practices. The skill allows the Bandager to deliver the Heal Full effect to one individual by roleplaying bandaging for 1 uninterrupted minute. The Heal Full effect will bring an Unstable character to full consciousness immediately, will heal all Maimed limbs that a character has suffered, and will restore the character's Life to their full maximum all at the same time. "Heal Full" will not reverse other effects including Knockout, Sleep, Critical, or Slay. An actual bandage must be used, and may be removed when the character is fully healed. (Bandagers must supply their own bandages). You and the person you are bandaging must be stationary while using this skill!

Example: Molly has 7 Life Points, but she has taken 6 points of damage and currently has only 1 Hit Points remaining. Molly's right leg and left arm were also Maimed. She crawls over to Dr. Liz Tanner and begs for aid. Dr. Tanner spends one minute bandaging her up, and announces "Heal Full." Molly is now at 7 HP and one of her Maimed limbs (Dr. Tanner's choice) is fully functional! The Bandage I skill would need to be used to restore the other maimed limb.

Diagnose

SP: 4 FP: 0

This skill allows a character to Diagnose another character's condition. The character may examine someone and then quietly ask any of the following (out-of-game) questions:

"Diagnose – How many Life Points have you lost?"

"Diagnose – What Effect are you suffering?"

"Diagnose – What symptoms of any Afflictions do you show?"

"Diagnose – How long have you been Dead (or Critical, or Unconscious, or Unstable)?"

"Diagnose – What type of Weapon or Effect killed you?"

Surgeon I, II, III

SP: 8/10/12 DFP: 1 (for Surgeon I only)

The Surgeon skill represents knowledge of basic surgical techniques, such as amputation, bone setting, suturing, etc. It allows you to revive a character who has reached Critical. These techniques are very specific, and do not imply knowledge in medical areas other than surgery. A character that starts the game with this skill will be given a set of black and white marbles that represent the efficacy of their skill. You must provide your own safe prop for the Surgery Kit, containing medical implements you deem appropriate. If you lose your marbles, or forget your props, you may not use the skill!

This skill may not be used while within line of sight of combat, or at least 100 yards away from combat. You and the person you are treating must be stationary while using this skill! The countdown for a Critical character will stop as long as the surgeon continues to roleplay medical treatment. The count does not start over, if the surgeon stops treatment, the count will resume from that position.

The skill works as follows:

The surgeon must roleplay actual surgery for a minimum of 5 minutes while utilizing a surgical kit (administering anesthetic,

cutting, stitching, etc.). At the end of roleplaying, the patient draws a marble from the surgeon's bag. Purchasing additional levels of Surgeon allows the patient to redraw a marble for each level, increasing the chances of success. If a black marble is drawn, the patient dies, and no further action by the surgeon is required. If a white marble is drawn, the surgeon states "Revive, Coma 30 minutes". All wounds and maimed limbs are healed and the patient is in a medically induced coma. At this point, the surgeon must use a StimPack to revive the patient fully. Once this is done, the patient will get up at full Life Points. If no StimPack is used, the patient will remain in coma for 30 minutes, then get up at full Life Points.

Stealth Skills

Backstab I-II

SP: 4/8 DFP:1 (for Backstab I only)

This skill allows the character with an edged weapon to do additional points of damage in a single attack from behind. Each opponent can only be Backstabbed once per combat. Each purchase increases the damage bonus by +1. Backstab cannot be stacked with any other enhancement except those applied directly to weapons. The attacker must come from behind, and must strike the opponent in the back stating "#Damage", otherwise, the attack does normal damage. The character must attempt to be stealthy when backstabbing; "drive-by" backstabs at a run in the heat of battle are bad form and *do not count*. Backstabs cannot be parried or dodged.

Dodge

SP: 8 FP: 2

This skill allows the player to Dodge any called ranged or melee effect such as Maim or Repel, or basic ranged attacks such as arrows, bullets or thrown weapons. Dodge cannot be used against stealth skills like Backstab or Waylay.

Evade Trap

SP: 5 FP: 1

This skill allows a character to say "Evade Trap" when damaged or otherwise affected by a trap. This indicates the character's nimbleness in getting out of the way and avoiding the effect or damage.

Flee

SP: 6 FP: 1

This skill represents great swiftness, or a gift for cowardly flight. To use the skill, a character must be actively running full speed away from an enemy. The character must announce "I Flee". The character may then call "Dodge" versus ANY melee (hand-held) weapon attacks that come from behind. It is assumed that he or she has managed to pull just far enough ahead to dodge the blow. Missile or packet attacks cannot be dodged, nor can melee attacks that come from the front or side. Thus, if an enemy is fast enough to pull ahead and attack you from the front, this skill will do you no good. Once activated, this skill lasts until you stop running or use any other skill. Note: running at night is discouraged! Characters that use the Flee skill at night should be not be chased at high rates of speed. The pace should be limited to a brisk walk at night.

Pick Locks

SP: 5 FP: 0

This skill allows a character to attempt to pick an actual physical lock. It must really be picked OOG (these locks are very simple and usually require only a sturdy unbent paperclip to pick). The player must provide his/her own lockpicks, which may be simple paperclips, or an actual set of lockpicking tools. At no time are any pass keys or skeleton keys to be brought into game by players.

Waylay

SP: 12 FP: 0

This skill allows use of the "Knockout" effect delivered by weapon. You must be fully behind your target and the blow must land on the upper back. Any blunt weapon may be used. The pommel of a weapon may *not* be used. Call "Knockout" when using this skill. The character must attempt to be stealthy when performing a waylay attack; "drive-by" waylays at a run in the heat of battle are bad form and do not count. *Note that there may be other ways to deliver the Knockout effect other than this skill, and those methods may not have the same limitations.

*A word of caution; this skill may have reduced effectiveness against certain opponents.

Weapon Skills

See the "Combat" section of the Rule Book for Weapon Construction guidelines

Archery

SP: 10 FP: 0

This skill allows the use of either Bow or Crossbow. A Bow is a boffer weapon made to resemble a bow, with thrusting tips at either end and a 24" ribbon tied to the center. Arrows consist of birdseed packets. To fire an arrow, the archer holds the packet and "draws" the ribbon on the bow through two fingers. Then the archer aims bow, throws the packet, and calls "1 Damage!"

Arrows must be kept in a pouch and more than one may not be held ready at a time. Normal arrows may be retrieved and fired again. You may not use your Bow to block weapon blows. If you do so, even accidentally, you must take the hit. If one or both arms are incapacitated, you may not fire a Bow. The Bow itself may not be used offensively as a melee weapon.

A Crossbow is an actual crossbow that fires an all-foam "bolt" at low to moderate velocity. Such bolts do a single point of damage, and no call is required. A crossbow bolt may be retrieved and used again. A Player may not use a Crossbow to block a weapon attack, and opponents should avoid aiming attacks at the crossbow itself. Two hands must be used to aim and fire any Crossbow. If one or both arms are incapacitated, you may not fire a Crossbow.

Firearms I

SP: 10 FP:0

This allows the player to use a nerf-style blaster. You may only use a blaster with 6 shots or less loaded into it at a time. If you were to use an extended clip or larger weapon you could still only load six shots into it. You may start the game with 3 rounds of ammunition only. Additional ammunition must be found in game or created using a craft skill. Each bullet does 3 damage.

Firearms II

SP: 10 FP: 0

Prerequisite: Firearms I

This allows the player to use guns that can hold a large amount of ammunition before being reloaded. You may use a nerf-style blaster and may load it to capacity, the 6 round limitation of Guns I no longer applies. You may not use this skill to load up a gun for someone else. You may start the game with an additional 3 rounds of ammunition (making a total of 6).

Note: Velcro tipped Dart-tag style darts are not allowed.

Melee Weapon

SP: 10 FP: 0

This skill allows use of any boffer melee weapon.

Note: Weapons over 42" in length must be wielded using two hands at all times, and cannot be used with the two weapon skill.

Thrown Weapon

SP: 10 FP: 0

This skill allows use of a thrown weapon no more than 8" in length. A thrown weapon must strike the targeted individual in a legal target area, and does 1 point of damage. There is no limit to the amount of throwing weapons that may be carried.

Feats

When the chips are down and your back is against the wall, mere skills may not be enough to save you. That's why, in Prophecy: Apocalypse, you are able to buy Feats. Feats are single-use abilities that are generally more powerful than skills that you may use to give yourself a Crowning Moment of Awesome during the game.

Feats can only be purchased at Check-In by turning in the appropriate amount of Gamebucks. You can acquire Gamebucks in a variety of ways, including:

By staffing at one of our sister games (Including Prophecy: Into the Mists, Exile, or another Apocalypse game)

By staffing the Blood Games

By helping Ye Olde Commons out at the Silver Kingdom Renaissance Festival

By donating Needful Things to the Prophecy: Apocalypse game. Needful things are usually posted in advance of the game on the player list, and include things such as snacks, water, ammo, or props.

When you purchase your Feat, you will receive a card with the name of the Feat on it. When you use the Feat, either tear up or turn in the card to Ops. You may use up to three Feats during an event.

See Appendix II for a concise chart of Feats and costs as listed in this book.

Against the Odds

Cost: 10 Gamebucks

Prerequisite: Melee Weapon

You may only use this feat when outnumbered three to one in combat. It gives you two free special attacks for one battle (Maim or Strike of Might, your choice) against each foe facing you, and allows you to call "Parry" twice to negate any two weapon hits you take in that battle.

Better Living Through Chemistry

Cost: 10 Gamebucks

Prerequisite: None

You may work at one level above your current Chemistry skill (so a Chemistry skill of I goes to Chemistry II) for one task. If you do not have the Chemistry skill, you gain it at level I when you use this feat. If you are already at Chemistry II, whatever you're making costs 2 less Focus to manufacture (minimum of 0 Focus). If the Chemistry task requires multiple people, you are able to complete it by yourself.

Don't You Die on Me!

Cost: 15 Gamebucks

Prerequisite: Surgery

Every good surgeon hates to lose a patient, and this Feat lets you save a life by pure force of will. Good, dramatic roleplaying is required. You may use this feat if you have attempted surgery to "Revive" someone who is Critical, and failed surgery. You cannot use this feat more than once on any given individual.

Dumb Luck

Cost: 8 Gamebucks

Prerequisites: None

The ultimate in "get out of jail free" cards, Dumb Luck allows you to call "Resist" against ANYTHING. However, you have to invent some excuse as to why it didn't work--due to pure luck.

Eagle Eye

Cost: 5 Gamebucks

Prerequisites: Archery

You may fire off three "3 Damage" arrows in rapid succession.

Get Ahold of Yourself!

Cost: 10 Gamebucks

Prerequisite: None

This feat allows you to inspire a single individual, before or during battle. You must roleplay by actually giving the target an inspirational speech before activating the Feat. Allows you to call "Heal Full and Renew to <target's name> . This cannot be

shouted, you must be close enough to the target to speak normally so it is obvious that it is not an area effect. You cannot use this on yourself.

One Last Clip

Cost: 8 Gamebucks

Prerequisite: Firearms I

You have a few extra bullets secreted away for emergencies. You may convert up to six (6) "spent" rounds and turn them into bullets ready to fire, without making use of the Ammunition Reloading skill.

I Can Fix That!

Cost: 10 Gamebucks

Prerequisite: None

You may work at one level above your current Technician skill (so a Technician skill of I goes to Technician II) for one task. If you do not have the Technician skill, you gain it at level I when you use this feat. . If you are already at Technician II, whatever you're making costs 2 less Focus to manufacture (minimum of 0 Focus). If the Technician task requires multiple people, you are able to complete it by yourself.

I Saw that Coming

Cost: 3 Gamebucks

Prerequisite: Stealth Skill

Allows you to use a stealth skill that requires Focus without spending any Focus. You must already know the skill you are using with this feat.

Smite

Cost: 4 Gamebucks

Prerequisite: Melee Weapon

Allows you to call "4 Crushing" on one blow with a weapon held in two hands.

Strike Hard

Cost: 8 Gamebucks

Prerequisite: One Handed Weapon

Allows you to use a one handed weapon with two hands and swing 3 "4 Damage " blows. You must be holding the weapon with two hands. Please maintain the level of fighting safety required at Prophecy when using this feat.

Twin Threat

Cost: 3 Gamebucks

Prerequisite: One Handed Weapon

Allows you to use a second weapon in your off hand without two weapons skill for 1 combat.

Unencumbered

Cost: 4 Gamebucks

Prerequisite: None

Sometimes speed is more important than armor. By divesting yourself of all armor, surplus gear, extra weapons, and other encumbrance, you can move like the wind. You gain the ability to call "Dodge" against two weapon attacks, spell packets, or missiles, OR you can use the "Flee!" skill in place of a Dodge.

Victory of the Underdog

Cost: 8 Gamebucks

Prerequisite: Melee Weapon

Sometimes the fates favor the outmatched. You may only invoke this feat when engaged in single combat against someone who has manifestly better stats than you do (since you don't actually know the other player's stats, this is in your judgment). To use it you must make some sort of comment about how you expect to win despite the power of your foe. The feat gives you 2 parries and 2 special attacks to use against your opponent as per "Against the Odds" above.

Watch Out for That!

Cost: 4 Gamebucks

Prerequisite: Evade Traps

This feat grants you the ability to use your Evade Trap skill on a nearby companion. After your companion triggers a trap, you

should roleplay as if you aided their near miss as well as say a phrase appropriate to the feat such as "You should watch out for that." Or "You need to be more careful." followed by "Forsooth you Evade the Trap."

Combat

All combat is conducted using padded weapons and safe foam projectiles. These may be hand-held (clubs, machetes, etc.) or thrown weapons (daggers, rocks etc.). All melee blows, arrows, bolts and thrown weapons do 1 point of damage UNLESS your opponent calls an effect when striking you (such as "Maim" or "3 Damage"). Thus, if you are struck with a "Maim," it will not cause any actual damage, only the Maim effect itself. All Firearms do 3 points of damage.

All Damage effects are subtracted from your Armor Points and then your Life Points. If your Life Points are ever reduced to zero or less, you become Unstable (see the Death and Dying rules below).

At Prophecy we follow the "lightest touch" rule. If you feel the weapon make contact with your person, you take the blow. Please make an effort to check your swings.

All weapons will be evaluated at check-in for safety and appropriateness.

You may not take Cast weapon physreps (melee or firearm). You may temporarily disarm an NPC, if you wish. For example taking someone's gun away from them before you awaken and question them.

NOTE: *We do not require eye protection be worn but it's not a bad idea to wear safety glasses or goggles during combat, due to the increased amount of flying projectiles we anticipate in this game.*

Weapon Construction

If you have never constructed weapons for a LARP before, or require additional help, we advise you to contact the Prophecy Staff prior to the event for additional assistance.

Weapons should be securely constructed and not rattle. You should not be able to feel the edges of the pipe through the thrusting tip. Weapons (especially long ones) should not be "whippy".

Weapons are constructed using 5/8" wall pipe insulation, 1/2" x 3/4" diameter CPVC pipe, open cell foam, and duct tape. Weapon cores made of .505 or .602 kite rod are also allowed. If using such materials, be careful to sand and cover the ends so as to minimize the possibility of tear-through.

Weapons made of non-standard materials will be considered on a case-by-case basis. Be aware that you may not be able to use a non-standard weapon should you bring one to an event, so be prepared with a back up.

Please remember this is a modern-age game. Weapons should look like something one could acquire and use in modern day. Bats, clubs, fire axes, machetes, staves, sickles, pipe wrenches, forester's axes, etc. Simple swords are okay, since they are readily available on the internet. Try to avoid anything too blatantly medieval or fantasy in look and style, unless it is character-appropriate and supported by your character history.

Weapon Sizes

Weapon Type	Length
Bow	Between 30" and 50" (center grip)
Melee Weapons	Between 12" and 72"
Thrown Weapons	No larger than 8"

Melee Weapons

Cut a length of 3/4" diameter CPVC pipe to a length 4" shorter than the desired end length. File down the cut ends to ensure there are no sharp edges. Cap both ends of the pipe with duct tape.

Cut a length of 5/8" wall pipe insulation of an appropriate length to cover the pipe and extend at least 1" beyond the thrusting tip, while leaving whatever grip area exposed. Use duct tape to secure the foam in place at the grip. In the case of a staff with a center grip, you should use thin-walled pipe insulation to cover the grip area, for added safety.

Pack the 1" deep hole at the tip(s) of the weapon with a small piece of rolled up pipe foam or open-cell foam, and secure it in place with a small amount of duct tape.

Take a 2" cube of open-cell foam and attach it securely to the tip(s) of your weapon. You can trim the sides of the open-cell

foam to a more cylindrical shape to match your weapon, but the end should remain blunt.

If your weapon has a single thrusting tip, add a “pommel” to the other end. Cut a short length of pipe foam that will attach to the end of the grip, and extend 1” beyond. Pack the resulting 1” deep hole with a rolled up piece of pipe foam or open-cell foam, and secure in place with duct tape.

Use foam to create any cross-guards, axe-heads, etc. on your weapon. You may not add any projections that might entangle or trap another player’s weapon in combat.

Cover the entire weapon with duct tape. The tape should be applied length-wise along the weapon, and overlap slightly, so that all foam is covered. Do not loop or spiral the tape around the weapon.

Poke several holes in the thrusting tip(s) of the weapon with a small knife, so that the foam will not become compacted when used.

You may use soft leather, rope, cloth, or tennis racket grip to cover the exposed grip area of a melee weapon (but not on a thrown weapon).

Thrown Weapons

Thrown Weapons are constructed ONLY of foam and duct tape. No pipe should be used, and they may not be weighted. You may create thrown weapons to resemble small bladed weapons, or any other potentially lethal item (rocks, bottles). Your thrown weapons may not have any points small enough that they might harm someone’s eye. You may never throw shields or any weapon with a pipe core at an opponent.

Bows

Bows are constructed as per Melee Weapons. CPVC may be heated using very hot water or a stove or gas burner and bent carefully to create a proper “Bow” shape. The Bow may be entirely padded, or may have a center grip. Both ends of the Bow should be finished as if they were the thrusting tips of Melee weapons. Arrows should be constructed as per regular packets (see below) but with a 1/2” to 1” wide, 24” long streamer attached to the packet.

Crossbows

Crossbows may be plastic toy crossbows, painted an appropriate neutral color. Crossbow bolts should be made entirely of foam and must be covered in neutral colored duct tape. Prophecy also allows certain hand-made crossbows constructed of wood and bungee cord. Please contact the Prophecy Staff for information and guidelines should you wish to construct your own Crossbow

Guns

Firearms can be one of the following:

Any Nerf type toy gun that fires Nerf Streamline Darts, Nerf Microdarts or Nerf Ballistic Balls.

Single Shot spring guns from Silvermane that fire the soft foam actionballs. <http://www.silvermane.com/acatalog/boffers.html>

An effort should be made to give the weapon an IG appearance with paint, in the case of Nerf guns. Some performance modification will be allowed, though no added pneumatic systems, CO², etc will be allowed.

A safety test will be conducted at check-in as follows: A staff member will take your gun, load it and shoot you with it. Then the staff member will shoot a staff volunteer of his/her own choosing. If either you or the volunteer feel excessive pain as a result (an involuntary “OWW” will tip us off), the weapon fails.

Firearms physreps should never be used to block melee blows or projectiles.

Flashlights and laser sights are not allowed on weapons!

No home-made or velcro-tipped (Dart-tag) firearm ammunition is allowed!

Packet Construction

Packets should be constructed by placing a spoonful of birdseed in the center of a 4-5” square of white fabric, then securing the fabric with string or twine. The finished packet should have some “give” and not be so tightly packed that it would be painful when thrown at an opponent. Do not use rubber bands to secure your packets, as they may be harmful to wildlife should you lose them on the site. Do not fill your packets with anything other than birdseed. The birdseed should not contain any large or sharp seeds, such as sunflower seeds.

For arrow packets, follow the instructions above and then affix a 24” length of white ribbon to the packet, to make a “tail”.

Fist-sized packets used for the Sucker Punch skill should be made in the same manner as regular packets, above, except fist-sized. Alternately, Fist packets can be sewn like a pillow, should you so desire, but should not be too tightly packed in any event.

What Counts?

At Prophecy we follow the "lightest touch" rule. If you feel the weapon make contact with your person, you take the blow. Please make an effort to check your swings. Judging when you have been hit by a foe is solely your responsibility, but you **MUST** at all times do so in as fair and scrupulous a manner as possible.

Do Not Count:

Any weapon blow that lands on the same body part as the immediately previous strike. This is called "machine gunning". Before legally scoring another blow on the same part of the body, a foe must strike at another body part, or parry a blow.

A weapon blow that strikes only cloth or a dangling pouch, and passes through without contacting your body.

A weapon blow that is too hard. Be sure to announce "excessive force."

A weapon blow that overcomes your parry by force.

A weapon blow that strikes the head, groin, or hands.

NOTE: Blocking weapons and projectiles with your hands is not allowed.

Do Count:

1. Weapon blows that strike capes, backpacks, sheathed weapons and the like, IF they would have hit you had the item not been there.
2. Weapon blows that are very light.
3. Weapon blows that glance off your weapon and then hit you.

Aim Carefully!

We are not requiring eye protection due to the low velocity of Nerf and Actionball guns. But it is the inherent responsibility of the shooter to check their aim and know their target. As a rule of thumb, all shots should be aimed below the neck. Accidents happen, we know. However, if we find somebody is repeatedly shooting in a haphazard and unsafe fashion, we reserve the right to revoke that person's gun privileges at the very least.

Weapon Tethers

Weapon Tethers are not allowed!

Armor

Armor functions as an extra set of Life Points called Armor Points, and are lost to damage in the same way. However, Armor Points are regained by repairing the physrep with the Armor Repair skill.

Standard armor is any form of modern safety gear, including kevlar vests, flack jackets, and riot gear. Anyone wearing armor gains one (1) Armor Point. Armor must at least cover the torso, and only one suit of armor may be worn at a time.

Note: Armor must be brought to check-in for evaluation. Archaic armor styles are not allowed, this includes chain mail and plate armor.

Helmets

A helmet can negate Knockout attacks as follows:

Any open faced helmet such as an army helmet, hardhat, or open faced motorcycle helmet will protect against Waylay only.

Any helmet with full face protection, such as a football helmet, full face motorcycle helmet or military/police helmet with face shield, will protect against Waylay or Sucker Punch.

You must be wearing the helmet, obviously! Helmets must be brought to check-in for evaluation.

Non-Combatants

There may be players at an event that for one reason or another cannot take part in combat with boffer weapons. These people are considered Non-Combatants, and will wear a prominent orange or yellow armband. At night they will wear a yellow glow-stick. Do not attack these players with weapons!

If you wish to strike someone down who is a non-combatant, simply go up to them, point your weapon at them within five feet, and state, "I strike you down." The non-combatant will fall Unstable. Non-combatants cannot wield weapons themselves, although they may use other game skills.

Searching and Being Searched

Once you have defeated an enemy, you may wish to go through their clothing and belongings looking for loot. If you wish to search them, you should state, "I search you." The person being searched has three options at this point:

The person being searched can simply hand over ALL in-game items they are carrying.

The person being searched can ask the searcher to "describe the search", and turn over game items in the locations the searcher indicates he or she is searching.

The person being searched can say, "go ahead," which means they are giving you permission to ACTUALLY SEARCH THEM. When searching, please avoid all taboo areas. You may not hide game items there either. If you do not feel comfortable physically searching someone who has given you permission, let them know and they may ask that you describe your search or must simply hand over any items.

You never have to search or be searched physically, if you do not want to!

Death, Dying, and Zombification

During a Prophecy: Apocalypse game you are likely to experience and encounter various states of existence. These states of existence, and other matters relating to them, are described below.

Unconscious

If rendered unconscious due to a specific effect such as Knockout, you will fall to the ground with your eyes closed, and you will be unable to take any action or perceive anything that occurs. You will remain Unconscious for 5 minutes at which time you will be able to wake up and act normally. The "Awaken" effect is the only effect that will revive someone in an Unconscious state before the 5 minutes elapses.

Unstable

Each point of damage subtracts from any Armor Points, and then from Life Points. If a blow reduces you to zero LP or lower, you are Unstable. You will fall to the ground with your eyes closed and be unable to take any action or perceive anything that occurs. It is acceptable and encouraged for you to take a few steps to stumble out of the way of battle, if necessary, to avoid being stepped upon! You will remain Unstable for 5 minutes at which time you will become Critical, unless you are given any "Heal" effect.

Critical

If you remain Unstable for 5 minutes, are deliberately struck in the chest by a weapon while in the Unstable state, or if you are struck with the "Critical" effect, you are Critical. You will fall to the ground with your eyes closed and be unable to take any action or perceive anything that occurs. It is acceptable and encouraged for you to take a few steps to stumble out of the way of battle, if necessary, to avoid being stepped upon! You will remain Critical for up to 20 minutes, at which point you will be Dead, unless you are given surgery successfully, which gives the "Heal Full" effect, within that time. You may choose not to wait the full 20 minutes and become Dead at any time after 5 minutes of being Critical. Note that "Heal Half" and "Heal Full" effects WILL NOT work on a character in a Critical state. All players have the ability to strike an Unconscious or Unstable individual in the torso and deliver the "Critical" effect, provided they have a weapon of some kind.

Dead

If you remain Critical for 20 minutes, or you are struck with the "Slay" effect, you are Dead. You will fall to the ground with your eyes closed and will be unable to take any action or perceive anything that occurs. It is acceptable and encouraged for you to take a few steps to stumble out of the way of battle, if necessary, to avoid being stepped upon! You must remain for at least 5 minutes, to allow for searching of your body, last rites, etc. Any time after you have completed the required 5 minutes, you

will be dead, report to Ops.

Zombified

If you are Unconscious, Unstable or Critical and an zombie feeds on you, then says, “Forsooth: I afflict you with the Zombie Trait affliction 1, I afflict you with the Zombie Trait affliction 2, I afflict you with the Zombie Trait affliction3” you will Awaken at full hit points after five minutes at full health. You should then go as quickly as possible to the “Wall of Woe” located on the outside parking lot side of the main dining hall building and read the information listed under “Zombie Trait.” This posting will explain what is happening to you out of game, but you will not have in game knowledge of this. You may also go to Ops and speak to a director for an explanation of the “Zombie Trait.”

If the zombie is driven off before it reaches the count of three, you will not be Afflicted with the Zombie Trait at this time.

Powers

Powers are any special abilities provided by a skill, chemical compound, or device. Depending upon the genre of the Prophecy: Apocalypse game, they can also come from psychic powers, mysterious artifacts, alien devices, and bizarre, extraplanar entities. All Powers are represented by one or more In Game effects (see below).

Duration

Sometimes an Effect will have a duration stated after the effect. In this case it lasts for the stated duration. Otherwise, all effects will last for 5 minutes or until the next changing of the Focus Cycle, whichever comes first. Note that some effects are instantaneous and/or permanent.

Types of Delivery

You will encounter Effects created in the following methods:

By Packet

An opponent may call an effect and then throw a birdseed beanbag “packet” at you. Unless otherwise specified, these represent bolts of power. You are affected if a packet strikes you on any part of your body, clothing, gear, or weapons. Do not throw packets at other people’s heads! Think of these types of packet attacks as a sort of field that envelops your entire body, even if it only touches your shield or clothes.

By Fist-sized Packet

An opponent may call an effect and throw a fist-sized Packet at you. You are affected if the attacker was within arm’s reach, and the packet strikes your torso. This attack represents a punch of some kind.

By Weapon

Some entities may call certain effects and then strike you with a weapon. The effect must be called BEFORE the blow is made! You are affected if the attacking weapon strikes you, as per a normal weapon blow (see the “Combat” section of the Rule Book). You will not take any additional damage from the weapon blow, only the effect itself. In other words, if someone says “Maim” and strikes your leg with a sword, the leg will be Maimed, but you will not take any additional damage. You may “Dodge” or “Parry” an effect delivered by weapon.

By Device

This type of delivery represents explosive ordinance, such as pipe bombs, tear gas, and the like. To use this effect, one must usually throw the device and then say “<Incant> <Effect> By Device.” Anyone who can see or hear device land takes the effect.

By Area Effect

Some entities may say “<Incant> Area Effect <Effect>.” This affects EVERYONE within the sound of the caster’s voice, regardless of whether they can see the caster. Covering your ears so that you cannot hear will not stop the magic, and is considered cheating! If you are so far away that you hear only a garbled cry and cannot make out what the caster is saying, you are not affected. Another type of Area Effect may be called “to the room.” In this case, all individuals in the room where the effect is called will be affected. “To the room” cannot be called outdoors.

By Voice

Some entities may use voice targeted effects. The entity will clearly target you by verbally identifying you in some fashion, followed by the effect delivered. For example, "You with the football helmet and Mets shirt, Pain!" or "You who just sang 'Stairway to Heaven', Critical!"

By <Trait>

Some entities may call certain effects "to <trait>". You take the effect if you have the trait. Traits may be based on in game race, skills, background, afflictions, or other attributes you may acquire in game. For example, you may hear the call 'Area Effect Heal One to Human'. You would be affected if you are currently a human in game. Only take the effect if you possess the trait called.

Effects

The following list describes the common effects you may encounter during a Prophecy: Apocalypse game.

Afflict you with <Affliction>: You have received the indicated affliction. This has no immediate effect. At your earliest convenience, you must travel to the Wall of Woe. This will be a pre-determined place in game that contains listings of possible afflictions you may encounter, with descriptions of the effects of each and the required Cures. Read the description of your Affliction. If it is a progressive Affliction there may be postings for Day 1, Day 2, etc, in which case you should only read the appropriate one. Most Afflictions will have a Cure or Cures. Your character will not know what Cure is needed, but you as a player must read these so that if the Cure is applied to you in game, you will know that it has worked. Unless your character already knew what the Cure was before being Afflicted, you cannot use it on yourself or others until you learn about it in game. Afflictions may include horrible wasting diseases, madness, amnesia, parasitic infestations, allergies, or addictions. An Affliction will last until cured.

<Attribute>: Indicates non-normal damage (See # Damage effect) Examples may include Acid, Fire, Electricity, Force, etc. Unlike normal damage, this affects you if it strikes your shield or weapon.

Awaken: Will remove the Knockout effect.

Bestow: Bestow grants you the use of one ability. You may only have one effect bestowed at a time. If you receive a second bestow effect before you have used the first, you must choose which one to lose. All Bestow effects end when the Focus Cycle changes.

Coma: This effect represents a deep coma. This effect is most often seen after surgery. This is not a simple unconsciousness, and cannot be cured by the Awaken Effect. It lasts for 30 minutes. This effect is cured by a stimpack, which makes you instantly alert.

Critical: You immediately fall into a Critical state (see the "Death & Dying section of the Rule Book for more information on being Critical). If you do not receive the Revive effect within 20 minutes, you will be Dead. Heal Half and Heal Full have no effect on a critical person. If this blow is delivered "by Weapon" it must strike the torso to take effect

Crushing: Indicates extra-powerful damage that will still do half-damage (round down) even if parried or blocked with a shield. Thus a strike that causes "4 Crushing" will do 4 points of damage if it strikes your body, and 2 points of damage if it strikes your shield or weapon, or if you use the Parry skill against it.

Damage: Indicates normal damage, which cannot penetrate a shield, and has no effect on a weapon. Thus a packet that causes "5 Damage" will not do anything if it strikes a shield, but will cause five points of physical damage if it hits you.

Disarm: Your weapon falls from your hand. You must carefully throw it five feet away, not drop it at your feet.

<Elemental Damage>: Indicates damage caused by a specific element or energy type that isn't just physical damage. Some types are Fire, Cold, Electricity, etc. Unlike Damage, Elemental Damage will harm you even if it strikes your weapon or shield. For instance, an attack that does 3 Fire will cause 3 points of fire damage if it hits you, your shield, or your weapon.

Heal Half: Heals a person to ½ their normal maximum hit points, rounded up. If the person is unconscious from damage it

will instantly return them to consciousness. Note that this will not work on a Critical or Dead characters, nor does it have any effect on people who are suffering from the Knockout effect.

Heal Full: Heals a person to their normal maximum hit points. If the person is unconscious from damage it will instantly return them to consciousness. Note that this will not work on a Critical or Dead characters, nor does it have any effect on people who are suffering from the Knockout effect.

Knockout: You are unconscious, but do not lose any Hit Points. You will awaken after five minutes. This is cured instantly by the Awaken Effect.

Maim: You lose the use of the target arm or leg. If no target is specified, you may choose which limb suffers the effect. If delivered by weapon, this will not have any effect if it strikes your torso. The Maim is permanent until you receive a Heal Full (which fixes all your limbs), or Restore Limb (which fixes one).

Pain: You suffer excruciating pain for 10 seconds. You must fall to the ground in agony, whimpering, crying, or screaming (unless physically unable to do so). You may still defend yourself with weapons.

Renew #: Restores the specified number of Focus Points. If no number is specified, you regain all Focus Points as if the Focus Cycle had changed.

Repel: You must move away from the source of this effect. You must maintain a minimum distance of 10 feet for 10 seconds.

Restore Limb: Removes the Maim effect from one limb.

Revive: This effect cures the Critical effect, and leaves you with ½ life and all limbs cured. If surgery produced the revive, you also suffer the Coma effect.

Shock: If struck with this effect, you must fall to a fully prone position and twitch/shake for 5 seconds. You will then suffer 1 minute of the Weakness effect.

Slay: You are Dead (see the “Death & Dying” section of the Rule Book for more information on being Dead). If delivered by weapon, this will only affect you if you are hit in the torso. If delivered by packet it will affect you if it strikes anywhere, including your shield or weapon.

Trip: You fall to the ground. Either your chest or your back must touch the ground before you can get up again! If you are unable to fall due to physical limitations, or if the ground is unsuitably muddy or rocky, you are excused from actually falling, but you must roleplay being unbalanced and unable to do anything for a similar length of time.

Weakness: You will do one less point of damage with all weapons and skills (thus most people will be unable to fight effectively at all), and you will be unable to run, for 5 minutes. You should roleplay feebleness and lassitude.

Defensive Effects

Defensive effects are called when you are struck by an attack.

Dodge: The blow or effect misses because you have moved out of the way and avoided it.

No Effect: The particular blow or spell did nothing and never will. For example, if you are not an undead creature and you were hit with a “Slay Undead” effect, you would announce “No Effect”, because it will never work.

Parry: Effects delivered “By Weapon” or normal weapon blows are negated. This call indicates that the weapon strike did not land, and thus did not cause the desired effect and/or damage. You may only use this on blows affecting yourself.

Resist: The particular blow or spell was ineffective, but it was an effort warding it off, and another one might succeed.

Temporary Armor: This grants you one temporary armor point, which stacks with normal armor. It is the first point lost to damage, and may not be repaired. You may only have one temporary armor point active at a time.

Items

A character may encounter items of many sorts during the course of the Prophecy game. Some will have in game significance, others will help with skills, and yet others may be completely meaningless. The following information will help you to make sense of the items you might find during the course of the Prophecy game.

Types of Items

Numbered Items

These are items that have value or meaning in game. A small set of numbers or letters upon them identifies the item.

They may sometimes include descriptive text to convey additional information. There are several categories of Numbered Items, indicated by the first letter of the tag number.

B items are Books that may be used for research and/or to teach skills cures, etc. A Book without a “B” tag must simply be read to learn whatever it contains.

L & K items are Locks and Keys. Key “K536” will fit Lock “L536”.

M items include all other tagged items that may have in game use or value, including mechanical lock picks, tools, etc. These may have additional notes, such as “Food”.

Game Items

These are items that have value in game, but are so common that they do not have tags. This includes in-game money and un-tagged documents. Un-tagged weapons and seed packets (for arrows, punches) are considered game items, but may not be stolen.

Unmarked Items

Any item without some kind of tag or number that is not considered a game item may not be stolen or moved out of line of sight from where you found it. This includes items that are used simply for atmosphere or costuming, as well as the props other player’s characters have brought for decoration, etc. Please be careful with them!

Registered Items

Some items must be returned to the Prophecy Staff between events so that the physrep remains safe and so that the Staff knows who currently possesses the item. You must turn in items at the end of the event if the item tag reads “REGISTERED”.

Components

Components are the materials used by Chemists, Technicians, Armorers to create, enhance or repair in-game Items at Prophecy: Apocalypse. Components include chemicals, drugs, certain species of flora and fauna (represented by plastic flowers and animals), gears, wires, and a multitude of other items. All components will be marked with a small tag containing an identification number. Certain crafts can create items that themselves are components; for example a chemist may create gunpowder that is used by a Reloader to make ammo.

Components may be acquired in game in various ways. You may find components being sold, or you may obtain them on adventures, or you may find them in the woods.

Components with torn item tags are considered spent and useless. Components used in-game may be deposited in the designated used-component repository without tearing the tag, or the tag may be torn, to indicate that they have been used.

Chemical Vials Chemical products are always kept in clear 35mm film canisters representing sealed glass alchemical vials. Opening an alchemical vial represents breaking a seal. If you open a vial, the contents will deteriorate within five minutes. If you read the tag within a vial, then you have consumed or applied the contents as appropriate, and are subject to their full effects. The target of a powder (which must be thrown) or a dust (which usually evokes an area effect) must be chosen before reading the tag, and cannot be changed based upon what one learns from the tag.

Chemical products include drugs and medicines, ointments, powders, and other products. Some powders may contain a packet, which must be thrown at, and hit, a target in order to exert their effect. Such powders are highly unstable; if a powder is not thrown within thirty seconds after opening, it will detonate and exert its effect upon the wielder. While not everything that is found in a chemical vial will exert an effect, in general, drugs are to be injected or ingested, oils to be spread on body parts or items,

Out-of-Game

Yellow Markings

Yellow is the color of “out-of-game” (OOG) in Prophecy: Apocalypse. Out-of-game objects are simply not there in game and should be ignored. Objects tied with a yellow band are not there. An area marked off by yellow rope is also out-of game and may not be entered. Please refrain from wearing yellow arm-bands or headbands as part of your costume.

Yellow Hands

A Yellow Hand indicates a building you just cannot get into. The building is still there, in game, but may not be entered. This may indicate a strong vault door that just cannot be thwarted, or a collapsed entry that cannot be safely negotiated. Generally this is used for rooms with delicate props that require the presence of a cast member to monitor.

Yellow Cards

A Yellow Card is a piece of yellow paper containing information and instructions. It is used to describe effects that cannot be represented physically. For example, you may enter a room and find a stretch of floor covered in green plastic, with a yellow card on it stating “This floor is covered in green goo. If you step onto it you will suffer the Trap effect”.

Traps and Physical Challenges

Traps

There are a wide variety of traps to be encountered in Prophecy. Sometimes it may take a moment to determine the effect of the trap and to establish what has happened. Please try not to break the flow of play by standing there saying “Huh, what?” Roleplay pain or surprise while looking for the yellow card or waiting for the called effect. Anyone can find a trap, but only those with the Disarm Traps skill may attempt to remove them (see the “Stealth Skills” section of the Rulebook). You may not “trigger” a trap or magical ward at a distance by throwing things at it, etc. If you do so and the trap goes off, you take the effect.

Popper Traps

These traps consist of a mousetrap, popping balloon, or explosive popper or cracker of some kind. Remember that you cannot move the poppers without the Disarm Trap skill. These always do 2 points of damage

Buzzer Traps

These traps consist of just a trigger. If the buzzer goes off, the trap did 4 points of damage to the person who set it off!

Falling Item Traps

These traps consist of boffer rocks or other items that may fall on you. 6 points of Crushing Damage.

Building and Setting Traps

If you wish to build and set such a trap with the Set Trap skill, all parts must be evaluated by Staff before Game On. All falling or swinging parts that may contact a target individual must be made entirely of foam and have no solid core.

Pits and Chasms

When the floor or ground is black (i.e. covered in black plastic or cloth) it indicates a deep pit. You must cross it by jumping, using stepping stones or a bridge, or by some applicable skill. Stepping-stones are generally brown or grey wood, carpet or

cardboard. If any part of your body touches the black floor, you have fallen in. You may scream some last words, but then you are dead, and must report to Ops.

Post Event Letters

The Prophecy Staff finds that Post Event Letters are one of the best ways to gain feedback about the game. Post Event Letters come in many forms—some are submitted “in character”, and detail the exploits of the event from the character’s point of view. Others are written completely out of character, and give a play-by-play with constructive criticism or positive feedback along the way

Player Information

A number of miscellaneous topics related to playing Prophecy: Apocalypse will be covered in this section, including what sorts of things you will need to bring with you, and out-of-game details regarding how events will be run. Specific information on the Event Site, including Site Rules and Directions, will be provided separately.

What to Expect

Registration

All players must register for Prophecy Events in advance. Since there are only a certain number of player spots available, the Staff must know ahead of time who is coming. You may register in advance and pay at the door; if you then fail to show up, however, you will no longer be allowed to register without payment.

Arrival

When you arrive at the Camp, you will receive information on where to park, what cabins are available for Players to stay in, and where to unload your stuff. Please try to unpack your car and return it to the parking area as quickly as possible so that the in-game areas will be cleared of vehicles in time to start the game.

Late Arrivals and Early Departures

If you arrive late (after 9PM), please go to Operations and a Staff person will take care of your Check-In. Be advised that there may be some delay, depending on what else is going on at the time. If you know that you will be arriving late or leaving early, please let the Staff know in advance so that they can make arrangements and take it into account when scheduling plots. If you arrive after the start of game on Friday night, you will NOT be able to drive your car up to your cabin to unload!!! Likewise, if you are leaving early, you will have to carry your things from your cabin to your car on foot. NO CARS will be allowed in the game area during the event, except in emergency situations.

Check-In

Once you have unloaded your car and parked it in the lot, you can check in. At Check-In you will receive your Character Card, and information and items acquired via the skills Rumors and Extra Stuff. Please bring your weapons to Check-In for safety inspection, and any armor for evaluation. It is not required that you wear your costume for check in.

Opening Meeting

There will be an opening, out-of-game meeting prior to the start of the event. All players must attend. If you arrive too late, you must come to OPS to receive any announcements and instructions. The time and location for this meeting may vary, but will be posted at Check-In. Game will begin directly or soon after the opening meeting, so you should come prepared and in costume.

Hours of Play

Hours of play may vary for each Apocalypse game. Generally, Prophecy hours of play are approximately 10 PM Friday to 2 AM Saturday, 10 AM Saturday to 2 AM Sunday, and 10 AM to 12 Noon Sunday. Plots may run past 2 AM on Saturday and Sunday if they are going slower than expected. Certain roleplaying encounters may be scheduled for after the “All Clear” on occasion, but advance warning will be given to the players involved in this case. Roleplaying may continue among players at any hour, but the Staff encourages you to get a good night’s rest so that you can fully participate in the next day’s carnage.

Closing Meeting

The end of game will be announced on Sunday morning. We'll break for some rest and have brunch, followed by the closing meeting and cleanup.

Cleanup

There will be a sign-up sheet for Cleanup at Check-Out, if you wish to help out you will receive our undying love and gratitude. Please, we beg you, try to help us a bit with this. We'll be at least as tired as you are.

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Appendix I: Templates

Chemistry Templates

Device	Effect	Requires
Stimpack	Removes the Coma effect.	Chemistry I
Gunpowder	Can be used with the Ammunition Reloading skill or to reload a black powder firearm. One use of this Template makes 20 bullets or 20 black powder reloads.	Chemistry I
Anesthetic	Provides one extra draw during a surgery. Requires the Administer Drugs skill to use, as well as an Auto Injector.	Chemistry I
Napalm	When you throw the vial to do "1 Fire by Device." Napalm may instead be applied to one arrow, thrown weapon, or melee weapon and will allow you to do "1 Fire" for a single attack.	Chemistry II
Quickheal	Deliver the Heal Full effect. Requires the Administer Drugs skill to use, as well as an Auto Injector.	Chemistry II
Sulfur	Produces the Sulfur component, which is used in making other compounds.	Chemistry II

Technician Templates

Device	Effect	Requires
Auto Injector Mark I	Allows anyone to apply dose of drug.	Technician I
Explosive Trap	Creates popper traps (10 poppers). Requires Set Trap skill to place.	Technician I
Lock	Creates a mechanical lock and a key.	Technician I
Auto Injector Mark II	As Mark I, but holds 5 doses	Technician II
Impeller	A handy device that can be used by chemists to mix reagents. Requires the Chemistry skill to use. Reduces the time to manufacture something by half.	Technician II
Taser	Deliver the Shock effect. The device may be used 5 times before the power sources need to be replaced. If the strike misses the target, the charge is still used.	Technician II

Appendix II: Skill and Feat Costs

Inspirational Skills:

Inspiration: SP: 8 DFP: Special

Confidence: SP 2 FP 1

Mass Confidence: SP 6 FP 4

Read the Crowd: SP: 6 FP: 2

Remember this Moment: SP: 8 FP 6

Warrior's Motivation: SP: 8 FP: 1

We Need This Now!: SP: 4 FP: 1

Technical Skills

Ammunition Reloading: SP: 8 DFP: 1

Armor Repair: SP 7 DFP: 1

Chemistry I, II: SP: 6/9 FP: variable

Disarm Traps SP: 5 FP: 0

Set Trap: SP: 5 FP: 1

Technician I, II: SP: 6/9 FP: variable

Fighting Skills

Armor Training SP: 5 DFP: 1

Battlethirst SP: 5 FP: 0

Brawling SP: 10 FP: 0

Desperation SP: 2 FP: 1

Maim SP: 7 FP: 1

Parry SP: 7 FP: 1

Sucker Punch SP: 5 FP: 2

Two Weapons SP: 12 FP: 0

Firearms Skills

Accuracy SP: 5 FP: 2

Blast SP: 5 FP: 0

Killshot SP: 8 FP: 2

Suppressing Fire SP: 8 FP: 0

Information and General Skills

Extra Stuff* SP: 1 FP: 0

Literacy: SP 0 FP: 0

Rumors SP: 2 FP: 0

Luck* SP: 7, FP: 0

Medical Skills

Administer Drugs: SP: 5 FP: 0

Bandage I SP: 5 FP: 0

Bandage II SP: 10 FP: 2

Diagnose SP: 4

Surgeon I-III SP: 8/10/12 DFP: 1

Stealth Skills

Backstab I-II SP: 4/8 DFP: 1

Dodge SP: 8 FP: 2

Evade Trap SP: 5 FP: 1

Flee SP: 6 FP: 1

Pick Locks SP: 5 FP: 0

Waylay SP: 12 FP: 0

Weapon Skills

Archery: SP 10 FP: 0

Firearms I SP:10 FP: 0
Firearms II SP: 10 FP: 0
Melee Weapon SP:10 FP: 0
Thrown Weapon SP: 10 FP: 0

Feats (Purchase with Gamebucks Only!)

Against the Odds: 10 GB
Better Living Through Chemistry: 10 GB
Don't You Die on Me!: 15 GB
Dumb Luck: 8 GB
Eagle Eye: 5 GB
Get Ahold of Yourself!: 10 GB
One Last Clip: 8 GB
I Can Fix That!: 10 GB
I Saw that Coming: 3 GB
Smite: 4 GB
Strike Hard: 8 GB
Twin Threat: 3 GB
Unencumbered: 4 GB
Victory of the Underdog: 8 GB
Watch Out for That!: 4 GB

*: Indicates multiple purchases allowed.

SP: Skill Points to purchase the skill. If there are multiple numbers, the additional numbers are the skill points required to purchase

higher levels. 6/9/12 would therefore mean 6 SP for the first level, 9 SP for the second, and 12 for the 3rd.

FP: Focus required for one use of this skill. You get a number of Focus equal to your Focus Points statistic (see front of sheet) each

Focus Cycle in game.

DFP: Dedicated Focus Points. These Focus Points are considered permanently spent and can not be used for other skills. The skill then has no per-use Focus cost.

I, II, ...: Purchasing Level II of a skill always requires that you purchase Level I, and so forth.