

POSTSHOCK

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WHAT IS POSTSHOCK?

PostShock is a post-apocalyptic survival game based south of Brisbane, Queensland.

As the world fought for control and resources in 2050, a tragedy happened, and everything was thrown into chaos. The next 36 years was a struggle to survive with only a handful of the population now alive. Some of the most powerful figures claimed the world as their own to control under the guise that they were going to be a saviour. You must fight to survive against unnatural enemies, natural disasters, and the control of those who play with lives like they are toys.

LORE

In 2052, the world as we knew it ended.

With resources depleting globally, there was a constant race to create technology to offset the scarcity. Countries were watching each other closely, looking for the answer to outlast the others. It was only a matter of waiting for the first domino to fall to bring on World War III.

The United States government was working on a way to alter the human genome altogether, making their soldiers resistant to any biological ailment or disease that could come their way. Simulations worked well, so the scientists were approved to move forward and test their first human patients.

Fourteen soldiers had volunteered themselves for the experiment, but the treatment affected the participants more than the scientists could have expected. The side effects started small, but the mutations grew more and more obvious as time went on. The more that their physique changed and became enhanced, the more their mentality and humanity degraded until eventually they were purely driven by primal bloodlust.



The work that was meant to make humans invincible had ultimately resulted in our doom. The genetically enhanced virus spread quickly and went un-diagnosed for weeks as symptoms were too close to pre-existing illness. It started with flu-like symptoms, followed by anaemia until the patient's veins became prominent on their pale skin. Soon came the bloodlust, unquenchable until they slowly lost their humanity and gave into the monsters entirely. Many call them unspeakable names, but the ever so domineering voice of the church called them Daemons, and it stuck.

The year is now 2088 A.D, 36 years after the Daemon pandemic began and reshaped the entire world. Humanity continues to struggle to survive, in this kill-or-be-killed world.

As a citizen of the new United States, it is time to make your way in this new normal.

Make your mark by shaping towns and new communities to survive, otherwise, you too will soon be prey for the Daemons.

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TIMELINE

2052 – First instance of the disease (global population is 10 billion people).

While scientists are trying to create a super soldier, a security guard becomes infected and kills themselves near a river. The river has plasminogens which alter their DNA and recombine creating the new toxic plasminopsychosis disease. These plasminogens are not tested for when bottling factories collect water connected with the stream. The infection contaminates approximately 1.5 million bottles. These bottles are distributed globally and 88% (1.8 million) of people who consumed it become infected. They begin showing signs and symptoms after two weeks. During this time, no one is aware that it is the contaminated water that has infected these people.

Within 6 months, an estimated 60 million people are infected and over the course of a year, 120 million people are infected. This has resulted in 14 million deaths from attacks (without infection) alone. Globally, 1 billion people died. A pandemic emergency that seems to be spread by scratches and bites, leads to global quarantine measures going into effect. Military lockdowns, transportation, medicine and research facilities are monitored strictly and cleansed without scrutiny. Fear rules the world. The moment someone coughs, they are killed. Loved ones are murdered out of mercy.

2053-2054 – Resources are scarce (global population is 7.4 billion with 1.8 billion dead and 800 million infected)

Due to controls and fear, people start pillaging their cities. Water has been linked as a potential source of the disease and people are scared to risk infection. Supplies are becoming harder to obtain, with some areas completely abandoned. The Director, Dictator and Divine inherit their father's multi-billion dollar fortunes and truly start gaining power. The Director hordes resources, The Dictator controls the military, while The Divine is gathering his people.

Daemons are immune to almost everything - except light, or so it appears. Day is what keeps people going. They know there is more sunlight towards the equator and start moving in droves. People are scared and willing to do anything to be free. Borders are locked, no one in or out.

2059 – Humanity starts recovery (global population is 6 billion with 3 billion dead, 1 billion infected and 300 million mutants)

Small communities of people start gathering. Numbers are needed to attempt rebuilding. Unfortunately, daemon's retain that basic instinct and start to form packs for hunting their only food source - human flesh. This results in people begging to join larger communities. Those with skills are taken in cautiously. Those willing and brave, are offering themselves as test subjects for experimentation during the 10 weeks of hell. Still no idea of what happened, or how to stop it.

2064 – Communities establishing (global population is 1 billion with 5 billion dead, 4 billion infected and 50 million mutants)

Rumours spread of research into technology that can keep daemon's out of areas. The Director offers people access to his "safe havens". Research begins into reclamation technology to try and preserve the human race. "We need to keep the human race alive and preserve our intelligent, important, beneficial, contributing members of society".

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2074 – Barely surviving (global population is 20 million with 5.2 billion dead, 4.6 billion infected and 1 million mutants)

Regions are generally quieter, the global population is now more daemon than human. People are trying to rebuild. Some people cannot recall what life was like before the infection. Dreams of utopia and cures are long gone. Survival is all people have left.

2080 – The 3D experience (global population unknown)

Unbeknown to the general population, the three brothers have been trying to assert control and rebuild the world. The Dictator's research indicates that EMPs can deter daemons. He creates this to be able to protect his bases. Rumours are heard of technology protecting these populations but are dismissed as blind hope. Most citizens assume the world is doomed.

2082 – Reclonation stations (global population unknown)

The Director has a promising technology, but he needs test subjects to experiment before he is satisfied with allowing it to become profitable. The Director offers a trade to the Dictator - militia for his reclonation research stations (e.g. Los Palos) in exchange for access to his reclone technology for those that work. The Director uses double agents to steal EMP technology from the Dictator. Their fear of death removed, the Director promises his militia unlimited reclones in exchange for acquiring EMPs.

Towns start attracting attention, with the promise of eternal life and protection from daemons. It starts off free. Then the Director asks for favours. The favours turn into currency, but it's hard to track. Bottle caps from his old factories are a token that can be turned into reclones. Soon, more and more caps are needed. People know they cannot leave, because death is guaranteed. The Director re-establishes transports, jobs, and soon towns like Los Palos become havens. People start gathering in the establishments of the Director.

2084 – Revenge is a dish served coded (global population unknown)

The Dictator finds the original source code and technological plans for reclonation stations. The program is kept on an encrypted USB stick in a coded safe. "Honestly, who uses their birthday as a security code?". He decides to hold onto this code and waits until he can truly destroy the Director. Time is now on his side, and he has big plans for his younger brother.

The Dictator plots his revenge.

The Dictator does not know yet what lies in store for him.

The Divine gathers his people, watching and waiting for his moment.

2086 – The Director's establishment (global population unknown)

Townfolk established Preacher, Miss Fortune, Phil Cousins, Katie Shepard, Banker.

Guilds established include Gunslingers, Flock, TEA Party, World Enders, Iscariots, Sector Seven, Lost and Striders.

2088 – Present day

We now know through research that when the disease first comes into contact with humans, this can result in 4 outcomes dependant on blood type:

1. Immune (humans are unaffected by the disease and not contagious)
2. Mutant
3. Daemon
4. Slow turn Daemon

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So... WHO IS THE DIRECTOR?

"You are probably wondering who I am, or maybe you know who I am, or maybe you know of my legend. I am the Director, but some people call me Big D.

Are you sick of the current state of this nation? Do you often find yourself longing for the abundant and tropical beaches of South Mexico? What if I told you I could take you for the ride of your life on the Big D's airlines? Interested?... Of course you are! Head on inside and talk to my friendly staff about the very first thing that pops up.

Didn't I promise you a bunch of fun? Let's kick this shit up shall we?

Ladies and gentlemen, I'm inviting all those of strong constitution and even stronger stomachs to compete in some fun and wholesome family games. So, now that you have finished your meal provided by the Big D Meat Co, it's time to empty your load into your enemy while we have some good old PG fun."

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POSTSHOCK RULES

CODE OF CONDUCT

SAFETY CALLS AND NORMAL CALLS



GAME ON

Game starts/resumes. Get into character.



STOP/HOLD

Game stops momentarily. Reasons include injury or other game related issues. If safety issue, all players are to take a knee/hold weapon overhead until game on is called.



GAME OVER

Game has finished.

ACRONYMS

NPC	Non-player character	Those who work with GCs and committee to progress the story for PCs.
PC	Player character	Players who arrive to experience the world of PostShock.
GC	Game coordinator	Responsible for running the game.
RP	Role play	Interactions between characters built in the PostShock world.
IC	In character	The time you should be in your PostShock character mindset and immersed in the world.
OOC	Out of character	The time you're able to talk about things concerning the real world or anything your character wouldn't typically know.
HP	Hit points	The amount of hits a person can take from a weapon before dying.
AOE	Area of effect	The area that has been effected by damage (normally by an explosion).

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MARSHALS



Marshals will be wearing identifying clothing (red head gear) and will be introduced during the morning brief. They are similar to referees who will help the game move along, enforce rules and aid players. They are also there to help resolve any problems between players.

Respect them and their decisions. Failure to do so will result in you being removed from play.

Players who behave badly will be warned. Further repeat offences can result in being removed from the event. Violations of any serious nature will result in immediate removal, and possibly escorted by appropriate authorities. If you are removed from an event for any reason, you will be prohibited from returning to future PostShock events or participating in any of our digital medias until further notice.

APPEALS PROCESS

If you believe a ruling from a marshal was unfair, you may appeal the decision through the formal process outlined below. These decisions must be done in an out of character area and in a respectful manner.

Players who attempt to commence the appeal process on field may face marshal or disciplinary action.

The chain of appeals is as follows.

1. Your guild leader unless you are not part of a guild or are the leader.
2. The marshal who made the ruling.
3. The shift supervisor of the day.
4. If the issue has not been resolved on the day, message the PostShock Facebook page within 3 days of the incident.

Any ruling that is needed from the committee will be done at the next committee meeting.

For rulings made by members of the committee, appeals may be presented to the next committee member in the chain of appeals. If the committee has reached a majority vote, that decision is considered final.

PLAYER CONDUCT

You are expected to abide by the rules detailed in this guide and do your best to contribute to an immersive and enjoyable experience for all.

As a participant, you are expected to treat all players, marshals, and the organisers with respect. This includes gaining consent regarding roleplay and not breaching a player's personal space. Harassment of committee members will not be tolerated. These events are rated 18+. With realistic themes found in the post-apocalyptic genre, there will be 18+ themes, including and not limited to, sexual references, drug references and violence. However, references to rape or paedophilia are not permitted at PostShock events or on any digital platforms.

Excessive use of crude language, abusive/racist or any other derogatory communications in the field of play or on any of our digital platforms will result in you being warned or banned for a set period.

PostShock reserves the right to enforce the removal of any player or guild that are portraying or displaying abusive, racist or offensive costuming and propping, as determined by the PostShock Committee. This

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includes, but is not limited to; graphics, the use of body SFX, clothing, makeup, and your characters props. It also includes the iconography and cultural practices of live cultures. We ask that our players show respect, and while we encourage the appreciation of these groups of peoples, we ask that players do not take/appropriate anything of specific cultural significance, as determined by that culture. Some examples of things NOT accepted at PostShock:

- Black face
- Native American headdresses, body paint and rituals
- Indigenous Australian body paint and rituals
- Imagery of deceased indigenous individuals
- Mexican "Sugar Skull" (Day of the Dead, or Día de Muertos)

Sexual harassment of any kind will not be tolerated and will result in removal and legal action.

Consumption of illegal substances, or participation in illegal activities at one of our events will result in your immediate removal and legal action.

Alcohol is not permitted at weekly events. There may be weekend/games days where alcohol may be allowed however, this will be disclosed in the terms and conditions released for those individual events.

During weekend/games day events where alcohol consumption may be allowed, this is during "Game-On" only by approved sources and within in-game boundaries. During "Game-Off", alcohol can be consumed in the camping areas after night events. If you are too drunk to drive, you are too drunk to play. Excessive consumption and drunken behaviour will result in removal from the game, and up to removal from the event, with possible repercussions at committee disciplinary discretion.

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SAFETY

SAFETY GLASSES



As a safety precaution, eye protection must be worn during times of play. E.g. safety glasses, sunglasses and goggles etc. Players who fail to have appropriate eyewear will be restricted to out of character areas until suitable coverage is worn.

CONSENT WRIST BANDS

Consent wrist bands are to express what kind of level of interpersonal contact a playing is willing to tolerate without the need to break immersion. Normal combat rules still apply to all levels. If you are not able to see what wristband a player is wearing, assume it is red. No attacks are to be made from behind regardless of the colour.

Red No physical contact, please respect personal boundary rules. Any game play rules with necessary touching (i.e. healing) must still be done with consent.

Orange Approach with caution, no excessive breaches of personal space without consent.

Green This player consents to all actions providing it still complies with PostShock's code of conduct and safety guidelines.

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ARMOUR

ARMOUR GUIDE

All players start with a base of 4HP.

Armour **halves** any damage taken on it. E.g. If shot in the chest with a bullet, and you are wearing an approved chest piece, you will take 2HP instead of 4HP. Any area not covered by armour will take the full 4HP (this includes hitting gaps in armour). Bullets that hit a gun you are holding count as hitting an armoured zone (2HP).

Hit points can be increased by wearing a helmet. Partial helmets (such as a modern military helmet) or a mask (hockey mask) gives a bonus 1HP. Full helmets that safely covers the face, such as a motocross helmet, sports helmet with grill or police riot helmets will give you 2HP.

Bonus HP and other items may possibly be awarded upon inspection for good costuming, this includes outstanding prosthetics, armour, or costuming quality at Committee discretion.



All styles of armour MUST be appropriate for a pandemic apocalypse set in 2086. All WEATHERED clothing must represent your character accurately and fit within the time periods aesthetic.

Wearing clean clothing/costume will result in an in character 'Washing Machine tax' which will cost resources in game to wash your clothing. Tax will be determined depending on the exchange rate on the day.

For more information on armour halving damage see [Weapons and Damage](#).

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WEAPONS AND DAMAGE



~ALL WEAPONS MUST BE INSPECTED UPON SIGN IN~

VALID AND INVALID HITS

- Wrist flicking** Only use your wrist instead of your arm and wrist, just flicking your wrist back and forth. These do not count and will do no damage.
- Invalid zones** Hits to the head, neck and groin are not valid and will do no damage. If you hit a player in one of these zones, check that you have not caused them pain or injury.

WEAPONS DAMAGE

Light Damage (2HP)	Medium Damage (4HP)	Heavy Damage (6+HP)
<ul style="list-style-type: none"> • Melee • Arrows blocked by a shield (armour piercing*) • Band guns blocked by a shield (armour piercing*) • Small throwing weapon 	<ul style="list-style-type: none"> • Nerf • Nerf mega dart (is no longer in play) • Arrows (armour piercing*) • All NPC melee attacks • Band guns (armour piercing*) 	<ul style="list-style-type: none"> • Grenades – 6HP (explosive*) • Chainsaw – 8HP (armour piercing*) • Bombs – 10HP (explosive*) • Upgraded bombs – 15HP (explosive*) • Rocket launcher – 14 damage direct, 6 damage AOE

*Armour piercing and explosive damage ignores the benefits of armour (i.e. full damage is taken). All armour piercing and explosive damage against a deployed shield (braced with two hands) is halved. Following the explosive damage against a shield will make it unusable until it's repaired by an engineer.

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WEAPON TYPES AND RESTRICTIONS

Name or Type	Restrictions	Damage
Chainsaw	75-150cm	Heavy Damage - 8HP (armour piercing)
Rocket launcher	-	Heavy Damage - 14HP direct, 6 AOE
Grenade	Approved "dark moon range" grenade prop	Heavy Damage - 6HP (explosive)
Bows	130cm and 25 pounds or under	Medium damage - 4HP (armour piercing)
Band guns (plasma rifles)	-	Medium damage - 4HP
Nerf guns	-	Medium damage - 4HP
Small throwing weapon	5-30cm	Light damage - 2HP
Melee weapon	25-200cm	Light damage - 2HP

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LEGAL LARP WEAPONS

LEGAL MELEE WEAPONS

These distributors have standard level of quality that PostShock will allow on site.

- Calimacil
- Epic Armoury
- Palnatoke
- Eagle Flex
- Forgotten Dreams
- Ateliers Nemesis
- Museum Replicas/Warlord
- Eldritch
- Foam Dragon

Note: we will only accept period accurate weapons. Strong medieval designs will not be accepted.

LEGAL BLASTERS

All blasters must be inspected upon sign in. Blasters **MUST** be painted to fit period accuracy and **MUST** have an orange tip.

Blasters may be modified slightly but must not shoot over allocated FPS (Feet Per Second) of 80.

To use a gun in game, you must first obtain a "License". See *Crafting how to* for more information.

- Nerf (Max 80 FPS)
- Band Guns: Only fire rubber band gun style projectile (6mm + diameter surgical tubing - which cannot have noticeable hard parts). Maximum exposed area of non-tubing is 15mm (zip tie/rope)
- Bows must be 25 pounds or under



LEGAL BOWS/ARROWS

- Bows must be 25 pounds or under in draw strength
- Arrows must be Woarchery LARP arrows
- All arrows must be inspected at weapons check at the start of each day

SMALL THROWING WEAPONS

This can include bricks, rocks and small knives and must be:

- Fit for the time period of PostShock
- Coreless and made of closed sell or injection moulded foam

SHIELDS

- Shields are to be made of plywood, plastic or metal with foam edging, or wholly of foam/latex
- Shields are designed to minimize the risk of serious or permanent injury to a person, and damage to foam prop weapons
- Shields must be checked with the weapons master at sign in and have a maximum size of 1x1.5m
- Players must not use a shield which is unsafe
- A marshal reserves the right to take any shield they deem unsafe during any point in the game

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EXPLOSIVES

BLOWING THINGS UP

Most things in the PostShock world can be blown up if enough explosive power is used.

The most common targets are deposit boxes and vaults as the Director loves a little bit of “friendly” competition in Los-Palos and other Towns. He will reward those that manage to destroy another guilds safety storage.

Rules:

Each guild may attempt to blow up each other’s guild base ONCE per day. If you have 3 rival guilds, your guild is more than welcome to build 3 bombs and attempt to blow each of them up once.



See *bomb* and *upgraded bomb* for more specific rules on crafting a bomb.

Planting a bomb – you must make a marshal or games coordinator aware of your intentions, so that the attempt can be monitored (if a marshal is not made aware, the attempt will not count).

The marshal will monitor from a safe distance as to not give away the planted bomb and if successful will let the bank know that you can claim your reward. If not successful and your bomb gets defused (20 seconds of role play by an engineer) that attempt is lost for the day, and you will have to wait for another day to retry on that guilds vault.

The marshal will also notify the other guilds leader that their deposit box/vault was destroyed /damaged - see *deposit boxes/vaults* for rules on repairing.

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REWARDS



Rewards are based on the type of explosive used, if successful detonation was achieved and damage occurred to the deposit box/vault being targeted.

For a standard bombs successful detonation on another guilds deposit box/vault, **1 uranium** ore shall be rewarded per base level that guild has.

For an upgraded bombs successful detonation on another guilds deposit box/vault, **2 uranium** ore shall be rewarded per base level.

This reward is only dependent on the bomb going off on a deposit box or vault, and not the actual vault blowing up. So, you may damage someone's vault without destroying it and you still get the reward.

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RECLONATION AND DEATH



BLEED-OUT AND UNCONSCIOUSNESS

When a character drops down to 0 HP, the player will go into a 'bleed out' phase. This is shown by kneeling or sitting on the ground for 1.5 minutes. Players are permitted to yell for help, or slowly crawl away, but any actions must be slow, as you are role playing bleeding to death.

After the bleed out phase, the player will then go to an "unconscious state". This is shown by either lying down (if safety permits) or placing a hand on the head for 5 minutes. In this state the player cannot talk, or interact with the IC world, as they are unconscious. They may respond to OC needs, like asking consent to move them etc.

STABILIZING

Players may be stabilized (shown by RP, but minimum must have a hand on a shoulder) by another player, which will pause the counter. The stabilizer may walk slowly to a medic with the injured player. Please see *medic profession* to see rules about healing.

LOOTABLE

While a player is in the bleed out or unconscious phase, they may be looted. This means giving over all lootable items, save for 1 gun and 6 bullets (unless otherwise stated by an active perk).

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1. Bleed-out – 1.5 minutes
2. Unconsciousness – 5 minutes
3. Death - (See reclamation/death below)

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RECLONATION AND PERMA-DEATH

If a player is not stabilized in the bleed out or unconscious phase, the character is pronounced dead and must drop all lootable items, save for 1 gun and 6 bullets (unless otherwise stated by an active perk). The player must then go to the reclamation station and take one of the following two actions.

1. Reclone: The player can choose to reclone the character in town. The character's consciousness, memories, thoughts and emotions are all transferred to the new clone, as well as their clothes and equipment.

There are several ways reclamation can be paid for. See *reclamation costs*.

It's important to note that reclamation is not perfect and the character forgets everything that happened in the 10 minutes before they fell unconscious.

HOW TO RECLONE

If you have decided to reclone after death, you must go to the reclamation station. A cost must be paid to be reclone. To do this you may put your hand on your head and call over a marshal, the cost can then be paid and you will be allowed to re-join play as your new clone - **don't forget about the 10 minute amnesia!**

2. Perma Death: The player can choose to create a new character at the sign in desk. This desk will be equipped with the skills to make a new character, such as PostShock loaner kit and a new license. It is encouraged that players bring enough spare kit to distinguish themselves enough from the deceased character. However large items like coats or armour could be believed to have been looted by the new character.

RECLONATION COSTS

Reclamation is not free... the Director isn't that nice...

You can respawn for the cost of a bottle cap or a reclone token. These tokens can be earned as a reward around Las-Polas.

Sometimes you may be rewarded with a special reclone. This may be for completing a quest or participating in a special game. These reclones normally have conditions on them such as "for the next 24 hours", or maybe an NPC may pay for one "if you die doing a certain task". If it is not used in the time frame, or within the conditions, the reclone will be void.

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PLAYABLE CHARACTER SPECIES

CYBERNETICALLY ENHANCED HUMANS (CYBORGS)



In such a technologically advanced world, humans experimented with exchange or adding technology onto themselves to enhance abilities that would be limiting to the human physicality. Most popular amongst human's pre-epidemic was limb replacement, but some are seen with replacement of eyes, ears etc. for better sensory perception.

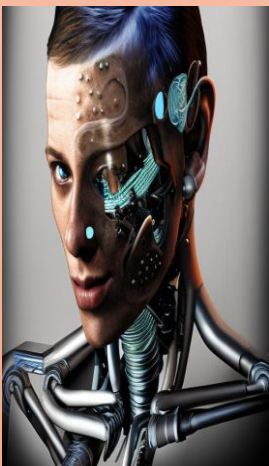
Costume Requirements:

Robotic looking prosthetics in areas of choice. (e.g., cybernetic arms/legs. Wiring and metal plates on face. Cybernetics must cover at least half a limb to count. 15% of face coverage for HP bonuses.)

Special Abilities:

Any limb that counts as robotic can be used to shield against a grenade, cancelling the AoE damage of the grenade, at the cost of the Cyborg being sent straight to bleed out. "Shield" must be called out on activation of the ability. The player will require an engineer to repair the limb before the ability and limb can be used again. Cyborgs may have weapons integrated into their prosthetics; these weapons are not counted when the player is looted.

HUMANOID AUTOMOTION (SYNTH)



The early stages of an android, Synths were popular to replace humans for menial tasks before the epidemic, or as companions with largely varying AI systems, some have even been uploaded with a human conscious.

Costume Requirements:

50% or more of the player must look synthetic or robotic using prosthetics and high-quality makeup. At least half must be prosthetics. Synths also have an RP requirement; the player must act or speak in a way that replicates being robotic in nature.

Special Abilities:

Synths have infinite bleed out time but must be repaired by an engineer (equivalent to medics). Synths may have weapons integrated into their prosthetics; these weapons are not counted when a player is looted. Synths are immune to the effects of all chemist concoctions.

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HUMANS



Survivors of the apocalypse that have kept their humanity and visual appearance intact.

Costume Requirements:
Weather clothing or armour.

Special Abilities:
N/A

MUTANT



Humans who weren't lucky enough to have full immunity.

Mutants are those who have caught the daemon virus, gaining enhancements like thick skin and faster healing time, but at the cost of their own appearance and not enough to fully turn. Most humans are wary of mutants, due to the similarities in appearance to stage 1 daemons.

Costume Requirements:
Sickly and/or repulsive appearance indicative of mutation beyond normal humanity. Suggested costume elements include; discoloured or clammy pale skin, prominent red veins, black around orifices and fingertips, blood from tear ducts, nose and mouth and reddening eyes.

Special Abilities:
Any exposed 'mutated' skin shown counts as armour* (*armour does not stack).

POSTSHOCK

PROFESSIONS

EXPLOSIVES/MUNITIONS EMG RESPONSE SPECIALIST



The explosives specialists are normally trained in chemical or conventional munitions and explosives handling, transportation, destruction techniques and render-safe procedures.

An explosives expert is the only one skilled enough to use grenades. An explosive expert can make two grenades with 4 iron, 2 wood and 1 explosive component.

They are much more likely to deactivate bomb traps.

Kit Requirements:

- Timer
- Dice
- Tool kit
- Handheld switch
- Vials of liquids (suggested not required)
- Measuring tape
- Face shield
- Bomb belt

All props must be made from foam, plastic or other 'child safe' materials. No glass!

CHEMISTS



From the mad scientists to the naturopaths, chemists have a knack for creating concoctions that make people feel a lot stronger or faster in these harsh times. They have a keen eye, a good knowledge of plants and a dash of daring too.

Chemists take 30 – 90 seconds to create concoctions (depending on difficulty of desired concoction) to enable abilities for players with the appropriate ingredients/resources found around the land. Players cannot be interrupted while making medicine, or risk ruining the ingredients and needing to start all over again.

For a Full list of Chemists Concoctions see the *chemists crafting* lists

Kit Requirements:

- Vials of liquids
- Measuring and stirring equipment
- Kit to look appropriate for the character and what kind of chemist they may be, with appropriate weathering. E.g. Lab coats or protective equipment (gloves, masks etc.).

All props must be made from foam, plastic or other 'child safe' materials. No glass!

POSTSHOCK

HACKER

Those with sufficient knowledge to write code in a world with diminished reliance on computers are rare, let alone those who are proficient enough in multiple coding languages to call themselves a hacker. Hacking advanced systems often requires a two-pronged approach, where the hacker connects to the device through a neural interface as well as the more conventional use of a computer.

Hackers can hack the electronic locks of base walls and vaults as well as other items that may be found in the apocalypse. To hack something a marshal must be notified to observe the attempt and determine its success or failure. Hacking is done through a die roll which may be modified by perks, the level of the lock which will be clearly visible is subtracted from the die roll.

Die roll results:

- 2 or less: Failure, takes 3 minutes RP.
- 3-4: Success with some difficulty, takes 3 minutes RP.
- 5 or more: Success, takes 2 minutes RP.



A hacker is not limited to only hacking locks, as with all things in PostShock you may RP hacking other electronic devices if players affected agree (a marshal is not required for this), and the effects do not conflict with game mechanics. If hacking something that may affect the game at large, you will need a game coordinator present.

The die is rolled by the marshal in secret and the hacker is told how long the RP will take, at the conclusion of the RP the hacker is informed of the result.

Kit Requirements:

- Timer
- Hacking rig. Acceptable hacking rigs must have three key components; a screen, keypad or keyboard and cable(s) for plugging into the device being hacked (any cable will suffice, if your cable doesn't fit the socket, just pretend it does).
- Neural interface. The neural interface can take many forms, so long as it has a cable to connect the device being hacked to the hacker's central nervous system. Some suggestions are; high tech eye/head gear which scans the user's brain. A plug at the base of the neck, temple or forearm. Integrated into cybernetics.

Imagination is your limit! All props must be made from foam, plastic or other 'child safe' materials.

POSTSHOCK

TINKER

Their creations are questionable, and probably rely a little too much on duct tape or WD40. But they're inventive and can keep the place running, even if it's a safety code violation... But that doesn't matter in an apocalypse... Right?

Tinkers can craft the basics to keep the world running, assuming they have the provisions to do so. Not the most trained in the world, Tinkers come from handyman or hobbyist backgrounds or things that have been taught through the years.

For every 10 minutes a Tinker works they must consume a water!



Ability: Tinkers may recycle bullets. To do this they need a tinker box (a lockable container with a dart slot), and some sort of claw on the end of a stick. They pick up the bullet and put it in the box. Once in the box, they must not be taken out again. The Tinker can then take these bullets to a tinker station and repack these bullets at a 3-1 ratio (3 picked up bullets gives them 1 new bullet) before removing any bullets from the box, a marshal or game coordinator must be made aware of the number of bullets to be repacked (30 seconds role play to repack 1 bullet).

Tinkers may assist Engineers in crafting items. This halves the crafting time required, but both tinker and engineer must RP crafting. When a tinker assists an engineer, 1 water is required every 5 minutes of crafting to hydrate both the tinker and engineer (so it will not require more water than usual if a tinker helps). When assisting with crafting of grenades and bombs, the chemist's crafting time is also halved.

Kit Requirements:

- Timer
- Appropriate tools (hammer, wrench, spanners, drill, measuring tapes etc.)
- Weathered clothing and weathered protective gear (overalls or coveralls, tool belt, welding mask, thick safety goggles etc.)
- Tinker box and claw are optional but required for the ability above.

All props must be made from foam, plastic or other 'child safe' materials.

POSTSHOCK

ENGINEER



Trained engineers are rare in the apocalypse. They are specialists with technology and advanced creations. With the right blueprints the engineers' abilities are boundless. They are a dying breed as education is a thing of the past.

Engineers are the only ones who have the skills necessary to successfully repair technology in the apocalypse. By obtaining the right blueprints they can, repair and "heal" Synth to working order, build and disarm bombs, build weapons and much more.

For every 10 minutes an engineer works, they must consume a water!

Kit

Kit Requirements:

- Timer
- Tools of the trade (hammer, wrench, spanners, measuring tapes, must have a full tool kit).
- Weathered clothing and weathered protective personal equipment (coveralls, workman's shirt, tool belt, satchel, or toolbox to hold tools and blueprints, thick safety goggles, face mask, gloves).
- Electrical testing and repair equipment such as a multimeter, pliers, and electrical tape.

All props must be made from foam, plastic or other 'child safe' materials.

MEDIC



Whether they are old doctors, nurses, or anyone with a bit of medical know-how, medics can heal players from their fatal wounds, bringing them back to health. Medics are known to be resourceful in the apocalypse for being able to heal their allies.

Medics must roleplay for 15s per 1hp, during this time they must roll a D6 for complications:

- 1-2 Roleplay condition (limp, loss of use of arm, change of mindset, etc.)
- 3-4 Complication, each HP take 30 instead of 15 sec.
- 5-6 Everything is fine.

Kit Requirements:

- Medic kit (e.g. bandages, bone saw, syringe, scalpel, needle and gut thread etc.)
- Immersive clothing (weathered scrubs, doctors everything is fine) and ability to roleplay with props.
- Timer
- Dice

All props must be made from foam, plastic or other 'child safe' materials.

POSTSHOCK

TANK



Tanks are designed to absorb damage and protect any other humans from harm. They are heavily armoured and have high hit points (9HP) making them able to withstand a lot of punishment.

When taking damage, piercing and explosive damage is reduced to 2 hit points (including grenades, chainsaws and arrows). Bombs, upgraded bombs and rocket launchers will still do the same damage (one hit kill). The tank profession is also the only profession able to wield a plasma shield.

Kit Requirements:

- Full body coverage by armour - head to toe with only mouth and hand skin able to be shown (e.g. motorbike armour or other padding must protect at least 85% of the entire limb)

All props must be made from foam, plastic or other 'child safe' materials.

POSTSHOCK

CRAFTING HOW TO

HOW TO CRAFT IN POSTSHOCK

- An engineer/tinker/chemist must be provided with the resources required to craft the item.
- A marshal or the NPC engineer must be informed of the item being crafted before crafting begins and when it finishes.
- The engineer/tinker/chemist roleplays the time required to make the item at an approved station for their profession.
- The engineer/tinker/chemist then takes the resources to the bank (including the appropriate amount of water for crafting), in the company of the marshal, and their crafted item is received/approved.
- In the case of crafting guns, the player receiving the gun license must also go to the bank in order to have their license added to the system.
- 1 water is consumed by engineers and tinkers per 10 minutes of crafting.

GUN LICENSES

All guns (ballistic, laser, plasma) require a license to carry. The cost of a crafting a gun license represents the resources required to make your first gun of that type/size and the cost of the license from the bank. Once you have a license, it is permanent and you may carry as many guns of that type/size as you like, at no additional cost.

LOOTED GUNS

When a gun is looted, it is treated as “broken” and may not be used. It is to be taken to the bank and exchanged for 2 scrap. If a player is not comfortable handing over their gun to the player, a marshal may be called to take the gun to the bank. The owner of the gun may then buy back the gun from the bank for 2 scrap. If there are any guns left in the bank at the end of games day, the 2 scrap will be automatically deducted from the owner’s bank account when they are collected.

POSTSHOCK

WEAPONS CRAFTING

SMALL GUN LICENSE



- **Obtainable from:** Crafting/Quest Rewards
- **Profession required for crafting:** Engineer
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (halved by armour)
- **Props:** Nerf blaster that holds up to 6 bullets loaded (bullets and mags in storage slots on the gun aren't counted), must be painted to fit post apocalyptic theme and must have orange tip
- **Extra rules:** Ammo can only be used once when shot
- **Crafted at:** Workshop



x 3



x 2



10 mins

MEDIUM GUN LICENSE

- **Obtainable from:** Crafting/Quest Rewards
- **Profession required for crafting:** Engineer
- **Pre-requisites:** Small gun license
- **Damage:** 4 Damage (halved by armour)
- **Props:** Nerf blaster that holds 7-10 bullets loaded (bullets and mags in storage slots on the gun aren't counted), must be painted to fit post apocalyptic theme and must have orange tip
- **Extra rules:** Ammo can only be used once when shot
- **Crafted at:** Workshop



x 4



x 1



x 1



10 mins

LARGE GUN LICENSE



- **Obtainable from:** Crafting/Quest Rewards
- **Profession required for crafting:** Engineer
- **Pre-requisites:** Medium gun license
- **Damage:** 4 Damage (halved by armour)
- **Props:** Nerf blaster that holds 11+ bullets loaded (bullets and mags in storage slots on the gun aren't counted), must be painted to fit post apocalyptic theme and must have orange tip
- **Extra rules:** Ammo can only be used once when shot
- **Crafted at:** Workshop



x 5



x 1



x 2



10 mins

POSTSHOCK

PLASMA PISTOL LICENSE



- **Obtainable from:** Crafting
- **Profession required for crafting:** Engineer
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (NOT halved by armour)
- **Props:** Band pistol with a maximum catch to muzzle length of 350mm, cannot hold more than 3 bands loaded, must look like plasma weapon
- **Extra rules:** Bands must be recharged once fired
- **Crafted at:** Workshop



x 3



x 1



x 1



x 1



10 mins

PLASMA RIFLE



- **Obtainable from:** Crafting
- **Profession required for crafting:** Engineer
- **Pre-requisites:** Plasma Pistol License
- **Damage:** 4 Damage (NOT halved by armour)
- **Props:** Band rifle, cannot hold more than six bands loaded, must look like a plasma weapon
- **Extra rules:** Bands must be recharged once fired. See arrows/bands crafting description for more info
- **Crafted at:** Workshop



x 6



x 1



x 1



10 mins

HEAVY PLASMA LICENSE



- **Obtainable from:** Crafting
- **Profession required for crafting:** Engineer
- **Pre-requisites:** Plasma Rifle License
- **Damage:** 4 Damage (NOT halved by armour)
- **Props:** Band weapon, no limit to number of bands loaded, must look like plasma weapon
- **Extra rules:** Bands must be recharged once fired
- **Crafted at:** Engineering station



x 9



x 2



x 2



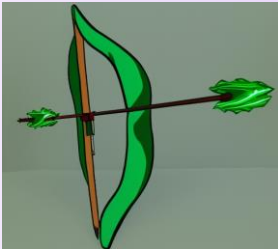
x 1



10 mins

POSTSHOCK

BOW LICENSE



- **Obtainable from:** Crafting
- **Profession required for crafting:** Tinker
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (NOT halved by armour)
- **Props:** LARP approved bow with a maximum draw strength of 25 pounds
- **Extra rules:** Arrows must be recharged once fired
- **Crafted at:** Workshop



x 5



x 1

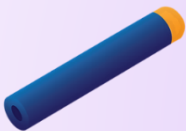


x 3



10 mins

BLASTER AMMO



- **Obtainable from:** Crafting/Quest Rewards/Looting
- **Profession required for crafting:** Tinker
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (halved by armour when shot from a gun)
- **Props:** PostShock supplied Nerf bullets
- **Extra rules:** Ammo is a one-use item and cannot be picked up and re-used in normal game play, only PostShock ammo is to be used on field, any outside ammo will be confiscated and removed from play
- **Crafted at:** Workshop



x 1 (makes 2)



1 min

ARROWS/BANDS



- **Obtainable from:** Crafting
- **Profession required for crafting:** Tinker (Arrow), Engineer (Band)
- **Pre-requisites:** N/A
- **Damage:** 4 Damage – arrows have a single target armour piercing electrical discharge that negates the halved damage rule for armour, bands are a bolt of plasma which works in the same way (damage only effects direct hit)
- **Props:** LARP approved arrows/bands
- **Extra rules:** Arrows and bands are charged when created at the start of each event, charged arrows and bands must be carried separately to discharged, once you remove them from your chosen carrying method, they must either be used or carried loaded, otherwise they will lose their charge, once fired or if you pick them up from the ground, they are no longer charged and must be brought to the recharge station to shoot again, recharge is done in batches of 5
- **Crafted at:** Workshop



x 1



x 1



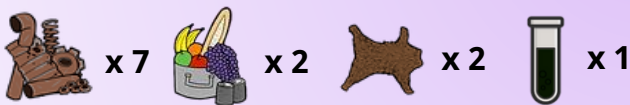
2 mins

POSTSHOCK

ROCKET (AMMO)



- **Obtainable from:** Crafting
- **Profession required for crafting:** Chemist (Explosive), Engineer (Physical)
- **Pre-requisites:** N/A
- **Damage:** 14 damage from direct hit (not halved by armour), 6 damage explosive AOE following the same rules as grenades
- **Props:** Nerf or similar foam rocket
- **Extra rules:** Ammo can only be used once when shot, the AOE damage cannot be blocked by a cyborgs shield ability
- **Crafted at:** Engineering station



30 mins
(15 mins each profession)

CHAINSAW (LICENSE)



- **Obtainable from:** Crafting
- **Profession required for crafting:** Engineer
- **Pre-requisites:** N/A
- **Damage:** 8 damage, armour piercing (armour does not halve damage)
- **Props:** LARP approved chainsaw style weapon (player supplied)
- **Extra rules:** You may call chainsaw when swinging to alert people that it's a different kind of weapon they have been hit with to take damage accordingly
- **Crafted at:** Engineering station



15 mins

GRENADE



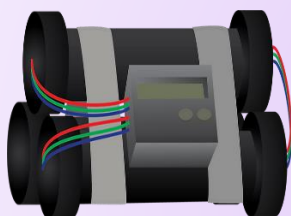
- **Obtainable from:** Crafting
- **Profession required for crafting:** Chemist (Explosive), Engineer (Physical)
- **Pre-requisites:** N/A
- **Damage:** 6 damage in a 3m radius, a shield can block half the damage, getting damaged in the process, cyborgs can consume the full damage protecting others (for more info see cyborgs)
- **Props:** Dark moon range (Epic Armoury) grenade prop
- **Extra rules:** N/A
- **Crafted at:** Engineering station



30 mins
(15 mins each profession)

POSTSHOCK

BOMB



- **Obtainable from:** Crafting/Quest obtained item
- **Profession required for crafting:** Chemist (Explosive), Engineer (Physical)
- **Pre-requisites:** N/A
- **Damage:** 8 damage in a 3m radius (after a 5 min count down, can be used to blow up deposit boxes/vaults – see explosive rules for more info)
- **Props:** A prop to represent the bomb with a timer
- **Extra rules:** A chemist is required for the chemical/explosive side of the bomb and an engineer is for the physical workings, if one chemist and one engineer work on a bomb, they can craft it in 15 mins (both contributing their time to the full 30 mins), if someone with dual professions builds one, it will take them the full 30 mins, if detonated on a lock box or valut, the owner receives 1 uranium ore
- **Crafted at:** Engineering station



x 4



x 4

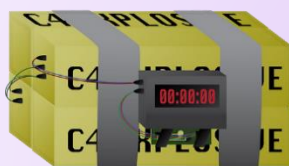


x 2



30 mins
(15 mins each
profession)

UPGRADED BOMB (BLUEPRINTS)



- **Obtainable from:** Bought
- **Profession required for crafting:** N/A (Engineer required to craft after blueprints are purchased)
- **Pre-requisites:** N/A
- **Damage:** 15 damage in a 5m radius (after a 5 min count down, can be used to blow up deposit boxes/vaults (see explosive rules for more info)
- **Props:** A prop to represent the bomb with a timer
- **Extra rules:** Once bought, these blueprints give the guild/player that owns them the ability to craft upgraded bombs – see bomb rules, a upgraded bomb does more damage and grants double the uranium ore for detonating on a lock box or vault
- **Crafted at:** N/A



x 3



N/A

ROCKET LAUNCHER LICENSE



- **Obtainable from:** Crafting
- **Profession required for crafting:** Engineer
- **Pre-requisites:** N/A
- **Damage:** 14 damage from direct hit (not halved by armour) 6 damage explosive AOE following the same rules as grenades
- **Props:** Nerf or similar blaster capable of firing foam rockets
- **Extra rules:** Ammo can only be used once when shot, the AOE damage cannot be blocked by a cyborgs shield ability, you must be stationary and braced in order to fire this weapon
- **Crafted at:** Engineering station



x 35



x 5



x 1



x 1



15 mins

POSTSHOCK

SHIELD



- **Obtainable from:** Bought
- **Profession required for crafting:** Tinker
- **Pre-requisites:** N/A
- **Damage:** N/A
- **Props:** A shield prop no bigger than 150cm long and 100 cm wide
- **Extra rules:** Shields take 0 damage if hit by ballistic weapons when held with two hands (if two hands are not supporting the shield, it counts as hitting armour). Arrows and bands do half damage. If a grenade or bomb goes off, you can brace a shield for impact and you will take half of the damage, damaging the shield in the process which will then have to be repaired. If not braced, you will still take full damage and the shield will still be damaged. Shields wielded with one hand will block all damage from melee weapons.
- **Repaired at:** Workshop



x 1



x 2



x 1



10 mins

UPGRADED SHIELD



- **Obtainable from:** Bought
- **Profession required for crafting:** Tinker (with Fast Repacking perk), Engineer (with Experienced Engineer perk)
- **Pre-requisites:** Tank profession
- **Damage:** N/A
- **Props:** A shield prop no bigger than 150cm long and 100 cm wide
- **Extra rules:** Shields take 0 damage if hit by ballistic weapons when held with two hands (if two hands are not supporting the shield, it counts as hitting armour). Arrows and bands do 0 damage. If a grenade or bomb goes off, you can brace a shield for impact and you will take 0 damage. If not braced, you will still take full damage and the shield will be damaged. Shields wielded with one hand will block all damage from melee weapons.
- **Repaired at:** Workshop



x 1



x 2



x 1



x 1

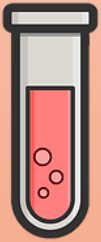


N/A

POSTSHOCK

CHEMISTS CRAFTING

ADRENALINE



x 3

- **Description:** Can be used on self when in bleed out to negate the normal bleed out rules. As you feel the adrenaline pumping through your system you gain a temporary burst of speed being able to move at full capacity and gain 1 temporary HP. After 1 minute or after you take damage, the effects wears off and you fall unconscious (skip bleed out). The effects of adrenaline can be negated by a medic healing you.
- **Props:** Plastic vial with red water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 2



30-90 secs

AMNESIUM



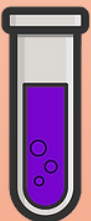
x 1

- **Description:** Causes 15 seconds of disorientation when injected and the player forgets their last engagement or interaction (approximately the past 2 mins)
- **Props:** Plastic vial with brown water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 2



30-90 secs

ANTIDOTE



x 4

- **Description:** Negates effects of poison and addiction
- **Props:** Plastic vial with purple water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 2



30-90 secs

POSTSHOCK

EXPLOSIVE COMPONENT

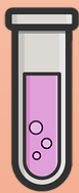


- **Description:** To be used in making bombs, grenades and other explosive devices
- **Props:** Plastic vial with black water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 1



30-90 secs

MORPHINE



- **Description:** Morphine lasts for 30 minutes. During this time, all locations not covered by armour count as armoured while taking damage. All explosive and piercing damage is also halved.
- **Props:** Plastic vial with pink water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 2



30-90 secs

PLASMINOPSYCHOSIS PROPHYLACTIC



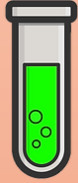
- **Description:** This medicine can halt the process of turning into a daemon for a short time. It must be consumed often to maintain the effects (once per game day event).
- **Props:** Plastic vial with dark blue water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 1



30-90 secs

POSTSHOCK

POISON



x 5

- **Description:** A deadly concoction able to drop a (NPC only) HP immediately to 0 after consumption. Normal bleed out rules apply. To put poison in food or drink, you must place a symbol or the word poison on the packaging so that once consumed, the NPC can see that they have been poisoned. A reasonably sized item must be used for this purpose such as a whole drink, cupcake, or packet of lollies.
- **Addictive:** No
- **Props:** Plastic vial with green water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 1



30-90 secs

SYNTHETIC COAGULANT DEPLOYMENT (SCD)



x 2

- **Description:** Patented by Big D Scientists, SCD restores full HP when applied on a wound. This can be used during bleeding out.
- **Addictive:** Yes
- **Props:** Plastic vial with yellow water in it (food colouring or Powerade to be used), once used or consumed the vial must be tipped out
- **Yield:** 2



30-90 secs

POSTSHOCK

WHAT IS LOOTABLE, BANKABLE AND TRADABLE

Not all items in PostShock can be looted and the bank does not accept all items. The following is a list of all items and types and whether they can be banked, looted or placed in a guild lock box or vault.

Item Type	Bankable	Lootable	Stored in Lock Box
Bullets	✓	✓	✓
Chemist concoctions	✓	✓	✓
Explosives (grenade, bomb)	✓	✓	✓
Resources	✓	✓	✓
All guns	✗	✓	✓
Bands and arrows	✓	✗	✓
Reclonation tokens	✓	✗	✗
Reputation	✓	✗	✗
Quest items	✗	✓	✗
Bows	✗	✗	✓
Guild currency	✗	✗	✓
Melee weapons	✗	✗	✓
Throwing weapons	✗	✗	✓

POSTSHOCK

IMAGE GLOSSARY



WATER

A scarce resource needed for survival, consumed while building and crafting.



HIDE

Obtained from animals, can be turned into leather and be used for straps etc. It is an important crafting material.



SCRAP

When melted down it can be used as a resource to craft and build. Most commonly scavenged to make the castings of bullets.



FOOD

Needed for survival, in the wasteland food needs to be constantly consumed.



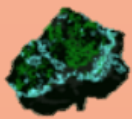
HERBS AND CHEMIST MATERIALS

Used by a chemist to create concoctions for healing and other buffs. They can also be used to create explosives for things like bombs and grenades.



BOTTLE CAPS

Now a rare resource, bottle caps are traded as a currency. Their worth fluctuates depending on the current necessity for them.



URANIUM ORE

The most precious substance in the post-apocalyptic world. It can be used as a power source however, most of the time it needs to be processed into uranium bars.



URANIUM RODS

Made from 10 uranium ore, it's the most powerful power source in the post-apocalyptic world and is very hard to come by.



WOOD

A handy resource for building things. It is often cut from trees.

POSTSHOCK

REPUTATION

Reputation determines the experience gained in the apocalypse. This would range from being able to complete certain tasks, quests or achieving certain skills. Reputation points can be used to enhance your character. All reputation is attached to a character and cannot be traded/looted or banked into anyone else's account.

Reputation is tracked in two different ways, Total Earned, and Spent Reputation points.

TOTAL REPUTATION

Total reputation is what you have received since the start of your character. You will receive 1 reputation per game day for the character you play. You also earn Reputation from completing quests, the bigger the quest the more you earn. Simple quests i.e. fetch quests will earn you resources not Reputation. Total Reputation may also be a requirement for "Purchasing" certain items, or "Accessing" Certain areas.

SPENT REPUTATION

You then can "spend" your Reputation, on perks for your character, these perks enhance your characters.

Mrs Brown's reputation after she buys a perk may look like this "5/10 reputation" the first number showing her active reputation she can buy things with, and the second showing how much she has earned since she entered Los Palos.

GUILD REPUTATION

Guild Reputation is the Total of the "earned" reputation of the members in the Guild.

For example a guild has 5 active players that each have 5 total reputation, their guild total would be 25 (it does not matter how much active reputation they have to spend, it only goes off the total) (only active players count towards the guilds total).

PURCHASING PERKS

CHARACTER PERKS

- Perks cannot be purchased at weekly events
- Perks are purchased with a character's reputation.
- Perks can be purchased after game off (first day), or the second day of sign in.
- Once purchased a perk is permanent and will stay in effect so long as the character satisfies any requirements of that perk.
- There is no limit to the number of perks a character may have.
- A character may not have duplicates of the same perk.

POSTSHOCK

PLAYER PERKS

EXPLOSIVE COMPONENT

The crafting cost of explosive component is reduced by 1 herb for you.

Cost: 20 Reputation

Requirements: Chemist

NOVICE CHEMIST

You receive 1 herb, per day you attend.

Cost: 30 Reputation

Requirements: Chemist/ explosive component

EXPERT CHEMIST

You yield +1 to any potion make

Cost: 30 Reputation

Requirements: novice Chemist

STIM JUNKY

The effects of chemist concoctions which have a time limit, last twice as long when used on you.

Cost: 20 Reputation

Requirements: -

NOVICE MEDIC

You take 10 seconds per HP when healing instead of 15.

Cost: 30 Reputation

Requirements: Medic

EXPERT MEDIC

You may add 1 to your die rolls when healing.

Cost: 30 Reputation

Requirements: Novice Medic

MASTER MEDIC

You may roll 2 dice once each time you heal another player. (you may pick which roll you want)

Cost: 30 Reputation

Requirements: Expert medic

DUAL-CORE HACKING

You may assist another hacker's hacking attempt. Working together you add 1 to the die roll (limit of one player using this perk on a die roll).

Cost: 20 Reputation

Requirements: Hacker

NOVICE HACKER

You may add 1 to all die rolls when hacking.

Cost: 20 Reputation

Requirements: Hacker, Dual-core Hacking.

POSTSHOCK

EXPERT HACKER

You may add 2 to all die rolls when hacking. This replaces the effects of Skilled Hacker.

Cost: 30 Reputation

Requirements: Novice Hacker

MASTER HACKER

You may add 3 to all die rolls when hacking. This replaces the effects of Advanced Hacker.

Cost: 40 Reputation

Requirements: Expert Hacker

GRAND MASTER HACKER

You may add 4 to all die rolls when hacking. This replaces the effects of Master Hacker.

Cost: 50 Reputation

Requirements: Master Hacker

PRODUCTION LINE

Bullets crafting time is reduced by 15 seconds.

Cost: 20 Reputation

Requirements: Tinker

NOVICE TINKER

You repack bullets at a ratio of 2/1 instead of 3/1.

Cost: 20 Reputation

Requirements: Production line

EXPERT TINKER

Repacking Bullets takes 15 seconds instead of 30.

Cost: 30 Reputation

Requirements: Novice Tinker

GRAND MASTER TINKER

If you craft bullets twice consecutively, you gain an additional bullet

Cost: 30 Reputation

Requirements: Expert Tinker

NOVICE ENGINEER

You may add 1 to the die roll when healing a Synth.

Cost: 20 Reputation

Requirements: Engineer

NOVICE LUMBERJACK

You receive 2 wood per day you attend.

Cost: 30 Reputation

Requirements: -

EXPERT LUMBERJACK

You receive 4 wood per day you attend. This replaces the effects of Lumberjack I.

Cost: 28 Reputation

Requirements: -

POSTSHOCK

NOVICE SCROUNGER

You receive 1 scrap per day you attend.

Cost: 30 Reputation

Requirements: -

EXPERT SCROUNGER

You receive 2 scrap per day you attend. This replaces the effects of Scrounger I.

Cost: 28 Reputation

Requirements: novice Scrounger .

NOVICE FARMER

You receive 1 food per day you attend.

Cost: 40 Reputation

Requirements:

EXPERT FARMER

You receive 2 food per day you attend. This replaces the effects of Farmer I.

Cost: 38 Reputation

Requirements: novice Farmer

NOVICE HUNTER

You receive 1 hide per day you attend.

Cost: 30 Reputation

Requirements:

EXPORT HUNTER

You receive 2 hide per day you attend. This replaces the effects of Hunter I.

Cost: 28 Reputation

Requirements: Novice hunter

DEEP POCKETS I

Keep 12 bullets instead of 6 when looted.

Cost: 20 Reputation

Requirements: -

DEEP POCKETS II

Keep 18 bullets instead of 6 when looted. This replaces the effects of Deep pockets I.

Cost: 30 Reputation

Requirements: Deep Pockets I

DEEP POCKETS III

Keep 24 bullets instead of 6 when looted. This replaces the effects of Deep pockets II.

Cost: 40 Reputation

Requirements: Deep Pockets II

HIDDEN POCKETS I

You may keep a single resource card or bottle cap when looted.

Cost: 20 Reputation

Requirements: -

POSTSHOCK

HIDDEN POCKETS II

You may keep two resource cards or bottle caps when looted. This replaces the effects of Hidden pockets I.

Cost: 40 Reputation

Requirements: Hidden Pockets I

SECOND PROFESSION

You may have a second profession. You must satisfy the costuming requirements for both professions.

Cost: 10 Reputation

Requirements: -

THAT'S NOT A GUN

You may keep two guns when looted.

Cost: 20 Reputation

Requirements: -

GRENADIER

You may carry up to 2 grenades and keep 1 when looted.

Cost: 50 Reputation

Requirements: -

BACKUP CLONE

You may use this perk to reclone your character for free, this perk is lost once used but may be repurchased.

Cost: 10 Reputation

Requirements: -

DENSE DERMAL LAYER

You have +1 HP

Cost: 50 Reputation

Requirements: Mutant

SYNTH EXPERT

You may reroll the die once each time you heal a Synth.

Cost: 20 Reputation

Requirements: Experienced Engineer

BALLISTICS MASTER

The crafting cost of all ballistic weapons are reduced by 1 scrap for you.

Cost: 20 Reputation

Requirements: Engineer

LASER MASTER

The crafting cost of all laser weapons are reduced by 1 scrap for you.

Cost: 20 Reputation

Requirements: Engineer

PLASMA MASTER

The crafting cost of plasma weapons are reduced by 1 scrap for you.

Cost: 20 Reputation

Requirements: Engineer

POSTSHOCK

BUILD A BASE

HOW TO BUILD BASES

Bases are not applicable for weekly events; they are a games day feature only.

Guilds may build structures in their base to improve resource production, defences and much more. To build a structure in the base, the guild must pay the build cost to the bank. Base structures must be represented by an approved prop in order to gain the benefits.

Structures provide their benefits as soon as they are constructed and approved (subject to game coordinator availability, usually at the beginning or end of a day), except for resource generators. Resource generators must be constructed and approved before game on to receive their benefits, resources generated are automatically added to the guilds bank account at the end of each event in which they are active.

Duplicates of each building type cannot be built but they can be upgraded to improve benefits (e.g. you cannot have two lumber mills).

INDEPENDENTS MAKING BASES

Players may start a base on their own. When they can purchase a deposit box, the player must apply for a base location and have it approved by the game coordinators. The player may build any structures but only they can receive any benefits that would normally apply to the guild owning that structure.

REPUTATION LIMIT

Some structures have a reputation requirement that must be reached before they can be built. This limit is the total earned reputation of the player. For guilds, the sum of all reputation earned by members of that guild counts towards the limit.

UPKEEP COSTS

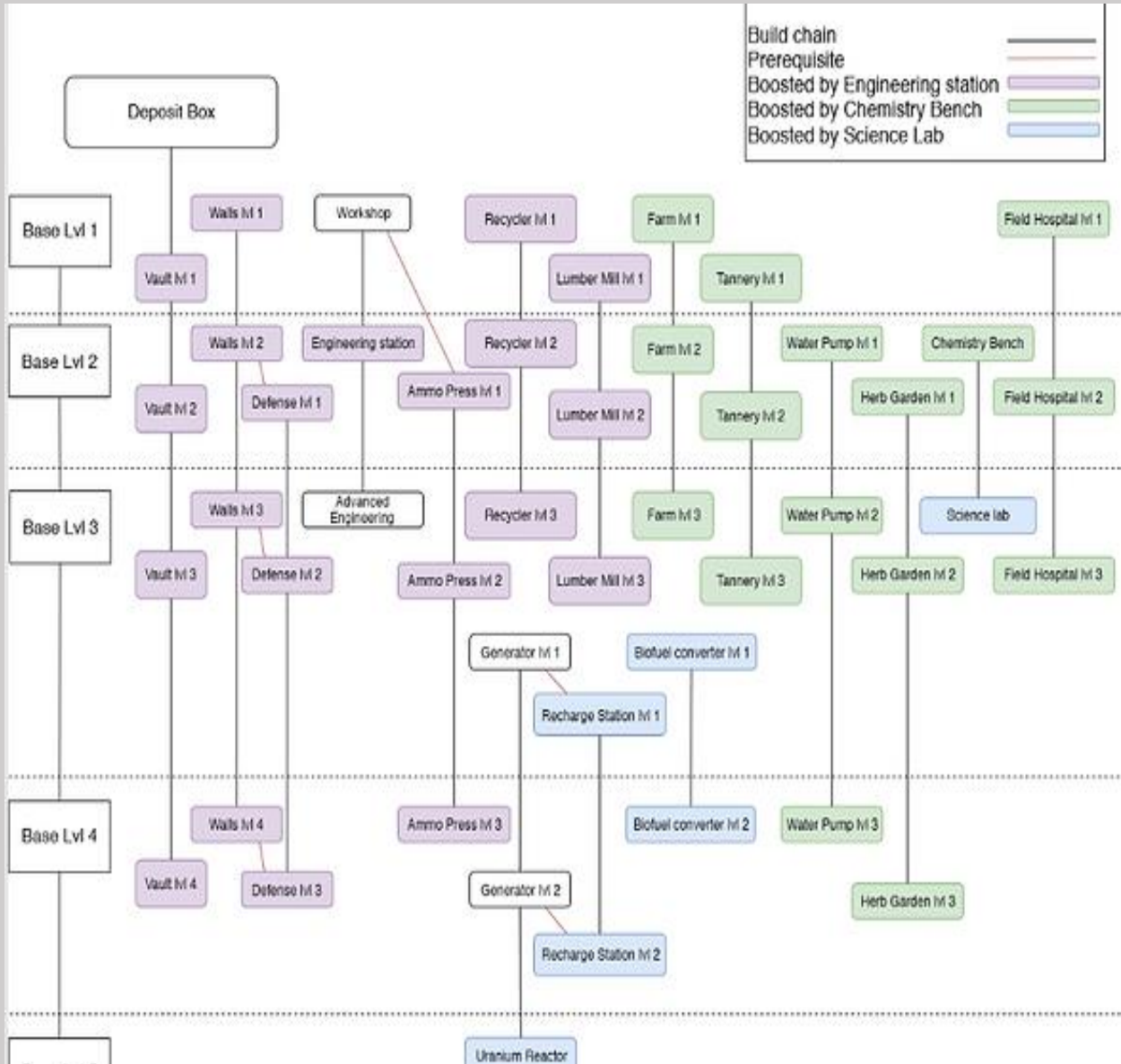
Some structures have an upkeep cost which must be paid to the bank before they can be used each event.

STRUCTURE LIMIT

Bases have a limit to how many structures they can hold, this limit can be increased by upgrading to a higher-level base.

POSTSHOCK

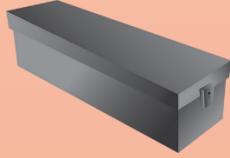
BUILD A BASE TREE



POSTSHOCK

BUILDABLE STRUCTURES

BASE/DEPOSIT BOX



BASE LEVEL 1

A base provides a person or guild with a space to call their own and somewhere to build structures. The base has a limit to how many structures can be built in it in the form of a structure point limit.

Reputation Required: 15

Structure points consumed: 0

Props:

- A marque or similar form of shelter.
- Sign(s) signifying the owner or to ward off intruders.

Structure point limit: 12

Other rules: The base is purchased in conjunction with the deposit box.

DEPOSIT BOX

Use: A deposit box is where your guilds loot is stored that you wish to use on game day. While in the vault your loot is safe. However, if the deposit box gets destroyed, it will have to be repaired before the contents can be accessed. You may not place quest items, reclamation tokens or reputation in a deposit box. Purchasing a deposit box also unlocks a level one base.

Blown up: If a bomb is planted, and the detonation is successful, the owner of the bomb will gain uranium ore equal to the level of the base it was in. Additionally, the deposit box is rendered useless until repaired. See *bomb damage* rules for more info.

Props: A lockable box clearly identifiable in the base.

Repairing: If blown up, an engineer or tinker must repair it before anything can be taken out or deposited (it means you must acquire the repair cost without the loot inside the box.) the engineer/tinker goes to the bank to purchase a repair kit, upon purchase the deposit box is usable again.

Crafting Cost:

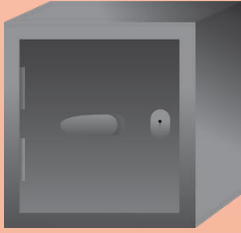


Repair Cost:



POSTSHOCK

VAULT (LEVEL 1)



Reputation Required: 15

Structure points consumed: 4

Use: A vault functions the same way a deposit box does, with the addition that the owner receives 2 bottle caps at the end of the event and the vault may be hacked.

Lock level: 2

Blown up: If a bomb is planted and the detonation is successfully, the owner of the bomb will gain uranium ore equal to the level of the base it was in. Additionally, the vault can be destroyed, rendering its contents inaccessible until repaired. The vault can take 2 damage before being destroyed, bombs deal 1 damage and upgraded bombs deal 4. See *bomb damage* rules for more info.

Cracked Open: The first time the vault is blown up or hacked successfully in an event, the hacker/bomb owner receives 1 bottle cap and the vault owner only receives 1 bottle cap at the end of the event instead of the usual 2.

Props: A lockable box clearly identifiable in the base. It must look like it has an electronic lock with a clearly identifiable lock level shown.

Repairing: If blown up an engineer or tinker must repair it before anything can be taken out or deposited (it means you must acquire the repair cost without the loot inside the vault.) the engineer/tinker goes to the bank to purchase a repair kit, upon purchase the vault is usable again. The vault may be repaired when only damaged to reset the damage.

Prerequisites: Base (level 1), Deposit Box

Replaces: Deposit Box

Crafting Cost:

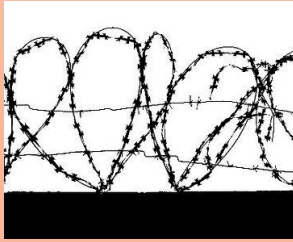


Repair Cost:



POSTSHOCK

WALL (LEVEL 1)



Reputation Required: 15

Structure points consumed: 1

Use: Walls allow you to leave your base and have some level of passive defence. As you upgrade your wall, they will be harder to destroy and harder to hack. You can build gates in your walls; gates are considered locked to non-guild members unless they are hacked.

Lock Level: 1

Gate/Wall HP: 10/15

Props: Gates must look like they have an electric lock with a clearly identifiable lock level. Walls have a minimum prop size of 500mm wide and 1200mm tall. You can construct them out of any material you wish, as long as they are safe and fit into the post-apocalyptic world. Walls must be self-standing and easy for a marshal to remove when they are destroyed. A big level mark must be displayed on each wall. If the perimeter of a base is covered by at least 10m of wall prop, the remaining perimeter may be clearly roped off and may not be passed through by any player.

Other rules: A base inspector must check prior to gameplay that all walls are safe to be used. Walls can be destroyed by a direct hit from a grenade, bomb, or rocket. When destroyed, the repair cost must be paid for each wall and gate section that was destroyed.

Pre-Requisites: Base (level 1)

Crafting Cost:



Repair Cost:



POSTSHOCK

WORKSHOP



Reputation Required: 15

Structure points consumed: 1

Use: The workshop allows tinkers and engineers to craft items and re-pack bullets at base (a marshal is still required).

Props: A prop to represent a workshop, tools etc. (examples for a cheap option would be a cardboard box painted up with some sort of workbench and plastic tools, or a fold out table painted to look like a workbench etc.) imagination is the limit! The foot print of the workshop equipment must at least take up 600mm x 600mm x 600mm.

Other rules: Allows tinkers and engineers to ply their craft in the base. Halves the repair costs for walls, deposit box and vault.

Pre-Requisites: Deposit box.

Crafting Cost:



Repair Cost: N/A

RECYCLER (LEVEL 1)



Reputation Required: 15

Structure points consumed: 4

Use: Recycler produces scrap once built. It produces 10 scrap per event paid out at the end of the event. (as long as the guild has enough members to be classed as active for that event). Plus 1 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a recycler. A machine with an opening for feeding metal in, the metal is then refined and released out another opening as useful scrap, imagination is the limit! The footprint of the recycler equipment must at least take up 600mm x 600mm x 600mm.

Other rules: n/a

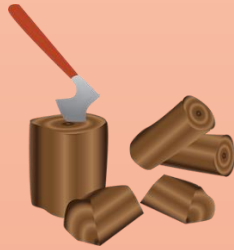
Pre-Requisites: Base (level 1)

Crafting Cost:



POSTSHOCK

LUMBER MILL (LEVEL 1)



Use: A lumber mill produces wood once built. It produces 12 wood per event paid out at the end of the event. (as long as the guild has enough members to be classed as active for that event). Plus 2 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a lumber mill (something to represent wood, with a TOY axe. imagination is the limit! The footprint of the Lumber Mill equipment must at least take up 600mm x 600mm x 600mm

Reputation Required: 15

Other rules: n/a

Structure points consumed: 3

Pre-Requisites: Base (level 1)

Crafting Cost:



Repair Cost:



FARM (LEVEL 1)



Use: A farm produces food once built. It produces 6 food per event paid out at the end of the event (as long as the guild has enough members to be classed as active for that event). Plus 1 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a farm (something to planted crops, with TOY farm tools. imagination is the limit! The footprint of the farm equipment must at least take up 600mm long x 600mm wide x 200mm high

Reputation Required: 15

Other rules: n/a

Structure points consumed: 4

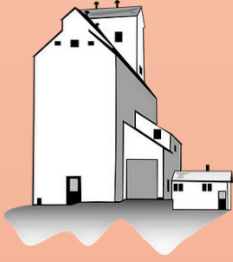
Pre-Requisites: Base (level 1)

Crafting Cost:



POSTSHOCK

TANNERY (LEVEL 1)



Use: A tannery produces hide once built. It produces 6 hide per event paid out at the end of the event (as long as the guild has enough members to be classed as "active" for that event). Plus 1 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a tannery (something to represent a rack with drying hide and a tub for washing it. Imagination is the limit! The footprint of the tannery equipment must at least take up 600mm x 600mm x 600mm.

Reputation Required: 15

Other rules: n/a

Structure points consumed: 3

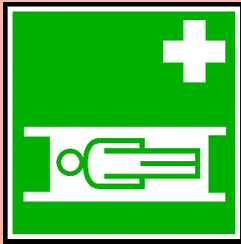
Pre-Requisites: Base (level 1)

Crafting Cost:



POSTSHOCK

FIELD HOSPITAL (LEVEL 1)



Reputation Required: 15

Structure points consumed: 2

Use: A Field hospital once built can be used to heal in. It normally uses autonomous medical equipment doing away with the need for a medic in base!

Props: A prop to represent a field hospital, medical equipment etc. (examples for a cheap option would be a cardboard box painted up with some sort medical equipment painted on it) imagination is the limit! The footprint of the field hospital equipment must at least take up 600mm x 1200mm x 600mm and must include somewhere for a player to sit or lay down whilst healed.

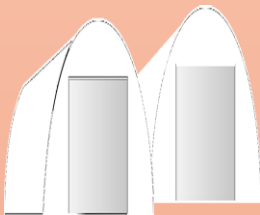
Other rules: The field hospital can stabilize and heal one person at a time, and they must be sitting or lying in it. While inside the field hospital you gain 1 HP per min up to your maximum HP. Whilst healing, a player may not take actions such as fighting, crafting or anything else that would interfere with the healing process. Alternatively, a medic may heal a player who is in a field hospital using the normal healing rules but may add 1 to their die role (this may stack with other bonuses).

Pre-Requisites: Base (level 1)

Crafting Cost:



BASE (LEVEL 2)



Reputation Required: 30

Structure points consumed: 0

Use: A base provides a guild with a space to call their own and somewhere to build structures. The base has a limit to how many structures can be built in it in the form of a structure point limit.

Props: A marquee or similar form of shelter. Sign(s) signifying the owner or to ward off intruders.

Structure point limit: 30

Prerequisites: Base (level 1)

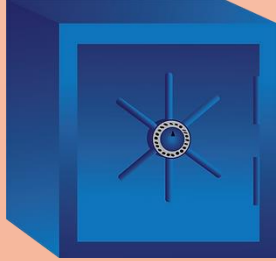
Replaces: Base (level 1)

Crafting Cost:



POSTSHOCK

VAULT (LEVEL 2)



Reputation Required: 30

Structure points consumed: 7

Use: A vault functions the same way a deposit box does, with the addition that the owner receives 4 bottle caps at the end of the event and the vault may be hacked.

Lock level: 3

Blown up: If a bomb is planted and the detonation is successfully, the owner of the bomb will gain uranium ore equal to the level of the base it was in. Additionally, the vault can be destroyed, rendering its contents inaccessible until repaired. The vault can take 3 damage before being destroyed, bombs deal 1 damage and upgraded bombs deal 4. See *bomb damage* rules for more info.

Cracked Open: The first time the vault is blown up or hacked successfully in an event, the hacker/bomb owner receives 2 bottle caps and the vault owner only receives 2 bottle caps at the end of the event instead of the usual 4.

Props: A lockable box clearly identifiable in the base. It must look like it has an electronic lock with a clearly identifiable lock level shown.

Repairing: If blown up, an engineer or tinker must repair it before anything can be taken out or deposited (it means you must acquire the repair cost without the loot inside the vault.). The engineer/tinker goes to the bank to purchase a repair kit, upon purchase the vault is usable again. The vault may be repaired when only damaged to reset the damage.

Prerequisites: Base (level 2), Vault (level 1)

Replaces: Vault (level 1)

Crafting Cost:

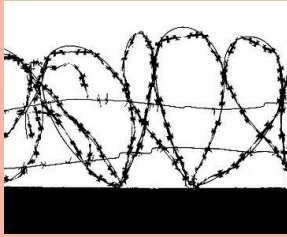


Repair Cost:



POSTSHOCK

WALL (LEVEL 2)



Reputation Required: 30

Structure points consumed: 2

Use: Walls allow you to leave your base and have some level of passive defence. As you upgrade your wall, they will be harder to destroy and harder to hack. You can build gates in your walls; gates are considered locked to non-guild members unless they are hacked.

Lock Level: 2

Gate/Wall HP: 15/20

Props: Gates must look like they have an electric lock with a clearly identifiable lock level. Walls have a minimum prop size of 500mm wide and 1200mm tall. You can construct them out of any materiel you wish, provided they are safe and fit into the post-apocalyptic world. Walls must be self-standing and easy for a marshal to remove when they are destroyed. A big level mark must be displayed on each wall. If the perimeter of a base is covered by at least 10m of wall prop, the remaining perimeter may be clearly roped off and may not be passed through by any player.

Other rules: The PostShock base inspector must check prior to gameplay that all walls are safe to be used. Walls can be destroyed by a direct hit from a grenade, bomb, or rocket. When destroyed, the repair cost must be paid for each wall and gate section that was destroyed.

Pre-Requisites: Base (level 1), Wall (level 1)

Replaces: Wall (level 1)

Crafting Costs



Repair Cost:



POSTSHOCK

DEFENCES (LEVEL 1)



Reputation Required: 30

Structure points consumed: 1

Use: Defences provide your base with additional firepower to ward off attackers, in the form of manned or automated turrets.

Props: A single manually operated nerf, rival gun or band gun. The gun must be mounted on a fixed turret either freestanding or attached to the wall. A dedicated ammo box with a non-lootable sticker.

Other rules: Defences start the event with either 50 nerf darts, 50 nerf rival balls or 25 charged bands in the ammo box. This ammo must strictly only be used to load the gun turret and no other items may be placed in the ammo box. If a band gun is used, the ammo box must have a separate compartment for charged and uncharged bands, the turrets bands must be clearly distinguishable from other bands as even if recharged, they can still only be used in the turret.

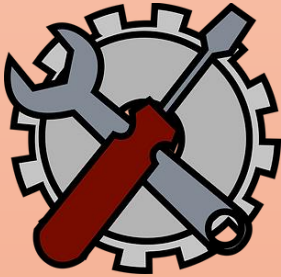
Pre-Requisites: Walls (level 2)

Crafting Cost:



POSTSHOCK

ENGINEERING STATION



Reputation Required: 30

Structure points consumed: 3

Use: The engineering station allows tinkers and engineers to craft items and re-pack bullets at base (a marshal is still required).

Props: A prop to represent an engineering station, tools etc. (examples for a cheap option would be a cardboard box painted up with some sort of workbench and plastic tools, or a fold out table painted to look like a workbench etc.) imagination is the limit! The footprint of the engineering station equipment must at least take up 600mm x 600mm x 600mm.

Other rules: Allows tinkers and engineers to ply their craft in the base. Halves the repair costs for walls, deposit box and vault. Halves the upkeep cost for lumber mill, recycler, defences. Increases activation limit of ammo press by 1.

Pre-Requisites: Base (level 1), Workshop

Replaces: Workshop

Crafting Cost:



AMMO PRESS



Reputation Required: 30

Structure points consumed: 3

Use: An ammo press can be used to efficiently turn scrap into bullets. However, it has a maximum capacity per day.

Props: A prop to represent an ammo press. A station for shaping and packing bullets, imagination is the limit! The footprint of the ammo press equipment must at least take up 600mm x 1200mm x 600mm

Other rules: The activation cost can be paid to the bank to receive bullets from the ammo press. The ammo press has a limit of 5 activations per day.

Production: One activation creates 10 Bullets

Pre-Requisites: Base (level 2), Workshop

Crafting Cost:



Activation Cost:



POSTSHOCK

RECYCLER (LEVEL 2)



Reputation Required: 30

Structure points consumed: 5

Use: A recycler produces scrap once built. It produces 16 scrap per event paid out at the end of the event (as long as the guild has enough members to be classed as active for that event). Plus 1.5 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a recycler. A machine with an opening for feeding metal in, the metal is then refined and released out another opening as useful scrap, imagination is the limit! The footprint of the recycler equipment must at least take up 600mm x 600mm x 600mm.

Pre-Requisites: Base (level 2), Recycler (level 1)

Replaces: Recycler (level 1)

Crafting Cost:



FARM (LEVEL 2)



Reputation Required: 30

Structure points consumed: 5

Use: A farm produces food once built. It produces 10 food plus 1.5 per player in the guild that attends (max 15), per day. It produces 10 food per event paid out at the end of the event (as long as the guild has enough members to be classed as active for that event). Plus 1.5 per player in the guild that attends per day. (max of 15 players produce extra resources)

Props: A prop to represent a farm (something to planted crops, with TOY farm tools, imagination is the limit! The footprint of the farm equipment must at least take up 600mm x 600mm x 600mm

Pre-Requisites: Base (level 2), Lumber mill (level 1)

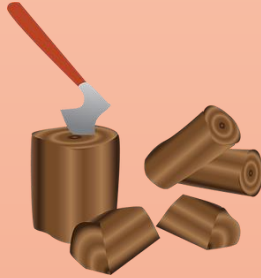
Replaces: Lumber Mill (level 1)

Crafting Cost:



POSTSHOCK

LUMBER MILL (LEVEL 2)



Use: A lumber mill produces wood once built. It produces 24 wood per event paid out at the end of the event (as long as the guild has enough members to be classed as "active" for that event). Plus 3 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a lumber mill (something to represent wood, with a TOY axe, imagination is the limit! The footprint of the lumber mill equipment must at least take up 600mm x 600mm x 600mm.

Reputation Required: 30

Pre-Requisites: Base (level 2), Lumber Mill (level 1)

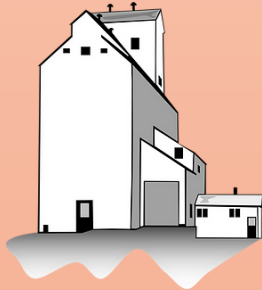
Structure points consumed: 4

Replaces: Lumber Mill (level 1)

Crafting Cost:



TANNERY (LEVEL 2)



Use: A tannery produces hide once built. It produces 12 hide, plus 1.5 hide per player in the guild that attends (max 15) per day. It produces 12 hide per event paid out at the end of the event (as long as the guild has enough members to be classed as "active" for that event). Plus 1.5 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent a tannery (something to represent a rack with drying hide and a tub for washing it, imagination is the limit! The footprint of the tannery equipment must at least take up 600mm x 600mm x 600mm.

Reputation Required: 30

Pre-Requisites: Base (level 2), Tannery (level 1)

Structure points consumed: 4

Replaces: Tannery (level 1)

Crafting Cost:



POSTSHOCK

WATER PURIFIER (LEVEL 1)



Reputation Required: 30

Structure points consumed: 4

Use: A water purifier produces water once built. It produces 3 water per event paid out at the end of the event (as long as the guild has enough members to be classed as active for that event). Plus 0.5 per player in the guild that attends per day. (max of 15 players produce extra resources)

Props: A prop to represent a water purifier (something to represent a water tank over a heat source such as a fire). Imagination is the limit! The footprint of the Lumber Mill equipment must at least take up 600mm x 600mm

Pre-Requisites: Base (level 2)

Crafting Cost:



CHEMISTRY BENCH



Reputation Required: 30

Structure points consumed: 3

Use: The chemistry bench allows chemists to craft items at base (a marshal is still required).

Props: A prop to represent a chemistry bench, tools etc. (examples for a cheap option would be a cardboard box painted up with some sort of chemistry bench and plastic tools, or a fold out table painted to look like a chemistry bench etc.) imagination is the limit! The footprint of the chemistry bench equipment must at least take up 600mm x 600mm x 600mm.

Other rules: Halves the upkeep cost for; water pump, tannery, farm, herb garden and field hospital.

Pre-Requisites: Level 2 base.

Crafting Cost:



POSTSHOCK

HERB GARDEN (LEVEL 1)



Reputation Required: 30

Structure points consumed: 4

Use: A herb garden produces herbs once built. It produces 8 herbs per event paid out at the end of the event (as long as the guild has enough members to be classed as "active" for that event). Plus 1 per player in the guild that attends per day (max of 15 players produce extra resources).

Props: A prop to represent the herb garden (something with planted herbs, with TOY gardening tools. imagination is the limit! The footprint of the herb garden equipment must at least take up 600mm x 600mm x 600mm

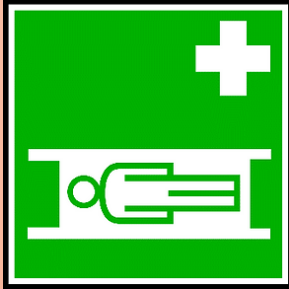
Pre-Requisites: Base (level 2)

Crafting Cost:



POSTSHOCK

FIELD HOSPITAL (LEVEL 2)



Use: A field hospital once built can be used to heal in. It normally uses autonomous medical equipment, doing away with the need for a medic in base!

Props: A prop to represent a field hospital, medical equipment etc. (examples for a cheap option would be a cardboard box painted up with some sort of medical equipment painted on it) imagination is the limit! The footprint of the field hospital equipment must at least take up 600mm x 1200mm x 600mm and must include somewhere for a player to sit or lay down whilst healed.

Reputation Required: 30

Structure points consumed: 3

Other rules: The field hospital can stabilize and heal up to two people at a time, who must be sitting or lying in it. While inside the Field hospital you gain 1 HP per 45 seconds up to your maximum HP. Whilst healing, a player may not take actions such as fighting, crafting or anything else that would interfere with the healing process. Alternatively, a medic may heal a player who is in a field hospital using the normal healing rules but may add 1 to their die role (this may stack with other bonuses).

Pre-Requisites: Base (level 2), Field Hospital (level 1)

Replaces: Field Hospital (level 1)

Crafting Cost:

