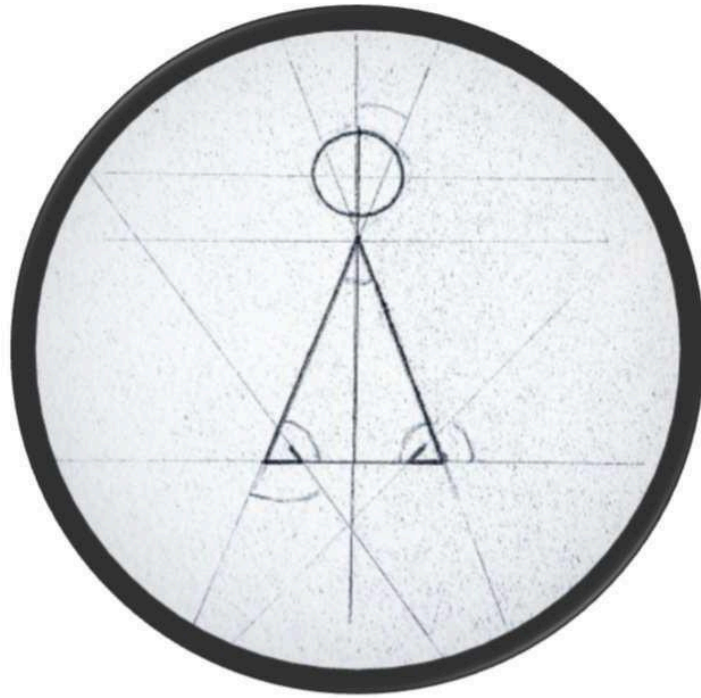


STARGATE

Live Action Roleplay



Season 2

Rulebook

V1.3

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This rulebook is designed to help you understand the systems, rules, and interactions you will encounter as you play our game. We hope you find this book useful and for further questions or clarity please do not hesitate to contact the 'System Referees'.

This rulebook is split into 4 parts:

1. Before the Game
2. Important Information
3. Rules
4. OOC Information (including the Appendices)

PART 1 – BEFORE THE GAME

Design Character Concept

You begin by deciding what you want your character to be and do. At this stage it may be useful to liaise with the plot coordinator to discuss your concept and character idea. They can be contacted at plotcoordinator_sglrp@hotmail.co.uk.

As a baseline premise this game is set around a unit of people working to:

- Explore and learn what exists outside of humanities' knowledge.
- Defend Earth against potential threats

The unit is the very best that humanity has to offer - the smartest and most skilled to be found. They are selected because they are trusted to represent humanity and make decisions that humanity can be proud of, and can be relied on to survive and thrive in the unknown.

The only requirement for a character is that they are 1) Somewhat heroic, in that they are willing to lay their lives on the line for humanity. They may be a fresh-faced Lieutenant, a grizzled spy, a befuddled academic or anywhere in between, but while they may occasionally do bad things, it will always be for the greater good; and 2) Willing to work with and alongside the other members of the SEF. This game is intended to be a PVE (Player Vs Enemy) game and while characters may occasionally rock the boat, no one is interested in putting holes in the side.

In short, the PCs are heroes, and the culture of the game reflects that. We expect this game to be a play to lift environment where players lean in to supporting each other's enjoyment. More information on this can be found in our culture documents ([insert link here](#)).

Core Stats

A character sheet will contain your character's Body, Vigor, Skills and Feats.

Body is your health and indicates how much damage you can take before you are incapacitated or killed. This is referred to as either 'Body points', 'BP', or 'Body'.

Vigor is what you use to power Feats and other Special Abilities – All feat use costs *at least* 1 Vigor to use. When you run out of Vigor you may not use any feats until you regain Vigor in some fashion.

Skills are where most of a character's expertise and knowledge are found. Skills are gained by spending time to train in them, and every skill is listed with the cost in 'months' for you to complete that training. See the 'Downtimes' section for more information on training.

Feats are special abilities, granted by Skills and powered by Vigor.

Character Creation

Step 1 – Select character background

The Stargate Expeditionary Force (SEF) is an organisation dedicated to protecting the planet from alien threats.

All characters are members of the SEF and are part of the command chain and subject to the laws, doctrines, and ethos thereof. A character that joins the SEF may well have held rank or influence in other organisations prior to recruitment, however on joining the SEF any such rank would be placed in abeyance, so all characters enter play on an even footing. You may have been Captain Fleming of the SAS, DCI Clunes of the Yard, or Professor Zatz of Oxford, but what matters for your position in the SEF is what you do after you join, not what you did before.

(As a note, military regiments and similar that traditionally have had gender restrictions OC do not do so in the current game setting.)

As a new character your background gives you a starting point to help you design and role-play as the character. Your character should be unique, (not based on someone from television or movies), however you can draw your inspiration from anywhere.

- **Military** – You are a serving member of a British or Allied Armed Force.
- **Intelligence** – You are a member of a British or Allied Intelligence Service such as MI6, the CIA or other 3 letter agencies. This would also cover members of Police services such as the FBI or Interpol.
- **Civilian** - You are a civilian who has been contracted into the SEF based on excellence in your chosen area of specialist skills. This also applies to any character who was part of a PMC or similar agency. The British government does not employ mercenaries, however they hire specialist civilian consultants all the time.

Your character background will also grant you six months worth of free training, to represent the baseline archetype of the background.

Step 2 – Apply SEF training

All characters are assumed to have gone through the SEF basic training and induction, irrespective of their background. If you want this to be otherwise, ask the PlotCo. They might even say yes.

Because of this induction, all characters start with:

- Boxing
- Melee
- Pistols
- Medic

Step 3 – Select starting character skills

You have 36 months of 'training time' from which to 'buy' your starting skills. You may 'buy' skills from the [Skills section](#) of this rulebook but note that [Alien Skills](#) are not available to buy at Chargen. Each Skills section of this rulebook has a noted training time required to purchase those skills.

You must use all 36 of your initial training months at Chargen. All skills picked must be available at Chargen. You may partially purchase a single skill if you do not have enough months to complete it. This can be completed with subsequent months of training earned once the character has entered play.

If starting a new character after Event 1, you will also be granted additional training time equal to the amount of training the lowest Active Character has received.

Step 4 – Starting Body

A player character starts with a Body stat of 10. A character's Maximum Body can be increased with the Endurance Skill, or by wearing Armor. It can be reduced by drugs, wound tokens, and potentially through game effects.

Body is restored through medical treatment, drugs, and feat expenditure. A player character also normally begins each day of an event with their Maximum Body restored.

Please see the [Health](#) section of the rulebook for more details on how Body works.

Step 5 – Starting Vigor

A player character starts with a Vigor stat of 10. A character's Maximum Vigor can be increased by the Heroic Vigor skill, drugs, and potentially through game effects.

Vigor is restored through feat expenditure or Psychological treatment. A player character also normally begins each day of an event with their maximum Vigor restored.

Please see the [Feats](#) section of the rulebook for details on how Feats work.

Step 6 – Starting Feats

All player characters have access to the following feats. Other feats will be granted by skills.

- [Dodge!](#)
- [Die Hard](#)
- [Flash of Insight](#)
- [Total Focus](#)
- [Last Heroic Act](#)

Once these 6 steps have been completed and the Plot Coordinator has confirmed that your character is finished, you are then able to book an event ticket and name that character as the one you are going to play.

Congratulations and welcome to the Stargate Program!

PART 2 – IMPORTANT INFORMATION

Safety

Safety is of the utmost importance for both members of the society and the public. Everyone taking part is responsible for their own safety and for ensuring that they act in a manner that does not endanger the safety of others. This is a live action role-playing game, and melee and unarmed combat can and will take place. If you are unsure of how LARP combat works, speak to a referee.

AT NO TIME MAY A PLAYER STRIKE, KICK, TRIP, CHOKE, FORCIBLY RESTRAIN, THROW OR USE ANY MARTIAL ART ON ANY ANOTHER PLAYER.

Anyone who breaks this rule will be asked to leave the event.

Unarmed Combat Strikes should be represented by an open palm aimed at the target's shoulder area, but should not make actual contact.

All Melee weapons and Shields should be of an appropriate Larp-Safe Construction, and before the game starts, all melee physreps must be inspected by a referee.

Since even a safe weapon may be used dangerously it is important that all blows should be pulled, (i.e. the full strength of the blow should not be delivered), and if a referee thinks a weapon is being used in a dangerous fashion, they have the power to ban a weapon or to stop combat to remove someone from play.

Stargate Larp is a call-based system, so while bows are listed under the Combat section of this rulebook, we do not use larp safe arrows. They may be carried for ammunition tracking purposes, but safe alternative physreps (such as garden canes) are also acceptable for this purpose.

Coreless throwable weapons and grenades may be carried, and provided they pass inspection by a referee, may be used as thrown projectiles. Grenades and throwing weapons of cored or non-larp-safe construction may be carried for ammunition tracking purposes, but SHOULD NOT be thrown in combat.

The main Physical Representation (PhysRep) for ranged weapons in the game are airsoft replicas, painted Nerf blasters, 3d prints, or similar non-LARP-safe items. However, we do not permit the use of deactivated firearms for safety reasons.

Neither ammunition nor batteries for airsoft/Nerf replicas should be brought to an event, unless explicitly sanctioned by the event referees for use in set pieces.

Regardless of construction method, no ranged weapon physrep should be used to make melee combat strikes. Goa'uld Staff Weapons are considered Melee Weapons for the purposes of this rule, and must meet all construction requirements and safety checks for Melee Weapons.

Referees have the right to refuse or immediately ban the use of any PhysRep or prop that they deem to be dangerous.

Head Hits

For safety reasons, no one should ever aim to hit someone else on the head. If, by accident, someone receives a head hit in-character they should role-play it after it has been confirmed that the player is uninjured.

Radio Equipment

A handheld radio is a must for Stargate team communication. Our default is to use the licence free PMR446 frequencies and as such we expect players to use equipment that conforms to that standard. Players are free to use other communications systems as long as they also conform to the relevant laws/standards/licences.

For safety reasons players should not bring handheld radios capable of breaching the ICNIRP power limit. (A rule of thumb is if it can Transmit at 10 watts or more on UHF then it's not safe next to your brain.)

Light Discipline

Events take place throughout the year and into the evening, Torches can be brought to events and mounted on weapon systems, or carried by hand.

RED output torches are considered OC, and may not be used for targeting. White Torches may be targeted as normal, unless otherwise briefed by event referees.

Referees may also use other light sources such as chemical lights or special effects and should brief participants accordingly as to whether they may be used for targeting or not.

Please use any torch with care and avoid shining them into the eyes of crew or other players if possible.

Pyrotechnics/Smoke

Pyrotechnic and Smoke-creating devices are only to be used by Event Referees after consultation with the Exec.

Players are not permitted to use such devices, and should not bring them to site except to deliver them into the hands of Event Referees.

Any breach of this rule will be discussed by the event referees and all attending system referees. This may result in the player being asked to leave the site and the matter will then be raised with the exec for any further action if required.

Public Locations

Respect private boundaries. Never stray into an area where you are not permitted to go and never engage in any activity that is likely to damage the event site (e.g., climbing over stone walls or damaging trees).

Remember that some sites used for events may have rules regarding smoking. Please be diligent and ensure any cigarettes are out to avoid fires. Never drop litter during an event, this includes biodegradable items such as food. After an event, make sure you leave the location in the same, or better, condition than you found it. Do not leave rubbish around.

Although many of the sites we use are closed (i.e., not usually open to the public) if a member of the public is encountered during an Event, treat them with courtesy. If their path takes them through an encounter, stop the action with a "Time Out" call to allow them to pass. You will not be penalised for dropping out of character to talk with the public.

Be aware that the weapon PhysReps we use may cause alarm to the public and behave responsibly. The local police may visit the site - Event Referees may call Time Out if this occurs/if necessary.

IC/OOC

In-Character (IC) Definition

When you are roleplaying and actively participating as a 'player character' (PC) or 'non-player character' (NPC) in an area of the game that has been designated for IC activities.

In-Character (IC) Behaviour

Stay in-character unless a "Time-out" has been called. These periods of time between missions are excellent for developing in-character relationships and finding out more about your environment and companions. OC conversation should be kept to a minimum in IC areas.

Wounds received in-character should be acknowledged and reacted to: e.g., writhing in agony and/or crying out in pain.

If a situation has developed which has a strong atmosphere (e.g., fear of a monster, tense anticipation, or other focused role-playing) do not deliberately attempt to break the mood.

Please remember that the props used during an Event are somebody's property. While some props may be made to be destructible, always check with a System or Event Referee before taking any action that may cause damage to a prop.

Out of Character (OOC) Definition

When you are not actively participating in the game as a PC or NPC in an area of the game that has been designated for IC activities. All players are assumed to be always IC in an IC area.

Going Out of Character (OOC)

If as a player you need to go OOC for any reason, you need to inform an event organiser or member of the committee where possible before you do so. You must remove yourself to an OOC area and cannot participate in the game until you are both able and have informed a referee that you wish to rejoin the game. You will then be allowed to rejoin the game by event organisers at an appropriate point.

The safety of players and crew is paramount, as such, if you are unable to role-play certain activities because of medical or other issues you should inform the event organisers at the start of the event. Failure to do so may cause play to be suspended or disjointed for you or others and repeatedly causing such disruption may lead to action being taken by the Exec committee. While the event referees will do everything possible to provide a safe and enjoyable experience for everyone, they can only act on what they are aware of.

If you develop OOC medical issues during an IC action, you should be aware that your character may still suffer the consequences of this action, even if you are OOC, and not physically present. It is preferable that you request to go OOC *before* you attempt a potentially dangerous IC action if you feel there is a chance you may have issues before completing the action.

In short, no in game reason is significant enough to endanger or drive a player to endanger themselves. Please also see the [CHECK IN](#) section of OC calls.

Consistency

Players must obey all rules of the game and respect the authority of the referees, obeying their instructions promptly and without argument. There may be more to the situation than you are aware of.

Never argue with a referee or crew member about an aspect of the rules during the game, save any grievance until after the mission or take it up with the event referee away from the action.

System Referees

System Referees are still able to monitor cheating, rules abuses, call 'weapon breaks' etc. while playing their characters, and will step in where necessary. System Referees will identify themselves at the start of each game for player awareness.

Crew Etiquette

It is considered poor etiquette for a member of crew to attack a player that is prone on the ground and opening or reading a wound card.

If a player believes they have taken excess damage due to the above, they must wait until after the current combat and explain the situation to a system referee with an event referee present. The system referee will make the final call in this situation.

Unacceptable Play

Play that:

- Could cause physical harm to a player.
- Contains OOC remarks that are either insulting or upsetting.
- Contains IC Remarks that are deliberately intended to cause OOC upset.

Will be subject to action by the exec committee.

This list is not exhaustive and if actions or behaviour are raised as a concern to the Exec committee they may also be subject to action as required.

Out of Character Game Calls

'SCENE'

This call indicates the end of a set piece or specific time frame. Usually (but not exclusively) this applies outside of a linear/mission to trigger a refresh of any 'once per scene' abilities. Any ongoing 'Per Scene' ability expires when this call is made if no other time limit is specified for the ability.

'TIME FREEZE'

Stop where you are, close your eyes and hum quietly until "Time In" is called.

Don't chat out-of-character and pay no attention to anything you hear during this time.

This call is used to enable referees and crew to set up effects, move objects, brief individual's etc. As far as the characters are concerned, there is no gap in time.

'TIME OUT'

Stop any in-character actions but remember where you were and what you were doing, so that you can pick the action up again later when "Time In" is called. This call will be made to stop play in the case of suspected genuine injury or other circumstance that requires play to halt for longer than a few seconds.

Be aware that important instructions may be issued to players in this time.

'TIME IN'

Pick up the action from where you stopped when "Time Out "or "Time Freeze" was called.

'RESIST'

That call that you just made worked, but the target is using an ability to prevent the effect. See [Cat-Like Reflexes](#) for an example. This call should be made any time you are the target and use an ability to prevent the effect..

'NO EFFECT'

That call that you just made had no effect because the target is immune for some reason. E.g. A non-human creature with claws cannot be disarmed.

'MAN DOWN'

Someone is seriously injured. **THIS MUST NOT BE USED UNLESS A REAL-LIFE INJURY HAS OCCURRED.**

If a player sustains a real injury, play should cease immediately so that appropriate measures may be taken – use a call of "MAN DOWN"

The call of Man Down is also considered a de facto Time Out call.

'CHECK IN'

Stargate puts the wellbeing of its players as a primary concern and we believe players should be able to safely communicate discomfort or issues without feeling like they are disturbing the flow of the game. We use a standard 'check in' system to signal or check that wellbeing.

This call can be used by anyone, on anyone, at any time, if they are worried about a player or crew member's emotional state or comfort level. It can be the verbal "Checking in" or the Non Verbal 'OK' sign.

Responses should be in the form of a Traffic Light, or the Non-Verbal Equivalent.

RED/THUMBS DOWN: This means the player/crew member needs to take a break, and RP should be suspended to allow them to disengage. The user is not expected to justify their response, and no IC game should be made of their decision to disengage.

YELLOW/FLAT PALM: Play is clear to continue, but the scene should not escalate further. It is good practice to work towards winding down or disengaging in an IC appropriate way.

GREEN/THUMBS UP: Play is clear to continue and the player/crew member is comfortable with the current subject matter/levels of emotion.

These signals can also be used pro-actively if you find yourself in a scene that you are uncomfortable with, to signal to other players that you need the level of RP to be modified for your comfort level. These signals should be respected by all players and crew, and repeated incidents of disregarding or abusing these signals will be subject to action by the exec committee.

PART 3 - RULES

Backgrounds

Background	Overview	Training Months to spend	Skills included FOR FREE with your background
Military	You are a serving member of a NATO or Allied Armed Force. You have a particular area of expertise which is why you have been assigned to the program. Bringing your specialist skills and combat expertise to the SEF you can work under heavy fire on alien planets.	36 Months	Tactical Training (Normally 6 Months)
Intelligence	You are a member of a NATO or Allied Intelligence Service such as MI5, MI6, or other similar 3 letter agencies. This would also cover members of Police services such as the FBI or Interpol.		Insider Information (Normally 6 Months)
Civilian	Neither serving in the Military, nor employed by an Intelligence Service, you are a civilian, recruited into the SEF for your unique or expert specialist knowledge or experience in your field.		Dreaming Spires (Normally 6 Months)

Skills

Skills are where most of a character's expertise and knowledge are found. Skills are gained by spending time to train in them, and every skill is listed with the cost in 'months' for you to complete that training. See the [Downtimes](#) section for more information on training.

Only the skills listed in the book can be gained, any requests for new skills must be approved by the System Referees and the Plot Coordinator.

There are 6 types of Skill in this rulebook:

- Technology Skills
- Science and Social Skills
- Complex Skills
- Basic Skills
- Combat Skills
- Alien Skills (Not Available at Chargin)

Technology Skills

Each of these skills has an associated card deck for skill games.

Training Time: It costs 12 months to learn your first Technology skill. For each additional skill in this table that you wish to learn, it costs an additional month of training time – 13 months, then 14, then 15 and so on.

Skill	Description & Rules
Computing	<p>The study of computer systems. This skill allows you to hack into other operating systems and develop new systems yourself as well as countermeasures towards hackers.</p> <p>This Skill grants the 'Computing Toolkit' feat This Skill grants the 'Botch Job' feat for Computing Problems.</p>
Cryptography	<p>Cryptography is the study of codes, ciphers, and hidden meanings, used for code breaking.</p> <p>This Skill grants the 'Cryptographic Toolkit' feat. This Skill grants the 'Codebreaker' feat.</p>
Electrical Engineering	<p>This deals with the study and applications of electricity, electromagnetic forces, and electronics. Also deals with power, control systems, integrated circuits, and circuit boards.</p> <p>This Skill grants the 'Electrical Toolkit' feat. This Skill grants the 'Botch Job' feat for Electrical Engineering Problems.</p>
Explosives Training	<p>Expertise in making and disposing a variety of devices aimed at blowing things up. Grants the knowledge of where to place a device for maximum effect, turning C4 into an IED, etc. This skill can also be used to make elaborate devices that may have more damaging effects than listed in the Explosives Table - speak to an event ref if you wish to attempt this.</p> <p>This Skill grants the 'Explosive Toolkit' feat. This Skill grants the 'Botch Job' feat for Explosives Problems.</p>

Larceny	<p>Larceny is the ability to breach physical security measures. You can pick locks, bypass security measures, hotwire cars, open locked doors etc.</p> <p>This Skill grants the 'Larceny Toolkit' feat. This Skill grants the 'Escape Artist' feat.</p>
Mechanical Engineering	<p>This deals with Thermodynamics and Kinematics. This skill is fundamental in the design, manufacture, and maintenance of mechanical systems, vehicles, industrial equipment & robotics.</p> <p>This Skill grants the 'Mechanical Toolkit' feat. This Skill grants the 'Botch Job' feat for Mechanical Engineering Problems.</p>
Paramedic	<p>You are a trained paramedic. You can treat and assist in the treatment of medical injuries.</p> <p>Medical Abilities: Stabilise Casualty, Read All Wound Cards, Prep for Movement</p> <p>This Skill grants the 'Medical Toolkit' Feat. This Skill grants the 'Get Back In The Fight' Feat.</p>
Signals Intelligence (SIGINT)	<p>The study, use and maintenance of telecommunications, monitoring & satellite technology. This also grants the knowledge required for the development of new signalling devices.</p> <p>This Skill grants the 'Communications Toolkit' feat. This Skill grants the 'Botch Job' feat for Communications problems</p>

Main skill card game rules

Technology skills require delicate actions or complex procedures that force the character to spend some time working on a particular problem.

To represent this, these skills have a separate game that is played to determine the outcome of a character's attempts. The applicable skills have sets or "decks" of cards associated with them, and players use these cards to apply their trained skills and solve problems. These cards can be downloaded separately, and you should ensure that you have one set for each of the skills your character is trained in.

You must have a copy of your deck of cards with you to engage with a problem game, as well as physreps for any card that you wish to use.

A number shown on your character sheet, (your 'Hand Limit'), may be chosen from your deck and taken out with you on a mission. The Starting Hand limit is 6 for each Technical Skill. You may increase this by purchasing the Expert Knowledge Basic Skill, up to a maximum hand limit of 12.

You may never have 2 copies of the same card in your deck.

These chosen cards are referred to as your 'hand', and it must be chosen BEFORE you interact with a problem game. You MUST have your chosen hand separate from the remainder of your deck. If a problem game is being worked on near you, it is considered cheating to build your hand once it has begun and the challenges of that problem discussed.

Any skill or ability that gives a discount to card time duration will list which skills it stacks with. Any stacking is additive - EG 10% +10% = a 20% time discount.

Advanced Technology

For technology problems which are close to Earth Level, you will normally use your full hand limit of cards available.

For problems which are vastly different from conventional Earth technology, the referee running the card game may play the "Advanced Tech Problem" card at the beginning of the game. If the Advanced Tech Problem Card is played, your hand limit is halved, rounding up.

For technology which is more advanced than Earth (e.g. Goa'uld/Ancient/Asgard) then the referee will nearly always play the "Advanced Tech Problem" card.

PhysReps

The cards represent the expertise and actions required by the character to solve a particular technical problem. To use a card:

- OOC: Players must have a suitable PhysRep for the equipment required (based on the name of the card)
- IC: Characters must have access to the relevant technology.

For example, if you are trapped off world with no tools you cannot use cards which require tools you cannot make.

Not all cards have a physical thing that represents them (Example - Good luck) - this is particularly true for Computing, Sig Int, and Cryptography - but it is a deliberate design decision that all Technical skills have at least six cards that meet this criteria.

This is so that a new player can play without financial investment, or a character genned at an event following character death/retirement is not limited in the skills they select.

Some cards can be physrepped with software (such as a phone app) and we encourage this.

For cards that mention a physical item, it is **not required** that your physrep exactly matches the card image - the images are intended as an example and to make the cards more visually appealing.

It **is** required that you have something that approaches the card name or a close approximation thereof - for example, you can use the butt of your rifle as a Great Big Hammer, but not as General Tools. The important thing is that a good faith effort is made to provide some element of physrep fidelity so we aren't just playing Top Trumps in a field.

If you are ever unsure as to whether a physrep is appropriate, please ask a System Referee.

Problem Card Games

A referee will have selected a set of "problem cards" that represent the challenges in the game. They will explain what the problem is (in role-playing terms) as they play each card and you should appropriately role-play the effects of any cards that you are playing to resolve them.

If you do not have a card that can overcome the problem, then you cannot achieve what you are trying to accomplish. Other people can assist to overcome problems, should you be unable to deal with a specific problem card.

Note: No more than two people can work on any one problem, and you may only work on one problem at a time.

A copy of the player cards for you to print & laminate, etc. can be found on the Stargate website.

For further guidance on this process, please see Appendix 2: Card Games.

Science and Social Skills

Training Time: It takes 9 months to complete your first skill in the Science and Social Skills Category. For each additional skill in this table that you wish to learn, it costs an additional month of training time - 10 months, then 11, then 12 and so on.

Skill	Description & Rules
Archeo -Anthropology	<p>You hold a qualification in Archaeology or Anthropology. You understand:</p> <ul style="list-style-type: none"> • The development of human societies across Earth. • How to identify and recognise the artefacts, myths, and cultures of our ancestors. • How to recognise the cultural roots and ethos of an alien world's history. • How to identify and recognise the key elements of alien languages. (This does not grant the ability to read languages beyond those you are skilled in.) <p>Characters with Archaeo-Anthropology must also select two specialist cultures. Additional Specialty areas may be learned as a Complex Skill, Requiring 6 Months of Training. Having this skill may aid you with assimilating into an Alien culture similar to one of your specialties, as if you were truly a native.</p> <p>Examples of Specialty Areas:</p> <ul style="list-style-type: none"> • Egyptian • Mesoamerican/ Mayan • Celtic • Greco/Roman • Middle Eastern • Far East • Indo-Aryan • Germanic/European <p>This Skill grants the 'Tomb Raider' Feat.</p>
Astrophysics	<p>This incorporates astronomy, the calculation of stellar distances and the exploration of other worlds. It also includes stellar navigation and stellar matter.</p> <p>This Skill reduces the cost of the Flash of Insight feat to 1 Vigor for uses related to this area,</p>
Botany	<p>Botany is the study of plant life. Botany covers a wide range of scientific disciplines that study plants, algae, and fungi including structure, growth, reproduction, metabolism, development, diseases, and chemical properties and evolutionary relationships between the different groups.</p> <p>This Skill grants the 'Natural Resistance' feat. This Skill grants the 'Drug Resistance' feat.</p>

Genetics & Evolutionary Biology	<p>Evolutionary Biology is the study of how living things have developed in response to their native environments. In addition to the study of Genetics, this field can be applied to determine how a living organism came to be and what sort of environments shaped it.</p> <p>Conversely, it can also be used to theorise how an organism would adapt in response to a given environment.</p> <p>This Skill reduces the time on all Medical Card problems by 10%. This stacks with Pathology to make a 20% reduction</p>
Linguistics	<p>The linguistics skill is the study and application of language. With this skill you can communicate effectively in any Earth language both spoken and written. Alien languages may become available to be gained in play at a future time.</p> <p>This Skill grants the 'Polyglot' feat.</p>
Material Science	<p>The study of materials & their properties and uses. This includes Chemistry and Physics.</p> <p>This Skill grants the feat 'Tick Tock Motherfucker.'</p>
Medical Doctor	<p>PREREQUISITE SKILLS – Paramedic</p> <p>AVAILABLE DISCOUNTS – Physiology</p> <p>You are a trained medical doctor. You can treat and assist in the treatment of medical injuries, using the RED times on the Medical Skill Game card.</p> <p>Medical Abilities:</p> <ul style="list-style-type: none"> ● Stabilise Casualty ● Read All Wound Tokens ● Prep for Movement <p>This skill grants 1 use per Event of the feat 'Emergency Measures.'</p> <p>This skill reduces the training time of Physiology to 3 months, regardless of how many other Science and Social skills you have.</p>
Pathology	<p>Pathology is the study and diagnosis of disease; this is done through the examination of organs, tissues, bodily fluids, and autopsies. It also encompasses the related scientific study of disease processes.</p> <p>This Skill reduces the time on all Medical Card problems by 10%. This stacks with Genetics and Evolutionary Biology.</p>

You have spent time learning about human psychology, enabling you to both lie convincingly and detect when others are doing so. You can understand and anticipate actions and analyse the dysfunctional.

After role-playing with someone for at least five minutes you may spend 1 Vigor per check to do any and all of the following:

- *See whether someone's last statement was a lie.*
OR
- *See whether someone in the general conversation is concealing something.*
OR
- *Find out what someone is trying to achieve (in broad terms) through their words.*
OR
- *Detect their current emotional state.*

Psychology

You may Spend 2 Vigor to falsify a response to a Psychological Challenge if these abilities are used against you.

After role-playing with someone for at least twenty minutes you may spend 2 Vigor to do the following:

- *Detect someone's psychological flaws.*

You may spend additional points of Vigor to reduce the time needed to use these abilities, at a rate of 1 Vigor per five minutes, to a minimum of 1 minute.

You are able to provide comfort and support when your fellows need it most. After roleplaying with someone for at least five minutes outside of combat, you may Spend 1 Vigor to do the following.

- *Refresh your target's Vigor to full, regardless of their maximum Vigor.*
AND/OR
- *Detect their current emotional state.*

Note: This refresh ability does not work on others who have the Psychotherapy skill.

After role-playing with someone for at least twenty minutes you may spend 1 Vigor to do the following:

- *Treat the Psychological element of a Wound token with the Psychology Category, restoring the patient to 1 Body.*

Psychotherapy

You may spend additional points of Vigor to reduce the time needed to use these abilities, at a rate of 1 Vigor per five minutes, to a minimum of 1 minute.

Note: The requirement is time spent roleplaying with your target. The form of that roleplay could be a cup of tea with the padre, a chat with your best mate about how this is all a bit shit and you're knackered, going for a jog around the camp because the Sgt Major thinks exercise endorphins are the cure for all - while the skill is called psychotherapy because it interacts with the psychology wound tokens, the use in play can be tailored to your character type.

AVAILABLE DISCOUNTS – [Medical Doctor](#)

Physiology

Physiology is the study of the mechanical, physical, and biochemical functions of animals, the study of anatomy and the interaction of cells. This skill combines both human and animal physiology.

This skill reduces the training time of Medical Doctor to 3 months, regardless of how many other Science and Social skills you have.

Pure
Mathematics

The study of numbers, algebra, geometry, statistics, and the flow of how numbers affect the world.

This Skill grants the '[Numb3rs](#)' feat.

Complex Skills

Training Time: Complex Skills require 6 months training time to learn.

Skill	Description & Rules
Armorer	<p>You can repair damaged weapons and equipment. It is also possible for you to make weapons or ammunition if you have the required tools and supplies. (See an event referee).</p> <ul style="list-style-type: none"> • It takes 5 minutes to repair Primitive Weapons, or weapons with the Robust Trait. • It takes 10 minutes to repair any weapon except Heavy Weapons. • It takes 20 minutes to repair Heavy Weapons. <p>This skill grants the feat 'Tick Tock Motherfucker.'</p> <p>This skill grants the feat 'Get Back In The Fight'</p>
Astronaut	<p>You are adept at using spacesuits and manoeuvring in Zero-Gravity environments. When combined with Pilot, this grants the ability to pilot Earth Spacecraft such as the Space Shuttle. When Combined with Technology Skills, they may allow you to ignore relevant environmental penalties to skill games at Event Ref discretion.</p>
CasEvac Specialist	<p>This Skill grants the ability 'Prep For Movement' if you do not already possess it.</p> <p>This Skill grants the feat 'On Your Feet Soldier'</p> <p>This Skill grants the feat 'Cat-like Reflexes'</p>
Close Protection	<p>You are a trained Bodyguard or have received other High Value Target (HVT) protection training.</p> <p>This Skill grants the feat 'Bodyguard'</p> <p>This Skill grants the feat 'Firm Grip'</p>
Dreaming Spires	<p>You have access to the best research establishments in the world, and the library card to prove it. You are a very well-known academic and during downtime you tend to learn pieces of information from the world of academia.</p> <p>Information gained in this way can refer to new technology discoveries and procedures, or academic rumours which may be helpful to your character.</p> <p>This Skill grants the 'Old College Professor' feat.</p>

Forensic Science	<p>You understand the basics of forensic science.</p> <p>You can also use forensics in conjunction with other skills you have to enable you to interpret information according to your skills.</p> <p>This Skill grants the 'Tracker' feat.</p>
History and Philosophy	<p>You have a grasp of History and have a basic knowledge of the main events that have occurred throughout recorded history.</p> <p>You have studied the art of thought, from the Greek philosophers to modern ethicists.</p> <p>This Skill reduces the cost of the 'Flash of Insight' feat to 1 Vigor for uses related to this area,</p>
Hypnosis	<p>PREREQUISITE SKILLS – Psychology OR Psychotherapy</p> <p>You are knowledgeable in Hypnosis as a subset of psychology. If the subject is willing, you may:</p> <ul style="list-style-type: none"> • <i>After 5 minutes of roleplay, detect the subject's emotional state once every 15 minutes.</i> • <i>After 20 minutes of roleplay, detect the subject's psychological flaws or hidden information in their mind.</i>
Insider Information	<p>You have access to the best covert skills training in the world. You are highly connected among the intelligence community, during downtime you tend to learn pieces of information from the world of covert intelligence,</p> <p>This can be information around new technology discoveries or procedures or can be intel rumours which may be helpful to your character.</p> <p>This Skill grants the 'A Very Distinctive...' feat.</p>
Interrogation/ Investigation	<p>You are knowledgeable in interrogation, and the psychology of investigation.</p> <p>This Skill grants the feat 'Interrogator'.</p>
Law	<p>You are an expert in both military and civilian law. You are qualified for and experienced in representing both civilian and military personnel in court. If you spend time with alien cultures, you may be able to also take their own legal systems as a skill.</p> <p>This Skill reduces the cost of the 'Flash of Insight' feat to 1 Vigor for uses related to this area,</p>

Leadership	<p>Once per Scene, you can take one other character under your wing.</p> <p>If you are actively leading them or protecting them and you are within 50 feet with line of sight, both you and they gain +2 Body.</p> <p>You can upgrade this skill, adding 1 additional character to the effects of this skill per three months of training spent.</p> <p>There is no maximum number of times you can purchase this upgrade, but no character may gain more than +2 Body gained from this skill at any one time.</p> <p>This Skill grants the feat 'We have a Job to Do'.</p>
Medical Specialism	<p>PREREQUISITE SKILLS – Paramedic</p> <p>The following skills improve the range of medical knowledge, allowing characters to excel in a particular field. Learning specialties will allow you to speed up treatments when they relate to your specialist area and may allow other effects to occur.</p> <p>Each time you learn this skill, you choose one of the following:</p> <ul style="list-style-type: none"> • Cardiothoracic • Haematology • Infectious diseases • Oncology • Plastic Surgery • Neurosurgery <p>Other specialties are available, ask a system referee.</p> <p>For each Specialisation that you have, you gain one use per event of the feat 'Emergency Measures'.</p>
Micro-Expressions	<p>PREREQUISITE SKILLS – Psychology OR Psychotherapy</p> <p>This Skill allows the use of Psychology or Psychotherapy skills through observation rather than direct interaction with the Subject. This includes Audio and Visual Recordings.</p>
Negotiation	<p>You are a trained negotiator, skilled in conflict resolution without violence.</p> <p>This Skill grants the feat 'Negotiator'.</p>
Piloting	<p>You are an accomplished pilot of Human Aircraft. If you have Astronaut, this applies to the Space Shuttle and similar Earth level spacecraft.</p>

Poker Face	<p>PREREQUISITE SKILLS –Basic Psychology/Psychology</p> <p>You are particularly difficult to get a read on, psychologically speaking. This skill reduces the cost of falsifying psychological responses by one.</p>
Politics and Bureaucracy	<p>You understand the basics of the political system and the back-office politics that occur behind the scenes. You also understand how to navigate and manipulate the red tape of systems such as the civil service or military requisitions. If you spend time with alien cultures, you may be able to apply this skill to those cultures as well.</p> <p>This Skill reduces the cost of the 'Flash of Insight' feat to 1 Vigor for uses related to this area,</p>
Quantum Physics	<p>PREREQUISITE SKILLS – Material Science</p> <p>The study of radioactivity & the fundamental principles of the universe. This includes Nuclear Physics.</p> <p>This Skill reduces the cost of the 'Flash of Insight' feat to 1 Vigor for uses related to this area.</p>
Religion and Occult	<p>You are knowledgeable in the major Earth religions, their beliefs, and practices.</p> <p>You are also knowledgeable in a variety of occult practices and their beliefs.</p> <p>This Skill reduces the cost of the 'Flash of Insight' feat to 1 Vigor for uses related to this area,</p>
SERE Training	<p>You have completed a military SERE (Survival, Evasion, Resistance and Escape) course, the Intelligence community equivalent, or perhaps you are simply a very skilled liar. For whatever reason, you are able to resist interrogation.</p> <p>This Skill grants the feat 'Torture Resistance.'</p> <p>This Skill grants the feat 'Drug Resistance.'</p>
Subject Matter Expert	<p>You are particularly knowledgeable in a given area, and in managing projects relating to it.</p> <p>This Skill grants the feat Technical Mentor.</p> <p>This Skill grants the relevant Toolkit feat for any basic skill which grants a card e.g. Basic Engineering</p>

Basic Skills

Training Time: Basic Skills require 3 months training time to learn. These skills, while being simpler and lesser versions of full skills, can assist in the training of them by 3 months. They represent a basic grounding in those areas.

Once you have used a Basic Skill to decrease the training requirement of a full skill you cannot use it to decrease the training time of any other skill. Example: If you have Basic Biology, Physiology will then only cost 9 months, rather than 12. However, if you then trained in Physiology, you would not be able to use Basic Biology to reduce the time needed to learn Pathology.

When you gain the full skill, you do not add the 1 card from the basic skill to your Hand Limit. The full skill's Hand Limit replaces the 1 card from the Basic Skill. However, if the basic skill gives you cards to another skill game you do not have the full skill for, you still have that hand limit of 1. Example: Basic Computers grants 1 card in Computing and 1 card in SIGINT. If you were to then learn SIGINT, your hand limit in SIGINT card games would be 6, but you would still have a hand limit of 1 for computing card games.

If someone is teaching the full skill which relates to a Basic Skill, you can choose if you wish to learn the full or the basic skill from that training course. Note: Material Science which relates to a number of these skills when trained only goes towards learning ONE of the basic skills, not all three.

Skill Name	Reduces	Description
Basic Biology	Genetics , Pathology or Physiology	You have learnt the basic techniques of biology
Basic Botany	Botany	You have learnt the basic techniques of botany
Basic Chemistry	Material Science	You have learnt the basic techniques of chemistry
Basic Computers	Computing or SIGINT	You have learnt the basic techniques of computer science. You gain the ability to use one card from Computing and one card from Communications when preparing for a skill game
Basic Engineering	Mechanical OR Electrical Engineering	You have learnt the basic techniques of engineering. You gain the ability to use one card from Mechanical Engineering and one card from Electrical Engineering when preparing for a skill game

Basic Explosives Training	Explosives Training	You have learnt the basic techniques of Explosives & Demolitions. You can only use C4 & Claymores. You gain the ability to use one card from Explosives Training when preparing for a skill game
Basic Geology	Archaeo-Anthropology	You have a good understanding of rocks, minerals, and landscapes
Basic Language	Linguistics	You have learnt to speak/read/write one specific Language. This skill may be bought repeatedly for extra languages with each reducing the cost of Linguistics skill. The cost of the Linguistics skill may be reduced to zero months through multiple purchases of this skill.
Basic Larceny	Larceny	You have learnt the basic techniques of Larceny. You gain the ability to use one card from Larceny when preparing for a skill game.
Basic Mathematics	Pure Mathematics or Cryptography	You have learnt the basic techniques of mathematics. You gain the ability to use one card from Cryptography when preparing for a skill game.
Basic Physics	Material Science	You have learnt the basic techniques of physics
Basic Psychology	Psychology	You may spend 3 Vigor to falsify the response to a psychological challenge.
Endurance Training	None	<p>You gain 1 Body Hit.</p> <p>You must spend 1 Month of Training or Research time every downtime maintaining this skill or it is lost. (You only begin maintaining this skill once you have it.)</p> <p>This Skill can be repeatedly trained, granting +1 Body each time to a max of +5. Maintaining this skill only takes 1 month regardless of level. If you have more than one level of this skill, failure to maintain loses one level per DT in which maintenance is not completed.</p> <p>This Skill grants the 'Natural Resistance' feat.</p> <p>Additionally, at +4 Body or above, you may ignore the restrictions imposed on weapons by the Mounted Trait.</p>

Expert Knowledge	None	This increases your hand size for a chosen Technology Skill by one. This Skill can be repeatedly trained, granting +1 hand size each time. The maximum hand size for any skill is 12. You may not use this skill to increase the hand size of a Basic Skill which grants a card.
Fish and Game	None	<p>You are an expert hunter. You can find food, water, and shelter while you're in the wilderness. You're also good at capturing small animals and fishing.</p> <p>This Skill grants the 'Tracker' feat. This Skill allows the use of 'Negotiator' feats on animal targets if you also have the Negotiator Skill.</p>
Heroic Vigor	None	This increases your Heroic Vigor by 1. This Skill can be repeatedly trained, granting +1 Vigor each time to a max of +5. This may be lost if you undertake actions deemed Villainous by the Plot-co.
Medic	None	<p>Stabilise - with 10 Seconds of appropriate Roleplay, you may negate a Bleed effect on yourself or another player. This ability does not cost Vigor.</p> <p>This Skill grants the 'Cauterize' feat, which costs Vigor as normal to use.</p>
Mythology	Religion & Occult	You have knowledge of one specific area of Religious /Occult knowledge – For example, Judeo-Christian dogma, or Yoga Positions.
Self Defense	Martial Arts	<p>This skill grants access to the following ability.</p> <ul style="list-style-type: none"> • Break Hold (Costs 1 Vigor): You call "Break Hold". <p>The target must release you from a grapple, or you can resist a throw as you've broken their hold.</p>
Test Pilot	None	<p>PREREQUISITE SKILLS – Pilot</p> <p>You are an accomplished pilot of experimental craft. This skill grants the 'Fly it Like You Stole It' feat</p>
Tenured Academic		<p>PREREQUISITE SKILLS – Dreaming Spires</p> <p>Some people have spent their whole lives in academia and it shows.</p> <p>This Skill grants one additional use per event of the 'Old College Professor' feat. This skill may be purchased multiple times up to a maximum of 3.</p>

Combat Skills

These are, unsurprisingly, practical skills for the use of weaponry and causing damage to enemies. These cost a varying amount of training months depending on the relative complexity of the weapon systems.

Skill Name	Training Time	Required Skills	Description & Rules
Accuracy Training	12 Months	Tactical Training OR Primitive Weaponry	<p>This Skill grants the 'Marksman' feat. This Skill grants the 'Killing Blow' feat.</p> <p>You gain access to the Lethal call for any non-melee weapon with the accurate trait capable of using it.</p>
Boxing	3 Months (Automatic to Standard Backgrounds)		<p>You gain the following ability:</p> <ul style="list-style-type: none"> • Strike (unlimited): You may call damage with fists. <p>Unarmed Combat Strikes should be represented by an open palm aimed at the target's shoulder area, but should not make actual contact.</p>
Breacher	3 Months	Point Man	<p>Allows the use of Future Warrior armour (+8 BP)</p> <p>Allows use of a Riot Shield (+2 BP)</p> <p>This Skill grants the 'Hunker Down' feat.</p>
Gunnery Training	6 Months		<p>You gain access to the Covering Fire and Spray Fire calls for any weapon capable of using them that you have access to.</p> <p>This Skill grants the 'All Guns Blazing' feat.</p>
Heavy Weapons	6 Months	Tactical Training	<p>You can use all weapons in the Heavy Weapons Table. Any calls you already had access to can now be applied to Heavy Weapons capable of using them.</p> <p>You gain access to the Global call for any weapon capable of using it.</p> <p>You gain access to the Rend call for any weapon capable of using it.</p> <p>You gain access to the Spray Fire and Heavy Fire Calls.</p>

<p>Martial Arts</p>	<p>12 Months</p>	<p>You gain the following abilities using your hands:</p> <ul style="list-style-type: none"> • <u>Strike</u> (unlimited): You cause damage as per Boxing. • <u>Throw</u> (Costs 1 Vigor): You call "Knockback". This does 1 point of damage as normal. • <u>Grapple</u> (Costs 1 Vigor) You can keep a target restrained for 10 seconds. <p>You MUST use both hands to grapple, or it ends immediately. You may make no other calls while restraining the target - you may release them to make other calls such as <u>Dodge</u>. If you are incapacitated or rendered unconscious the grapple automatically ends.</p> <p>The target may still use small ranged weapons, (not Unarmed or Melee strikes), against you, provided they were holding them when the grapple began.</p> <p>A grappled target may not use any feats or abilities other than Break Hold.</p> <ul style="list-style-type: none"> • <u>Killing Blow</u> (costs 1 additional Vigor on top of the Grapple) You can, after 10 seconds of grappling an opponent, use the <u>Killing Blow</u> feat to make the Lethal or Sleep calls. • <u>Break Hold</u> (Costs 1 Vigor): You call "Break Hold". The target must release you from a grapple, or you can resist a throw as you've broken their hold. • <u>Disarm</u> (Costs 1 Vigor): Your opponent must drop/place what they are holding on the floor, or otherwise release it with both hands. <p>This Skill grants the '<u>Killing Blow</u>' feat. This Skill grants the '<u>Cat-like Reflexes</u>' feat.</p>
<p>Melee</p>	<p>3 Months (Automatic to Standard Backgrounds)</p>	<p>You gain the following ability:</p> <ul style="list-style-type: none"> • <u>Strike</u> (unlimited): You may call damage with melee weapons.
<p>Pistols</p>	<p>1 Month (Automatic to Standard Backgrounds)</p>	<p>You can use all weapons in the Pistols Table.</p> <ul style="list-style-type: none"> • <u>Single</u> (unlimited): You may call damage with a pistol. <p>You gain access to the Stun call for any weapon in the Pistols table capable of using it</p>

Point Man	6 Months		<p>Allows the use of Ablative Hardweave (+6 BP)</p> <p>Allows the use of a Public Order Shield. (+1BP)</p> <p>This skill grants the 'Cat-like Reflexes' feat.</p>
Primitive Weaponry	9 Months	Melee	<p>You can use all weapons in the Primitive Weapons Table. Additionally, if you have the Armorer Skill, you may create weapons using primitive materials.</p> <p>You gain access to the Bleed Call for any Primitive Weapon capable of making it.</p> <p>You gain the following abilities using Primitive Melee Weapons.</p> <ul style="list-style-type: none"> • Disarm (Costs 1 Vigor): Your opponent must drop/place their weapon on the floor, or otherwise release it with both hands. <p>This skill grants the 'Killing Blow' feat.</p> <p>This skill grants the 'Firm Grip' feat.</p>
Self Defense	3 Months		<p>This skill grants access to the following ability.</p> <ul style="list-style-type: none"> • Break Hold (Costs 1 Vigor): You call "Break Hold". <p>The target must release you from a grapple, or you can resist a throw as you've broken their hold.</p>
Tactical Training	6 Months (Automatic to Military backgrounds)	Pistols	<p>You can use all weapons in the Personal Weapon Systems Table.</p> <p>You gain access to the Bleed, Knockback, Mass, and Stun calls for any weapon in the Personal Weapon Systems table capable of using them.</p> <p>You may also use thrown grenades from the Explosives Table.</p>

Alien Skills

These skills cannot be learned at Chargen. They are included here as an element of future proofing. The training costs for them are intentionally omitted until they are discovered or researched in play. This skill table is not exhaustive.

Skill Name	Trainin g Time	Required Skills	Description & Rules
Alien Crystals			
Alien Culture		Teacher OR Time Spent with Culture	

Alien Technology		Teacher OR Access to relevant Alien Technology.	
Dial Home Device		Alien Crystals	
Pilot Additional			
Stargate Theory			
Xenozoology			

Feats

Feats represent additional abilities your character can use. They are defined and time specific actions or abilities that have a specific and finite effect. ALL FEATS MUST BE CALLED OUT-LOUD BY PLAYERS AND NPCs AT THEIR TIME OF USE.

All feats have a Vigor cost. Normally this is 1 Vigor, however certain non-combat feats may have increased costs. **Where a feat costs more than 1 Vigor to use, it will be noted in the feat Description.**

Feat Name	Required Skills	Description & Rules
Dodge!	NONE	<p>This enables the character to dodge out of harm's way and take less damage from a blow.</p> <p>This feat negates one full combat call, and you and anything you are carrying take no damage or effects.</p> <p>The exception to this is the Lethal call – used in response to a call of Lethal, this feat immediately restores you to 1 Body.</p>
Die Hard	NONE	<p>Providing you are above zero Body, you refresh Body to your current maximum.</p> <p>This feat has a 10 minute 'cooldown' between uses. This feat cannot be used whilst you are inside the 10 minute cooldown period of Get Back in The Fight.</p>
Flash of Insight	NONE	<p>The player may request a hint as to how to approach or solve a particular problem. This may be used as a form of 'Spider Sense' (ref's discretion). You may be asked if you want to use this feat by a ref in certain situations.</p> <p>This feat costs 2 Vigor unless you have a skill that is relevant to the problem. Skills which grant a discount on this feat are listed in the Skill Description. This discount may also be granted at the discretion of the Event Referee.</p>
Total Focus	NONE	<p>This can be used for a character to continue a non-combat task after time-out. They can receive their results at time-in the following morning.</p> <p>In the case of a 24-hour event this may be used for a player to go out of character to sleep, while their character continues their non-combat task.</p> <p>This feat costs zero Vigor to use, however it prevents your Vigor track from refreshing back up to full overnight.</p>

Last
Heroic
Act

NONE

This feat allows you to carry out a final heroic action and lasts for up to 5 minutes, or until the action is completed (if shorter). The feat can only be used for "heroic" actions. These should be selfless in nature such as protecting others at the cost of your own life. Selfish actions such as carrying out revenge may not benefit from this feat.

Whilst under the effects of this feat you may ignore all damage and all restraining calls and ignore the effects on any previously opened wound cards. You also immediately gain all combat skills. Once the feat has run its duration you become Terminal, and this cannot be changed by any means. Your character either dies, or is for some appropriate reason no longer able to serve with the SEF and must be retired.

THIS FEAT MAY BE USED EVEN WHEN YOU HAVE ZERO VIGOR.

Feat Name	Required Skills	Description & Rules
All Guns Blazing	Gunnery Training	For five minutes after using this feat, the player is not required to roleplay changing their magazine. Only weapons with the All Guns Blazing trait can be used with this feat.
A Very Distinctive...	Insider Information	<p>You may use this feat to gain an insight into the motivations and allegiance of a group or an individual you are observing. You should tell a ref you wish to use this feat, and after gaining said insight from the event ref you should use the call 'Very Distinctive X' where X can be stance/boots/sound/watch/tattoo etc. E.g.</p> <p>"That guy works for the Yakuza, you can tell by their Very Distinctive tattoos."</p> <p>You may also use this feat to determine the Maximum Vigor of someone you have observed for at least five minutes, however some Legendary NPC may simply get the equivalent of a skull icon.</p>
Bodyguard	Close Protection	You can nominate an attack that would normally hit another person or object (within 10 feet of you) to hit you instead. You cannot avoid this damage by any means.
Botch Job	Relevant Technology Skill	<p>Within reason, (ref's discretion), you improvise with what you have and immediately solve a skill game card problem.</p> <p>The device will only work for 1 scene before it breaks down again. Future attempts to fix the problem will have +1 problem card added to the skill game unless it is a Demolitions problem. If this feat is used on a Demolition Skill Game, the device detonates at the end of the scene.</p>
Cat-like Reflexes	Martial Arts OR Point Man OR CasEvac	You can ignore calls of Knockback, Mass Knockback, and Global Knockback for sixty seconds. You must call 'Resist' to any subsequent calls made during this time.
Codebreaker	Cryptography	You may spend one point of Vigor to decode a specific word in a Ciphers problem, without attempting the attendant Skill Card Game.

Cauterize AKA "Don't Have Time To Bleed."	Medic	<p>This Feat negates a Bleed effect on yourself or another character, provided they are above zero Body.</p> <p>Using this ability on a Critical character does NOT negate the effect. Instead it pauses their bleed count.</p> <p>If you leave a Critical character, or the Critical Character moves they will begin bleeding again.</p>
Drug Resistance	SERE Training OR Botany	<p>The character can resist the effects of a drug that has entered into their system for up to five minutes per point of Vigor spent.</p> <p>This must be role-played, as the effects of the drug are slowly creeping up on the character.</p>
Escape Artist	Larceny	<p>You are an expert at twisting and turning your way out of bonds. You may use this skill to escape from being tied up. At referee's discretion this may allow you to help with movement in a confined space.</p>
Firm Grip	Primitive Weapons OR Close Protection	<p>This feat negates a call of 'Disarm' called against your character.</p>
Fly it Like You Stole it	Test Pilot	<p>After five minutes of familiarising yourself with a craft for which you do not possess the relevant Alien Technology Skill, you may spend Vigor to fly the craft as normal.</p> <p>Basic Alien Craft cost 2 Vigor to operate. More Complex Craft may have an increased Vigor Cost, or increased familiarisation time at the Event Referee's discretion.</p> <p>You may spend additional points of Vigor to reduce the time needed to use this ability, at a rate of 1 Vigor per five minutes, to a minimum of 30 seconds.</p>
Get Back In The Fight	Paramedic Or Armourer	<p>Providing they are above Zero Body, a target character you select regains Body to their current maximum. This feat may not be used on yourself.</p> <p>This feat breaks Stun and Paralysis.</p> <p>This feat has a 10 minute cooldown between uses on the same target. This feat has no effect on someone inside their cooldown period from using Die Hard, and your Vigor is refunded in such an instance.</p>
Hunker Down AKA 'Got Time To Duck?'	Breacher	<p>If you are carrying an appropriately modern shield physrep, you may stand still and call this feat. Until you move again, your shield counts as standard cover for you and one other person within five feet.</p>

Interrogator	Interrogation/ Investigation	<p>After five minutes of roleplay with someone, or observing someone else doing so, this feat compels a target over which you hold a position of authority to truthfully answer questions put to them.</p> <p>Some (non-exhaustive) examples of positions of authority - A criminal has been captured and placed under arrest. A Senior Officer is asking questions about a previous mission. A lawyer is cross-examining a witness.</p> <p>Using this feat costs 2 Vigor.</p> <p>NOTE: Holding your gun to someone's head is a <i>threat</i>, not a position of authority. While an interrogation scene may involve enhanced techniques with the OC consent of all involved, this is not the primary or only way to make use of this feat.</p>
Killing Blow	Martial Arts OR Primitive Weapons OR Accuracy Training	<p>This feat allows you to make either the Lethal or Sleep call against a Stunned, Unconscious, restrained, or unresisting target. This can be called with any weapon, including unarmed strikes. This is a close quarter skill and requires you to be within five feet of the target in order to use this call.</p> <p>Note: For monstrous/non-humanoid creatures, a visible weak spot must be present for them to be a valid target.</p> <p>This feat cannot be given to an NPC without approval from the System Referees.</p>
Emergency Measures	Medical Doctor OR Medical Specialism	<p>Once per Event, you may choose to complete 1 Surgical Procedure caused by a wound card in 60 seconds. This may be used at any time, including when a surgery would otherwise fail. Mechanically, this counts as solving all Problem Cards and Complications presented by the Procedure. This must be roleplayed by performing some sort of dramatic and non-standard medical solution.</p>
Marksman	Accuracy Training	<p>This feat allows you to make the Lethal call when using ranged weapons with the accurate trait.</p> <p>Before making a call of Lethal, you must spend 15 seconds bracing and aiming a ranged weapon. During this period you cannot make any other calls, use any other feats, or move faster than a slow walking pace. Taking any other actions resets your count. Taking damage, however, does not reset your count.</p> <p>Certain weapons will reduce this time to 10 or even 5 seconds – See the Personal Weapon Systems and Heavy Weapons tables for details.</p> <p>This feat cannot be given to an NPC without approval from the System Referees.</p>

Natural Resistance	Botany OR Endurance Training	<p>The character can resist the effects of any one natural toxin or disease.</p> <p>This Feat costs 1 Vigor to use, which remains 'spent' and does not refresh until you are cured of the disease. Some diseases that can be found on other planets may not be resisted. If this is the case, the Event Referee will inform you when you spend the feat, and your Vigor is refunded.</p> <p>Note: Although you are resistant to the toxin or disease you still get some symptoms and should roleplay a reduced effect. (Even if you won't die or take damage from the source)</p>
Negotiator	Negotiation	<p>Providing there has been no combat in the last 10 seconds, a character may force a target to listen to them. This target must listen and make no offensive moves against the character or their allies.</p> <p>The target does not need to be swayed by the character.</p> <p>The effect will end after 5 minutes OR If a referee believes the negotiations have broken down or failed. OR If the target is attacked.</p> <p>You may spend multiple points of Vigor to affect multiple targets in a group, but if the effect ends on <i>any</i> target it ends for all affected.</p> <p>This feat may be used by proxy through another character translating at a cost of +1 total Vigor.</p>
Numb3rs	Pure Maths	<p>This feat allows you to use mathematical modelling to assist in solving problems. You may spend this feat when working on or assisting on any Technical Skill Game to reduce the time on the solution cards by 10%. You may use this feat even on Skill Games you do not have the relevant Technology Skill for, and do not count towards the two player per problem limit unless you play a solution card.</p>
Old College Professor	Dreaming Spires	<p>You may act as though you have a non-Alien, non-combat skill you don't have for the solution of one particular problem. This does not confer any cards, feats, or special abilities. You need to roleplay where the knowledge of this skill has come from.</p> <p>This feat is limited to one use per event, unless you possess the Tenured Academic Skill.</p>

On Your Feet Soldier	CasEvac Specialist	<p>Using your skill and appropriate PhysReps, (bandages or dressings etc.), you can cause an otherwise CRITICAL character (a character who is at Zero Body) to be able to run with your assistance.</p> <p>This feat ends when you are no longer in physical contact with the player OR up to a maximum of five minutes, whichever is shorter. During this time, the player is no longer Bleeding, but cannot use Skills or any weapons other than Pistols.</p> <p>This feat breaks Stun and Paralysis.</p> <p>Once the effect of this feat ends, if the character has not been stabilised, they begin bleeding again.</p>
Polyglot	Linguistics	<p>You can pick up languages extremely quickly. You may identify the base roots of an Alien language, and spend 1 Vigor per Scene to speak, read, or write it.. After a period of time interacting with an Alien Culture this cost may be waived by the Event Referee at their discretion.</p>
Technical Mentor	Subject Matter Expert	<p>You, or another player you designate, can now play a card on a problem which is already being worked on by two people.</p> <p>Only one additional card may be played on a problem, and once a Mentor card has been played on a problem, no-one else can use Technical Mentor on that problem.</p>
Tick Tock, Motherfucker	Material Science OR Armourer	<p>Use of this feat reduces the time required to deploy a pre-made explosive with the bomb trait (claymore, IED etc) to 30 seconds.</p>
Tomb Raider	Archeo- Anthropology	<p>You can study an ancient artefact outside of your specialty area and after a period of time (ref's discretion) you can identify pertinent and relevant information.</p>
Torture Resistance	SERE Training	<p>This feat allows you to:</p> <ul style="list-style-type: none"> • Counter the feats 'Interrogator' and 'Negotiator'. • If you have been affected by alien mind control, you may resist and break out of the mind control for 5 minutes. • Using a Torture Resistance reduces Stun and Paralyse time from 30 and 10 seconds to 0 seconds. <p>Note: This does not work on Psychology Challenges.</p>

<div>* Toolkit</div> <div>Relevant Technology Skill</div> <div>Or</div> <div>Basic Skill which grants a Card + Subject Matter Expert.</div>	<p>The * on the feat name is selected when you purchase the related skill and can be one of the following:</p> <ul style="list-style-type: none"> • Explosives Toolkit : Requires Explosives Training • Electrical Toolkit: Requires Elec Engineering • Computing Toolkit: Requires Computing • Communications Toolkit: Requires Signals Intelligence • Mechanical Toolkit: Requires Mech Engineering • Larceny Toolkit: Requires Larceny • Medical Toolkit: Requires Paramedic • Cryptographic Toolkit: Requires Cryptography. • <p>For a cost of 1 Vigor, you can use this feat to automatically solve one problem card from a skill game that you are attempting of the appropriate type (with a time of zero). You must state that you are using this feat before the problem solving has begun and indicate which card it is to be used on before any are revealed – and only one card can be negated per problem, regardless of the number of participants.</p> <p>This feat can, in addition to the above, be used to select additional cards from your deck to attempt to solve a problem. For a cost of 2 Vigor per card, you may draw a card (selected at random), from those in your deck that are not in your hand. You can declare this at any time during the problem card game. This may be used by a Technical Mentor joining the game. You may draw additional cards equal to your current hand size. You must be able to physrep the additional cards you have drawn.</p>
<div>Tracker</div> <div>Forensics</div> <div>OR</div> <div>Fish and Game</div>	<p>You can track by asking the referee for details about local tracks and which direction they lead. Following tracks must be done slowly. You can find out the number of individuals that have gone past, the type, (bipedal, quadruped), and approximate size. You can also get a sense of the speed of movement.</p>
<div>We Have a Job To Do</div> <div>Leadership</div>	<p>Through calls of encouragement/a speech the user inspires all friendly personnel who can hear them, restoring their Vigor to their maximum or to 10, whichever is lower.</p> <p>This feat can only be used once per scene. Once affected by this feat (from anyone), you cannot be affected by another 'We Have A Job To Do' feat in the same scene.</p> <p>This feat does not affect the character who made the call.</p>

Combat & Weapons

Stargate LRP is a 'Calls Based' or 'Call Resolution' system, which means that all combat is resolved using a vocal and mathematical system to understand and decide what damage has been dealt and received. This section will cover how the weapons, armour, and calls work in combat.

PHYSREPS

Characters must have the appropriate weapon PhysRep in order to be issued with a particular weapon. If you are unsure what stats your physrep qualifies for, please check with a System Referee.

Metal melee weapons or decommissioned firearms are not acceptable. Please refer to the Safety section at the beginning of this rulebook.

All ammunition clips/magazines, munitions, grenades (thrown or launched), booby traps, or explosives must also have appropriate PhysReps.

An OC supply of ammunition physreps is provided by the Society. Additionally, If you have your own magazines or other physreps you are encouraged to bring them along.

IC Supplies of ammunition are regulated – and if you have not gained supplies through in character means (such as being issued from the Armoury at the start of an event) you do not have them. This is particularly important with weapons that grant the Mass and Global calls, such as Rockets and Grenades.

IC requests for ammunition are handled through the IC chain of command - see the Org Chart document for further information.

RELOADING

You must role-play changing your magazine when empty. After a combat please hand any empty, used magazines to an Event Referee.

AMMO CAPACITY PHYSREP TABLE

Magazine Type	Description
Normal Magazine	This is the 'standard' issue ammunition supplied by the SEF. The ammo capacities listed in the Weapons Statistics section are Normal Ammunition type and size.
Extended Magazines	MUST be approved by a System Referee before being used. These PhysReps must be physically larger than normal. These increase the capacity listed by 50% (Rounding down).
Drum Magazines	MUST be approved by a System Referee before being used. These PhysReps must be physically larger than normal. These increase the capacity listed by 100%.

Armour

Armour adds hits to your Body stat and is restored through feats which affect your Body stat. **Only the highest value of worn armour counts.**

Shields stack with worn armour, but work the same as worn armour in all other ways, including [Damage](#).

Armour provides the character with extra protection, but you must have an appropriate PhysRep - examples are shown on the following page. The table below shows the number of additional Body points granted by each type of armour.

Armour Type	Body
Tactical Vest	+2
Plate Carrier	+4
Ablative Hardweave (Requires Point Man)	+6
Future Warrior (Requires Breacher)	+8
Public Order Shield (Under 24" Diameter) (Requires Point Man)	+1
Riot Shield (Over 24" Diameter) (Requires Breach)	+2
Jaffa Warrior (Requires Race: Jaffa)	■
Jaffa First Prime (Requires Race: Jaffa + ■)	■

ARMOUR PHYSREP EXAMPLES

Examples are not exhaustive. If you would like clarification on how many Body points your physrep grants, please speak to a System Referee.



Tactical Vest: +2 Body



Plate Carrier: +4 Body

Physrep requires foam plates or similar padding.



Ablative Hardweave: +6 Body

Physrep requires Visible Hard Plates on at least 50% of the armour piece.

Character requires the 'Point Man' Skill to use.



Future Warrior: + 8 Body.

Physrep requires Visible Hard Plates on at least 50% of the armour pieces.

Additionally, 50% Limb Coverage is required. This can be a combination of full arms, full legs, or half of all limbs covered.

Character Requires the 'Breacher' Skill to use.

Combat Calls & Damage

To make a damage call, you must identify a target, call the damage and apply any effects in that order. Format: "TARGET – DAMAGE – EFFECT"

CALL COMPONENT - TARGET

The first part of a damage call is identifying the target.

This can be a person, an object or a location and may include the target itself and/or an area around that target. If you do not identify a target, the shot misses. **You MUST be able to see the target.**

Call	Example	Description & Rules
Target (Name)	"Jaffa in the blue shirt"	This targets ONLY the person/object/place you identify.
Target (Name) – Mass	" Jaffa in the blue shirt, Mass"	This targets the person/object/place you identify, AND everyone in a 10ft Radius around them.
Target (Name) – Global	" Jaffa in the blue shirt, Global"	This targets the person/object/place you identify, AND everyone in a 20ft Radius around them.

CALL COMPONENT - DAMAGE

Weapon calls by default do a single point of damage. The call components are **STRIKE** (for Unarmed/Melee) and **SINGLE/ONE** (for Ranged Weapons) If a Combat Call does no damage, it will include the component **ZERO** instead.

There is no requirement to include this component for melee strikes with a LARP-safe melee Weapon. If a Ranged Call contains other components, for Example Single Rend or Single Lethal, the damage component may be omitted as it is assumed to be 1.

CALL COMPONENT - EFFECTS

The final part of a damage call are applicable effects. Most weapons have these effects listed under the Special Collum. This table defines those effects.

Effect	Description & Rules
Knockback (Written as KB)	You are knocked back 10 feet and should roleplay this. If you cannot move ten feet back from your current position, then you may take no aggressive action for ten seconds.
Bleed	This call starts the target's bleed count. If the target's Maximum Vigor is 4 or less, the target's bleed count becomes 30 seconds.
Stun	You cannot move, take any aggressive action, or use feats for 10 seconds.
Sleep	You are rendered unconscious. You may not move or use feats for 30 seconds. If you are on zero Vigor when hit by this call then you remain unconscious until you are woken by another character or a feat is used on you that restores your Vigor above zero. This call does No Damage.
Lethal	Your Body track is immediately taken to zero. THIS CALL IGNORES COVER.
Paralyze	The character is held in position, unable to do anything but wriggle in extreme pain for the time specified in the call. If no time is specified, the effect lasts 30 seconds.
Global	All Characters within a 20 foot area of effect take 1 Damage, ignoring cover. A CALL CONTAINING THIS EFFECT MAY NOT BE DODGED.
Mass	All Characters within a 10 foot area of effect take 1 Damage, ignoring cover.
Rend	The target must scan a black wound token in addition to any other tokens they would normally scan. If the target's Maximum Vigor is 4 or less, the target is also Stunned.
Shielded	While calling this effect (once per 10 seconds), the caller is immune to Ranged damage.
Silent/ Suppressed	A call containing this effect makes no noticeable noise In Character. Weapons that make this call must be appropriately physrepped (For example, a silencer attachment on a pistol or rifle) and approved by event referees. Only weapons with the Accurate Trait may have this effect.
Special	See an Event Referee after the combat if you are hit by this call.
Zero	A call containing this effect does no damage.

Undodgeable Calls

As the name suggests, while these calls can be used during a combat scene, they cannot be negated by the Dodge! feat. They may be negated by other feats/abilities instead.

Call	Description & Rules
Disarm	You must drop/place the item or weapon you are holding on the floor, or otherwise release it with both hands. If you are unable or unwilling to drop a disarmed weapon, that weapon cannot be used for 10 seconds.
Grapple	You are restrained and cannot move for 10 seconds. You may not use feats or abilities in response to this call or during its duration, with the exception of Break Hold. You may still use a small ranged weapon already held against the character who called the grapple until it has no ammunition left. You may not use fists or melee weapons.
Break Hold	Negates a Call of Grapple.
Heavy Fire	This call applies an area of effect, which cannot be escaped by Dodging.
Global	This call applies an area of effect, which cannot be escaped by Dodging.

Weapon Breaking

You must leave 1 second between making calls.

There are a variety of reasons – not least that it takes this long to mentally add up the number of hits that you've taken in a fire fight, but as multiple people begin to shout numbers in a fight, things can get busy, loud and complicated.

We understand that sometimes in the heat of combat, there may be a little excitement and adrenaline but in order to maintain game balance, if the Event Referees or System Referees see/hear people making calls more frequently than 1/second, (or "drum-rolling"), they may call a 'Weapon break' or 'Broken limb' (depending on the kind of weapon being used) at the player.

If this call is aimed at you or your weapon, your ranged weapon, melee weapon, or your unarmed limb is broken, depending on what you were using at the time. You cannot use them until you repair the weapon or get medical attention.

If you believe this call was unfairly aimed at you, you should not complain at the time but instead speak to the Event Referee or a System Referee after combat has concluded.

Cover Rules

When behind a covering, but not concealing object, (E.g. a tree or large rock), you only take every odd numbered damage call. (I.e. you get hit by the 1st, 3rd, 5th, 7th etc... shot)

Area of Effect Calls & Cover

Call	Damage	Cost	Effect
[Target] Covering Fire	1 damage per call	10 bullets per call	<p>Covering Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Covering Fire hits all HOSTILE targets in the area of effect.</p> <p>Standard Cover Rules apply, and Targets take damage for each individual call.</p> <p>A Target lying flat prone and taking no action may ignore these calls.</p>
[Target] Spray Fire	1 damage per call	5 bullets per call	<p>Spray Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Spray Fire hits ALL targets (INCLUDING FRIENDLIES) in the area of effect.</p> <p>THIS CALL IGNORES COVER and Targets take damage for each individual call.</p> <p>A Target lying flat prone and taking no action may ignore these calls.</p>
[Target] Heavy Fire	1 Bleed per call	5 bullets per call	<p>Heavy Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Heavy Fire hits ALL targets (INCLUDING FRIENDLIES) in the area of effect.</p> <p>THIS CALL IGNORES COVER AND CANNOT BE DODGED. Targets take damage for each individual call.</p> <p>A Target lying flat prone and taking no action may ignore these calls.</p>
[Target] Mass	1 damage, 10 ft radius around the target	-	<p>This targets the person/object/place you identify, AND everyone in a 10ft Radius around them.</p> <p>This call IGNORES Cover.</p> <p>A Target lying flat prone and taking no action may ignore this call and any calls attached to it.</p>
[Target] Global	1 damage, 20 ft radius around the target	-	<p>This targets the person/object/place you identify, AND everyone in a 20ft Radius around them.</p> <p>This call IGNORES Cover and CANNOT BE DODGED.</p> <p>A Target lying flat prone and taking no action may ignore this call and any calls attached to it.</p>

Weapon Statistics

WEAPON TRAITS

In addition to causing damage, some weapons have additional attributes or traits.

Trait	Description & Rules
Accurate	Can be used with the 'Marksman' feat and applicable training. Weapons with this trait can also be used with the Silent/Suppressed call when an appropriate attachment is added.
Scoped	Reduces the time for 'Marksman' feat use to 10 seconds.
Zeroed	Reduces the time for 'Marksman' feat use to 5 seconds.
All Guns Blazing	Can use the All Guns Blazing feat
Robust	Takes half the time to repair.
Ambidex	Can be used ambidextrously - in either hand or as a pair. A weapon without this trait requires both hands to use.
Bomb	<p>It takes 5 minutes of roleplay to set up a device with this trait. Once set, a weapon with the bomb trait cannot be moved without first being disarmed. If moved without being disarmed, it detonates immediately.</p> <p>To Disarm a bomb: The character that set the bomb may take 10 seconds to disarm the device automatically. Any other person must meet the "To Disarm:" condition of the device.</p>
Covering	Can use the Covering Fire call.
Spray	Can use the Spray Fire call
Heavy	Can use the Heavy Fire call.
Mounted	Must be fixed to a stabilising mechanism, such as a tripod or vehicle mount. Weapons with this trait are not normally man portable while firing.

STANDARD ISSUE WEAPONS

These weapons are readily available.

Pistols

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Pistol (Semi-Automatic)	Pistols	Single	-	15	Accurate, Ambidex,	
Revolver	Pistols	Single	-	6	Accurate, Ambidex, Robust	
Taser	Pistols	-	Stun	1	-	If first call is not negated, Special Damage may be called twice more to extend the Stun duration
Twin Pistols (One in each hand)	Pistols	Single	-	30	Covering, All Guns Blazing	Requires Gunnery Training to use the Covering Fire call.
Twin Revolver (One in Each Hand)	Pistols	Single	-	12	Covering, Robust, All Guns Blazing	Requires Gunnery Training to use the Covering Fire call.

Shields

Weapon	Required Skills	Traits	Notes
Public Order Shield	Point Man	Robust	Grants +1 Body While Held. May be discarded to negate a REND or LETHAL call. A shield discarded in this way is considered Damaged .
Riot Shield	Breacher	Robust	Grants +2 Body While Held. May be discarded to negate a REND or LETHAL call. A shield discarded in this way is considered Damaged .

Primitive Weapons

Weapon	Required Skills	Damage	Special	Traits	Notes
Small Melee (<24")	Melee/Primitive Weapons	Strike	-	Accurate, Ambidex	
Medium Melee (24"-48")	Melee/Primitive Weapons	Strike	Bleed	Accurate, Ambidex	Requires Primitive Weapons Skill to use the Bleed Call.
Large Melee (>48")	Melee/Primitive Weapons	Strike	KB	-	Requires Primitive Weapons Skill to use the Knockback Call.
Throwing Knives	Primitive Weaponry	Single	-	Accurate, Ambidex	Silent by default.
Bow / Crossbow	Primitive Weaponry	Single	-	Accurate	Silent by default.
Compound Bow/Crossbow	Primitive Weaponry	Single	-	Accurate, Scoped.	Silent by default. When wielded by a character with +4 Endurance, Scoped becomes Zeroed.

Explosives

Weapon	Required Skills	Damage	Traits	Notes
C4 / PE4 (Plastic Explosive)	Basic / Explosive Training	Strike	Bomb	Intended for demolitions/breaching. To Disarm: 30 seconds of Roleplay.
Claymores	Basic/ Explosives Training	Heavy Fire In a 90-degree arc in front of the device for 20ft.	Bomb	Can be detonated remotely or by tripwire. The person who placed the device must call the damage. To Disarm: [Old Ordinance], [Simple Device], [All The Wires Are Grey]
Flash Bang	Tactical Training	'Mass Zero Stun'	Ambidex	
Frag Grenades	Tactical Training	'Mass Single KB'	Ambidex	
IED / Booby Trap	Explosives Training	'Mass KB Rend'	Bomb	Can be created using C4. To Disarm: [Improvised Explosive], [Simple Device], [Unstable Device]

Personal Weapon Systems

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Assault Rifle/SMG	Tactical Training	Single	Bleed (Costs 10 ammo)	30	Accurate, Covering, All Guns Blazing, Ambidex	Requires Gunnery Training to use the Covering Fire call.
Twin AR/SMGs (One in Each Hand)	Tactical Training	Single	Bleed (Costs 10 Ammo)	30	Spray, All Guns Blazing.	Requires Gunnery Training or Heavy Weapons Training to use the Spray Fire call.
Shotgun	Tactical Training	Single	KB (Costs 2 Ammo)	Varied*	Ambidex, Robust (Double Barreled Only), All Guns Blazing	*Ammo Capacity is: 2 – Double Barreled 4 – Underslung Shotgun 6 – Pump Action Shotgun
Sniper Rifle	Tactical Training	Single	-	10	Accurate, Zeroed, Robust	
Designated Marksman Rifle (DMR)	Tactical Training	Single	-	30	Accurate, Scoped, All Guns Blazing	
Grenade Launcher (Single-shot)	Tactical Training	Single	'Mass Zero Stun' OR Mass Single	1	Robust	See Explosives Table

Heavy Weapons

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Automatic Shotgun	Heavy Weapons	Single	KB OR Spray	30	Ambidex, Spray, All Guns Blazing	KB costs 2 Ammo to Use.
Anti-Materiel Rifle	Heavy Weapons	KB	Rend	5	Accurate, Zeroed, All Guns Blazing	
Machine Gun (Light)	Heavy Weapons	Single	Bleed (Costs 10 ammo per call)	100	Covering, Spray, All Guns Blazing	Requires Gunnery Training to use the Covering Fire call.
Machine Gun (Heavy)	Heavy Weapons	Single	Rend (Costs 10 ammo per call)	100	Spray, Heavy, All Guns Blazing, Mounted	Limited Issue – See Plot Co.
Grenade Launcher (Multi-shot)	Heavy Weapons	Single	'Mass Zero Stun' OR 'Mass KB'	Per Physrep	All Guns Blazing	See Explosives Table. Limited Issue – See Plot Co.
Rocket Launcher	Heavy Weapons	-	'Global KB Rend'	1		Limited Issue – See Plot Co.

ALIEN WEAPONS

As with the Alien Skills, these items are included as an element of future proofing. These Weapons are NOT available to Player Characters.

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Goa'uld Hand Device	████	Paralyze (While held in place)	Deflect (Call Shielded) Push (Call KB)			
Staff Cannon	████	Global Knockback Bleed	-	█	████████	
Staff Weapon (Melee)	████	Strike	-			
Staff Weapon (Ranged)	████	Single	Mass KB	█		Special May only be used once every 30 seconds
Short Staff Weapon (Melee <48")	████	Strike	-	█	████████	
Short Staff Weapon (Ranged <48")	████	Single	Bleed	█	████████	Special May only be used once every 30 seconds
Zat'ni'katel	████	Zero Stun	?	█		

Health

Body Points

Player Characters typically start with 10 Body points or 'Maximum Body'. Certain Skills or Abilities can increase your Maximum Body.

Body is your health and indicates how much damage you can take before you are incapacitated or killed.

Damage dealt in combat is Global - it is not specific to a particular location, (arm, leg etc.), however some calls or effects may target a defined location and you must role-play any such damage accordingly.

Damage taken is removed from your current Body Points and can take your Body to Zero. Body does not go into negatives. Once at Zero Body you can take no further damage unless from a failed treatment of a Wound Token.

How a player chooses to roleplay their state of health above 3 Body is entirely down to the preference of the character. If a character takes damage that reduces them to 3 body or below, they must act in accordance with the directions on the [Wound Token](#) they receive at this level.

Body Points refresh to the character's maximum at the start of each day of an event, unless wound card effects state otherwise. All other healing of Body is through feats/drugs/medicine or surgery.

After any Successful Surgical Procedure, (and accompanying [Psychotherapy](#) if the wound card has the Psychology category) your Body is set to 1. This does not cause you to scan an additional wound token.

ARMOUR

Armour is generally gained by physically wearing it. Wearing an Armour physrep or carrying a Shield grants Additional Body Points according to the table in the [Armour](#) section of the rule book. These hits are added to both your Current and Maximum Body and any game effects which affect your Body track also apply to hits gained from Armour.

If you remove your Armour Physrep (or put down your shield) whilst below your Maximum Body, you may choose to either

- Damage the armour
OR
- Reduce your Current Body by the number of hits the armour granted.

EXAMPLE: Sgt Bob has 10 Body and is wearing a tactical vest, granting +2 Body. This makes his maximum Body 12. Sgt Bob takes 6 damage during a mission, reducing his current Body to 6. When he returns to base, he takes off his vest to relax. Bob's player can choose to keep his armour undamaged for future use, and reduce his current Body to 4 OR he can choose to mark his armour as damaged and keep his current Body at 6.

Damaged Armour grants zero additional hits until repaired through feats. Damaged armour must be clearly marked with black and yellow tape to prevent its use by other characters. Replacement Armour may be sourced IC in a resupply if available. Magical armour fairies repair armour physreps overnight.

Bleeding

If you are bleeding, (at a Body Hit total of 0, or under the effects of the Bleed Call), you will need to be 'Stabilised'.

If you are not Stabilised, you will become terminal after 3 minutes of untreated bleeding.

Stabilising can be completed through feats, or through application of the Medic skill. Once stabilised, your bleed count stops. If you are not at zero Body, you may continue to act as normal, and your bleed count resets to three minutes. If you are at zero Body, see below.

Critical (Zero Body)

If your Body is reduced to Zero, you are Critical. A Critical character suffers the following effects.

- You immediately begin Bleeding.
- You are unable to stand due to pain. You can move at a crawl, heroically dragging yourself forward but may not otherwise move without being carried by another character.
- You may not use any skills or special abilities (INCLUDING [MEDIC](#)) or partake in combat. You can, however, still spend feats (such as [CAUTERIZE](#)) if you have Vigor remaining.
- You may shout for aid, but are considered Unresisting for the purposes of any effects.
- You are still conscious unless a wound card or other effect states otherwise.
- The feat '[On Your Feet Soldier](#)' allows you to move while in contact with the person who has used the feat. Your bleed count is paused while the person remains in contact with you. Please see the full feat text for more details.
- If your Bleeding is treated by some means, your bleed count pauses. Moving in any significant way without being [Prepped for Movement](#) will cause your count to resume from the point you were at before your bleeding was treated. Once Prepped for Movement, your bleed count stops, and resets to three minutes.
- After three minutes of untreated Bleeding, your character is Terminal and will die.
- If you are at Zero Body and a surgical procedure being performed on you fails, and the failure state of the wound token causes damage, your character becomes Terminal and will die.

Terminal

- You may choose to continue to play the character in a wounded state for as long as you choose (or until the end of the event). During that time you may not take any part in combat nor contribute to any card skill games.

Wound Tokens

There are 2 levels of Wound Token and you will be issued with some before you enter play at each event.

These tokens will identify the wound you have sustained, any role-play effects, and how it can be treated. They also include the Problem cards required to be solved to treat this wound (see the following for details). Only suitably trained characters can read the required treatments as detailed in the treatment section below. Tokens can be read on a custom Android app or on an iPhone with a normal NFC app.

The Android app is available [here](#)

BLACK (MINOR) WOUND TOKEN (BLACK NFC TAG)

You scan a Black Token when you drop to 3 Body or below for any reason, including damage from surgery. You scan the token as soon as reasonably practicable after taking the call that drops you to 3 or below.

You are only required to scan one token after you pass below the 3 body threshold. However, if you had hits restored back above the threshold (such as by spending a Die Hard Feat) and then fell below it again, you would scan another.

You also must scan a black token each and every time you are hit by a successful Rend call.

WHITE (SEVERE) WOUND TOKEN (WHITE NFC TAG)

You scan a White token when you drop to 0 Body for any reason, including damage from surgery.

Wound Token Treatment

Medical treatment is a card skill as per our usual rules with a couple of alterations. Card problems work as normal. Each wound token has the problems you encounter on it, so unless there is a complication, these may be entirely self-reffed if necessary.

Paramedics use non-doctor times (in Black) and may not treat Complications but could use a feat to remove a Complication problem if it's drawn. (See below). Doctors use the reduced times (in Red) and may treat the Complication Problems marked in red.

All medical personnel automatically get the card Medbay in hand without a reduction in hand size, when operating inside a set up medbay. (This card, however, cannot be used outside of one.)

Complications

Complications are more complex Problem Cards that may occur during treatment based on how often the character has had a Surgical Procedure this event and (in some cases on the wound card) the length of time before a wound is treated.

Every time you undergo a Surgical Procedure (wound cards are divided between Surgical Procedures and First Aid) you record it on your character card. The table will be on the reverse of the character card. When undergoing a surgical procedure, you modify the problem by the table on the back of your character sheet up to the level you have already marked.

After your character has undergone a surgical procedure (not first aid) - failed or successful, mark off the next row on the table on the back of your sheet.

Medical Bay

A medical bay can be set up by a character with the Paramedic or Doctor skill given suitable circumstances, equipment, and time. Please speak to an Event Referee or System Referee if you are attempting to set up a Medical Bay in character, as the validity of the setup will need to be confirmed.

Leading and Assisting a Medical Treatment

Each treatment must be performed by characters with a suitable medical skill and a maximum of two characters may participate in trying to solve the card problem.

Success/Failure

After any Successful Surgical Procedure, (and accompanying [Psychotherapy](#) if the wound card has the Psychology category) your Body is set to 1.

If you are above Zero Body and a Surgical Procedure being performed on you fails, and the Failure State applies damage that would take you to Zero Body, you immediately become [Critical](#).

If you are at Zero Body and a surgical procedure being performed on you fails, and the failure state on the token causes damage, your character becomes [Terminal](#).

Physiology

If you are treating an injury on a race other than your own, for which you do not have the relevant Alien Physiology skill, you must operate with half your hand size, rounding up. You must half your hand size before commencing a treatment skill game.

NOTE: Jaffa are human, and so require the medical character to either be human or have Human Physiology. The Symbiote, however, would require Goa'uld physiology skill.

Medical Abilities

Medical Ability	Description & Rules
Stabilise	<p>Stabilise - with 10 Seconds of appropriate Roleplay, you may negate a Bleed effect on yourself or another character, provided they are above zero Body.</p> <p>As soon as you reach and begin roleplaying with the character, they stop bleeding. However, you must roleplay performing this action for ten seconds un-interrupted to complete the use of the ability.</p> <p>During this period, you cannot perform any other calls or use any feats. If you do then the count resets to ten seconds.</p> <p>Using this ability on a Critical character does NOT negate the effect. Instead it pauses their bleed count.</p> <p>If you leave a Critical character, or the Critical Character moves they will begin bleeding again.</p>
Prep For Movement	<p>You can prepare a Critical character for movement after they have been stabilised. The wounded character can now be moved or left alone without them beginning to bleed again. Their bleed count resets to three minutes.</p> <p>You must role-play this medical procedure for 60 seconds.</p>

Skill Level	Stabilise	Read All Wound Tokens	Treat Wound Tokens	Prep for Movement
Medic	✓	✓	✗	✗
CasEvac Specialist	✓	✓	✗	✓
Paramedic	✓	✓	✓	✓
Doctor	✓	✓	✓	✓

Medical Supplies

There are several medical drugs available for use by medically trained characters. Each of these drugs require a minimum of 10 seconds of roleplaying to administer and an appropriate physrep.

You cannot use these items on yourself or others unless you have the Paramedic or Doctor skill.

(The exception to this is "Strong Painkillers" which can be administered by a character with the Medic Skill)

If a second dose of a drug is taken inside the O/Duration time, the effects from the O/D Effect column should be applied immediately.

Any character that takes or is administered one of these medical drugs must write it on their character sheet, along with the time and any overdoses. Drugs listed as 'Addictive' or 'Highly Addictive' will have cumulative effects and may lead to addiction. A system referee will inform you if you have become addicted and what your next steps are.

SUPPLIES TABLE

Name	Duration	Effect	O/D Duration	O/D Effect	Addictive?
Antibiotics	4 Hours	This will stop any wound token with the 'Infection' keyword from having a further negative effect for the duration.	4 hours	Lose 2 Vigor (Diarrhoea)	
Anti – Overdose (Narcan, Naloxone)	1 Hour	<p>As long as this is taken within 10 minutes of the overdose occurring, the 'Overdose effect' of that drug is cancelled.</p> <p>Taking this drug also cancels any positive effects of the original drug.</p> <p>DOES NOT WORK ON: Resuscitation (Adrenaline) Anti-Overdose</p>	4 Hours	Every Additional dose causes you to lose 1 maximum Vigor which cannot be regained for the event.	

Anxiety Relievers (Valium)	1 Hour	For 1 Hour you have reduced anxiety and fear responses. You are calmer.	4 hours	You start shaking. For the next 4 hours any ranged weapon requires twice as much ammunition to make a damage call.	Addictive
General Anaesthetic (Propofol, Chloroform)	20 Mins Minus Current Vigor	Render a person unconscious for the duration. Requires a Paramedic or Doctor to stay with the patient to monitor.	20 minutes	Every additional dose causes you to lose 1 Body Hit which cannot be regained for the rest of the event..	Addictive
Intravenous painkillers (Morphine)	30 Minutes	When administered you can ignore the effects of all wound tokens that you have already scanned or scan during the duration (Unless the token specifically states otherwise).	8 Hours	Every additional dose causes you to lose 1 Body Hit which cannot be regained for the rest of the event.	Highly Addictive
Sedatives (Barbiturates, Ketamine)	1 Hour	Aid in assisting sleep. The drug takes 5 minutes to take effect and then sends someone to sleep for 1 hour. Any damage taken by the person during the duration will wake them, but they remain drowsy for the full hour. Using a feat during the duration costs 1 additional Vigor.	24 Hours	Every additional dose doubles the duration, (To a maximum of 24 hours), and the rest becomes more fitful. Your Vigor refreshes to half its normal maximum.	Addictive

Name	Duration	Effect	O/D Duration	O/D Effect	Addictive ?
<p>Resuscitation (Adrenaline)</p> <p>NOTE: Some effects in the game may be so catastrophic as to stop this from taking effect</p>	Instant	<p>Can be used to restart the heart if a character enters the Terminal state..</p> <p>A paramedic or Doctor MUST reach the character within 60 seconds of the character becoming Terminal and immediately commence appropriate role-play, after which the injured character is stabilised at Zero Body Hits.</p> <p>The wounded character loses 1 Maximum Vigor permanently. This may be purchased back and does not count toward the Heroic Vigor Limit.</p>	24 Hours	CONTACT SYSTEM REFEREES	
<p>Resuscitation (Defibrillation)</p> <p>NOTE: Some effects in the game may be so catastrophic as to stop this from taking effect</p>	30 Seconds	<p>Can be used to restart the heart if a character enters the Terminal state.</p> <p>A paramedic or Doctor MUST reach the character within 60 seconds of the character becoming Terminal and immediately commence appropriate role-play.</p> <p>A defibrillator requires 30 seconds to administer, after which the injured character is stabilised at Zero Body Hits.</p> <p>The wounded character loses 1 Maximum Vigor permanently. This may be purchased back and does not count toward the Heroic Vigor Limit.</p>	-	-	

Stimulants (Amphetamine)	30 Minutes	<p>You gain 6 Vigor. At the end of the Duration you lose 6 Vigor (to a minimum of 0)</p> <p>At the end of the duration you take 1 Body damage.</p>	12 Hours	<p>You have "The Shakes". For the next 4 hours any ranged weapon requires twice as much ammunition to make a damage call during this time.</p>	Highly Addictive
Strong Painkillers (Vicodin)	4 hours	<p>You may ignore the pain of wound tokens with the First Aid or Minor Procedure keywords that you already have scanned for the duration. If you take any Body damage during the duration the effect of Strong Painkillers is immediately cancelled and the wound card pain is applied again. NOTE: This does not change the effect of the open wound cards, you may just ignore the pain from them.</p>	4 Hours	<p>Every additional dose causes you to lose 1 Body Hit which cannot be regained for 4 hours</p>	Addictive
Truth Agent (Sodium Pentathol)	10 Minutes (once drug has taken effect)	<p>Takes 10 minutes to work. During the following 10 minutes the person cannot lie unless:</p> <ol style="list-style-type: none"> 1) They use a Drug Resistance Feat This will cause the drug to take 20 minutes to work, not 10. 2) They use a Torture Resistance Feat. . (You may tell the referee secretly if you are using this feat in this way) 	1 Hour	<p>An overdose sends the person to sleep for 30 minutes. They can be woken but are groggy and cannot use any feats except Drug Resistance or Torture Resistance during this time.</p>	

PART 4: OOC INFORMATION

Credits

Original Game Concept:

System Design and Rules: 2005, 2006

Original Rules: Samantha Griffin, Tony Boyd, Matt Challenor, John David, Mel Duffy, Tony Kehoe

Original Design: John David

Current Rules

Incumbent System Referees: Dan Bradley, Orev Deniker, Marc Williams

Current Formatting Design: Chris Smith

Medical App Creation: Bobbie Deniker

Database Creation: Eligos Alexander & Bobbie Deniker. With assistance from Ki Hedge.

We also thank the various LARP systems that have allowed for their rulesets to be open sourced and used for mechanical inspiration of these rules.

Acknowledgement

StargateSG-1 and its characters are the property of Stargate Productions, SCI FI Channel, Showtime/Viacom, MGM/UA, Double Secret Productions, and Gecko Productions.

Appendix 1: Downtimes

Downtime Periods are the time between games.

Stargate LRP has 4 games a year, and subsequently 4 Downtime periods between them, each of roughly 3 months.

Post-Event

For each downtime period, you get to complete a 'downtime return' that grants progression and improvements to a character. Your downtime is applied to the character that you named when booking your ticket for the event.

That character gets all parts and benefits of that downtime return.

Note: The character you name when booking your ticket should be the character you intend to play at the event. You cannot split your downtime between multiple characters.

Downtime Returns

After an event finishes, there will be a period of time where you are able to fill in a downtime form.

The dates for this period of time and the details needed to access the form will be announced by the Plot Coordinator via email. They may also be announced through our social media channels such as Discord.

This form needs to be completed and submitted to the Plot Coordinator, whose email is both on the form, and on the website.

You can only utilise the immediate downtime after the last event you attended, you cannot "withhold" your downtime until a later date and fill in multiple downtimes. You must complete the downtime in the specified slot.

You may complete a downtime return if you:

- Played an event
- Crewed an event
- Organised/ran an event
- Purchased a downtime
-

The Downtime Return is split into three sections:

- Development
- Research
- Miscellaneous

Purchasing a Downtime

It is possible for members of the society to purchase a downtime for an event they did not attend. These 'Purchased' downtimes are limited in the following ways.

1. The price for the downtime is usually £20, but is subject to variation.
2. You may only purchase a downtime for an event you did not attend.
3. If you purchase a downtime for a character that you have played at an event previously you receive a full downtime.
4. If you purchase a downtime for a character that you have not played at an event previously you receive a partial downtime where the limitations are:
 - a. You may only train and improve skills that are available at character generation.
 - b. You may not select Missions without plot co permission.
 - c. You may not participate in Research or aid in ongoing projects.

Downtimes, Primary / Secondary characters, Death & Retirement

In game you can have one "Primary" character, and any number of "Secondary" characters.

For each downtime period, your downtime goes on the character that you named when booking the event (note the character you name when booking is the character you must intend to play at the event) – and they get all the parts of the downtime: +Maximum Vigor or Training / Research etc. You cannot split your downtime between multiple characters.)

Retirement is considered permanent, if you retire your character, this character is considered to be removed from the system and cannot be played as a player character again, but may be available to the plot coordinator (With agreement from the original player).

Normally only Active Primary Characters will attain and hold positions of responsibility within the organisational chart of the SEF. This includes, but is not limited to Heads of Department, Team Leaders etc. The plot coordinator will have final say on whether a secondary character can hold a position of responsibility.

If a new primary character is created between events for an existing player - then they are able to have training between events.

The Character is created using the Character Design rules and approved by the plot co as normal.

The new character may then be chosen on the downtime for the current live downtime period. Only skills available at character generation may be trained during this first downtime and any subsequent downtimes prior to the character being played at an event.

Development

Each downtime you get three slots in which to improve your character. In each of these slots you can do one of the following things. (You can do any of these multiple times unless stated).

TRAIN

You can spend a slot towards learning a particular skill. This grants 1 month of training time.

If you have a teacher, you can gain a maximum of 1 month off each skill's training duration per downtime.

TEACH

You can spend a slot teaching someone a skill. Doing so will temporarily grant your character +1 to your Vigor Track for the next event you attend as a Player Character. The maximum bonus to your vigor track gained in this way can be +3, and this bonus is lost after you attend an event as a player Character.

UPKEEP

You can spend a slot to maintain any skill that requires Upkeep.

MISSION

You can spend slots going on a mission during the time between events.

You will receive a full description of this mission in your downtime return.

Research

At the discretion of the Plot Co, you may spend your downtime researching items which you have discovered at previous events. Your research directly influences any new technologies that come out of the Stargate Project.

As with Development, you have 3 Slots in which to perform research. These slots can also be used to maintain any skill that requires upkeep. The Downtime form will include details of any active Research projects currently being undertaken. You may also undertake other research actions

When researching an item - you need to say what it is that you are researching, what skills you are using and what it is that you are attempting to get out of it - so if you're attempting to analyse a piece of moss that was found on planet X, you need to state that you're attempting to analyse "Moss from Planet X", using "Ecology", and "Attempting to find a way to turn the moss into a new food source that could feed the planet - assuming we can get rid of its nasty poisonous side effect."

Should two players join up to jointly work on a project they gain more benefit than if they research it themselves - but they both need to state in the research section of the downtime that it is a joint project, otherwise it's assumed to be a separate workload. Your results will be returned to you in your downtime return.

Appendix 2: Card games

Card Games are designed to help players who are not as knowledgeable out of character as their characters are in certain areas.

# of Cards	Human	Beyond Human	Advanced
1	Simplistic		
2	Average	Simplistic	
3	Hard	Average	Simplistic
4	Extreme	Hard	Average
5		Extreme	Hard
6			Extreme

How many cards are appropriate?

A simple guide is shown below. Human based is standard modern day technology available to most companies or government departments. Just beyond human is both Alien technology such as Goa'uld or other alien cultures and also human technology that is cutting edge such as what is available to the SEF. Far beyond human is analogous to Ancient technology, or technology that is so foreign to earth thinking that it's hard to comprehend. Remember that you can combine problem cards types.

So something could have 4 Computing cards with 3 electrical engineering and 2 communications cards to get to a single end point.

This should lead to two starting characters working together being able to solve most human and just beyond human problems. Which given the PCs are meant to be some of the best in their fields is intentional.

Which cards Should be used?

The easy answer is whichever ones make sense as part of the story. Work out ahead of time what it is the players are trying to achieve and which problem cards work together given the situation. The most important point is that this whole system is designed around you knowing ahead of time what cards you are going to use. Not making it up on the spot when the players ask. For example if the player is trying to open a high security vault the following cards would help tell the story of what is needed to do so.

1. Numeric Keypad (once solved this powers up the retinal scanner)
2. Retinal Scan Needed (thereby revealing the lock)
3. Complicated Lock
4. One Tumbler Too Many (The lock was more complicated than expected)

The number of problem cards sets the difficulty and the solution cards are designed with probabilities of success in mind. Reusing problem cards may make a problem impossible to solve.

Example:

- There are only two cards capable of defeating 7 seconds left on an explosives problem.
- Putting that problem in twice will probably lead to a failure and there is almost certain failure as the cards have other uses too.

When should the cards be laid out?

Before the problem starts. This is because some feats require a player to use the feat before starting the problem. As such players need to know the difficulty of the problem to make an informed decision. Additionally if the problem is made up of multiple skills they should be informed of this too.

How many can work on a problem?

Each skill within a problem can have up to two people working on that discipline. If a problem involves multiple disciplines, then each discipline can have up to two people. So, a 3 communications 2 Computing problem could have up to 4 people. If given the nature of the problem, there is insufficient space for people to physically get to the problem then this number may be reduced.

Who counts as working on a problem?

Anyone who has played a solution card or has used a feat counts as working on the problem. The exceptions to this are a person using the Technical Mentor feat from the Subject Matter Expert Skill, or the Modelling Ability from Pure Maths.

How many problems can one person work on?

A person may only work on one problem at a time.

What if they play multiple cards?

Each solution card has a time on it. If the player wishes to solve it quicker then they may use additional cards. If the cards played have the same amount of time the time required is reduced by 50%. If the time on the additional card is longer then it reduces the time for the first card by 25%. If the additional card played has a shorter time then this becomes the primary card and is reduced by 25% as the first card is slower. Any further cards have similar effects but work on the new time as a basis such that you can never reduce the time to zero. Time is counted from when the card is played.

Example: A mechanical engineering card of "FUBAR" needs to be solved. The initial card played is "Jack of All Trades" with a solution time of 600 seconds. The second person on the problem plays "Portable Generator" with a solution time of 120 seconds, so now the time to solve this has reduced from 600 seconds to 90 seconds (25% of 120 is 30). Now if a technical mentor then came along and also played a "Good Luck" card with a solution time of 30 seconds the time would reduce to 17 seconds (25% of 30 is 7 for 23 seconds. 25% of 23 is 6 for 17 seconds total). Of course if the team were less than 20 seconds to completion there would be little point the mentor helping

Appendix 3: Cheating procedure

Step 1 - Informal Warning

The player(s) are informed that they are infracting the rules, and are given the opportunity to give any reasonable reasons for their actions. If the ref does not believe the excuse is reasonable or that the player's statements are not factually accurate, the referee will do the following.

- Give an informal warning and leave the matter there.
- Go straight to step 2, 3 or 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken place. Apply an IC penalty, deduction of Vigor etc.
- The ref should then inform the other refs and event organisers at the first opportunity.

Step 2 - Formal Warning

This takes place either due to gross cheating or after an informal warning has been given. Once again the ref informs the player that an infraction in play has taken place, the player then gets their opportunity to give any reasons for their actions. If the ref does not believe the excuse is reasonable or that the player's statements are not factually accurate, the ref will do the following:

- Give the player a formal warning.
- Go straight to step 3 or 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken place. Apply an IC penalty, deduction of Vigor etc.
- The ref should then inform the other refs and event organisers at the first opportunity, in addition the committee is notified after the event.

Step 3 – Final Warning

If a player has been involved in an act of gross cheating or if this is the third time they have been brought up on a rules infraction during the event. Once again the ref has a chat, if the player's reasons for their actions are not reasonable. The ref will do the following.

- Give the Player a Final Warning and warn them that any more incidents will result in them having their character removed from play. Go straight to step 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken place. Apply an IC penalty, deduction of Vigor etc.
- The ref should then inform the other refs and event organisers at the first opportunity, in addition the committee is notified immediately.

Step 4 –Exclusion from Playing

The player's character is removed quickly and quietly from play, the player's fate is handed over to the committee. They don't get to play again during the event but can help crew if allowed.