Atlas Adventures



Atlas Adventures

Live Action Role-playing

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Special thanks to Gene Lejeune and Shell Blackmore for helping us lay the foundation; John Till and Joel Lemieux for book design, editing, layout, and production; and Rob Ciccolini for the nTeraction Rules System and his advice and support.

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Atlas Adventures headers and skills by Ben Becker
nTeraction rules by Rob Ciccolini



The Atlas Adventures Staff, for both dreaming and doing

And

The Atlas Adventures Players, for believing

And, of course

Big and Little, the power behind the throne.

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Contents

Atlas Adventures	1
Welcome!	15
Overview	
Part I - Logistics	
Contacting Atlas	19
General Information	19
Event Registration	19
Who Gets What?	19
Character History Submissions	
Character History Questions	
Rules Questions	
Game World Questions	
Getting Ready to Play	21
Overview	
Event and Membership Cost	
Event Dates	
Registering for an Event	
Getting a Campaign Book	
Submitting a Character History	
Making a Character	
Getting Gear	
Campsite	
Overview	
On The Campsite	
The Site	
Directions	
Parking	
Housing	
Bathrooms	
Food	
Site Problems	
Cleanup	
Game Areas	
Beyond The Campsite	
Restaurants	

Grocery Store	2 /
Hospital	27
Public Transportation	27
Once You Arrive	. 29
Overview	
Arrival	
Setup	
Check-In	
Late Check-In	
Out-of-Game Opening	
In-Game Opening	
Close of Game	
Check-Out	
Cleanup	
1	
Atlas Policies	
Overview	
The Theory of nTeraction	
Courtesy, Respect, Fun	
Shut-Down Hours	
Rule of Etiquette: Bathroom Facilities	
Rule of Etiquette: Good Sportsmanship	
"Metagaming" Policy	
Rule of Etiquette: Abusive Behavior	
Drugs and Alcohol	
Physical Contact	
Smoking	
Medical Policy	
nTeraction Core Rules	
Problems	
. <u> </u>	. 37
After Events	
After Events	37
Overview	37
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills	37 37 37
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character	37 37 37
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview	37 37 37 39
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview New Game or Continuing Game?	37 37 37 39 41
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview New Game or Continuing Game? Fighting or Role-Playing?	37 37 37 39 41 41 41
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview New Game or Continuing Game? Fighting or Role-Playing? Starting Character Points (CP)	37 37 39 41 41 41 42
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview New Game or Continuing Game? Fighting or Role-Playing? Starting Character Points (CP) Using Attributes, Headers and Skills	37 37 37 39 41 41 42 42 42
Overview Earning Character Points (CP) Post Event Letters Updating your Character Part II - Characters, Rules, and Skills Creating a Character Overview New Game or Continuing Game? Fighting or Role-Playing? Starting Character Points (CP)	37 37 37 39 41 41 41 42 42 42 43 43

Archetypes	44
Persona and History	44
Rule of Etiquette: Game World Exclusions	45
Skills	
Costume	
Women's Costume	
Men's Costume	
Weapons	
Money and Stuff	
Skill-Related Gear	
How to Talk	
Gear and Technology	
Firearms	
Ammunition	
Safety Glasses & Paintball Guns	
Boffer Weapons and Packets	
Weapon Tags	
Armor	
In-Game Gear	51
Prohibited Items	52
Weapon Safety	52
Getting Gear	52
Archetype Characters	. 53
Using Archetypes	53
Academic	54
Adventurer	55
Brawler	56
Charlatan	57
Dilettante/Diplomat	58
Entertainer	
Explorer	60
Gunslinger	61
Journalist	62
Moroccan Native	
Mystic	
Physician	
Savage	
Scientist	
Shaman	
Sidekick	
Soldier	
Sportsman or Sportswoman	
Tomb Raider	
Character Headers and Skills	
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~	•

Archeologist 3
Explorer 4
Physician 3
Gun Slinger 4
Entertainer 3
Soldier 4
Mentalist – Clairvoyant 3
Mentalist- Kineticist 3
Shaman 3
Tomb Raider 3
Savage 3
Mechanology 3
Side Kick 3
Diplomat 3
Charlatan 3
Magic Headers85
Primalist
Illusionist
Introduction to nTeraction
Overview
Philosophy
Rules of Etiquette
•
Rule of Etiquette
Always In Game
Rule of Etiquette
Caution
Clarification
Emergency
Safety Restrictions
No Physical Contact
Searching a Character94
Carrying a Character
No Alcohol or Drugs
Rules Restrictions
Prop Restrictions
Environment96
Out of Game Areas
Special Areas96
Gates
nTeraction Core Rules
Overview
Traits
Verbals
Attack Delivery98
Vitality98
Death

Death Strike98
The "Death" Effect99
Mishaps
Spirits of the Dead99
Final Death99
Attack Effects
Agony
Avoidance
Cure
Damage
Death
Destroy
Diagnose
Disarm
Disengage
Drain
Expose
Frenzy
Heal
Imbue
Inflict
Maim
Paralyze
Root
Silence
Slow
Stun
Speak
Attack Traits
Body Traits
Mind Traits
Special Traits
Bane
Defenses
Shield
Avoid, Parry, Resist
Purge
No Effect
Spirit
Armor
Armor Coverage
Coverage Bonuses
Armor Points for Light Coverage
Armor Points for Heavy Coverage
Using Weapons
The Flurry Rule

XXXXXX

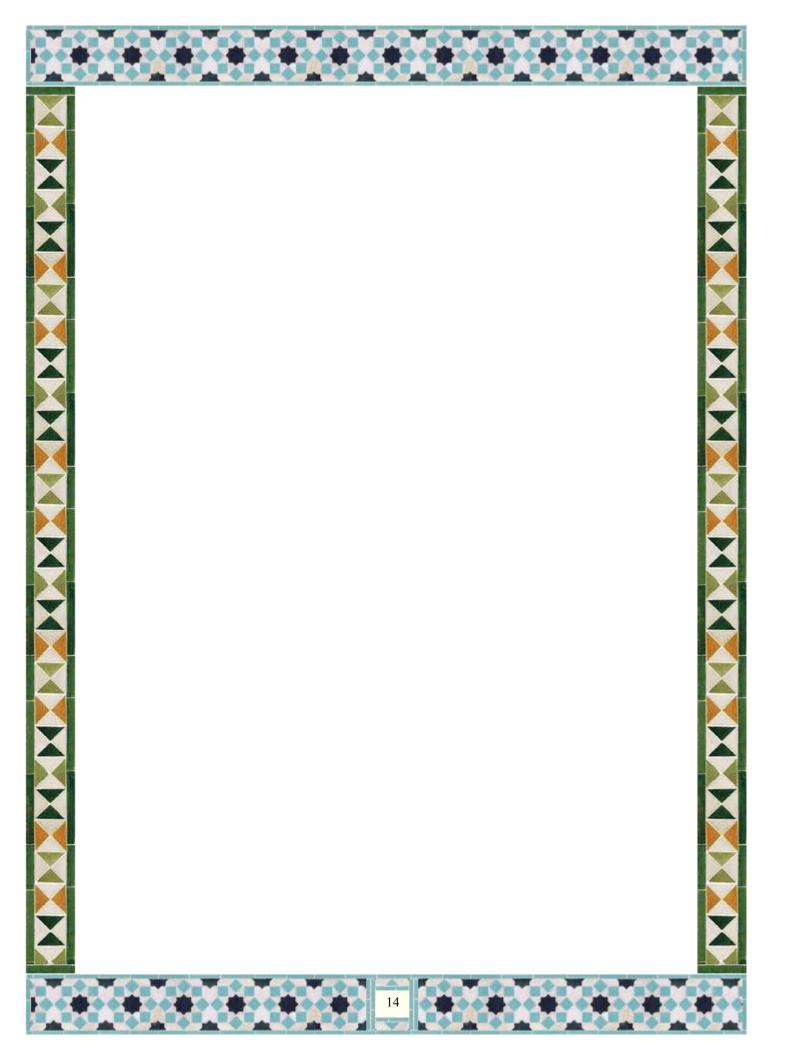
The Proximity Rule
Smash Shield
Claws and Natural Weaponry
Using Packet Attacks
Rule of Etiquette
Traps
Snap Trap
Buzzer Trap
Verbal Trap
Gas Trap
Contact Poison
Shackles
Advanced Rules
Gesture
Gaze
Affliction
Name
Permanent
Voice
Double and Triple Attacks
Chained Effects
Weapon Construction
Overview
Weapon Safety
Boffer Weapon Construction
1 - Choose Your Weapon
2 - Create the Core
3 - Pad the Striking Area
4 - Add Cross Guards
5 - Add the Pommel
6 – Add a Thrusting Tip
7 - Cover with Tape
Packet Construction
ActionBall Spring Gun Construction
Weapon Types and Dimensions
Blades
Axes
Hammers
Staves
Spears
Polearms
Clubs
Thrown Weapons
Bows
Crossbows
Shields

Part III - Game World	l 17
History and Society	119
World Information Overview	
Brief World History	
Modern Morocco	
Morocco in the 19th Century	
Brief History of Modern Morocco	
Current Events in the World	
Current Events in Morocco	
Popular Culture and Society	
Fads	
Music	
Top Music Hits (1910)	
Top Music Hits (1911)	
Literature	
Books That Define the Time:	
Art	
Theater, Film & Radio	
Technology and Science	.130
Technology in Puerto de Maio	
Inventions and Discoveries	.130
People and Place	
Puerto De Maio	
Inhabitants	
Races	
Culture and Society	
Entertainers and the Theatre Moderne	
Magic	
Metaphysics	
Metaphysics: Spiritualism, Mentalism and Related Phenomena	
Philosophy and Religion	
Philosophy	
Conflict and Resolution: The Dissonance Movement	
Truth and Mystery	
Finity and Infinity	
Creation and Destruction	
Health and Suffering	.144
Civilization and The Wild	.144
Luck and Wisdom	.145
Religion	.145
University Consortium	147
Overview	
Ancient Studies Department	
Galvanism Department	

Anthropology Department	150
Necrology Department	150
Metaphysics Department	150
Phrenology	150
Cryptozoology	151
Geomancy and Archaeoastronomy	151
Astrology	
Astronomy	
Mesmerism, clairvoyance, and spiritualism	
Death and Restoration	
Groups, People, and Places	
Notable Groups	
The Adventuring Society	
The Adventurer's Club	
The Tent Club	
The East India Trading Company	
The North African Trading Company	
The North West Africa Trading Company	
The Millennial Society	
The Society to Prevent Spiritual Corruption (SPSC)	
Panepistimio Antartis (roughly "Rebel University")	
The Makers' Alliance	
The Alchemists' League	
Consular Corps	
French Foreign Legion	
The Harvesters of Set	
Saharan Nomadic Tribes	
Grave Dancers	
Cult of The Golden Skull	
The Pride of Akhemaht	
The Brotherhood of the Shroud	
Organized Crime	
Barbary Pirates	
Notable Personalities	
Madame Simone l'Arraigne	
Jean-Michel Destrier	158
Sophia Amalia Alessandrini	
Clinton Seeley, Talent Agent	
Theodore Roosevelt	
Donald Scottsworthy	
Nellie Bly	
Nevada Evans	
Gabriel Stewart MacQuarrie	
Mary Henrietta Kingsley	
William Matthew Flinders Petrie	
Howard Carter	160

XXXX

Annie Smith Peck	160
Victoria Blackwell	160
Dame Victoria Weatherby	160
General Louis-Hubert-Goncalves Lyautey	
Aissa ibn Umar al-Abdi	160
Shaykh Al Akadin Amatara	160
The Local Woman	161
Miss Mina Harkness	161
Harry Houdini	161
Morgan	161
Bernard Augustus Shaw III	161
Michaela "Mickey" Finn	161
Dr. Abelard "Drosselmeyer" Exeter	161
Visiting Lecturer Theodore Carlyle	
Professor Marc Laroux	
Professor Richard Peake	162
Zavier Santiago	162
Places	
Theatre Moderne	162
Adventurer's Club	162
Graveyard	162
Burial Crypts	
The Diamond Mines	163
Game Preserve	163
Royal Residences	
Map of Morocco	164
Miscellaneous	165
Porters	165
Gin	165
Resources	167
Overview	167
Costuming	
Wigs, Make-up, and Accessories	
Hats	
Fashion History and Costume Examples	
Gear	
History	
General History:	
Moroccan History:	
American Cultural History (Fads, Music, Books, Art, Film):	
Suggested Media	
Movies	
Literature	
Index	171



Welcome!

Overview

Welcome to Atlas Adventures, a live action role-playing (LARP) game of high adventure, exploration, and mystery! Atlas is set in 1911 Morocco, in a familiar yet fictional version of our world. Atlas Adventures will run for three years, from April 2003 through November 2005. We welcome new players at any time!

This campaign book includes all the information you need to play Atlas, including rules, skills, world history and information, and campsite and logistics information.

Throughout this book, you'll see areas of particular interest to either new players or returning players. All players are encouraged to real all sections of this book. However, you should pay special attention to the sections that apply to you.

New Player: Information marked with this heading is geared toward players who did not play Atlas Agenda (our previous game), or who are new to live action role-playing.

Returning Player: Information marked with this heading is geared toward players who played Atlas Agenda.

If you are new to LARPing, welcome! It is our goal to make this one of the most fun experiences you've ever had. If you have any questions or concerns, please feel free to call contact the Atlas staff directly. Look in the Contact Information section for ways to get in touch with us.

If aren't new to LARPing but you are new to Atlas and to the nTeraction rules system, thanks for trying us out! You'll probably notice some differences from other games you've played. The biggest one will likely be that we keep everything in-game, all the time. You'll never see, hear or talk to someone at an event who is not part of the game and in-character – except during shut-down hours late at night, when

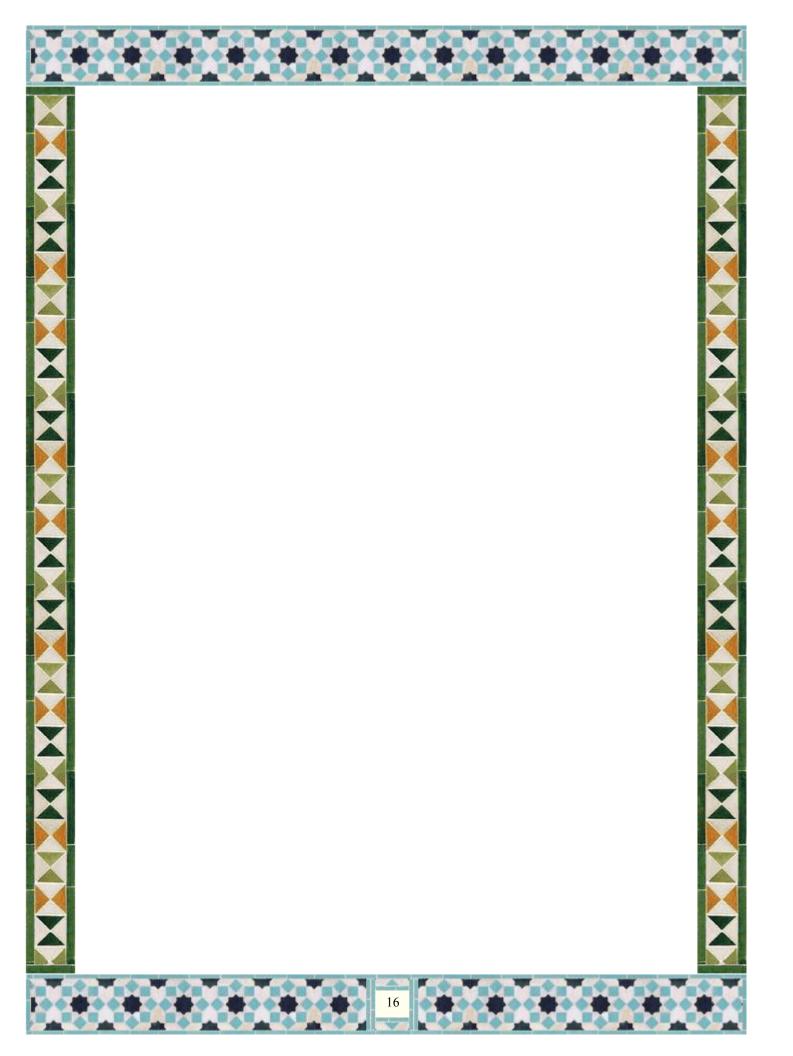
everyone gets a break! This might take a little getting used-to, but we think this greatly improves the atmosphere of the game. We hope you enjoy it!

If you're a returning Atlas player, welcome back! Take a look through the campaign book to find out who you want to be in the new world. Have fun writing yourself into the world you dreamed up! Your gear and treasure don't transfer from the old game to the new, but your memories and some of your CP do!

See you all soon!

Kara Minotti Becker, Campaign Director

On behalf of the Atlas Adventures Campaign Staff



Part I - Logistics

Chapter 1 Contacting Atlas

General Information

By phone: 978-779-6211

daily 9 am to 6 pm

By email: atlas@actionball.com

By mail: Atlas Adventures

c/o The Adventurer's Outlet 167 Forbush Mill Road Bolton, MA 01740

Event Registration

Over the web: www.larp.com/atlas

Or, contact us by phone or mail. See "General Information", above.

Who Gets What?

Character History Submissions

Treska Cole: character_history@treska.org

Character History Questions

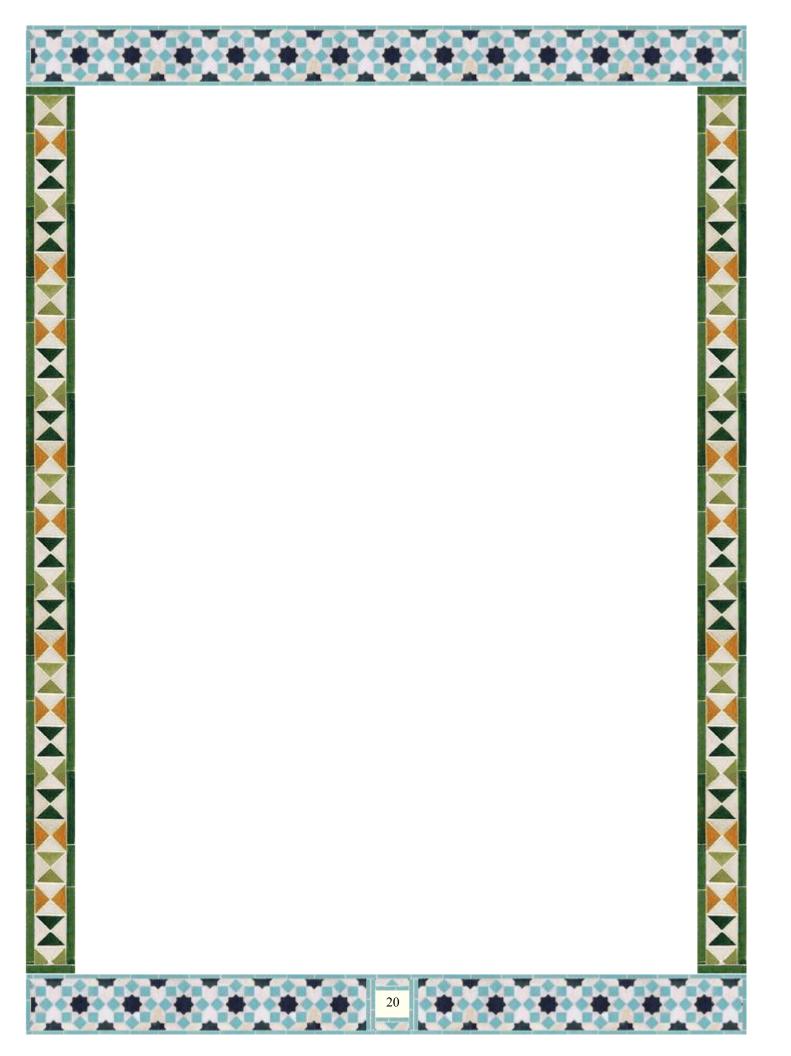
Treska Cole: character_history@treska.org

Rules Questions

Attention Ben Becker: atlas@actionball.com

Game World Questions

Attention Kara Minotti Becker: atlas@actionball.com



Chapter 2 Getting Ready to Play

Overview

This section contains information about things you should do before arriving at an event, including:

- Event registration and Membership
- Creating a character
- Submitting a Character History
- Buying Atlas-approved weapons
- Contacting us with questions

Event and Membership Cost

Atlas Adventures costs \$70.00 for a weekend event. There is no discount for registering in advance.

Atlas Adventures membership costs \$20.00 for the year. This fee is used for insurance and overhead for the game. Campaign Books are not included in the cost of membership. All players and staff must purchase membership each year to participate in Atlas. Membership is due before the first event you play each year, unless you are playing your first event (see below). You may pay for membership when you register for an event. If you purchase membership after June (for example, if your first event for the year is our September event), membership costs \$10, to cover the Fall season.

New Players: Any new player or staff person may participate in one Atlas event without paying for membership. This is so you can try the game out without paying membership for the year. In this case, you will be asked to pay membership at your second event.

See the section entitled *Getting a Campaign Book* below for information on how to purchase a Campaign Book. To view the full Campaign Book online,

go to: www.larp.com/atlas

Event Dates

Atlas Adventures begins in Spring 2003. All event dates are listed on our web site at:

www.larp.com/atlas

All event are at our Horizons For Youth (HFY) campsite in Sharon, MA.

Registering for an Event

There are several ways to register for events and pay for membership. We highly recommend pre-registering before the event, since there is a 70 player limit for each event. Also, the earlier you pre-register, the more time we have to incorporate your character into the story lines for each event – you will have a better chance for personal attention if you pre-register for events. Please note, you may not contact us to reserve your space at the event without paying for the event. Players may also pay at Check-In, but there is no guarantee that space at the event will still be available.

You may pay for membership and buy items such as ActionBall ammunition and spring guns when you register for an event.

To register through our web site, go to:

www.larp.com/atlas

We use the PayPal secure payment system.

To register by phone, contact us at 978-779-6211 from 9 am to 6 pm. Please have a credit card ready for phone registration.

To register by mail, send a check for event cost, membership (if needed), and any items you wish to pur-

chase (such as ActionBalls or spring guns), to us at:

The Adventurer's Outlet 167 Forbush Mill Road Bolton, MA 01740

Please make checks payable to: The Adventurer's Outlet

Getting a Campaign Book

You may order a bound copy of the Atlas Adventures Campaign Book for \$10 plus shipping (if you want it shipped to you). Campaign Books contain all the information you need to play Atlas Adventures, including rules and game background. You can order Campaign Books in advance through any of the methods listed in the section entitled *How to Register for an Event*, above. We will send your Campaign Book through the mail as soon as we receive payment. You can also purchase Campaign Books at Check-In at an event

The entire Atlas Adventures Campaign Book, including nTeraction core rules and Atlas headers and skills, is also available on our web site at:

www.larp.com/atlas

Submitting a Character History

We encourage all players to submit a character history. Your character history helps us create story lines and adventures that you will enjoy. You will also earn Character Points (CP) for submitting your character history. You will receive 2 CP for submitting your character history at least 2 weeks before your **first event**. You will receive 1 CP for submitting your character history at any other time. However, you must submit your character history no later than 2 weeks before an event to receive CP credit toward that event.

To submit a character history, use the online character history submission form on our web site at:

www.larp.com/atlas

or send your history via email to our Character History Coordinator:

Treska Cole, at character_history@treska.org.

Please be sure to include your full out-of-game name with your submission.

If you have questions about your character history, email Treska Cole, at:

character history@treska.org.

Making a Character

You may create your character with our new online character generator, which is available on our web site

www.larp.com/atlas

This online character creation system is a terrific new innovation we are proud to offer our players. Easy-tounderstand instructions will help you create a user account and password. Once you have an account, you can create your character, entering basic character information, then selecting and combining Headers, Attributes and skills until you are satisfied. When you have created the character you want, simply save your character. Do not save your character unless you are sure you are satisfied – players cannot change skills once they have been saved in the system. (Players are allowed to rearrange their skills through their second event, but we will make those changes for you.) We believe this online system will make creating characters easy and fun, reduce logistical tasks before, during and after events, and make getting ready to play Atlas Adventures a breeze.

You do not have to register or pay membership to use the online character generator. This is so players can experiment with the skills and see what kinds of characters they might play at Atlas. However, when you are creating your character, we ask that you not create and save *junk* characters. Among other things, we will use the database of characters to learn more about our player community, so any characters in the database that players are not actually playing or intending to play will interfere with that goal.

If you have difficulty using the character generator, or you do not have web access, please contact us by phone or email so we can help you make your character.

Please see the *Creating a Character* chapter for more specific information and advice on creating a character for the Atlas Adventures game world.

New Players: We highly recommend using the online character generator to experiment with different combinations of Attributes, Headers and skills that interest you. Remember, do not save your character unless you are sure you like the choices you have made. However, if you have questions or would rather have personal help creating your character, do not hesitate to contact us. If you prefer, you can also create your character at event Check-In, with the help of the New Player Liaison.

Getting Gear

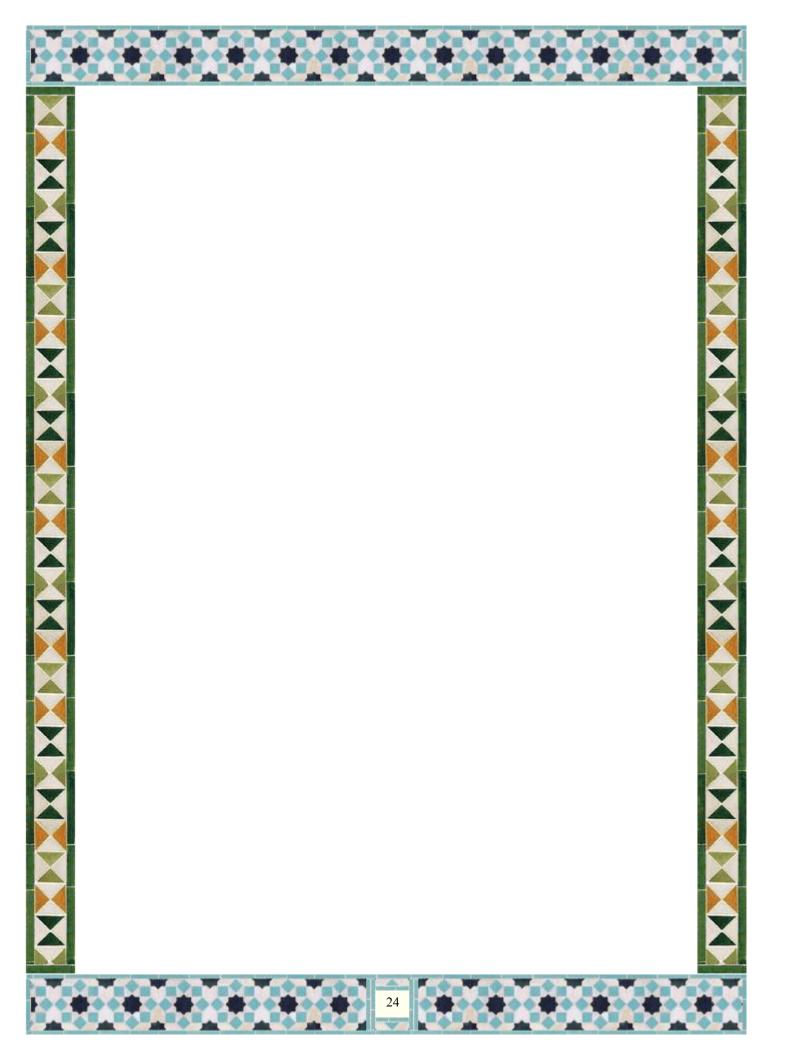
To order ActionBall ammunition, spring guns, and boffer weapons, contact:

The Adventurer's Outlet 978-779-6211 (9 am to 6 pm) atlas@actionball.com

- ActionBall ammunition costs \$15 for a pack of 50
- ActionBall spring guns cost \$30, or 2 for \$55
- Boffer weapons cost between \$20 to \$50, depending on the weapon

Please see the *Gear* chapter for more information about weapons and gear approved for use at Atlas Adventures. For current specialty items for sale, please see our web site at:

www.larp.com/atlas



Chapter 3 Campsite

Overview

This section contains information on the Atlas Adventures campsite and surrounding area, including:

- Directions
- Accommodations
- Campsite policies
- Local restaurants
- The local hospital.

On The Campsite

The Site

Atlas runs on the Horizons For Youth (HFY) campsite in Sharon, MA. The site has excellent accommodations such as heated cabins and private baths. Atlas also has a new secondary site across the street from our main site, providing ample additional space for us to run adventures in the site's several large buildings. Maintaining an excellent relationship with the camp staff and owners is a top priority for our game. All Atlas players and staff are expected to treat the camp facilities with the utmost care and respect. Never damage, deface, or otherwise harm campsite buildings or facilities. In specific, never staple, staplegun, nail, duct tape or otherwise affix anything to building interiors or exteriors. You may only use push-pins to affix decorations to buildings.

Atlas is also committed to environmental responsibility. Littering, damaging or defacing property or grounds, or otherwise harming the natural environment of the site is strictly prohibited. Please report any problems promptly to a member of the Atlas Campaign Staff.

Use of drugs or alcohol on the site or while participating in the game is strictly prohibited, and is grounds for expulsion from the game.

Directions

- From Boston, take Rt. 128 South to Rt. 95 South heading toward Rhode Island.
- Get off at exit 10 Coney St./Sharon/Walpole
- Take a left at the end of the exit and go 2-3 miles into Sharon Center.
- Take a right at the first light onto South Main St.
- Go about 1½ miles to the next red, yellow, green traffic light. Take a left onto East Foxboro St.
- About ³/₄ mile down, the road bends sharply to the right. Follow the bend and take your first left onto Lakeview St.
- Horizons for Youth is about ½ mile down on the right.
- Look for Atlas parking signs.

Parking

You may park your car on the site in order to unload your belongings. Please do not drive anywhere other than the paved paths. Space on the site for cars is very limited, so once you have unloaded, please move your car to one of the parking lots.

Housing

All sleeping cabins at Atlas are heated and insulated. Each cabin includes a large modern bathroom with several stalls and sinks, as well as one or two large, handicap-accessible tile showers. These cabins are kept in excellent repair by the site staff. Please treat the facilities with care, and report any problems to the Atlas staff immediately. Please do not adjust the thermostat in your cabin. If your heat is not turned on or is too low, please alert a member of the Atlas staff.

Housing at Atlas is first-come, first-served. You may not reserve cabin space in advance. There is ample sleeping space on the HFY site, so even if you arrive late, you will always have a comfortable place to sleep. Most of the sleeping cabins are separated into two sides by a bathroom. Each side of these cabins sleeps approximately 12-14 people. Some cabins are large, single-room spaces with a separate bathroom. These buildings sleep approximately 20-25 people.

When you arrive on site, simply choose a side of a cabin for you or your player group. The cabins available for player sleeping will be marked, or you can ask a member of the Atlas staff to direct you. Because of the large number of sleeping cabins, it is not necessary that your group fill an entire cabin or side to sleep there. If your group does not fill one side of a cabin, and we have a large number of players on a given weekend, you may have to share space with other players (this has rarely been the case, but it is possible). Likewise, if you choose to sleep in one of the large, one-room cabins, it is possible that you will share space with other players or groups.

New Players: If you are unsure where to sleep, come to Check-In and speak to the New Player Liaison, who will help you find accommodations. If you arrive on site before Check-In is open, ask any Atlas staff member for assistance. See the section entitled *Check-In* in the Once You Arrive chapter for more information on Check-In.

Bathrooms

Each cabin on the Atlas site has at least one modern bathroom. All sleeping cabins have large bathrooms with several stalls or sinks, as well as one or two large, handicap-accessible tile showers. Central buildings such as the Adventurer's Club/Theatre have separate men's and women's bathrooms for general use. These facilities are kept in excellent condition by the site staff. Please keep all facilities clean and neat, and report any problems to the Atlas staff immediately.

Food

Atlas does not offer food service during events. Players and staff are encouraged to bring food for the weekend. All food must be kept in the centrally-located Adventurer's Club/Theatre building. This building has a separate player food area with tables set up for your group's food. No food is allowed in sleeping cabins or in any building other than the Adventurer's Club & Theatre at any time. This

policy is in accordance with health codes for the site, and prevents animals from damaging site buildings. Violation of this policy is a serious offense, and could result in expulsion from the game (as well as the loss of our site privileges). We regret any inconvenience to the players or staff, but we think you will find it enjoyable to gather in a central area for meals.

Players may bring conveniences such as coffee-makers, electric griddles, and crock-pots to the site. Plug these into the outlets in the player food area of the Adventurer's Club & Theatre. You may want to bring extension cords or power strips for convenience. Please do not leave any cooking devices on overnight.

The town of Sharon has a large grocery store and several restaurants for your convenience. Please see the section entitled *Beyond the Campsite* in this chapter for more information.

Site Problems

If you notice a problem with campsite facilities, buildings or grounds before an event, such as problems with heat or bathroom facilities, please bring it to the attention of an Atlas staff member immediately. If you experience a problem during an event causing immediate, serious discomfort or danger, please discreetly alert an Atlas staff member. If the problem is not urgent, please report it in your Post Event Letter.

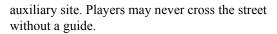
Cleanup

It is our goal to leave the HFY site in better condition than we found it; we appreciate your assistance in helping achieve this goal. All players are required to clean their cabins before departing the site. Players may also volunteer to help with general site cleanup after the end of game for which they receive a CP award. Please see the section entitled *Cleanup* in the Once You Arrive chapter for specific information on cleanup and CP awards.

Game Areas

All buildings, grounds and woods of the HFY campsite are in play, with the exception of the HQ building and staff sleeping quarters, which are clearly marked with Stop signs. However, there are areas you may not enter unless you are accompanied by an NPC guide. These areas include:

 Any area across the street from the main site, including the beach front and buildings, and the



- Certain areas of the woods on the site, which will be clearly marked by waist-high stakes in the ground at intervals.
- Any building marked with a Stop sign.

Since Atlas Adventures does not include the use of paintball markers (as Atlas Agenda did), there is no need to wear safety glasses at any time on the site. ActionBall Spring Guns are completely safe, provided they are used in accordance with safety instructions.

Beyond The Campsite

Restaurants

In Sharon center, through which you drive on your way to the site, are Pizzigando Pizzeria, Starbucks Coffee, and a convenience store.

On Rt. 1 (Providence Highway), there are numerous fast-food and sit-down restaurants, including:

- Taco Bell
- Dunkin Donuts
- Bertucci's
- Subway
- · Papa Gino's
- Outback Steak House
- McDonald's
- Friendly's
- Mai Place (Japanese Steak House)

To get to Rt. 1 from the campsite, simply reverse the directions from the site back to Rt. 95. Continue straight past Rt. 95 instead of getting on the highway; you will intersect with Rt. 1 shortly. Take a right onto Rt. 1 for most restaurants.

Grocery Store

There is a large full-service grocery store on Rt. 1, next to the Home Depot. To get to Rt. 1 from the campsite, simply reverse the directions from the site back to Rt. 95. Continue straight past Rt. 95 instead of getting on the highway; you will intersect with Rt. 1 shortly. Take a right onto Rt. 1 to get to the grocery store.

Hospital

Caritas Norwood Hospital 800 Washington Street Norwood, MA 02062

(781) 769-4000

Directions from the campsite to the hospital:

- Take Rt. 95 North to exit 11B Neponsett Street/ Norwood.
- Follow Neponsett Street 1.5 miles to a rotary.
- Take the 2nd exit off the rotary, to Nahant Street.
- At the 4th set lights, take a left onto Broadway Street.
- Take Broadway Street to the end, and bear right onto East Hoyle Street.
- The patient and visitor parking lot is on the right.

Public Transportation

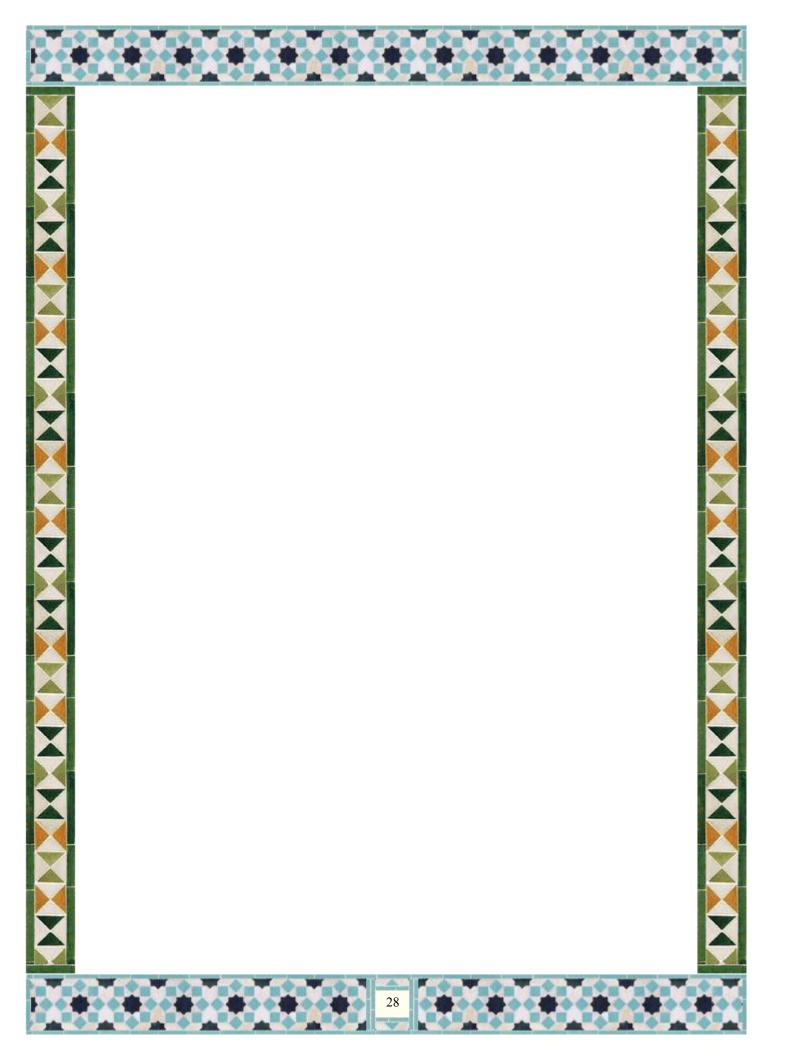
The MBTA Commuter Rail Attleboro-Stoughton line travels to Sharon, MA. The train station is just outside Sharon center, very close to the campsite. The cost for a one-way fare is \$3.50 (purchasing a ticket on the train during peak hours may include a surcharge). Friday evening arrivals in Sharon are every half-hour to hour; there are several convenient return trains on Sunday. Specific schedule and fare information is available on the web at:

www.mbta.com.

If you wish to take the Commuter Rail to Sharon and need a ride between the station and the campsite, contact Atlas Adventures by email or phone. We will arrange to have a player or member of the Atlas staff meet you at the station on Friday, and return you on Sunday.

To get to the train station from the campsite, reverse the directions to the site and return to Sharon Center. At Sharon Center, take a left onto Depot Street. The train station is on Depot Street on the left.

To get to the train station from Rt. 95, follow the campsite directions to exit 10 off Rt. 95, Coney St./ Sharon/Walpole. Take a left at the end of the exit onto Rt. 27. Rt. 27 becomes Depot Street just before Sharon Center. The train station is on Depot Street on the right.



Chapter 4 Once You Arrive

Overview

This section contains the order of events once you arrive at the campsite, including:

- Check-In
- · Check-Out
- Setup
- Cleanup
- Opening
- Closing

Arrival

Players should generally arrive on the Atlas site at 6 pm on Friday or later. Before 6 pm, players are welcome to arrive on the site to join the Atlas staff in setting up the site for the event. Unless we have made specific arrangements with you, please do not arrive on the site to help set up earlier than noon.

You may drive your car onto the site to unload your belongings at your cabin. After you unload, please promptly park your car in a marked lot.

Please see the section entitled *Housing* in the Campsite chapter for information on selecting sleeping accommodations.

Setup

Players are encouraged to set up their cabins in an inperiod style. This contributes greatly to the game's atmosphere. You are welcome to set up your cabin in as elaborate a manner as you choose, but please do not staple, staple-gun, nail, or otherwise affix things in a manner that damages the facilities. Do not use duct tape on any cabin surface. You may only use

push-pins to affix items to the walls.

Players are welcome to join the staff on Friday afternoon for site setup. Please do not arrive earlier than noon to help with setup. Unlike cleanup, players are not usually awarded CP for helping with setup, unless we make specific arrangements with you. However, we always appreciate the help! See the section entitled *Cleanup* in this chapter for more information on earning CP by helping clean the site after events.

Check-In

Check-In opens at approximately 7 pm on Friday night and is held in the Adventurer's Club & Theatre. All players must register at Check-In before playing, even if you have paid and already have your character card. If you do not check in, you will not receive CP for the event, even if you paid. At Check-In, you may:

- Pay for the event (provided we have not reached our player limit)
- Get your character card
- Ask skill and rules questions
- Buy in-game and out-of-game items
- Get weapons safety-checked

You should also inform the Check-In staff which sleeping cabin you or your group has chosen. We can then inform your arriving friends where to find you.

You may not update your character skills at Check-In. All skill updates must be done between events through our online character generator (for more information, see "After Events" on page 37).

New Players: We recommend that new players create a character in advance online. However, new players who have not done so may create a character at Check-In. An Atlas staff member will be there to assist you. You can also talk to the Atlas New Player

Liaison at Check-In, who is there to answer all your questions and get you acquainted with the game, site, players and staff.

Late Check-In

If you arrive at the site after Check-In is closed, but game has not yet started, unload your belongings as quickly as possible and come to HQ. HQ is the main staff building, and is found at the top of the paved path on the left-hand side of the campsite. Please knock on the door to HQ and ask to be checked-in. A staff member will assist you.

If you arrive at the site after game has started, do not drive your car onto site. Park in a lot marked with Atlas signs, unload and carry your belongings onto site. If you are not in costume, try to be discreet and avoid disrupting other players. Come to HQ, be sure to knock and announce that you are a player, and ask to be checked-in.

Out-of-Game Opening

Before we begin any event, Atlas holds an out-of-game Opening meeting in the Adventurer's Club & Theatre, where players and staff can hear special announcements, rules clarifications, and important information for that event. Out-of-game Opening is usually held at 9 pm, or about an hour before in-game Opening; you can also ask the Check-In staff when out-of-game Opening will be held. We recommend that all players and staff attend out-of-game Opening.

New Players: Be sure to attend out-of-game Opening at your first event. This will help you get familiar with the game and your surroundings. If you are not sure where to go or when it will be, as the New Player Liaison at Check-In.

In-Game Opening

The official in-game Opening of Atlas Adventures is scheduled for 10 pm Friday night. After the official start time of the game, players and staff must be in character. Any special instructions or delays for ingame Opening will be announced at out-of-game Opening, and at Check-In.

New Players: At Atlas, the official in-game Opening of the game may or may not be accompanied by a spe-

cific event. Sometimes players will be asked to assemble at a location for the start of game, while other times players may simply assume their characters as of the official start time.

Close of Game

Game ends at 1 pm on Sunday, unless otherwise announced.

Check-Out

After the close of game, Check-Out is held in the Adventurer's Club & Theatre. Please turn in your character card and all yellow-tagged items. Yellow-tagged items will be returned to you at Check-In of the next event.

If you need to leave an event early, you can give your character card and any yellow-tagged items to a friend to be turned in at Check-Out. If this is not possible, you may come to HQ to turn in your card and items.

Cleanup

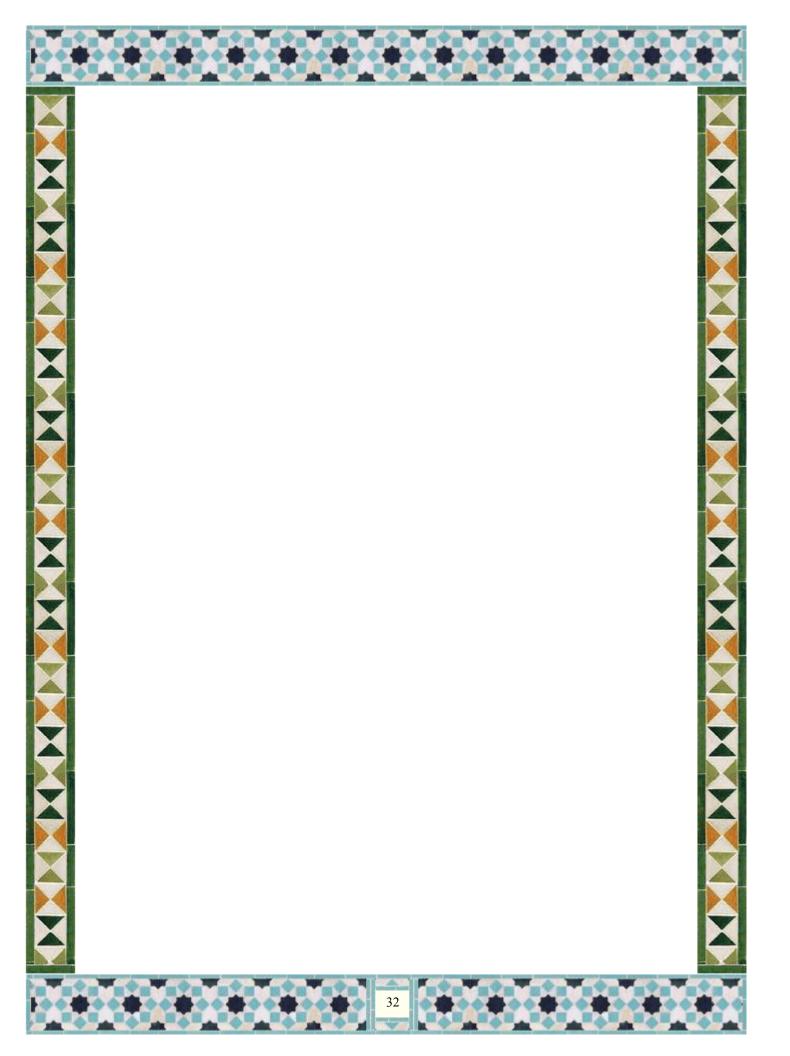
Players must clean up their sleeping cabins before departing the site. This includes:

- Cleaning up all personal belongings
- Sweeping the floors
- Returning all furniture to its original location
- Cleaning the bathroom
- Closing all windows and doors

Players who do not leave their cabin in proper condition may not be awarded CP for the event.

Players are welcome to join the staff in cleaning up the entire site after an event. All players who participate in general site cleanup (in addition to cleaning your own cabin) will be awarded .5 CP. To earn this CP, you must register with the Clean Up Coordinator at the close of the event, so we know to give you your CP. You must also stay until the Coordinator says general cleanup is complete. If you do not stay until then, you will not be awarded cleanup CP. Site cleanup usually takes 1-2 hours. We are very grateful for all help we receive with cleanup.

Usually, the Atlas staff remains on site another 1-2 hours after general cleanup is finished, to see to final site details. Any player who remains on site to help the staff until we actually leave will be awarded an additional .5 CP. It is our goal to leave the site in better condition than we found it; we appreciate your assistance in helping achieve this goal.



Chapter 5 Atlas Policies

Overview

This section includes important rules and policies that are specific to Atlas Adventures. Read this section carefully before playing Atlas.

The Theory of nTeraction

nTeraction games stress an "all in-game, all the time" approach. At Atlas, we design game mechanics, story line, props and everything else to enhance in-game atmosphere as much as possible, and to interfere with players' role-playing as little as possible. We ask you, likewise, to help us maintain the setting and atmosphere of our game by staying in-game at all times, role-playing your best, fighting safely, fairly and with good sportsmanship, and following all rules, policies and guidelines. If you do not stay in-character during events, you will be warned out-of-game, and you may find that there are in-game consequences as well. If you continue to disrupt the role-playing environment, you may be asked to leave the game.

Courtesy, Respect, Fun

Among the Atlas staff, we pride ourselves on maintaining courtesy, respect and fun. These principles are extended to all players, staff, and visitors. We strive to treat each person with courtesy and respect, and ensure their fun throughout their gaming experience.

We ask all players and staff to act in accordance with these principles. Players should be polite to each other and the staff at all times. All participants are expected to be mature and responsible in their behavior and language. Any player or staff member found to be acting in an inappropriate manner, or preventing other participants from having fun, will be asked to leave the game.

Shut-Down Hours

Atlas shut-down hours are between 3 am and 10 am. These hours are intended for players and staff to relax. sleep, and generally wind down from the excitement of playing. Players are invited to continue role-playing with their friends, but no story lines will run between these hours. We realize, though, that it can be exhausting to stay in-character all the time. Players may also choose to go out-of-character during shutdown hours, but may only do so in the privacy of their sleeping cabins, and only if they are not disturbing other players, especially those staying in that cabin. Before the event begins obtain permission to go outof-game during shut-down from all players staying in your cabin (be sure to ask your own friends as well as other players). Once you reach shut-down time, you must use a special phrase, "May I speak frankly?", to indicate that you wish to go out-of-game. If any player says no, you must continue role-playing. Remember, if you are in a public area during shutdown hours, you must stay in-character. Likewise, if other players enter your cabin during shut-down and you are not in-character, you must go back into character. You may never disrupt another player's roleplaying, no matter what time it is.

Rule of Etiquette: Bathroom Facilities

For your convenience, bathroom facilities are considered off-limits for story lines. This means that you will never be attacked in a bathroom facility. However, you may not hide from attack in a bathroom, nor may you attack anyone using the facilities. Bathrooms are not out-of-game; there is simply no creature, no matter how hideous, ill-mannered enough to attack their foe in a lavatory.

Rule of Etiquette: Good Sportsmanship

LARP games are, by nature, fun and exciting, but can also be stressful. The combination of fatigue, emotion and (often) lack of sustenance can sometimes be physically and mentally taxing. We ask all participants to keep this in mind, and to be aware of their own limits. In specific, make sure you are able to maintain good sportsmanship at all times – during that brutal battle as well as that tense role-playing session. Players and staff must be careful to ensure that they can maintain safety, fairness and fun for themselves and those around them. If you need to take a break, take it.

"Metagaming" Policy

As stated in the nTeraction Core Rules:

You are always in-game, even if your character is unconscious, dead, or affected by a game condition which incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. If you are lying unconscious or dead, or affected by the Stun effect, you must close your eyes.

Therefore, there is no rule against "metagaming", or using knowledge of events that occurred while your character is unconscious, dead or otherwise incapacitated. Because of nTeraction rules, metagaming does not exist in Atlas.

If you learn information pertinent to the game at a time when you are not in-character, such as when you are not at an event, there is no rule against using that knowledge in-character. It is up to you whether to use such information or not. Keep in mind that if you choose to go out-of-character during shut-down hours at an event, anything you say which is overheard may be used in-game, at the discretion of the person who heard you. Staff members are held to a stricter version of this rule.

Rule of Etiquette: Abusive Behavior

The first rule of Etiquette in the nTeraction Core Rules is that abusive or derogatory language or actions are not tolerated, whether they are in-game or not. For Atlas Adventures, we wish to specifically stress that the following, whether by action or reference, will not be tolerated:

- Explicit sexual behavior or concepts, particularly violent ones
- Racial bigotry, hatred or intolerance of any kind
- Religious bigotry, hatred, or intolerance of any kind
- · Gender hatred or intolerance of any kind
- Any other language or behavior deemed abusive or derogatory

You may not include any of these concepts in your character history, nor may you make reference ingame to any of them. Although Atlas Adventures is set in 1911, it is not to be inferred that commonly-held derogatory beliefs of the time are in any way included in the game. These things simply do not exist in the Atlas game world, regardless of "real world history". If you violate these rules, you may be immediately expelled from the game.

In general, please limit your use of colorful language to terms allowed on the radio.

Please see the *Game World* chapter for more information on religion, history and other in-game aspects of the world.

Drugs and Alcohol

As stated in the nTeraction Core Rules, you may not consume or be under the influence of drugs or alcohol during events or while on game premises. If you violate this rule, you will be immediately expelled from the game.

Physical Contact

As stated in the nTeraction Core Rules, physical contact is not allowed. You must always use a weapon or

packet to perform a skill on another player. If you violate this rule, especially in a way that is deemed violence or harassment, you may be immediately expelled from the game.

Smoking

Smoking is only allowed in the designated smoking area, which is the back porch of the Adventurer's Club & Theatre building. If you are smoking, you are not out-of-character, and are not safe from attack. If you are attacked while smoking, it is your responsibility to prevent harm to other people and property. Please extinguish your cigarettes in the can provided. Never throw cigarette butts on the ground. Smoking is never allowed anywhere on the site other than the designated smoking area, especially not in or behind cabins. If you violate this rule, you may be asked to leave the game.

Medical Policy

If you are injured during game play, you may call out "Caution" and remove yourself from immediate play. If you can do so while ensuring your own safety, please try to avoid disrupting game play. If you require further assistance, alert a member of the Atlas staff. We may have Emergency Medical Technicians on site who may be available to assist you. However, this is not guaranteed. If you are injured and require medical help, we will either ask a volunteer EMT to assist you, or we will arrange to have you transported to the local hospital.

If you are gravely injured during game play, call out "Emergency". This completely halts all game play. Only call an Emergency if you or a friend is seriously injured. A seriously injured person will not be treated on-site; we will arrange to have you transported to the local hospital.

nTeraction Core Rules

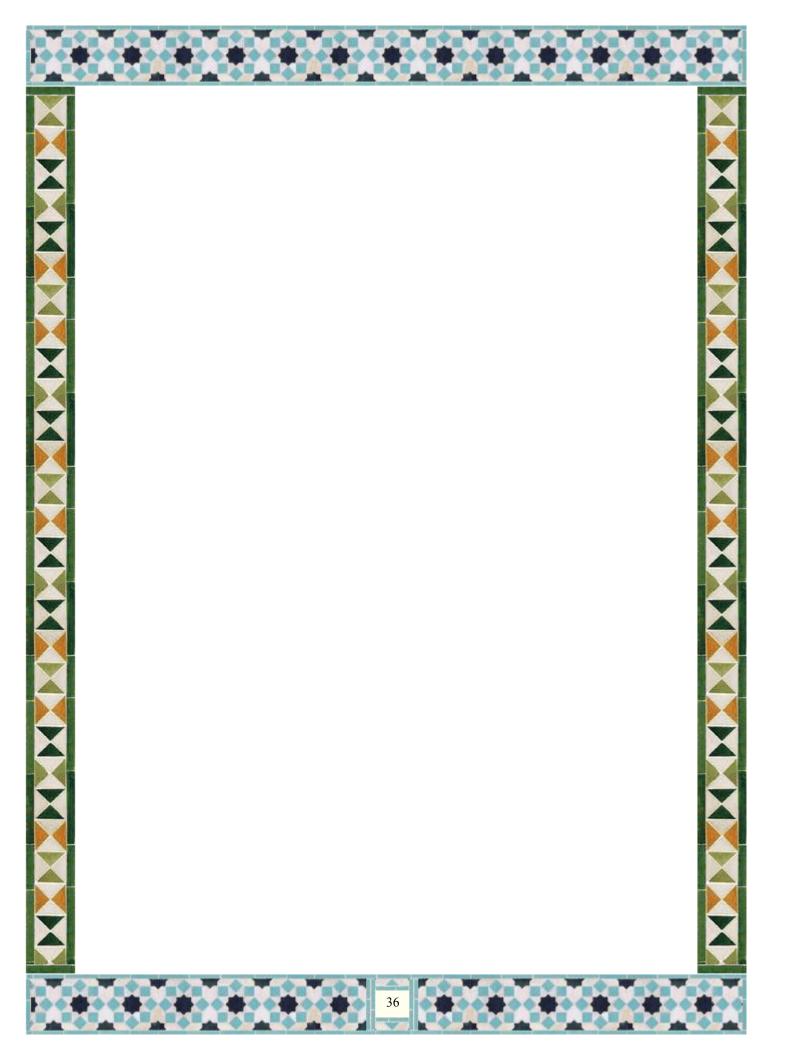
All players and staff must follow all nTeraction Core Rules during the game. If you are unsure about a rule or skill, refer to the Campaign Book (which we recommend you bring with you to events), or discreetly ask a friend or staff member to explain it to you. Try not to disrupt other players' role-playing when doing so. **New Players**: If you are unsure about a rule or skill, you may always ask the New Player Liaison, who will frequently play a friendly character during events for just this purpose. Discreetly ask this character for a *Clarification*.

Problems

Before an event, if you experience a problem with someone violating any of the above policies or nTeraction Core Rules, or you notice a problem with campsite facilities, buildings or grounds, please bring it to the attention of an Atlas staff member immediately. Come to Check-In, or stop a passing staff member

During an event, if you experience such a problem and it is causing immediate, serious discomfort or danger, please discreetly alert an Atlas staff member.

Most problems are not urgent. If the problem is not urgent, please report it in your Post Event Letter (PEL). Also, if you reported a problem before or during an event, please repeat it in your PEL, so we can be sure to address it.



Chapter 6 After Events

Overview

This section contains information on post-event logistics, including:

- Earning Character Points (CP) as you play the game
- Turning in your Post Event Letter
- Updating your character with new skills

Earning Character Points (CP)

Beyond receiving starting CP and Character History CP, players earn CP by playing events, helping with cleanup, submitting PELs, donating props, and helping with game-related tasks.

- Playing an event, you earn 1 CP
- Performing general site cleanup after an event, you earn .5 CP
- Staying to help until staff departure after an event, you earn .5 CP
- Submitting a Post Event Letter, you earn .5 CP

Thus, for each event you play, you can earn a maximum of 2.5 CP

For donating props and helping with game-related tasks, you earn a variable amount of CP determined by the Atlas staff. This is called Additional CP. There is no limit to the amount of CP you can earn this way, but you can only spend a maximum of 10 Additional CP per year, 5 CP per season (Atlas game years are divided into Spring and Fall seasons). Opportunities to earn CP are posted on the Atlas Adventures Yahoo! Groups email list, at:

http://groups.yahoo.com/group/atlasadventures

Additional CP you have earned but cannot spend in a

given year will roll over to the next year.

Remember, you can earn 1 CP for submitting your character history at any time (you must turn it in at least two weeks before an event to get credit toward that event). If you turn your history in at least two weeks before your *first* event, you will earn 2 CP.

Post Event Letters

We ask all players and staff to submit Post Event Letters (PELs) after each event describing their experience at the event. Players earn .5 CP for submitting a PEL. We use your PEL to help us design story lines and adventures you will enjoy, as well as to track each player's involvement and interest (as well as what player's do not find interesting!). Please use your PEL to let us know what you did during the event, what you liked and did not like, and what you would enjoy doing in the future. Please avoid relating the experiences of other players – we want to hear about you!

You can submit your PEL through an online form on our web site at:

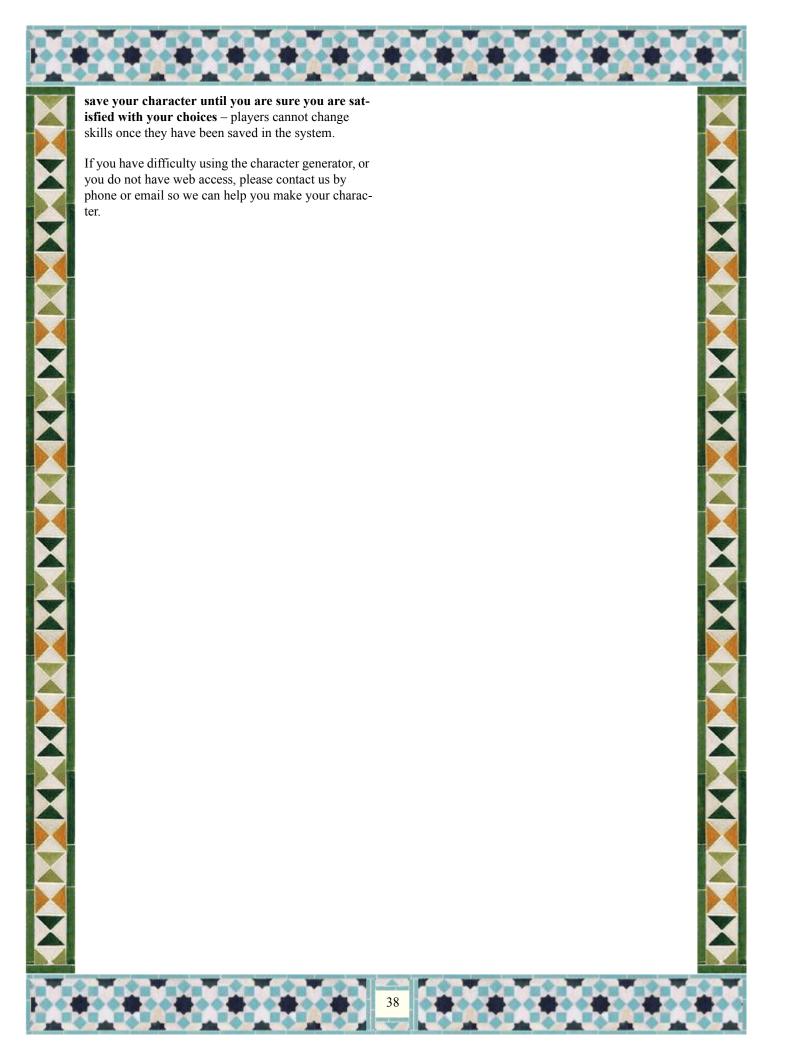
www.larp.com/atlas

Or, you can email it to us directly at:

atlas@actionball.com

Updating your Character

After each event, you will receive CP with which you may purchase Attributes, Headers and Skills. The CP you earn will be added to your character in the online character generator by a member of the Atlas staff shortly after the event. You may then use the online character generator to update your skills. Easy-to-understand instructions will help you buy new skills, and you can try different combinations of Attributes, Headers and Skills until you are satisfied. **Do not**



Part II Characters, Rules, and Skills

Chapter 7 Creating a Character

Overview

This section includes information on creating a character that will fit well into the Atlas Adventures game world, including:

- Starting CP
- Using Attributes, Headers and Skills
- Archetypes
- Suggestions and limitations for character backgrounds
- Costuming
- Important information for new and returning players.

Also, be sure to read the Game World chapter for ingame information you will need when making your character.

New Game or Continuing Game?

Atlas Adventures is a combination between a new game and a continuing one. Atlas Agenda, a futuristic science-fiction game, immediately preceded Atlas Adventures, and steps in that campaign taken by the players led directly to the creation of the Atlas Adventures game world. Atlas Adventures is the same game as Atlas Agenda, but it is a different campaign world. A useful comparison is to think of Atlas games as "slider" games: much of the background and some of the characters remain the same from one game to the next, but the setting changes. This is a unique style of play allowing us to maintain continuity over games and passing years, but preventing the game from ever getting stale or redundant. The Atlas Adventures campaign is set to run for three years, from Spring 2003 to Winter 2005.

Some players in Atlas Adventures may be playing the

same or similar characters to ones they played in Atlas Agenda, albeit reinterpreted for the new game world. Some will play entirely new characters. Some players never played Atlas Agenda, and will be starting new characters as well.

Returning Players: If you played Atlas Agenda, you may play the same character as you did in that campaign, with full memories of the previous campaign. Your character must be reinterpreted to fit the new Atlas Adventures campaign world, and must fulfill the following requirements: you must create an entirely new character history fitting the new campaign setting, and you must adopt a new persona, including costume, and manners of behavior and speech, also fitting the new campaign setting. Although these characters remember these new character histories as their personal backgrounds, they also remember the lives they lived in Atlas Agenda. It is exactly as if you were, for example, hypnotized, and can now vividly recall a past life. If is up to you to learn in-game whether, how and when it may be appropriate to reveal such information to others. Remember, you may sound like a candidate for the Sanitarium if you are not careful.

If you played Atlas Agenda, you may play the same character as you did in the campaign, with no memories of the previous campaign. As above, your character must be reinterpreted to fit the new Atlas Adventures campaign world, and must fulfill the following requirements: you must create an entirely new character history fitting the new campaign setting, and you must adopt a new persona, including costume, and manners of behavior and speech, also fitting the new campaign setting. Although you do not remember your past life, you may decide for role-playing reasons that you wish to play the same character with the same personality, like and dislikes. If players decide at any point that they wish to regain memories of their past lives, they may do so, or they may contact the Atlas staff between events. We may write a way for characters to regain their memories in-game.

New Players and Returning Players: If you have never played Atlas Agenda, or if you played buy you do not wish to play the same character, you must start a new character. Write a character history fitting the Atlas Adventures campaign setting, and send it to us so we can incorporate you into stories and adventures. Some new players may be concerned that they will suffer a disadvantage compared with returning players – for example, you may worry as a new player that you will not have as much information on the campaign world as a returning player. This is not the case. All players will have unique opportunities for roleplaying and adventure, and all players begin this game with equal knowledge about the campaign setting based on the information included in the Campaign Book. While returning players may remember an earlier incarnation of this game, all players will have the opportunity to discover and dig in to the secrets, mysteries and goals of this game at an equal rate. Our goal in starting a new campaign is exactly that – to allow new players and returning ones to begin a new series of adventures together.

Fighting or Role-Playing?

The Atlas staff strives to provide an excellent game for all kinds of players. Whether you prefer immersing yourself in mystery and intrigue, fighting great battles, sneaking your way in and out of trouble, politicking, entertaining, researching, getting rich or just sitting back and watching it all, we will do our utmost to entertain you.

Atlas will provide roughly equal doses of action and role-playing. Our first priority is to provide high-quality entertainment, no matter what kind it is. That is why we ask players to send Post Event Letters (PELs) after each event. Please use your PEL to tell us what you liked, what was not so much fun, and what you might like to see in the future, so we can offer you a great time every time you come.

Starting Character Points (CP)

Note: This section only discusses the CP you can use to create a starting character. For more information about earning CP as you play the game, see the section entitled *Earning CP* in the "After Events" on page 37.

All players receive 20 Starting CP with which to create a character. Players who choose to play an Arche-

type character receive 22 Starting CP. See the section entitled *Archetypes* below for more information.

Players can earn up to 2 Character History CP for turning in a character history. 1 CP is awarded for turning in your character history at least 2 weeks before any event. 2 CP are awarded for turning it in at least 2 weeks before your *first* event.

Players can also earn Additional CP by donating or making props, donating time to help us with a gamerelated tasks, and through various other means.

Opportunities to earn CP are posted on the Atlas Adventures Yahoo! Groups email list, at:

http://groups.yahoo.com/group/atlasadventures

A maximum of 5 points of Additional CP may be spent in creating a starting character, even if you earn more. Atlas players may spend a total of 10 Additional CP per year, 5 per season (Atlas game years are divided into Spring and Fall seasons). Character History CP is NOT included in this limit.

Returning Players: Returning players, that is, anyone who played an Atlas Agenda character, are awarded 10% of their total earned CP at the end of Atlas Agenda, rounded up to the nearest .5 CP, toward their new Atlas Adventures character. This is the case regardless of whether you are playing the same character, with or without memories, or a totally new character. This CP award accrues as Additional CP, described above, and may be spent at the same rate as any other Additional CP. For example, if you had earned 60 CP by the end of Atlas Agenda, your award would be 6 Additional CP. However, you may only spend 5 Additional CP on your starting character, even if you earn more Additional CP by donating props before the start of the game. You must wait to spend the rest until the following season. Please note, when creating your character with our online character generator, you will need to contact us at:

atlas@actionball.com

so we can award you Additional CP based on your Atlas Agenda character.

Thus, all players may start the game with up to 27 spent CP, or 29 spent CP if they are playing an Archetype character.

Using Attributes, Headers and Skills

As you build your character, you will assign character points to build up your attributes and your skills. You have five attributes which determine your capabilities and limitations, and your skills measure the knowledge you have amassed that affects the play of the game. You will gain more character points as you play the game. For more information on ways to earn CP, see "Earning Character Points (CP)" on page 37.

Attributes

Each character has five attributes. These attributes are not meant to measure the capabilities of you as the player, nor will they limit your natural abilities. These are only a limit to the game skills you can use. If you do not purchase a high Water, which represents your mobility, it in no way decreases your chance to actually jump out of the way of an attack, but it does limit how many game skills you could use before that resource was exhausted.

The five attributes are Air, which represents your mind and cognizance; Earth, which represents your physique and stamina; Fire, which represents the strength of your passion; Water, which represents your mobility; and Void, which is your ability to focus your inner resources. Each attribute begins at 2, and each can be raised by spending character points. To use skills you will expend attribute points. Each skill has an attribute cost associated with it, and when you use that skill, you temporarily expend the indicated amount of that attribute. These points are refreshed at each event you attend.

Void is a unique attribute in that you can exhaust a Void point to refresh your Air, Earth, Fire, and Water. This makes Void most important for maintaining a high level of power over the course of an event. Using Void to refresh your attributes does not refresh your Vitality.

Refreshing your attributes with Void takes 5 minutes of roleplaying. You cannot use game skills or leave the general area during this time. If this procedure is interrupted, the Void remains unspent, the attributes are not refreshed, and you must start again. Each character should have their own personal way of refreshing their attributes with Void. You might meditate,

stretch, practice katas or maneuvers, pray or chant, or a variety of other activities. You might do a combination of these things.

Spending Void to use skills, use abilities, or cast spells does not take 5 minutes and does not refresh your other attributes.

Attributes can be raised by spending character points. You must spend a number of character points equal to the new attribute value to raise it one point. If an attribute is 3, you can raise it to 4 by spending 4 character points. If an attribute is 4, it would cost 5 character points to raise it to 5 and another 6 character points to raise it by another point to 6.

Skills & Headers

The measure of your knowledge and training are defined by skills. To simulate various levels of skills, there are certain activities that the game does not allow you to attempt if you do not have the skill for it. If a skill exists for a certain type of activity or to manipulate a certain type of prop, then you may not attempt that action unless you have that skill or a specific ability that allows you to do so.

Skills are divided under headers. These headers represent basic training necessary to use the skills that fall under that header, and they have no game effect other than that. You cannot purchase a skill under a header unless you have purchased the header first. Open skills are all the skills which do not have a header. Anyone may purchase open skills. Some skills have additional requirements which must be met before the skill is purchased, and these are described in the description of the skill.

Some skills can be purchased multiple times, with each additional purchase increasing the effectiveness of the skill. These skills are marked with an asterisk. You must pay the cost of the skill each time you purchase it. Some skills will limit the number of times you may purchase them. This limit will be in the description.

Once you have begun to play a character, you will accumulate more character points and may attempt to gain additional skills. You can purchase any skill from this book, but skills that are not listed in this book are called hidden skills. You cannot purchase hidden skills unless you have received training in that skill by someone who has already purchased the skill. Your

teacher must also have the in-game skill Teaching, which is not usually available to players. If you are purchasing another level of a hidden skill you already know you still need a teacher and that teacher must have purchased the hidden skill a number of times no less than the level you are trying to obtain.

To use skills, you exhaust attribute points. Although many skills will exhaust a single point from one of your attributes, certain skills may exhaust more than one point or even exhaust points from more than one attribute. These points are removed temporarily from the attribute in question, until you refresh your attributes by expending a point of Void and roleplaying for 5 minutes. You may not use a skill if it would exhaust an attribute point that you do not have.

Archetypes

Atlas Adventures is a high-adventure game in a dramatic setting. We encourage players to play characters contributing to and building the atmosphere of the game. After all, it takes some effort to turn a campsite in Sharon, MA into a bustling port town in Morocco.

To help create this atmosphere, we have designed several Archetype characters which typify individuals you might meet in Puerto de Maio, Morocco in 1911. We encourage you to use these archetypes to give you an idea of the kind of characters that will fit well in Atlas Adventures. You can also play one of these characters exactly as we have designed it. If you choose to play an Archetype character, you will start with a 22 CP, two more than normal.

To play an Archetype, you must select the exact skills we have designated (although each Archetype has a few free CP which you can spend as you choose), and you must also take care to dress in a manner consistent with the description of the Archetype. You do not have to look exactly like the Archetype picture — you just have to create a look similar enough to be consistent with the spirit of the Archetype. Other people should probably be able to guess which Archetype you are by looking at your costume. Of course, you can and should create a totally unique personality, history, name, set of goals, and other character details.

New Players: An Archetype is a great way to get right into the fun and adventure of Atlas without having to worry about choosing character skills. The Archetypes have been designed to get the most out of the starting CP awarded, and to fit well into Atlas sto-

rylines. You are sure to find your Archetype character fun and valuable as you play.

See "Archetype Characters" on page 53.

Persona and History

New Players: It may be helpful to you to read this entire section.

To make an Atlas character, start with the basics:

- What skills are interesting to you?
- Do you want to pour over ancient texts and arcane wonders, puzzling through history's riddles with other Archaeologists?
- Are you waiting for the next chance to venture into the underground crypts, hot on the heels of the latest artifact said to be buried down there?
- Are you a physician, curing the ills and injuries of this dangerous place, and experimenting with herbs and salves?
- Perhaps you are a soldier cool, calm and armed to the teeth.
- Maybe you are a diplomat, with connections that cross oceans, or an entertainer, with fans who cross oceans for you?

Choosing your skills will help determine what type of character you wish to play and what basic equipment and costume pieces you will need. A physician will need a doctor's kit, a soldier might bristle with swords and pistols, a journalist may want to carry a dispatch bag stuffed with paper and ink, a Sidekick might simply carry everything and anything his Boss might need. Remember to think about what kind of weapons you want use, if any. Atlas Adventures combat includes boffer melee and thrown weapons, Action-Ball spring guns, and packets for magic and mentalist powers.

You will need to create a look – what should your character wear? Denim overalls? Khaki and a pith helmet? Sumptuous dresses and hats? Knickers and a golf cap? A wide range of options is open to you. Your costume will help define who your character is, not only to yourself, but to other characters with whom you interact. Just remember: you may have to do some running for your life in the middle of the night, and if those long skirts are going to get in your way, you may want to skip them and try to find some-

thing a little more practical - at least for after dark!

- Now think about who you are:
- Who is your character?
- What were you like before you came to Morocco?
- Why are you there?

Spend some time on your character's history – not only does the plot staff use character histories to create stories you will personally will have fun with, but writing a history will enhance your role-playing experience tremendously. Feel free to be creative with your character history and take the time to really flesh out a character you will have fun playing. All character histories will be reviewed by the plot staff, and if there are any problems with what you have written, we will bring it to your attention and give you alternate suggestions. While you are certainly encouraged to be creative with your character's background and surroundings previous to arriving in Morocco, try to avoid defining major parts of the campaign world, such as rewriting history for an existing country or defining a local government in Morocco. Be sure to read the Game World chapter to learn about the history and background of the game. We also encourage you to research and use any actual history in your background, so long as it does not violate any nTeraction rules or Atlas policies (for example, it is forbidden to include sexual violence, racism or religious hatred in your character history, as these concepts are not allowed in the game). Unless otherwise stated in the Campaign Book, Atlas Adventurers' general world history up to the start of the game is identical to that of the real world up to 1911.

Keep in mind that it will be easier for us to use your character history as inspiration for writing story lines if you fit your character into the setting and atmosphere of the game. If you would like us to send some action or drama your way based on your character history, do not be shy about mentioning that. Incorporate elements from the world information we provide into your history. Research interesting historical events and integrate them into your background. Feel free to leave "blank spots", loose ends, unresolved mysteries and such in your history, too – we will be happy to fill in the blanks!

Below are some helpful questions to ask yourself when developing a character history. This is a new persona you are creating. You can play a character very different from your real self, or take some personal daydreams and make them your character's reality. The goal is to make a character both interesting and fun for you to play.

- 1. What is your character's name?
- 2. How does your character move? Do you slouch or swagger? Are you stealthy or clumsy?
- 3. How do you speak? Do you have an accent? Are you soft-spoken or brash?
- 4. Did you or do you have any close family? How were you raised?
- 5. What kind of education did you receive? How did you get your starting character skills?
- 6. Where are you from?
- 7. Why did you come to Puerto de Maio?
- 8. Do you have any fears? Any phobias (fear of the dark, fear of spiders, etc.)?
- 9. What is your favorite past-time? Hobby?
- 10. What (or who) do you hate? What (or who) do you love?
- 11. What are your personal beliefs? Morals? How did you gain these?
- 12. Are you shy? Outgoing? A leader or a follower?
- 13. Do you have any personal goals? (i.e. finding a missing relative, avenging a friend's death, earning notoriety in a field of study or pursing a family legend)
- 14. Do you know anyone else in Puerto de Maio? How? What is your history with them?

Rule of Etiquette: Game World Exclusions

nTeraction rules specifically prohibit abusive or derogatory language or actions, whether they are ingame or out-of-game. You may not include in your character history nor make reference in-game to any of the following:

- Explicit sexual behavior or concepts, particularly violent ones
- · Racial bigotry, hatred or intolerance of any kind
- Religious bigotry, hatred, or intolerance of any kind
- Gender hatred or intolerance of any kind
- Any other language or behavior deemed abusive or derogatory

Although Atlas Adventures is set in 1911, it is not to be inferred that commonly-held derogatory beliefs of the time are in any way included in the game. These things simply do not exist in the Atlas game world, regardless of "real world history". Violating these rules may result in immediate expulsion from the game.

Please see the *Game World* chapter for more information on religion, history and other in-game aspects of the world.

Skills

You may select your character skills with our new online character generator, available on our web site

www.larp.com/atlas

Easy-to-understand instructions will help you create a user account and password, and try out different combinations of Attributes, Headers and Skills. Do not save your character until you are sure you are satisfied with your choices – players cannot change skills once they have been saved in the system. Please do not create and save "junk" characters to try out different skill ideas.

New Players We highly recommend using the online character generator to experiment with different combinations of Attributes, Headers and Skills that interest you. Remember, do not save your character unless you are sure you like the choices you have made. However, if you have questions or would rather have personal help creating your character, do not hesitate to contact us. If you prefer, you can also create your character at event Check-In, with the help of the New Player Liaison.

For more information about the online character generator, see "Getting Ready to Play" on page 21.

Costume

Atlas Adventures is set in the Edwardian era. However, both men's and women's costuming guidelines are not always historically accurate, and have been adjusted for practicality and fun. Remember that these are only guidelines, and that you may design any costume you like, so long as it is consistent with the atmosphere and period of the game.

Women's Costume

Atlas will not be consistent with historical turn of the century notions about the role of women in society. In Atlas, women do everything men do, unless, by choice of the player, a character happens to behave otherwise. There is no shock in a woman wearing pants, crawling on her knees through a crypt, or holding political office. Because of this, most styles worn by men are considered appropriate, perhaps with a few minor changes, for a woman as well. Read the men's costume overview for costuming inspiration as well.

The Late Victorian era closed with the turn of the century. Some conservative women, perhaps a dowager or matriarch, might still be dressing in that style. Late Victorian women's dress was quite formal, and included gowns with tight, corseted bodices and voluminous, bustled skirts. Traveling clothes were usually a tailored jacket to fit over a gown, a small flowered hat, and gloves.

Perhaps the most common clothing in Puerto de Maio, Morocco would be informal clothing well-suited to life there. Adventurers such as archaeologists, tomb raiders, and soldiers might wear a combination of military and desert clothing. This might be a sturdy cotton or canvas jackets, belted at the waist, in tan or brown, with a skirt, knickers with socks and boots, or long pants tucked into high boots, and perhaps a blouse and tie underneath the jacket. Game hunters, American cowgirls, or outdoorswomen might wear more rugged pieces, like a leather vest or pants, or a fringed Native-American jacket. A military hat, aviators cap and goggles, a straw-and-flowers hat, French Foreign Legion headpiece (with a drape in back for the sun), Australian bush hat, or even a pith helmet, would top it off. Do not forget your leather gear bag and gloves. These pieces can be found at army-navy surplus, outdoors stores, and modern clothing stores.

Professional women such as journalists, correspondents and diplomats might wear similar outfits, or more formal clothes. The "Gibson Girl" outfit is a long skirt, high-necked blouse, bow or brooch at the neck, belt, ankle boots, upswept hair and straw hat with flowers. This look was famous for being the "uniform" of professional women of the time. Gloves, handbags, umbrellas and other details finish the look. You can buy these clothes at modern stores, or easily make them yourself.

Wealthy patrons, diplomats and dilettantes might

wear formal dresses in day to day life, but in Morocco this would be a rarity. Dress bodices were not stiff or boned, but rather looked similar to a frilly blouse. Dress skirts were long and flowing, without the volume of earlier Victorian styles. Conservative or wealthy women might also wear traditional "walking clothes", such as a long skirt and tailored jacket, perhaps with a blouse and frilly bow or brooch at the neck. Simple or extravagant hats, gloves, fans, and small purses were common accessories. Edwardian dresses will be hard to find in clothing stores, but there are many good Edwardian dress patterns on the market if you sew or know someone who does. The jacket and skirt outfit is easy to put together from modern clothes or second-hand stores.

Gunsmiths and mechanologists might wear more practical clothing, like denim overalls with button-down shirts and an engineers' cap. These pieces are available at modern stores.

Sporting ladies, such as golfers, might wear knickers with socks and loafers, a thin sweater or turtleneck, and golf cap or visor. An equestrienne might wear jodhpurs and high boots. Auto-drivers and pilots might wear any outfit, adding leather caps, goggles, a scarf, leather gloves and a duster coat. Get these clothes at modern clothing, outdoors and sports stores.

In the colder months, ladies frequently wore long wool coats, very similar in style to the formal, tailored wool coats you see today.

Entertainers (and other slaves to fashion) might wear glamorous costumes on or off stage, though they are probably not going to crawl through a crypt in such pieces. Can-can dresses or slinky gowns might be worn on stage. "Oriental" dress was all the rage; a billowing kimono-style dressing gown and lavish head-dress will catch a few eyes. Add tiers of beads, ostrich plumes and bold-colored scarves. Other women bucked tradition by wearing the "harem outfit": full pants that gather in around the ankle, a tunic with belt or sash, flat slippers, and a wide hat, knitted cap or small turban, perhaps all in bright colors. You can buy silky dressing gowns at modern stores. Harem pants and tunics are easy to make. You can also make or rent costumes to wear onstage.

In white or muted tones, the "harem outfit" works perfectly for a native Moroccan woman. She might pair it with a desert headpiece or veil, turban or fez. A wealthy or fashion-conscious Moroccan woman

might have embroidery or beading on her outfit, richer-colored fabrics, and might wear jewels or perhaps an elaborate headdress on special occasions.

A shaman or mentalist might wear long robes and a turban, and carry a strangely-carved walking-cane. Or she might dress just like anyone else, depending on whether or not she wants to advertise her talents.

Remember, details and accessories are often all it takes to turn a modern outfit into a 1910s period costume. Flowery hats, scarves and bows at the neck, gloves, belt, umbrellas and such will lend your character the right air. Do not forget your weapons! A lady might wear pistols camouflaged underneath formal attire, four pistol holsters strapped to her belt, or have a hunting spear and sword casually on hand. Improvise!

Look through the *Archetype Characters* section below for pictures and descriptions of typical costumes. Also, see the *Resources* chapter for more suggestions on where to find costuming.

Men's Costume

The Late Victorian era closed with the turn of the century. Some conservative men, perhaps a politician or older man, might prefer that style. Late Victorian men's clothing was quite formal, featuring black frock coats (long black suit coats with voluminous amounts of fabric forming "tails" in back), black pants and waistcoats (vests). Tall black hats, canes, and gloves complete the look.

Clothing practical for an overseas adventurer will probably be the most common. Adventurers such as archaeologists, tomb raiders, and soldiers might wear a combination of military and desert clothing. Men often wore sturdy, khaki cotton jackets belted at the waist, buttoned shirts underneath, and light-colored pants either stuffed into high socks or wrapped about the calves with strips of cloth (to keep out scorpions and other nasty critters). They paired these with low boots like present-day army boots, or high equestrianstyle boots. Accessories included cravats (wide neckties), bandannas, leather gloves, and hats (fedoras, military hats, pith helmets, French Foreign Legion hats, aviator cap and goggles, etc.). Game hunters, American cowboys, or outdoorsmen might wear more rugged pieces, like a leather vest or pants, or fringed, Daniel-Boone or Native-American clothes and a raccoon hat. Most of these pieces you can get in Army-Navy surplus stores (look for tan BDUs) and outdoors

stores.

A wealthy or conservative man, such as a diplomat or dilettante, might wear a suit, though such formal clothing would probably be a rarity in Puerto de Maio. Suits in 1911 looked quite similar to modernday suits, but always included waistcoats. A conservative or winter suit might be dark with a small fedora, while a summer or more trendy suit might have a tan or white jacket or pants, with a light-colored vest and straw boater hat. Other accessories include pocket-watches, monocles, and gloves. You can get old three-piece suits from second-hand stores, or you might have one in the back of your closet. Modern sports separates will work fine for the "summer" suit. Do not feel you have to wear the right suit in the right season, though – wear whichever you like!

For working men such as journalists, photographers, or consular attaches, attire might be similar to the suits described above. These busy types might often discard their jacket, choosing to wear only their vest and shirtsleeves (though they would probably still wear their pocket watch and perhaps a hat or cap). Or, these men might be more "rough and ready", choosing to wear typical adventurer gear instead.

Gunsmiths, mechanologists and laborers might wear denim overalls with a buttoned shirt, suit pants and vests with a long (perhaps leather) apron, or blue jeans with a vest, boots and a cap. You can find these clothing items at modern clothing stores; you can get a cloth or leather apron at any home improvement store.

Teddy Roosevelt inspired men to adopt the sporting or outdoorsman look. Dapper golfers or polo players might wear long, wide pants or knickers and socks, loafers, thin sweaters and golf caps or visors. Equestrians might don long pants, high boots, jackets and leather gloves. Auto-driving outfits were popular, and looked like pilots' outfits: any outfit, plus leather caps, goggles, a scarf, perhaps high boots and leather gauntlets, and a "duster" coat to keep dust off your clothes. Get these clothes at modern clothing, outdoors and sports stores. If you would rather not buy them, you can make quick knickers by cutting the bottoms off pants and putting in elastic or stuffing them into the top of long socks or boots.

Some entertainers might dress in the most fashionable attire on stage, and perhaps off stage as well, with white-jacket suits, a tall hat, cane, gloves, and gold watch-chain. Vaudevillians, on the other hand, often

wore humorously-oversized suits with the pants and jacket sleeves rolled up, and carried around carpetbags full of stage props and other oddities. Some performers wore elaborate costumes on stage, such as Shakespearean costume for a dramatic reading. You can put these costumes together from second-hand stores, make them, or rent them from costume stores.

A native Moroccan man would commonly wear full pants that gather in around the ankle, a knee or anklelength tunic with belt or sash, flat shoes or boots, and a small turban, desert headpiece, or fez. The clothing would likely be in white, tan or light colors, and made out of loose, flowing fabric. A wealthy Moroccan man might wear a similar outfit in richer colors, and might wear jewels or beading as well.

A shaman or mentalist might wear long robes and a turban, and carry a strangely-carved walking-cane. Or he might dress just like anyone else, depending on whether or not he wants to advertise his talents.

Remember, details and accessories are often all it takes to turn a modern outfit into a 1910s period costume. 1911 men's clothing is quite similar to modern clothing in many ways, so accessories will go a long way toward turning modern clothes into costume. Hats, pocket watches (or cheat and wear just the chain for effect!), tucked-in pant legs, vests (alone or under jackets), cravats and bandannas, suspenders and button-shirts, wire-rimmed glasses, a golf club slung over your shoulder or goggles on your head will make all the difference. Do not forget your weapons! You might wrap yourself in leather holsters and ammunition belts, bristle with hunting spears, or secret a pistol into your bootleg. Improvise!

For pictures and descriptions of typical costumes, see "Archetype Characters" on page 53. Also, for more suggestions on where to find costuming, see "Resources" on page 167.

Weapons

You can fight with a variety of weapons at Atlas, including melee and thrown boffer weapons, Action-Ball spring guns, and packets for spells and mentalist powers. All weapons must meet Atlas safety and size requirements and will be safety-inspected at Check-In. Some weapons you might have used in other games, particularly games that use nTeraction rules, will match our safety and size requirements, so be sure to check your weapons stock before making new

ones.

All normal weapons, such as boffer weapons, spring guns, and throwing weapons, do not need to be purchased or found in-game – you may have as many of these items as you have physical representations. However, keep in mind that you must purchase a skill to use some kinds of weapons and fighting styles. See the *Rules and Skills* chapter for information on these skills.

Please see the *Gear* chapter for complete information on making Atlas-approved weapons, safety and size requirements, and specific types of weapons allowed (and prohibited). You will also find information there on purchasing all types of weapons from The Adventurer's Outlet.

Money and Stuff

Each player receives starting money at Check-In of their first event. Certain skills, such as Wealth, provide players additional money at the beginning of each event. See the *Rules and Skills* chapter for more information on these skills.

At your first event, you may purchase in-game items, such as herbology packs, at Check-In. After their first event, players cannot purchase in-game items, at Check-In; you must find or purchase all in-game items during the course of events. By contrast, certain out-of-game items, such as ActionBall Ammunition and spring guns, are typically available for purchase at Check-In. Some items, such as timepieces, do not need to be purchased or found, but can be brought into game by any player. Please note that all normal weapons, such as boffer weapons, spring guns, and throwing weapons, do not need to be purchased or found in-game – you may have as many of these items as you have physical representations. Please see the Gear chapter for more information on items allowed, and prohibited, in the game.

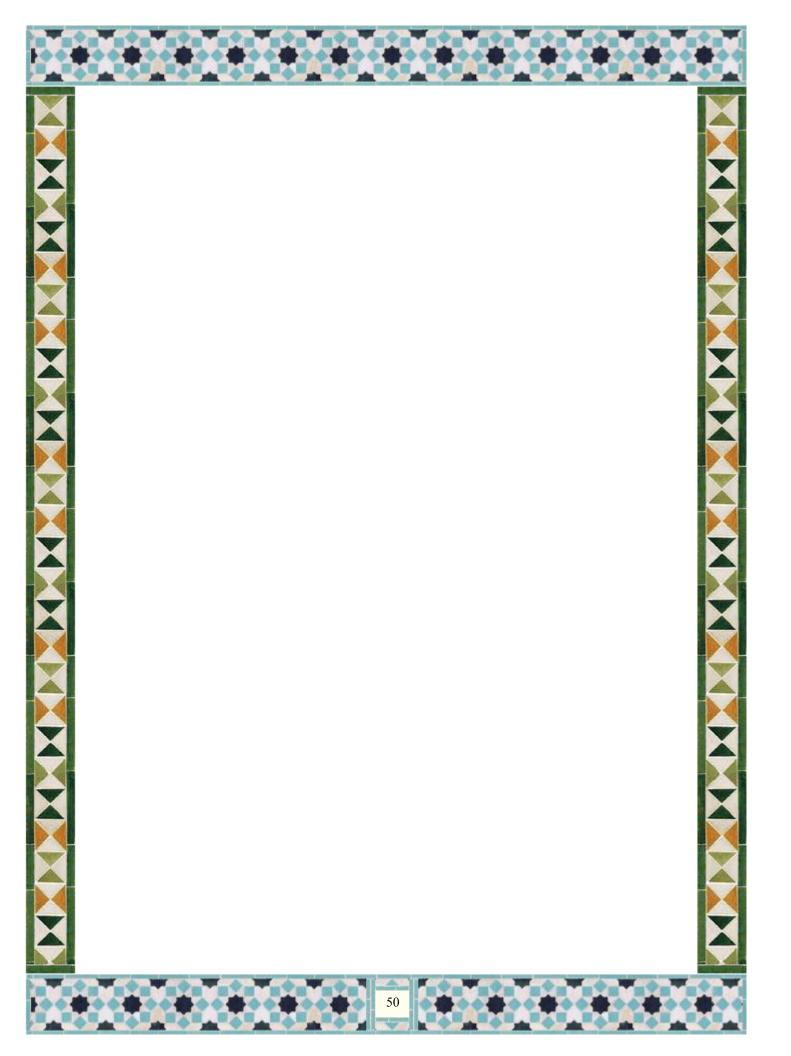
Returning Players: Money and in-game items from Atlas Agenda do not transfer to Atlas Adventures.

Skill-Related Gear

Some character skills, such as medical, mechanology, and armor- and weapon-repair skills, require you to use appropriate props while performing the skill. It is up to you to choose items that suit your role-playing. We encourage you to be creative with these props – feel free to set up a workshop or physician's office in your cabin (provided you follow the setup rules). However, you may not use any item that might cause physical injury to another person, such as sharp medical instruments. Before they are used, all tools and instruments must be approved by a member of the Atlas staff. Bring your items to Check-In for safety approval.

How to Talk.

There are no special requirements in Atlas Adventures for the way your character should speak. Speech and vocabulary is considered the same as it is today, although you may adopt an accent or special manner of speech if you wish.



Chapter 8 Gear and Technology

Firearms

ActionBall recreation guns are the basis for firearms combat in Atlas. Players can purchase ActionBall spring guns through the Adventurer's Outlet, Inc., or they may make their own.

Spring gun construction guidelines are found in the Weapon Construction chapter.

If you wish to make your own spring gun, we highly recommend that you purchase or borrow one made by The Adventurer's Outlet first, so that you understand the correct design.

Ammunition

Players are responsible for providing their own ActionBall ammunition. ActionBalls are available in packs for 50 for \$15. You may purchase ActionBalls in advance, and there will be limited supplies available at Event Check-In. Players wishing to recover their ActionBalls must write their player name initials on the surface of the ball with a permanent marker. There will be a central collection point where lost ammunition is returned. Players can recover balls with their initials on them at this collection point. Any ActionBall without any marking or with a simple dot on it is the property of The Adventurer's Outlet, Inc., and is used by the game staff. It is illegal to use other people's ActionBalls without permission.

Safety Glasses & Paintball Guns

There is no need for safety glasses at Atlas Adventures, since they are not needed while using spring guns. Unlike our previous game, The Atlas Agenda, there will be no use of paintball guns in Atlas Adventures

Boffer Weapons and Packets

Boffer weapon and packet construction guidelines are found in the Weapon Construction chapter.

Weapon Tags

There is no need for weapon tags in Atlas Adventures as weapons are so common that they have no inherent value. You may have as many weapons as you have physical representations. Weapons may not be stolen or moved from an encounter area, regardless of whether they belong to a player or staff person. Any item with in-game value will have a yellow or green sticker on it.

Armor

All players may have 1 point suits of armor. Much like weapons, 1 point suits of armor are so common that they have no value. Any armor greater than 1 point will have a tag and must be found in-game. There is no special skill needed to wear more than 1 point of armor.

In-Game Gear

The following is a list of what equipment you can have when you enter the game. You do not need tags for any item listed, nor does any item listed have an in-game value.

- Flashlights: Please make them as in-period looking as possible.
- Watches, pocket or wrist: No digital.
- Clocks: No digital.
- Small stereos for music: Please make them as inperiod looking as possible.
- Spring guns, melee or thrown weapons.
- Cooking gear: Except for coffee makers, you may only keep these in central food area.
- Cameras: Please make them as in-period looking as possible.

Prohibited Items

In general, you may not bring any technological item into game that is not listed above. In specific, we would like to make it clear that the following items may not be brought into game:

- · Real weapons of any kind
- Walkie Talkies or similar devices
- · Radios
- Any kind of pyrotechnics (for example: fireworks or smoke bombs)

If you are unsure whether you may bring an item not listed above to game, you must ask a member of the Atlas campaign staff before using the item in game.

Weapon Safety

It is the responsibility of all players to make sure their weapons are safe. If you are caught with an unsafe weapon, you may be subject to disciplinary measures. All spring guns not created by The Adventurer's Outlet must be safety checked at Event Check-In. If you are unsure about the safety of your weapon, please bring it to a campaign staff member at Event Check-In.

Getting Gear

To order ActionBall ammunition, spring guns, and boffer weapons, contact:

The Adventurer's Outlet Phone: 978-779-6211 9 am to 6 pm

Email: atlas@actionball.com.

- ActionBall ammunition:\$15 for a pack of 50
- ActionBall Spring Guns:\$30, or 2 for \$55
- Boffer weapons:\$20 to \$50, depending on the weapon

For current specialty items for sale please see our web site at:

www.larp.com/atlas

Chapter 9 Archetype Characters



Using Archetypes

You may choose to select an archetype character as the basis for your persona for Atlas Adventures. If you select an archetype character the following restrictions and benefits apply:

- Archetype characters receive 22 starting CP.
- Archetype characters must use the 15 17 CP worth of starting skills predefined for the archetype (there will be no substitutions!).
- You may spend the additional 5 7 CP on any other skills or headers listed in "Character Headers and Skills" on page 73.
- You must dress in a costume that is indicative of your archetype. Pictures of sample costumes for each archetype are included in the next chapter.

Academic



A devoted scholar, you do love knowledge. Academics come in many varieties, such as an archaeologist, professor, student, author, or many others. But they're not all talk - many academics are also skilled magicusers.

•	Archeologist	3
•	First Aid	1
•	Read Languages (Choose one)	1
•	Read Ancient Languages (Choose one)	2
•	Read Ancient Scroll I	2
•	Open Sealed Portal	2
•	Evaluate Authenticity	3
•	3 Air	3

Adventurer



Always on the trail of a mystery, myth, or legend, you might be a gentleman/woman adventurer, a classic "Indiana Jones"-style character, or a true eccentric.

Note: Also see the costume example under Tomb Raider.

•	Small Weapon	0
•	Thrown Weapon	1
•	One Handed Weapon	1
•	Read Native Language	1
•	Explorer	4
•	Nerves of Steel	1
•	Firearms	3
•	Sword & Pistol	3
•	3 Fire	3

Brawler



You're not afraid of a little fight – or a big one. You might be a body guard, hired thug, pro boxer or simply an ace in the hole, but you know you'll see some action in this town.

	Small Weapon	0
•	Sman weapon	U
•	One Handed Weapon	1
•	Savage	3
•	Strength of Earth	1
•	Resilience	3
•	Critical Strike	2
•	Nerves of Steel	1
•	3 Earth	3
•	3 Void	3

Charlatan



Your motto is, "Let the buyer beware." You make your way by wit, luck, a little sleight of hand – and a lot of charm.

•	Small Weapon	C
•	First Aid	1
•	Charlatan	3
•	Evaluate Item	2
•	Create Fake Item	2
•	Herbology 1	2
•	Conceal Item	2
•	Fool the Press	3
•	Counterfeit Connection x2	2

Dilettante/Diplomat



You are knowledgeable in the ways of the world. You might be a diplomat, politician, patron of the arts or the University Consortium – or you might just be wealthy and bored.

•	Small Weapon	0
•	First Aid	1
•	Wealth x5	5
•	Diplomat	3
•	Pulling Strings	3
•	Just a Note	1
•	Read Languages x2	2
•	Political Information	2

Entertainer



From a fancy Parisian Can-Can girl to a crooning torch singer to a vaudeville performer with a bag of a thousand tricks, you make your living by entertaining others.

•	Melee Weapon	1
•	Wealth x2	2
•	Entertainer	3
•	Act of Passion	1
•	Healing Voice	3
•	Calming Voice	1
•	Clearing Voice	2
•	Inspiration x2	4

Explorer



An intrepid and fearless type, you might be a game hunter or "Daniel Boone"-inspired outdoorsperson - like President Roosevelt!

•	Small Weapon	0
•	One Handed Weapon	1
•	Wealth	1
•	Explorer	4
•	First Aid	1
•	Survival	2
•	Disengage	2
•	Telling Hit	3
•	3 Earth	3

Gunslinger



Though you might be from any country, this character is typified in the American West.

•	Small Weapon	0
•	Gun Slinger	4
•	Firearms	2
•	Marksmanship x5	5
•	Blazing Away	3
•	Battle Reflexes	3

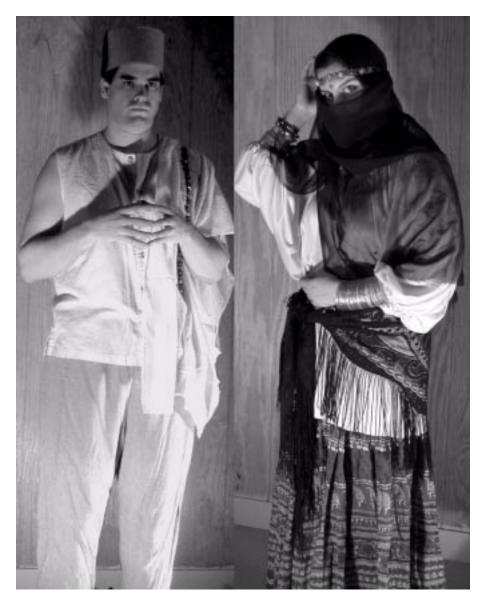
Journalist



You write it or shoot it as it happens, report it to the world – and maybe you put a little of your own spin on it, to boot. Whether they love you or hate you, they can't do without you – you're the press!

•	First Aid	1
•	Diplomat	3
•	Charlatan	3
•	Literary Finesse	2
•	Just a Note	1
•	Fool the Press	3
•	Pulling Strings	3
	Read Languages x1	1

Moroccan Native



This is not an archetype per se, it is only a costume example. However, if you are playing an archetype and your character is from Morocco, you may substitute a costume similar to the ones shown below for any archetype costume. Remember, you can't be from Puerto de Maio, but you can be from anywhere else in Morocco.

Mystic



You know that the Spirit World is real – you interact with it every day, speaking with spirits to learn their secrets, or summoning energies to defeat foes.

•	Small Weapon	0
•	Melee Weapon	1
•	Mentalist - Clairvoyant	3
•	Dreaming	1
•	Speak with Spirit	3
•	Shadow Wisdom	4
•	Dreaded Gaze	2
•	Focus x1	3

Physician



You might be a battlefield medic, fine surgeon, or herbology researcher.

•	Small Weapon	(
•	First Aid	1
•	Melee Weapon	1
•	Wealth	1
•	Physician	3
•	Diagnose	1
•	Advanced First Aid	1
•	Surgery	3
•	Battlefield Surgery	3
•	3 Void	3

Savage



You live off the land. Making your way by your own wits and hands, you have eschewed most civilized ways and are most at home in the wilds.

•	Savage	3
•	Polearm	2
•	Strength of the Earth	1
•	Critical Strike	2
•	Disengage	2
•	Battle Reflexes	3
•	Nerves of Steel	1
•	Earth 3	3

Scientist



University-educated, a born tinkerer, or an eccentric experimenter, you are intrigued by the workings of technology.

•	First Aid	1
•	Mechanology	3
•	Mechanical Vivification	1
•	Mechanical Creation 1	2
•	Mechanical Creation 2	4
•	ONE of Firearm Repair, Weapon Repair, or Armor Repair	1
•	Physician	3
•	Diagnose	1
	Advanced First Aid	1

Shaman



Steeped in traditional ways, you access healing and the spirit world according to ancient native methods. You might be from, or have studied in, any land.

•	Shaman	3
•	Healing Touch	3
•	Herbology 1	2
•	Tether Spirit	3
•	Dance of the Dead	3
•	Speak with Spirits	3

Sidekick



You're the power behind the throne, go-to guy, the grace under pressure. Loyal, trustworthy, and skilled beyond their imaginings, they'd never survive without you – even if they don't know it. You could be a bodyguard, butler, assistants (personal, medical, research, scientific, etc.), attaché, man- or maid-servants, driver – or a thousand other things! Your look matches your role, so you have great freedom in how you dress (unless you have to ask the Boss!)

Note: Sidekicks may dress in the costume of their choice.

•	Small Weapon	0
•	First Aid	1
•	Sidekick	3
•	You Ok Boss?	1
•	Advanced First Aid	1
•	I got it Boss	2
•	Take Me	3
•	The Will to Live	3
•	Battle Reflexes	3

Soldier



Officer or enlisted? You might be a colonial soldier with a fancy uniform or a soldier-for-hire looking for the next scrap.

•	Small Weapon	0
•	First Aid	1
•	Soldier	4
•	Desperate Defense	3
•	Critical Strike	2
•	Weaponsmith OR Armor Repair	1
•	3 Void	3
	3 Earth	3

Sportsman or Sportswoman



Spirit of an adventurer with the swagger of a dilettante, you are the very definition of au courant. You might be an aviator, golfer, equestrian, even a pro ball player!

•	Explorer	4
•	Two Weapons 1	2
•	Firearms	3
•	Nerves of Steel	1
•	Disengage	2
•	1 Handed Sword	1
•	Telling Hit	3
	First Aid	1

Tomb Raider



Canny and shrewd, you're out for fortune and glory. You might be a skeptic or a believer, but you don't let it get in your way. You might know the language of the ancient seal on the tomb door – or you might be a demolitionist, and just blow it open.

Note: Also, see the costume example under Adventurer.

•	Small Weapon	0
•	One Handed Weapon	1
•	Tomb Raider	3
•	Open Locks	1
•	Manipulate Traps	2
•	Avoid Traps	2
•	Open Sealed Portal	2
•	Nimble of Foot	3
•	3 Water	3

Chapter 10 Character Headers and Skills

Open Skills

One Handed Melee Weapon 1

This skill allows you to use a one-handed melee weapon.

Thrown Weapon* 1

Each time the skill is bought allows you to carry 1 thrown weapon on your person.

Craftsman 1

This skill allows you to sell props that you bring to the game for In-game money. Without this skill you must make arrangements through a merchant before you can sell them for in game money.

Small Weapon 0

This skill allows you to use a melee weapon under 24" in length.

First Aid 1

This skill takes one minute of role playing to perform. You administer medicines and bandages to prevent someone from dying of blood loss. You may also use this skill to repair a Maim effect. When you begin this skill you must call out "First Aid" and roleplay the use of the skill. When you have completed one minute of uninterrupted role-playing, you say "Stabilize" to let the person know you are finished and he/she is now stable. If you are using this skill to fix a Maim effect, you say "Cure Maim" at the end of one minute. You can not use this skill to perform both stabilization and cure maim at the same time.

Diagnose 3

This skill allows you to determine what effect or trait

is effecting a person. You touch them with a packet and say "Diagnose" and then an effect or trait. The recipient responds with a "yes" if they are effected by the name effect or trait. Otherwise they say nothing. You may diagnose any of the standard effects or traits mentioned in the Core Rules section of this book with the exception of Imbue or Inflict effects. You may use "Diagnose Damage?" to determine if the target is damaged. You may also use "Diagnose Stable?" or "Diagnose Unstable?" to reveal those conditions as well.

Wealth 1*

This skill gives you extra cash at the beginning of each event. This skill can be bought up to 5 times.

Read Native Language 1

This skill allows you to read modern languages, other than English, from the country of your origin as stated in your character history. Text props may contain a note at the top of the text indicating in which language the text is written. Players with the appropriate language skill can read the text. If you do not have the appropriate language skill, you may not look past the informative note at the top of the text. In some cases the text may be concealed to prevent casual reading, and only players with the appropriate language skill can look past the concealment to read the text. This skill does not allow you to bypass written codes. The choices of Languages that are most likely found in game are: French, German, and Spanish. If you choose a language other than those above you are not likely to find written documents in your chosen language.

Firearms 4

This skill allows you to use Firearms. Each time you Fire a Firearm you must spend 1 point of Fire to do "3 Damage by Force." If you miss, the attribute is still expended.

Archeologist 3

Open Sealed Portal 2

This skill allows you to open sealed portals. Portals may include, but are not limited to doors, drawers, and chests, and will be marked with a blue sticker. The portal remains open until the actual opening is closed at which time the portal becomes sealed again. This skill does not allow you to bypass other hindrances such as traps and locks. This skill costs 1 Air to use.

Read Ancient Scroll 2, 4, 6

This skills allows you to read ancient scrolls and texts and cast magic from them, equal to the level of the number of times you have bought this skill. This skill can be bought a maximum of 3 times. The CP cost is 2 for the first level, 4 for the second level and 6 for the third level of purchase. The skill does not allow you to bypass other protections of the scroll such as codes or other magical protections.

Memorize 1*

This skill allows you to cast one spell or effect from a scroll without having the actual scroll on your person. This skill may be bought up to five times. Some scrolls can not be memorized; this will be specified in the description of the scroll. Most scrolls can only be used once and must be discarded after being used. Scrolls with multiple uses will say so in the description. Once a scroll is memorized, it is considered cast and used. The memorization lasts until the next refresh of Void or the end of the event.

Magical Talent 3*

This skill allows you to purchase any of the individual Magic headers listed in the *Magic* section of the rulebook. This skill can be purchased multiple times. The skill must be purchased once for each header.

Resist Curse 1

This skill allows you to expend 1 point of Fire to resist any attack or infliction by Curse, obtained through reading a text or scroll.

Shadow Wisdom 4

This skill allows you to spend 2 points of Air to ask one question of a Shadow Spirit (see section on *Shadows* in the campaign section). The question must be given in written form and with your full character name and your player name. The expenditure of Air occurs when the Shadow takes the question from you. The answer may come immediately, during the event or at the next event and there is no guarantee that such shadows can offer answers to every question.

Read Languages 1*

This skill allows you to read modern languages other than English. Text props may contain a note at the top of the text indicating in which language the text is written. Players with the appropriate language skill can read the text. If you do not have the appropriate language skill, you may not look past the informative note at the top of the text. In some cases the text may be concealed to prevent casual reading, and only players with the appropriate language skill can look past the concealment to read the text. This skill does not allow you to bypass written codes. The choices of Languages are: French, German, and Spanish.

Read Ancient Languages 2*

This skill allows you to read ancient languages other than English. Text props may contain a note at the top of the text indicating in which language the text is written. Players with the appropriate language skill can read the text. If you do not have the appropriate language skill, you may not look past the informative note at the top of the text. In some cases the text may be concealed to prevent casual reading, and only players with the appropriate language skill can look past the concealment to read the text. This skill does not allow you to bypass written codes. The choices of Languages are: Egyptian, Sumerian, Berber, and Greek.

Evaluate Item 2

This skill allows you to evaluate the rough worth of an item. If the item has value, it will have either a red, yellow or green sticker on it with a code. Players with this skill will be given a written cipher key for this code on a periodic basis. Players with out this skill may not look at the cipher key. It is the responsibility of the players with this skill to keep the written cipher key secret and secure. Any item with out a sticker is of insignificant or "market" value.

Evaluate Authenticity 3

This skill works in conjunction with the Evaluate Item skill and allows the player to tell if an item is authentic or a replica. There will be a section of the Evaluate Item code on the stickers accompanying the item revealing whether the item is real or a replica. Players with this skill will be given a written cipher key for this code on a periodic basis. Players without this skill may not look at the cipher key. The item's value may not be discerned with this skill, only its authenticity. You do not need to buy Evaluate Item to buy this skill.

Explorer 4

Survival 2

This skill allows you to live in the wild. You do not have to pay upkeep costs at the beginning of each event.

Two Weapons 2*

This skill allow you to wield a weapon you are skilled with in your off-hand. The skill may be bought twice. The first purchase of the skill allows you to fight with a small weapon in your off-hand. The second purchase allows you to fight with a short weapon in your off-hand.

Buckler 3

This skill allows the explorer to use a buckler. A buckler is a shield with dimensions no greater than 24 inches in any one direction, including the foam padding.

Firearms 3

This skill allows you to use Firearms. Each time you fire a Firearm you must spend 1 point of Fire to do "3 Damage by Force." If you miss, the attribute is still expended.

Sword and Pistol 3

This skill gives you the ability to fight with a sword in one hand and a pistol in the other. You may never deliver or block a melee attack with a pistol. If your pistol is struck by a melee attack, you must take the damage.

Nerves of Steel 1

This skill allows you to expend 1 point of Fire to resist an attack by Fear.

Telling Hit 3

This skill allows you to spend 1 point of Earth to do "3 Damage" with a melee weapon. The attribute cost is only expended if the strike lands and is acknowledged by the opponent or is negated with an in-game skill.

Disengage 2

This skills allows you to spend 1 point of Water to use the Disengage effect as described in the *Core Rules*.

Physician 3

Diagnose 1

This skill allows you to determine what effect or trait is effecting a person. You touch them with a packet and say "Diagnose" and then an effect or trait. The recipient responds with a "yes" if they are effected by the name effect or trait. Otherwise they say nothing. You may diagnose any of the standard effects or traits mentioned in the *Core Rules* section of this book with the exception of Imbue or Inflict effects. You may use "Diagnose Damage?" to determine if the target is damaged. You may also use "Diagnose Stable?" or "Diagnose Unstable?" to reveal those conditions as well.

Surgery 3

This skill allows you to heal someone up to 2 Vitality. The skill requires 1 minute of role-playing and use of appropriate in-game props such as bandages. The healing only take affect after the recipient has rested for 5 minutes. While resting, the recipient may not use any in-game skills, run or fight.

Battlefield Surgery 3

This skill allows you to expend 1 point of Air to heal 2 points of Vitality. The skill requires 10 seconds of role-playing after which the person with the skill must say "Heal 2 by Medicine." The recipient takes immediate effect from this skill, and is not required to rest. The skill also requires use of appropriate props such

as bandages, and a shot of Gin. Gin is a resource and must be found in game.

Herbology 2, 4, 6

This skill allows you to mix Herbal Potions equal to the level of the skill level you have purchased. This skill can be purchased a maximum of three times. Level 1 skill costs 2 CP, level 2 skill costs 4 CP and level 3 skill costs 6 CP. Herbal Potions come in Raw Herb form, which an Herbologist can fashion into specific potions. Raw Herb tags specify a selection of potions the Herbologist can make, and the level of skill required to make the specific potion. The Herbologist must select the potion he/she wishes to make by crossing off all of the other choices and signing the back of the tag with their out-of-game name. This skill takes 1 minute to perform and requires use of appropriate props such as a mortar and pestle.

Advanced First Aid 1

This skill allows you spend 1 Point of Fire to stabilize one person instantly, or to heal a maimed limb in 10 seconds. You must touch the person with a packet and say "Stabilize" or "Cure Maim."

Take Your Punches 3

This skill allows you to use your knowledge of anatomy to twist your body to reduce the mortality of a serious wound. When you are reduced to 0 Vitality from called damage, you may spend 1 point of Water to become stable. You must use this skill immediately after falling down at 0 Vitality.

Gun Slinger 4

Firearms 2

This skill allows you to use Firearms. Each time you Fire a Firearm you must spend 1 point of Fire to do "3 Damage by Force." If you miss, the attribute is still expended.

Marksmanship 1*

This skill may be bought up to 10 times. Each time you purchase this skill, you may spend 1 point of Marksmanship to replace 1 point of Fire when using a Firearm.

Dread Eye 3

This skill allows you to strike fear into the heart of your target. You must spend 2 points of Fire, point your gun at the target and announce "By my gesture, Avoidance by Fear." As per the gesture rules, the avoidance is ended as soon as you stop aiming at your target or the target is out of line of sight for 10 seconds. You may use Marksmanship to replace the Fire cost for this skill.

Blazing Away 3

This skill allows you to specially load your Firearm with an extra charge of powder, changing the attack verbal to "5 Damage by Fire." You must spend 1 point of Fire in addition to the cost of firing the gun, for a total of 2 Fire, or 1 Fire and 1 Marksmanship. You may not spend 2 Marksmanship to use this skill.

Battle Reflexes 3

This skill allows you to spend 1 point of Air to act as 1 point of armor (maximum of 2 times for 2 points of armor at any given time). This armor point lasts until Void is spent refreshing your Attributes and can be refit by resting for 1 minute. A person resting may not use in game skills or run. You may not use any other type of armor while using this skill.

Saw it Coming 5

This skill allows you spend 3 points of Water to "Avoid" any Firearm, Missile or Packet Attack.

Disengage 2

This skills allows you to spend 1 point of Water to use the Disengage effect as described in the *Core Rules*.

Nerves of Steel 1

This skill allows you to spend 1 point of Fire to resist an attack by Fear.

Firearms Repair 1

This skill allows you to repair a destroyed Firearm. This skill requires use of a dedicated work bench no smaller than a 1 foot by 2 foot table, appropriate props and 5 minutes of role-playing. A work bench must be a permanent work area established by a Firearms technician.

Sword and Pistol 3

This skill gives you the ability to fight with a sword in one hand and a pistol in the other. You may never deliver or block a melee attack with a pistol. If your pistol is struck by a melee attack, you must take the damage.

Entertainer 3

Many of these skills revolve around performances. Although such skills are often associated with voice performance, any performance art can be used with these skills. A performance must last at least one minute (unless otherwise noted in the skill) and the audience must respond with applause. In the case of one to one performances, the audience must acknowledge the performance with at least a thoughtful gesture or response (as in the case of Spirit Tether or Calming Voice). Any skill listed may be used in a group performance, or one-on-one.

Act of Passion 1

Your performance charges you so that you may use Fire for one other attribute when paying for a single skill. This ability must be charged with a performance which culminates with applause from an audience. Once charged, you may use Fire to pay for some or all of the attribute cost of a single skill using Fire at a 1 to 1 exchange. This skill lasts until your next skill refresh. You can use Act of Passion once per event.

Healing Voice 3

This skill allows you to expend 2 points of Fire or Inspiration to call out "By my voice, Heal by Inspiration" after a performance which culminates with applause.

Clearing Voice 2

This skill allows you spend 1 point of Fire or Inspiration to call out "By My Voice, Cure Mind by Inspiration" after giving a performance which culminates with applause.

Calming Voice 1

This skill allows you to spend 1 point of Fire or Inspiration to calm a frenzied victim. You spend the attribute, strike the recipient with a packet and say

"Cure Frenzy by Inspiration." You must then spend 10 seconds with the victim of the frenzy role playing in a calming manner. If you are interrupted during the 10 seconds, the effect "Frenzy by Inspiration" is transferred to the Entertainer performing the skill.

Tether Spirit 3

This skill allows you to perform a 10 second performance and spend a point of Fire or Inspiration to enthrall a willing spirit. You must touch the spirit with a packet, spend the attribute and say "Imbue to Spirit by Spirit Tether" and perform for 10 seconds. If the performance is interrupted, the attribute is lost and the attempt fails. If the spirit has the Spirit Tether Trait, she or he must obey the conditions of the imbue card provided at the beginning of the game. All players begin with the Spirit Tether Trait, however, not all spirit have the Spirit Tether Trait. The Spirit Tether Imbue Card says the following: "If you are the recipient of an "Imbue by Spirit Tether" while you are in spirit form, you may choose to stay with the person who performed the Imbue for up to 10 minutes. If you choose to stay, you must stay within the immediate area of the person who performed the Imbue." Any spirit may resist this ability by saying "Resist." If the ability is resisted, no attribute cost is spent. A spirit may only be Tethered once before returning to physical form or dissipating. If a second Spirit Tether is attempted, the spirit must say "Resist" and proceed on its way.

Dance of the Dead 3

This skill allows you to bring recently dead spirits back to life. The skill must be performed at a specific location that has a gate to and from the spirit realm. The Entertainer must perform an appropriate ceremony to open the gate, at which time the player may spend 1 point of Fire to bring spirits back from the spirit world. Guidelines for this ceremony are explained in the section on *Resurrection*. Once the spirit is brought back to life, both the spirit and the Entertainer must sign the Book of Spirits.

Inspiration 2*

These points can replace the attribute points required for an Entertainer skill on a 1 point to 1 point basis, when noted in the skill description. This skill can be bought up to 5 times.

Soldier 4

Two-Handed Weapon 2

This skill allows you to fight with any two-handed weapon.

Firearms 3

The skill allows you to use Firearms. Each time you Fire a Firearm you must spend 1 point of Fire to do "3 Damage by Force." If you miss, the attribute is still expended.

Marksmanship 2*

This skill may be bought up to 5 times. Each time you purchase this skill, you may spend 1 point of Marksmanship to replace 1 point of Fire when using a Firearm.

Desperate Defense 3

This skill allows you to spend 2 points of Earth to Parry any one melee weapon attack to your limbs. Ranged attacks (such as attacks with missile weapons) or attacks to the torso may not be negated with a Parry.

Critical Strike 2

This skill allows you to spend 2 points of Earth to do "5 damage" with a melee weapon.

Resilience 3

This skill allows you to spend 1 point of Earth to heal 2 points of Vitality by spending 3 seconds role-playing shaking off your wounds.

Weapon Smith 1

This skill allows you to repair any melee weapon that has been destroyed. This skill requires a dedicated work bench, five minutes of role-playing and use of appropriate tools. A work bench must be a permanent work area established by a weapon smith.

Armor Repair 1

This skill allows you to repair armor that has been destroyed or rendered useless by damage. This skill

requires a dedicated work bench, 5 minutes of roleplaying and use of appropriate props to perform. A work bench must be a permanent work area established by an armor smith.

Buckler 3

This skill allows the soldier to use a buckler. A buckler is a shield with dimensions no greater than 24 inches in any one direction, including the foam padding.

Crippling Blow 3

This skill allows you to cripple an opponent's limb with a melee weapon. You must spend 1 point of Earth, say "Maim" and strike your opponent's limb with a melee weapon.

Battle Reflexes 3

This skill allows you to spend 1 point of Air to act as 1 point of armor (maximum of 2 times for 2 points of armor at any given time). This armor point lasts until Void is spent refreshing your Attributes and can be refit by resting for 1 minute. A person resting may not use in game skills or run. You may not use any other type of armor while using this skill.

Nerves of Steel 1

This skill allows you to expend 1 point of Fire to resist an attack by Fear.

Two Weapons 2*

This skill allow you to wield a weapon you are skilled with in your off-hand. The skill may be bought three times. The first purchase of the skills allows you to fight with a small weapon in your off-hand. The second purchase allows you to fight with a short weapon in your off-hand. The third allows you to fight with two long sword size weapons.

Mentalist – Clairvoyant 3

Anticipation 3

This skill allows you to spend 3 points of Air to Avoid any one packet, weapon or Firearms attack. You must call out "Avoid" when you use this skill.

Dreaming 1

This skill allows you to contact the psychic realm while sleeping. Dreams may be given to you at the start of the event or by a spirit during the event.

Spirit Form 5

This skill allows you take the form of a spirit. You must spend 3 points of Fire, clasp your hands in front of you and say "Spirit" to take spirit form. So long as you do not move, you are immune to all weapon, packet, and Firearm attacks. You also have the Spirit trait while you are in this form. This form lasts as long as you remain immobile. You may not speak in spirit form unless someone has used a speak to spirit effect on you.

Nerves of Steel 1

This skill allows you to expend 1 point of Fire to resist an attack by Fear.

Speak With Spirit 3

This skill allows you to spend 1 point of Fire to speak with spirits. You must touch the spirit with a packet and say "Speak with Spirit." The spirit may choose whether or not to speak with you. The attribute is only spent if the spirit chooses to speak with you.

Shadow Wisdom 4

This skill allows you to spend 2 points of Air to ask one question of a Shadow Spirit (see section on *Shadows* in the campaign section). The question must be given in written form and with your full character name and your player name. The expenditure of Air occurs when the Shadow take the question from you. The answer may come immediately, during the event or at the next event and there is no guarantee that such shadows can offer the answer to every question.

Dreaded Gaze 2

This skill allows you to overpower the mind of your opponent and fill them with fear. You spend 1 point of Fire, say "Avoidance by Fear" and hit them with a packet.

Focus 3*

These points can replace the attribute points required for a Mentalist skill on a 1 point to 1 point basis.

Dance of the Dead 3

This skill allows you to bring recently dead spirits back to life. The skill must be performed at a specific location that has a gate to/from the spirit realm. The Mentalist must perform an appropriate ceremony to open the gate, at which time he/she may spend 1 point of Fire to bring spirits back from the spirit world. Guidelines for this ceremony are explained in the section on *Resurrection*. Once the spirit is brought back to life, both the spirit and the Mentalist must sign the Book of Spirits.

Mentalist-Kineticist 3

Crippling Blow 2

This skill allows you to spend 1 point of Air to cripple a victim's limb. You spend 1 point of Air, say "Maim limb by Will" and hit your opponent with a packet.

Mind Spike 3

This skill allows you to cause damage directly to your opponent's mind. You spend 1 point of Fire, say "5 damage by Will" and hit your opponent with a packet.

Mental Force 2

This skill allows you focus your mental energy into a concussive blast causing damage to your foe. You spend 1 point of Air, say "3 Damage by Force" and hit your opponent with a packet.

Focus 3*

These points can replace the attribute points required for a Mentalist skill on a 1 point to 1 point basis.

Disarm 2

This skill allows you to spend 1 point of Air to Disarm an opponent of a Melee Weapon. You spend 1 point of Air, say "Disarm weapon by Will" and hit your opponent with a packet.

Shaman 3

Staff 3

This skill allows you to use a staff as a melee weapon, and cast spells while wielding it.

Survival 2

This skill allows you to live in the wild. You do not have to pay upkeep costs at the beginning of each event.

Healing Touch 3

This skill allows you to spend 1 point of Earth to heal 2 points of Vitality. You spend 1 point of Earth, say "Heal 2 by Earth" and touch the recipient with a packet.

Tether Spirit 3

This skills allows you to tether a spirit to you. You must touch the spirit with a packet, spend 1 Earth and say "Imbue to Spirit by Spirit Tether." If the spirit has the Spirit Tether Trait, she or he must obey the conditions of the imbue card provided at the beginning of the game. All players begin with the Spirit Tether Trait, however, not all spirit have the Spirit Tether Trait. The Spirit Tether Imbue Card says the following:. If you are the recipient of an "Imbue by Spirit Tether" while you are in spirit form, you may choose to stay with the person who performed the Imbue for up to 10 minutes. If you choose to stay, you must stay within the immediate area of the person who performed the Imbue. Any spirit may resist this ability by saying "Resist." If the ability is resisted, no attribute cost is spent. A spirit may only be Tethered once before returning to physical form or dissipating. If a second Spirit Tether is attempted, the spirit must say "Resist" and proceed on its way.

Herbology 2, 4, 6

This skill allows you to mix Herbal Potions equal to the level of the skill level you have purchased. This skill can be purchased a maximum of three times. Level 1 skill costs 2 CP, level 2 skill costs 4 CP and level 3 skill costs 6 CP. Herbal Potions come in Raw Herb form which an Herbologist can fashion into specific potions. Raw Herb tags specify a selection of potions the Herbologist can make and the level of

skill required to make the specific potion. The Herbologist must select the potion he/she wishes to make by crossing off all of the other choices and signing the back of the tag with their out-of-game name. This skill takes 1 minute to perform and requires use of appropriate props such as a mortar and pestle.

Speak With Spirits 3

This skill allows you to spend 1 point of Fire to speak with spirits. You must touch the spirit with a packet and say "Speak with Spirit." The spirit may choose whether or not to speak with you. The attribute is only spent if the spirit chooses to speak with you.

Shadow Wisdom 4

This skill allows you to spend 2 points of Air to ask one question of a Shadow Spirit (see section on *Shadows* in the campaign section). The question must be given in written form and with your full character name and your player name. The expenditure of Air occurs when the Shadow take the question from you. The answer may come immediately, during the event or at the next event and there is no guarantee that such shadows can offer the answer to every question.

Dance of the Dead 3

This skill allows you to bring recently dead spirits back to life. The skill must be performed at a specific location that has a gate to/from the spirit realm. The Shaman must perform an appropriate ceremony to open the gate, at which time he/she may spend 1 point of Fire to bring spirits back from the spirit world. Guidelines for this ceremony are explained in the section on *Resurrection*. Once the spirit is brought back to life, both the spirit and the Shaman must sign the Book of Spirits.

A Well Trained Strike 3

This skill allows you to spend 1 point of Earth to do "3 Damage" with a staff. The attribute cost is only expended if the strike lands and is acknowledged by the opponent or is negated with an in-game skill.

Magical Talent 3*

This skill allows you to purchase any of the individual Magic headers listed in the *Magic* section of the rulebook. This skill can be purchased multiple times. The skill must be purchased once for each header.

Tomb Raider 3

Open Locks 1

This skill gives you the ability to try to open in-game locks. Most locks will be single-tumbler or "warded" locks commonly used in the nTeraction system. Anyone can lock an in-game lock.

Slip the Lock 1

This skill gives you the ability to unlock a lock without actually picking the physical lock. The skill lets you bypass the lock on the portal or container BUT it remains locked so if the portal or container is closed, it is immediately locked again. Some portals or containers are so well-locked that this skill does not work against them. They will have a locking system that actually binds the portal or container closed with a pickable lock. To open such a portal or container, you much actually pick the lock with the Open Locks skill. This skill costs 3 Air to use.

Manipulate Traps 2

This skill gives you the ability to try to disarm or arm in-game traps as described in the section on *Traps* in this rule book.

Open Sealed Portal 2

This skill allows you to open sealed portals. Portals may include, but are not limited to doors, drawers, and chests, and will be marked with a blue sticker. The portal remains open until the actual opening is closed at which time the portal becomes sealed again. This skill does not allow you to bypass other hindrances such as traps and locks. This skill costs 1 Air to use.

Avoid Traps 2

This skill allows you to spend 1 point of Water to Avoid any one buzzer, verbal or snap trap affect. You must say "Avoid" immediately after setting off one of the aforementioned traps to use this skill. This skill does not work against gas or other room-affecting traps.

Nimble of Foot 3

You are nimble and dexterous. This skill allows you

to resist any one effect from a physical challenge. If you should activate the effect of a physical challenge, such as stepping off a jumpy stone, you can spend 2 points of Water and say "Resist" to resist the effect.

Conceal Treasure 2

This skill allows you to spend 1 point of Air to hide any one item on your person for five minutes. If you are searched, you do not have to give over the item. The item can not be in plain sight. If the item is actually spotted by someone, the skill fails. The skill lasts for five minutes even if you are struck dead in that time.

Savage 3

Survival 2

This skill allows you to live in the wild. You do not have to pay upkeep costs at the beginning of each event.

Shield 3*

This skill allows you to use a small shield, or buckler, in combat for the first time bought and a full sized shield for the second time bought. This skill can only be bought twice.

Disengage 2

This skill allows you to spend 1 point of Water to use the Disengage skill as defined in the *Core Rules* section.

Critical Strike 2

This skill allows you to spend 2 points of Earth to do "5 damage" with a melee weapon.

Nerves of Steel 1

This skill allows you to spend 1 point of Fire to resist an attack by Fear.

Resilience 3

This skill allows you to spend 1 point of Earth to heal 2 points of Vitality by spending 3 seconds role-playing shaking off your wounds.

Polearm 2

This skill allows you to fight with a straight polearm in combat.

Strength of Earth 1

This skill allows you to spend 1 Earth to purge any Body affects that restrict your body movement as defined in the *Core Rules*. You call out "Purge Body" and rip free from any Slow, Root, Paralyze or Avoidance effect delivered by a Body Trait, such as Earth or Force. See the *Core Rules* for a complete list of Body Traits.

Battle Reflexes 3

This skill allows you to spend 1 point of Air to act as 1 point of armor (maximum of 2 times for 2 points of armor). These armor points last until Void is spent refreshing your Attributes and can be refit by resting for 1 minute. A person resting may not use in game skills or run. You may not use any other type of armor while using this skill

Archery 3

This skill allows you to use a bow in combat as per core nTeraction rules.

Mechanology 3

Mechanical Vivification 1

This skill allows the Mechanologist to start or stop an in-game machine or moving physical challenge. The machine will be marked with a yellow triangle that tells the Mechanologist how to start or stop the machine. The method and restrictions to shutting down or starting each machine (if applicable) will be found on the yellow triangle and must be met before using this skill. This skill costs 2 Air to use.

Mechanical Creation 2, 4, 6

This skill allows the Mechanologist to create items of mechanical nature from formulas found in game. Each mechanical item will have a level of 1 through 3, 3 being the most difficult to make. The Mechanologist can make items equal to the level of skill purchased. Level 1 costs 2 CP, Level 2 costs 4 CP and Level 3 costs 6 CP. In addition to formula, the Mechanologist can make items equal to the level of skill purchased.

nologist must also find gear components appropriate for the item being created. Gear components must be found in-game. A level 1 item requires 1 Small Gear. A level 2 item requires 2 Small Gears and one Medium Gear. A level 3 item requires 3 Small Gears, 2 Medium Gears and 1 Large Gear to create. Some formulas will have special component requirements on them other than those listed above.

Formulas contain a selection of items and level requirements that can be made with this formula. Mechanologists must select the item to make by crossing off all the other choices and signing the back of the tag with their out-of-game name. This skill takes one minute to perform and requires the use of appropriate props such tools. All tools must be safety approved by a member of the Atlas Adventures staff. Gears used to make an item must be returned to a collection point as soon as possible.

Firearms Repair 1

This skill allows you to repair a destroyed Firearm. This skill takes 5 minutes of role-playing and use of appropriate props to perform. Only a Mechanologist can perform this skill anywhere, without using a dedicated workbench. If a dedicated work bench of no smaller than 1 foot by 2 foot is used, the skill takes 1 minute to perform. A work bench must be a permanent work area established by the Mechanologist.

Weapon Repair 1

This skill allows you to repair any melee weapon that has been destroyed. This skill takes 5 minutes of role-playing and use of appropriate props to perform. Only a Mechanologist can perform this skill anywhere, without using a dedicated workbench. If a dedicated work bench of no smaller than 1 foot by 2 foot is used, the skill takes 1 minute to perform. A work bench must be a permanent work area established by the Mechanologist.

Armor Repair 1

This skill allows you to repair armor that has been destroyed or rendered useless by damage. This skill takes 5 minutes of role-playing and use of appropriate props to perform. Only a Mechanologist can perform this skill anywhere, without using a dedicated workbench. If a dedicated work bench of no smaller than 1 foot by 2 foot is used, the skill takes 1 minute to perform. A work bench must be a permanent work area established by the Mechanologist.

Side Kick 3

The Side Kick header is a very unique set of skills in that most of the skills work only on one specifically-chosen, other person. In this case, the verbal for the effect is "Effect to Name by X" Each side kick can have only one player for whom these skills will work. These skills are marked in *Italics*. A player with the Side kick header can not have a side kick. Each player with the Side Kick header can have only one Boss. At the beginning of each weekend, you must choose your Boss for that event. You may not change your Boss during an event. Examples of typical side-kick characters are bodyguards, butlers, assistants (personal, medical, research, scientific, etc.), attachés, and manor maid-servants.

You OK Boss? 1

This skill allows you to spend 1 point of Air to cure any Stun effect on your unconscious Boss. You spend 3 seconds role-playing and expend 1 point of Air and say "Cure Stun by Will."

Advanced First Aid 1

This skill allows you spend 1 Point of Fire to instantly stabilize your Boss or to heal a maimed limb in 10 seconds. You must touch your Boss with a packet and say "Stabilize" or "Cure Maim."

I got it Boss 2

This skill allows you to spend 1 point of Air to hide any one item your Boss gives you on your person for five minutes. If you are searched, you do not have to give over the item. The item can not be in plain sight. If the item is actually spotted by someone, the skill fails. The skill lasts for five minutes even if you are struck dead in that time.

Avenge my Death 3

This skills allows you to inspire an act of vengeance for your death. This skill has two parts. First, in preparation to use this skill, while living, you must give your Boss an Imbue card, which you may request at Check-In, that says the following: "You have the Vengeance and <Name of Sidekick> Trait. If during the course of the event you are affected by an "Imbue by Vengeance and <Appropriate Sidekick Name>" effect, you may choose one attribute, other than Void,

to completely refresh." The second part of the skill occurs if you, the Sidekick, are dead. While in spirit form, you may seek out your Boss provided he/she is in line of sight of the place of your death, touch them with a packet, expend 2 Earth and say "Imbue by Vengeance and <Your Character Name>." Your Boss may then completely refresh his/her chosen attribute. After you do this, you must go directly to the nearest spirit gate (unless affected by a Spirit Tether).

Take Me. 3

This skill allows you to exchange your life for the life of your Boss. This skill has two parts. First, in preparation to use this skill, you must give your Boss an Imbue card, which you may request at Check-In, that says the following: "You have the Life and <Name of Sidekick> Trait" If during the course of the event you are affected by an "Imbue by Life and <Appropriate Sidekick Name>" effect, and you are currently dead but not yet in spirit form, you immediately come back to life at 1 Vitality." The second part of the skill occurs if your Boss is dead but not yet in spirit form. Touch the dead body of your Boss with a packet, expend 2 Fire and say "Imbue by Life and <Your Character Name>". After you do this, you remain alive for 10 seconds under the effect of a Drain, before being affected by a "Death by Death" effect.

Battle Reflexes 3

This skill allows you to spend 1 point of Air to act as 1 point of armor (maximum of 2 times for 2 points of armor at any given time). This armor point lasts until Void is spent refreshing your skills and can be refit by resting for 1 minute. A person resting may not use in game skills or run. You may not use any other type of armor while using this skill.

The Will to Live 3

This skill allows you to survive if you are stuck by an attack that inflicts the Death effect. Instead of being struck dead, you expend 2 points of Fire and collapse in an unstable state (bleeding out) with no Vitality. This skill does not work against Death Strike, nor will it protect you if you die by bleeding out. You may use this skill even if you are unconscious.

You Missed Me 3

This skill allows you spend 3 points of Water to Avoid any one packet, firearm, melee or thrown weapon attack.

Diplomat 3

Read Languages 1*

This skill allows you to read modern languages other than English. Text props may contain a note at the top of the text indicating in which language the text is written. Players with the appropriate language skill can read the text. If you do not have the appropriate language skill, you may not look past the informative note at the top of the text. In some cases the text may be concealed to prevent casual reading, and only players with the appropriate language skill can look past the concealment to read the text. This skill does not allow you to bypass written codes. The choices of Languages are: French, German, and Spanish.

Literary Finesse 2

This skill allows you to compose a written argument or suggestion of an action, no shorter than 100 words, that when read has a heightened chance of swaying the opinion or position of the person reading the text. The choice to follow your advice or agree with your position is up to the discretion of the recipient, and is not guaranteed. In addition, the letter will "Cure mind by Inspiration" any mind effects on the person reading the note. You must spend 1 point of Air and 1 Point of Fire to use this skill. Effects of this skill will be described on an Imbue Card affixed to the letter, which may be obtained at check-in.

Oratory Finesse 3

This skill allows you to make a speech arguing a point or suggestion of action that has a heightened chance of swaying the opinions or actions of one member of the audience. The choice to act on your advice or agree with your position is up to the discretion of the recipient, and is not guaranteed. The speech will also cure all mind effects on the intended recipient of the speech. The speech must last one minute at which time the orator must gesture to the recipient and say "By my gesture, Cure mind by Inspiration." This skill requires 1 point of Air and 1 point of Fire.

Political Information 2

This skill allows you to send a telegram by wire to your political contacts asking a question about a political, local or other situation about which such a contact would be knowledgeable. You must spend 2

points of Air, and write a telegram with your question, the name of the intended recipient and your full ingame name. Roleplay sending your wire by telegraph at the in-game telegraph station, and place it in the telegraph box. Telegrams are forwarded by the wire operator every night at midnight during the event. The answer may come immediately, during the event or at the next event and there is no guarantee that your connections can offer the answer to every question.

Pulling Strings 3

This skill allows you to try to arrange passage to normally inaccessible areas of the town or other locale. You write a telegram to your political contacts asking for a guide to bring you to a specified area. In the telegram you must name yourself, the number of companions you wish to take, the name of the intended recipient, and describe the place you wish to go and why you wish to go there. Roleplay sending your wire by telegraph at the in-game telegraph station, and place it in the telegraph box. Telegrams are forwarded by the wire operator every night at midnight during the event. The closer to the town setting, the greater the chance you will be able to find a guide. The answer may come by the end of the event or during the next event. There is no guarantee that your contact will be able to provide a guide to the requested location. This skill requires no attribute cost but may be used only once per event.

Just a Note 1

This skill allows you to send a telegram guaranteed to be received by the intended recipient by the next event or sooner. Write a telegram including the name of the intended recipient and your full in-game name. Roleplay sending your wire by telegraph at the ingame telegraph station, and place it in the telegraph box. Telegrams are forwarded by the wire operator every night at midnight during the event. You must write your letter and place it in the telegraph box before midnight on Saturday to guarantee delivery by the next event. This skill requires 1 Air to use.

Charlatan 3

Evaluate Item 2

This skill allows to evaluate the rough worth of an item. If the item has value, it will have either a red, yellow or green sticker on it with a code. Players with

this skill will be given a written cipher key for this code on a periodic basis. Players without this skill may not look at the cipher key. It is the responsibility of the players with this skill to keep the written cipher key secret and secure. Any item without a sticker is of insignificant or "market" value.

Evaluate Authenticity 3

This skill works in conjunction with the Evaluate Item skill and allows the player to tell if an item is authentic or a replica. There will be a section of the Evaluate Item code on the stickers accompanying the item revealing whether the item is real or a replica. Players with this skill will be given a written cipher key for this code on a periodic basis. Players without this skill may not look at the cipher key. The item's value may not be discerned with this skill, only its authenticity. You do not need to buy Evaluate Item to buy this skill.

Create Fake Item 2

You must have the Evaluate Item and Evaluate Authenticity skill to use this skill. This skill allows you to bring in-period items into game and pass them off as valuable items. The items must have a green sticker clearly marked with the Evaluate Item Code for the value of the item and the Evaluate Authenticity Code designating the item as a fraud. You may determine the value of the items you create. All items used for this skill are green-stickered and become the property of the game.

Counterfeit Connection 1*

This skills allows you to start each event with extra cash. This cash is counterfeit. It is not obvious to a casual observer that the money is counterfeit.

Fool the Press 3

This skill allows you to submit false but believable claims to the press via telegraph. Your connections and skill at conning mean that the press will likely accept your claims without knowing the author, unless you specifically reveal your identity. Write a telegraph that includes your claim; you do not need to include your name. Spend 2 points of Air, roleplay sending your wire by telegraph at the in-game telegraph station, and place it in the telegraph box. Telegraphs are forwarded by the wire operator every night at midnight during the event.

Herbology 2*

This skill allows you to mix Herbal Potions equal to the level of the skill level you have purchased. The skill can be purchased a maximum of three times. Level 1 skill costs 2 CP, level 2 skill costs 4 CP and level 3 skill costs 6 CP. Herbal Potions come in Raw Herb form, which an Herbologist can fashion into specific potions. Raw Herb tags specify a selection of potions the Herbologist can make, and a level of skill required to make the specific potion. The Herbologist must select the potion he/she wishes to make by crossing off all the other choices and signing the back of the tag with their out-of-game name. The skill takes 1 minute to perform and requires use of appropriate props such as a mortar and pestle.

Conceal Item 2

This skill allows you to spend 1 point of Air to hide any one item on your person for five minutes. If you are searched, you do not have to give over the item. The item can not be in plain sight. If the item is actually spotted by someone, the skill fails. The skill lasts for five minutes even if you are struck dead in that time.

Magic Headers

All magic requires special incantations to invoke the power of the magic. The incantation must have a number of syllables equal to twice the cost of the spell plus 4. For example, if a spell costs 2 Character Points, the incant length must be at least 8 syllables.

These headers are purchased with the Magical Talent skill.

Primalist

Fire's Purging 2

This spell allows you to expend 1 Fire and throw a packet for "Agony by Fire."

Frozen Footstep 1

This spell allows you to expend 1 Air and throw a packet for "Root by Ice."

Proscribe Elements 3

This spell allows you to resist one attack from Fire, Water, Air, Earth or Lighting. You must expend 1 Earth, recite the incant and call out "Imbue by Earth." When you are struck by an attack from Fire, Water, Air, Earth or Lighting you may say "Resist" and negate the attack. This skill lasts until used, you refresh your skills or the end of the event.

Ice Darts 3

This spell allows you to expend 1 Water and cast up to 5 "2 damage by Ice" packet attacks.

Earth Bolt 1

This spell allows you to expend 1 Earth and throw one "5 damage by Earth" packet attack.

Illusionist

Mask of Fright 1

This spell allows you to expend 1 Fire and throw one "Avoidance by Fear" packet attack.

Mask of Torment 2

This spell allows you to expend 1 Air and throw one "Agony by Fear" packet attack.

Mask of Confusion 1

This spell allows you to expend 1 Air and throw one "Root by Confusion" packet attack.

Mask of Doom 5

This spell allows you to expend 3 Fire and throw one "Death by Will" packet attack.

Conceal Treasure 2

This skill allows you to spend 1 point of Air to hide any one item on your person for five minutes. If you are searched, you do not have to give over the item. The item can not be in plain sight. If the item is actually spotted by someone, the skill fails. The skill lasts for five minutes even if you are struck dead in that time.

Open Skills			
One Handed Melee Weapon	1		
Thrown Weapon*	1		
Craftsman	1		
Small Weapon	0		
First Aid	1		
Diagnose	2		
Wealth*	1		Can buy 5 times
Read Native Language	1		
Firearms	4		
Archeologist	3		

Open Sealed Portal	2	1 Air	
Read Ancient Scroll	2, 4, 6		
Memorize*	1		Can buy 5 times
Magical Talent*	3		
Resist Curse	1	1 Fire	
Shadow Wisdom	4	2 Air	
Read Languages*	1		
Read Ancient Languages*	2		
Evaluate Item	2		
Evaluate Authenticity	3		
Explorer	4		
Survival	2		
Two Weapons*	2		Can buy twice
Buckler	3		
Firearms	3	1 Fire	
Sword and Pistol	3		
Nerves of Steel	1	1 Fire	
Telling Hit	3	1 Earth	
Disengage	2	1 Water	
Physician	3		
Diagnose	1		
Surgery	3		
Battlefield Surgery	3	1 Air	
Herbology	2, 4, 6		
Advanced First Aid	1	1 Fire	
Take Your Punches	3	1 Water	

Gun Slinger	4		
Firearms	2	1 Fire	
Marksmanship*	1		Can buy 10 times
Dread Eye	3	2 Fire	
Blazing Away	3	1 Fire	
Battle Reflexes	3	1 Air	
Saw it Coming	5	3 Water	
Disengage	2	1 Water	
Nerves of Steel	1	1 Fire	
Firearms Repair	1		
Sword and Pistol	3		
Entertainer	3		
Act of Passion	1		Once per event
Healing Voice	3	2 Fire or Inspiration	
Clearing Voice	2	1 Fire or Inspiration	
Calming Voice	1	1 Fire or Inspiration	
Tether Spirit	3	1 Earth or Inspiration	
Dance of the Dead	3	1 Fire	
Inspiration*	2		Can buy 5 times
Soldier	4		,
Two-Handed Weapon	2		
Firearms	3	1 Fire	

Headers	and	Skills
HUAUUIS	anu	OKIIIS

Marksmanship*	2		Can buy 5 times
Desperate Defense	3	2 Earth	
Critical Strike	2	2 Earth	
Resilience	3	1 Earth	
Weapon Smith	1		
Armor Repair	1		
Buckler	3		
Crippling Blow	3	1 Earth	
Battle Reflexes	3	1 Air	
Nerves of Steel	1	1 Fire	
Two Weapons*	2		Can buy 3 times
Mentalist – Clairvoyant	3	·	
Anticipation	3	3 Air	
Dreaming	1		
Spirit Form	5	3 Fire	
Nerves of Steel	1	1 Fire	
Speak With Spirit	3	1 Fire	
Shadow Wisdom	4	2 Air	
Dreaded Gaze	2	1 Fire	
Focus*	3		
Dance of the Dead	3	1 Fire	
Mentalist- Kineticist	3		
Crippling Blow	2	1 Air	
Mind Spike	3	1 Fire	
Mental Force	2	1 Air	

Headers and Skills Focus* 3 2 Disarm 1 Air 3 Shaman Staff 3 2 Survival Healing Touch 3 1 Earth **Tether Spirit** 3 1 Earth Herbology 2, 4, 6 Speak With Spirits 1 Fire 3 Shadow Wisdom 4 2 Air Dance of the Dead 3 1 Fire A Well Trained Strike 3 1 Earth Magical Talent* 3 Tomb Raider 3 Open Locks 1 Slip the Lock 1 3 Air Manipulate Traps 2 Open Sealed Portal 2 1 Air Avoid Traps 2 1 Water Nimble of Foot 3 2 Water 2 Conceal Treasure 1 Air 3 Savage Survival 2 Can buy twice Shield* 3 Disengage 2 1 Water Critical Strike 2 2 Earth Nerves of Steel 1 Fire

Headers	and	Skills

Resilience	3	1 Earth	
Polearm	2		
Strength of Earth	1	1 Earth	
Battle Reflexes	3	1 Air	
Archery	3		
Mechanology 3	3		
Mechanical Vivication	1	2 Air	
Mechanical Creation	2, 4, 6		
Firearms Repair	1		
Weapon Repair	1		
Armor Repair	1		
Side Kick	3		•
You OK Boss?	1	1 Air	
Advanced First Aid	1	1 Fire	
I got it Boss	2	1 Air	
Avenge my Death	3		
Take Me.	3	2 Fire	
Battle Reflexes	3	1 Air	
The Will to Live	3	2 Fire	
You Missed Me	3	3 Water	
Diplomat	3		
Read Languages*	1		
Literary Finesse	2	1 Air & 1 Fire	
Oratory Finesse	3	1 Air & 1 Fire	
Political Information	2		
Pulling Strings	3		Once per event

Just a Note	1	1 Air		
Charlatan	3			
Evaluate Item	2			
Evaluate Authenticity	3			
Create Fake Item	2		Eval. Item & Eval. Auth.	
Counterfeit Connection*	1			
Fool the Press	3	2 Air		
Herbology	2, 4, 6			
Conceal Item	2	1 Air		
Primalist		Bought as Magical Talent - Primalist		
Fire's Purging	2	1 Fire		
Frozen Footstep	1	1 Air		
Proscribe Elements	3	1 Earth		
Ice Darts	3	1 Water		
Earth Bolt	1	1 Earth		
Illusionist		Bought as Magical Talent - Illusionist		
Mask of Fright	1	1 Fire		
Mask of Torment	2	1 Air		

Chapter 11 Introduction to nTeraction

Overview

You are preparing to enter a game world using the nTeraction system. The system is designed to stay simple in concept and execution, yet have a rich and varied set of skills and abilities behind it to develop characters and stories. To do this we have created a basic action system which defines all of the effects of the game and presents them to you from the beginning. All skills and special abilities refer back to this base system, so once you have learned the base system you do not need to concern yourself with the gritty details of how every ability works behind the scenes

Philosophy

The main philosophy of the nTeraction system is to keep the game flowing smoothly without interruption. Almost everything you do you should attempt in game. There should be no reason to drop out of game, to consult an out of game personage during normal game play, or to describe out of game actions unless those actions may make others uncomfortable. You may consult in game spirits and characters, but all your actions should be in game.

In the nTeraction system you will never have a reason to describe your actions. You can't set things on fire. You can't chop creatures to pieces. You cannot, and have no reason to, perform actions you cannot actually attempt unless those actions are defined in some other way in these rules.

The idea is to stay in character no matter what. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game. There are no rifts that move you out of the game action, no things stepping through solid walls, no fly-

ing creatures, and no happenings that cannot be played without interrupting the flow of the game. You might be transformed into a spirit and made to walk someplace in that state, but anyone who sees your spirit still sees you walking.

Be forewarned that our directed characters will react to blatant out of game comments as insults or lies. Spirits and creatures will become enraged at out of game comments. As such, dropping out of character can get you killed, or worse. If the problem continues, you will be asked to leave the game. Stay in character.

Rules of Etiquette

In a game as fluid and full of unexpected circumstances as live action, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules which is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

Always In Game

You are always in game, even if your character is unconscious, dead, or affected by a game condition which incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. If you are lying unconscious or dead, or affected by the Stun effect, you must close your eyes.

Rule of Etiquette

Players who are down close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is too important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called is there is a real problem and someone could be hurt.

Safety Restrictions

There are a number of basic safety restrictions in the nTeraction system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact.

You have no reason to touch another player in the nTeraction system. Physical Contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance and tell them in a low voice "I am searching you." The player may simply reveal items you have found. The player may make a pouch available for you to reach into and take items. The player may request that you describe your search. In this case, you must take the time to tell the player where on his or her person you are looking for items. Items cannot be hidden in places people might find rude or inappropriate. An item must actually be hidden where you say it is. You cannot have an item in your pocket, for example, and claim it was tucked in your boot. It must be hidden there. If someone searches a general area you may request them to be more specific by stating "Describe that search." If you have an item concealed in the sole of your boot and someone says "I search your boot" you may ask them

to "Describe that search" before giving it up. Players should not demand unreasonable searches with too much detail - a search should take no more than a minute.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simple tell the person you are picking them up and roleplay carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

No Alcohol or Drugs.

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use and approved by the staff. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game. All of the environmental restrictions are explained below.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect, you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways. All effects, and how they are given to you, are described

below.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them. All skills are listed below.

Prop Restrictions

You are not allowed to bring to an event any prop which resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they

were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with one or more of the out of game signs defined below. These special areas are marked with a hexagon which is yellow or hazard orange which give information to the player so the game play does not need to be interrupted.

Any area marked out of game is referred to as a "ruin" during the game. It is assumed that these areas are collapsed and ruined piles of rubble that have no real interior that could be entered.

Out of Game Areas

Areas which are out of game are marked by the yellow or hazard orange hexagon with text marking it as Ruins or Out of Game. This indicates that the area is out of game. You may not enter it.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange hexagon with game information printed on it. This hexagon will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with yellow triangles, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow triangle.

White gates are open portals. If the lights are on, any-

one may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only spirits, ancestors, or certain staff characters may bring you through a gate with colored lights. If there is no spirit, you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a spirit then you will become a spirit yourself. You will not be affected by any attacks and you must reply "Spirit" to any attack which strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and assume your normal form once again.

Chapter 12 nTeraction Core Rules

Overview

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, but your enemies will try to inflict unpleasant effects upon you. When we discuss attacks, we must talk about how they are delivered and what each type of attack does.

Traits

A trait is essentially a label attached to an attack, a character, or even an item. This label helps describe that feature of the game. Traits don't do anything themselves, but instead they describe what types of abilities will affect that feature of the game.

The trait of an attack would tell you which defenses could be used against it. The trait of a character or an item would be used to determine if certain special attacks worked against it. If a character had the "Undead" trait, for example, then an attack which caused "5 Damage to Undead" would be effective against that creature because it had the appropriate trait.

A character's race is always considered a trait. A character who is a human (as opposed to an elf or mutant, for example) has the trait Human.

Verbals

A verbal is a short phrase that is called out before an ability is used to explain the effect of that attack. Each verbal can have an effect to be inflicted and a trait of that attack. The trait tells how the effect is inflicted upon you so you may roleplay the effects and perhaps use a defense to negate the attack if it strikes you. A verbal is an out of game phrase. You must call your

verbal even if you are affected by Silence. You must suffer the effect of an attack even if you are unconscious or could not hear an in game phrase.

When calling out a verbal, you must always complete the verbal before you launch the attack. You call out a phrase which takes the form of <effect> by <trait>. For example, a poison which makes you helpless would use the verbal "Paralyze by Poison" and a bolt of fire which causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows instinctively what happened. The verbal not only tells you the effect out of game, but it represents the effects of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incants. Incants are magical words which are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incants, but they also end with a verbal.

Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching the attack. If there is an incant, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for weapons and packets.
- All called hits must be acknowledged through roleplaying. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't roleplay the effect, the attacker may assume that you were not struck and the skill not

used.

Attack Delivery

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent. There are a few different ways to deliver game effects, and these are described below.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Vitality

Each character has a number of Vitality points equal to the average of the Earth attribute and the Void attribute. Vitality is always rounded down. Although Vitality is based off of two attributes, they are totally separate statistics. Exhausting Earth or Void points does not affect Vitality and taking damage does not reduce Earth or Void. Only a permanent change to Earth or Void will cause your maximum Vitality to change.

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters who are taken down by uncalled weapon hits are stable. Characters taken down by any other kind of damage, from called weapon hits, from firearms, from traps, from packets, or from anything with a verbal become unstable. First Aid can be used to change your condition from unstable to stable if it is applied before you die.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you will be unconscious and have that effect upon you. If healing raises your Vitality above 0 then you

will get up immediately. A death strike successfully delivered to your torso will kill you immediately. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute and if you are not Healed or treated by someone with First Aid you will die. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will get up immediately. A death strike successfully delivered to your torso will kill you immediately. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they use the First Aid skill for a full minute then you will become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect which you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

A death strike may be interrupted and thus nullified, forcing the person to begin another death strike. To interrupt a death strike, you must strike the weapon used to perform the death strike or the arm holding that weapon with a weapon of your own. You do not have to force the weapon away. Striking the weapon or the arm is sufficient. You may also interrupt a death strike by destroying or disarming the weapon. If a person performing a death strike cannot finish the death strike because they are killed or rendered unconscious then the death strike is, of course, nullified.

The "Death" Effect

Any effect which successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas which can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of the Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless they are possessed by another. When you rise as a spirit you must proceed directly to the gate of Death. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability which allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits, ignore the

attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects which will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

Attack Effects

The effect describes what an ability actually does. The effect is the first part of any verbal. Some effects target items rather than characters. All effects used in the game are described below. Although these effects are given a duration, removing these effects will end them.

Some attacks require that you, as the attacker, be present to maintain them. This presence is determined by line of sight. So long as you are within line of sight and conscious the effect remains in place. If you move out of sight for 10 seconds or you are rendered unconscious for 10 seconds the effect ends. Moving off into darkness or smoke or brush will break line of sight. Because the defender determines line of sight, you must stay within plain sight to maintain an effect. If you hide or move somewhere in the darkness or mist where the defender cannot see you, then the effect will end, even if you can still see the defender.

As the victim, if you are checking to see if line of sight has been broken you must spend 10 full seconds

trying to spot the attacker. If you can no longer spot any indication of the attacker for those 10 seconds, the effect ends.

Agony

You are wracked with pain which stops you from running or attacking or using any game skills or abilities on other characters. You may defend yourself or use abilities that affect only you. Agony lasts for 10 seconds.

Avoidance

This effect prevents you from using game skills on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case, you may move to a safer position, even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use game skills on the attacker in any case. The Avoidance effect will last while the attacker is within line of sight.

Cure...

The Cure effect removes effects on the target. A Cure <Effect> will remove all instances of that specific effect. A Cure <Trait> will remove every effect with the appropriate trait.

Travis, for example, has been affected by the following attacks: Slow by Disease, a Slow by Will, and a Drain by Will. A Cure Slow will remove both the Slow by Disease and the Slow by Will since they are both Slow effects. A Cure Will would remove both the Slow by Will and the Drain by Will since they both have the Will trait.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored though healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death blow. All active effects upon you end when you are killed. The effect does not linger. It is instantaneous, so it cannot be Cured. Death lasts for 5 minutes, after which you

will rise as a spirit and travel to the Realm of Death. This process is described in greater detail above.

Certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled as with the Imbue or Inflict effect. In these cases you will be given an effect card which explains the results of the effect.

Destroy...

This effect is unique in that it is inflicted upon an item rather than a character. Because of this, the item becomes the target for the attack. Weapon attacks affect the item struck and packet attacks affect one item which will be named in the verbal. This item becomes unusable until someone with the appropriate skill spends one minute of time to fix it. The item is not destroyed, just damaged and in need of repair before it can be used. The prop must still be carried, for it represents the broken item. The skill varies with the type of item. Weapons are repaired by the Weaponsmith skill. Armor is repaired by the Armorsmith skill. Other items are repaired by various other skills. Some items, such as potions, cannot be repaired and are lost forever. Some characters with unusual forms, such as constructs, may be affected by Destroy if it is inflicted upon them directly by saying "Destroy Body." When an item with a tag is affected by a Destroy, the tag is either marked or destroyed. Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy. If armor is destroyed all the points are exhausted until it is repaired.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. You may use Diagnose to determine the presence of any effect or trait mentioned in Chapter 2 with the exception of Imbue or Inflict effects. You may also use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. Touch the recipient with a packet and say "Diagnose" followed by the effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. In other words, when the item stops moving, you may pick it up. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including air guns, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds

Disengage

Calling this effect causes everyone who is attacking you and everyone who is indicated by the gesture of your weapon to move so they are out of range of your melee weapons. You must likewise move out of melee range. No attacks can be made until this distance has been created. The distance must be large enough so that you cannot cross weapons. You cannot call a disengage and attempt to remain close to an opponent, nor can you call a disengage and continue to move towards an opponent. Although anyone actively fighting against you is automatically affected, you may also sweep or point your weapon to affect additional characters. You could even sweep your weapon around you to affect everyone near you. If a character is already out of melee weapon range they are unaffected. Once the distance has been increased the effect ends. If a character is cornered by physical obstructions or a hazardous area or pinned by a Root effect then they may keep their ground and you must move out of their weapon range.

Drain

You cannot use any game skill, including weapon skills. You can move and run. The cause determines how this is role-played. The Drain effect will last for 5 minutes.

Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called. Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Stun, Paralyze, or other disabling effect. Only a Silence will prevent you from crying out, and even then you must roleplay crying out even though you make no noise. You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You will attack with any standard skill, and you are not forced to use consumable skills in this attack. If you cannot attack the creature in question, or if you are not affecting the creature in question, you will move on to the next closest creature. The effect ends when you are rendered unconscious.

Heal...

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imhue

This special effect is some enhancement or extra ability that is described on an effect card which is given to you after the effect is used upon you. An Imbue will not take effect until you have read the effect card. Imbue will usually give you some ability which can be used during the current event, although the effect card might describe some longer term effect.

Imbue effects can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, restoring a dead character to life, and similar exceptional abilities. Defenses can be used to negate Imbue attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict

This special effect is some affliction or detrimental effect that is described on an effect card which is given to you after the effect is used upon you. Engaged characters are not affected immediately - they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict will give you some unusual detriment which will have the effect and the duration described on the effect card.

Inflict effects can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed by normal abilities, weakening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other

limbs. A Maim effect will last for the duration of the event. If a Maim attack is delivered by a weapon, the limb struck will be affected. If a Maim attack delivered by weapon strikes the torso then the Maim effect is ignored. If the Maim is delivered by a packet then the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb which is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. A Paralyze will last for five minutes.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last so long as the attacker remains in line of sight.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. You must still use out of game phrases as normal. A Silence effect will last so long as the attacker remains in line of sight.

Slow

You cannot run. You may only walk at a normal pace. A Slow effect will last for the duration of the event.

Stun

You are knocked unconscious for five minutes. It will take a full minute to revive you unless this effect is removed.

Speak

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until line of sight is broken.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver maim effects or called damage effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five uninterrupted minutes. Resting characters cannot walk, run, refresh attributes or use any game skills.

Attack Traits

Most attacks have a trait which describes how and why the attack affects you. This trait is given by the second part of the verbal. If an attack, for example, was "5 Damage by Fire" then the trait of the attack would be Fire. The trait of an attack determines whether certain defenses can be used to negate the attack.

Most attack traits allow you to roleplay the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional roleplay to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the roleplay of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a weapon then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

There are four types of traits.

Body Traits

These include Earth, Force, Ice, Silver, Weapon, Web. These traits indicate that the effect is caused by some physical force. Abilities which work against body effects will work against effects with any of these traits. Specific traits add flavor to the creatures using them. You may roleplay a body effect by crying out or stepping backwards before the effect is inflicted.

Mind Traits

These include Awe, Confusion, Despair, Fear, Inspiration, Will. These traits indicate that the effect is caused by some mental or emotional reaction. Abilities which work against mind effects will work against effects with any of these traits. Specific traits add flavor to the creatures using them. You may role-play the effect of a mind effect by crying out or stepping backwards before the effect is inflicted.

Special Traits

These include Acid, Air, Curse, Disease, Fire, Light, Lightning, Magic, Poison, Shadow, Water. These traits are not grouped under any more general trait, so abilities must specifically include them. Any trait not mentioned in this section is considered to be a Special trait. You may roleplay the effect of a special effect by crying out or stepping backwards before the effect is inflicted.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait which a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. There is no time to roleplay, you will suffer the effect of a successful attack immediately.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of four types.

Shield

You negate the first attack of the appropriate type that strikes you. You must call "Shield" when the defense is used.

Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Purge

You may negate an attack after it has affected you. You must spend three seconds to roleplay this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while roleplaying the purge. This defense cannot be used if you are unconscious or dead.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Spirit

You are insubstantial and gain the trait Spirit. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability which allows you to do so. You cannot drop any items. You are unaffected by any effect unless it targets your Spirit trait. You must call "Spirit" if this is the reason an attack fails to affect you. If someone tries to converse with you, you may say "Spirit" to inform them that you cannot speak. Characters who have died and are traveling to the Realm of Death are spirits. Some abilities allow a living character to become a spirit for a time, but these abilities will have special restrictions or will not be absolute in their protection. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. Exhausted armor points can be restored by a character with the Armorsmith skill. The armorsmith must roleplay for one minute at a forge to fix the suit of armor.

All characters may wear up to two points of armor. You must be skilled in the use of armor to effectively wear any more than two points. You may wear a prop worth more points without this skill, but the protec-

tion it will provide will be limited by your skill. The maximum any character can wear for armor is 4 points.

Armor is awarded points based on its type and its coverage. Armor is treated as light armor or heavy armor. Armor is evaluated by the weapon marshal. To be evaluated as heavy armor, the armor must look heavy. Thick, stiff, articulated leather, chain mail, scale mail, and plate armor are usually evaluated as heavy armor. The more the appearance of the armor adds to the atmosphere of the game, the more likely it will be evaluated in the heavy category.

Points awarded for armor are based on the type of armor and the body coverage it provides. First determine the type of armor. Then determine how much of the body is covered. The numbers awarded for various armor coverage are given below.

Armor Coverage

- Breast and Back 40%
- Shoulders 5% each
- Forearms 5% each
- Hip and Groin 10%
- Thighs 5% each
- Lower Leg 5% each
- Open Helm 5%
- Face 5%

Coverage Bonuses

- Armor Looks Real +10%
- Armor Looks Good +10%

Armor Points for Light Coverage

- 100% or more 3
- 75% 2
- 50% 1

Armor Points for Heavy Coverage

- 75% or more 4
- 60% 3
- 45% 2
- 30% 1

Using Weapons

Weapon attacks, which use padded weapons to deliver an attack, include melee weapons, thrown weapons, and projectile weapons such as bows and crossbows. If a weapon is designed as a thrown weapon or projectile, it cannot be used in melee combat. Melee weapons cannot be thrown. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of roleplaying, we expect our players to roleplay in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Weapon swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to roleplay full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Weapon attacks which are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head, the hands, or the groin are illegal and are not counted. You may only throw one thrown weapon at a time, although you may fire a projectile weapon such as a crossbow from each hand if you are skilled in using that weapon in both hands.

Any strike which has no verbal causes 1 point of damage. These are known as "uncalled strikes" because they have no verbal. Uncalled strikes will cause someone to fall unconscious if they remove all Vitality, but the victim will remain stable. A character taken down by called strikes will fall unconscious and be unstable as well.

The Flurry Rule

A flurry is a series of melee blows swung at an opponent with little or no pause. You can make no more than three consecutive attempts to strike a single opponent without a pause. Only after you have taken a step back and paused for a full second will your strikes be counted once again.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close

and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent

Many skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits. Neck hits are illegal.

Smash Shield

There might be certain skills that allow someone to batter a shield hard enough to affect the person blocking with it. These skills use a technique called a Smash Shield which represents an attempt to smash right through an opponent's shield. You must strike a shield three consecutive times within 5 seconds to deliver this attack. You call "Smash Shield" before each swing and add the effect after the last verbal. If all three swings strike the shield then the effect will be delivered to the opponent. If one of the attacks misses or is parried by a weapon, then the attack is negated and the costs are paid normally. A defense which negates weapon attacks may be used to negate a Smash Shield blow as well.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, it is ripped from your hand. Although you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one weapon or shield in a hand and that item is struck by a blow you will take the blow or be disarmed of both items as if you were unskilled in their use.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. This weaponry is represented by red colored props, although some plot creatures may have props which are constructed to appear to be part of that creature. These weapons are considered to be melee weapons and cannot be affected by Disarm effects. Destroy

effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. Since a claw cannot be disarmed, a hit to a claw which cannot be used to block will affect the person holding the claw. They cannot drop the claw in response to the strike as someone with another weapon might do.

Using Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. These attacks are inflicted by calling a verbal and throwing a packet at a target. If the packet hits the target, or any direct possession of the target, then the effect is inflicted upon the target. Packet throws cannot be too hard. Wind ups and baseball pitches are not acceptable to the game.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit through roleplaying or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or if the arm is affected by something which prevents its use such as the Maim effect or shackles. Some packet based skills have additional requirements as well.

Rule of Etiquette

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill which allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 damage to whoever set them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. They are represented by beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 damage to whoever set them off.

Verbal Trap

When these traps are set off and you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will end with the words "...to the Room." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. Anyone who is partially within the room will be affected by the trap.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in. Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop which binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill which allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and roleplaying. Skills which allow a character to slip out of bonds are possible as well.

Advanced Rules

There are times when unusual circumstances will warrant strange attacks. These strange attacks are detailed below, but the general idea is summarized here so the player will not have to memorize the various and sundry individual details. If someone clearly gestures at you or indicates you somehow and calls out or whispers an effect, then that effect will be delivered to you unless you can use a defense to somehow negate it. The individual types are detailed below.

Gesture

Someone points at you with a hand or a weapon and calls out the verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By my gaze" followed by an effect. A vampire might whisper "By my gaze - Paralyze by Will." Other creatures might cause fear or other effects.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

Name

Someone calls out "By your name" and states your name, part of your name, or some pseudonym that you used and calls out a verbal. The attack is delivered to you if they use a name you used to refer to yourself.

Permanent

Someone precedes an attack verbal with "permanent" and calls out the verbal. The effect will last for the remainder of the event. Ignore the standard duration of the effect. Permanent effects may not be removed by resting, but may still be removed by the Cure effect. Effects that already have a permanent duration, such as damage and Death, are unaffected by the Permanent trait.

Voice

Someone calls out "By my voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears. This type of attack never sets off Shield defenses.

Double and Triple Attacks

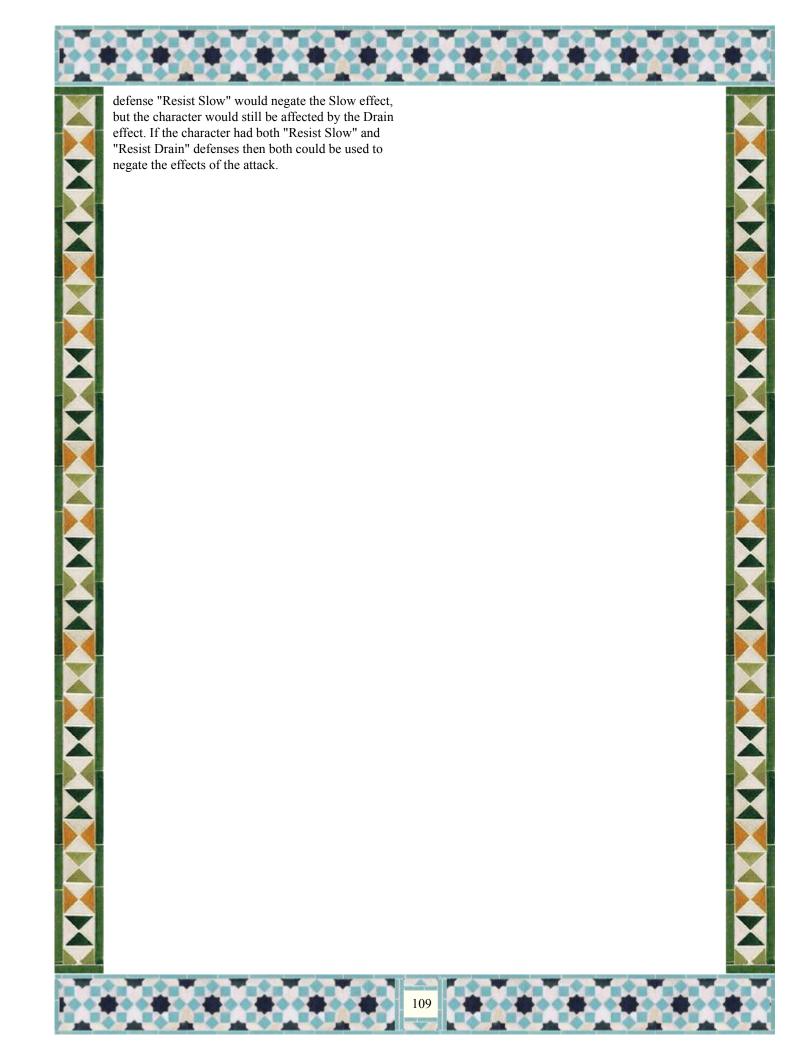
One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

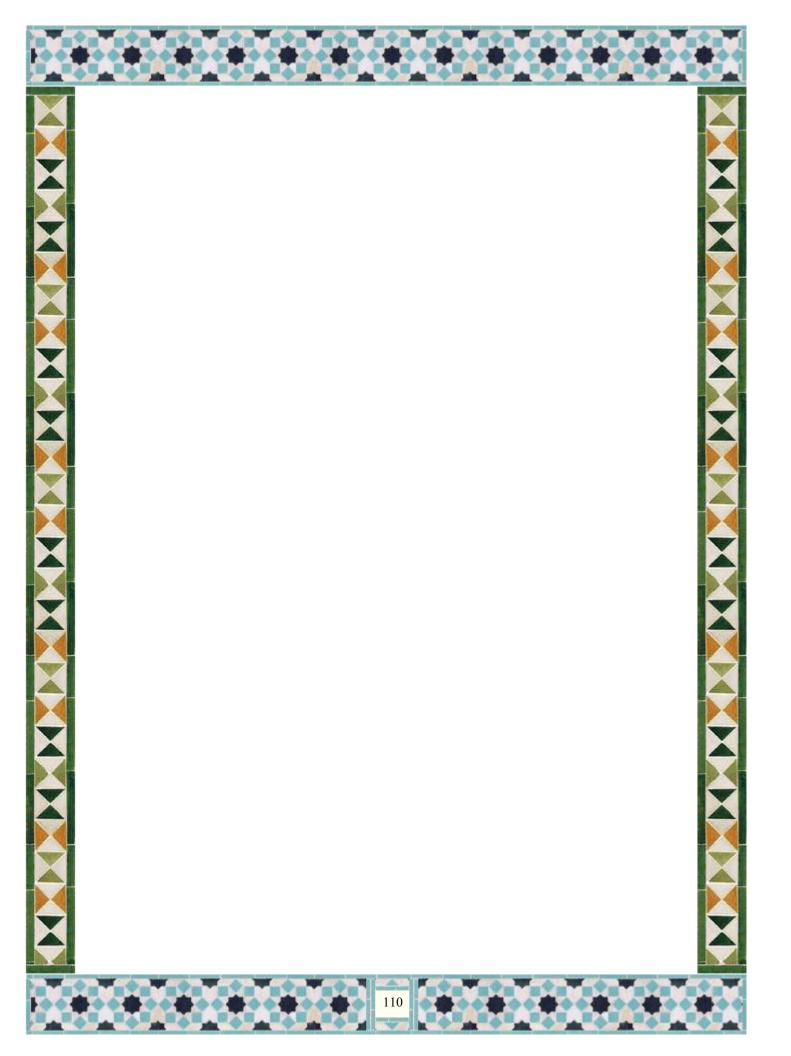
Example: A wizard calls out "Triple 10 Damage by Fire" and throws a packet which hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. The whole attack may be negated with one defense if that defense targets the cause of the attack. If the defense targets one of the effects, then only that effect is negated.

Example: A spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The





Chapter 13

Weapon Construction

Overview

This section includes weapon construction and safety guidelines for boffer weapons, packets, and spring guns approved for use in Atlas Adventures.

Weapon Safety

Combat is resolved with a staged system that uses props for weapons and spells. In order to ensure that these props are safe, certain guidelines on their construction are necessary. Weapons and packets must be checked at each and every event where they might be used. You are responsible for the safety of any prop you swing or throw in combat, so you should check them yourself during the course of an event.

Every player, both PC and NPC, is responsible for bringing their own weapons and packets. We will try to have weapons and packets to rent at our events, but we can make no guarantees about the availability of these props. We reserve the right to fail any weapon or packet we deem unsafe. It is not uncommon for weapons to fail or break, so you should try to bring a backup weapon and materials to repair your props.

Boffer Weapon Construction

Constructing a weapon requires time and patience, but it is not that hard once you have practiced a bit. We describe the steps to create the various weapons below, and include the details along the way. One problem with weapon materials is that they vary wildly, even within the same brand name. If you follow the suggestions, it is remotely possible that a weapon could fail because of an unusual inconsistency in the core or foam.

1 - Choose Your Weapon

First, you have to figure out what type of weapon you are making and determine the length and construction requirements. The various weapon types and their dimensions are explained at the end of this chapter. Each type requires its own skill, but anyone can use small weapons under 24 in length.

2 - Create the Core

Next you must create the weapon core. For thrown weapons you skip this step. Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be 4" shorter than the overall length of the weapon. Each end must be capped with a coin or strapping tape so there is no hole at the end. Each pipe insulation overlap will need to be 1 and the foam thrusting tip must be 2 in length. The core materials we allow are described below.

3/4" PVC

This common core can be used for one handed weapons and is used with aluminum to make two handed weapons. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner.

1/2" PVC

This core is too "whippy" to use for longer weapons, but weapons as long as 36" might be safe with a 1/2" core. This material is not good for any other type of weapon.

3/4" CPVC

This core can be used for one handed weapons and is used with aluminum to make two handed weapons.

You will want to find schedule 20 CPVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner. CPVC has more whip than PVC, but it can be used for weapons up to 42" in length. Some types of CPVC might be stiff enough for slightly longer weapons, but you will have to watch the whip closely or the weapon will likely fail inspection. CPVC can be used with aluminum in two handed weapons as well.

Aluminum

This material has no give, so it cannot be used for one handed weapons. The purpose of aluminum is to give two handed weapons less whip. Two handed weapons use a 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be picked so the CPVC fits snugly into the aluminum. They should overlap about three inches and be secured together with an adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam. I would suggest both the adhesive and a small amount of strapping tape. Suggested lengths for long weapons are as follows.

72" weapons should have 48" of aluminum and 23" of CPVC. With 3" of overlap you have a core that is 68" long. This leaves you room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.

64 weapons are a little shorter, so you can use a little more CPVC. You should use 36" of aluminum and 27" of CPVC. With 3" of overlap this gives you a core that is 60" long. This leaves you room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.

The staff should have aluminum in the middle of the weapon with CPVC on either side where the striking ends are. You will have to cut the core a full 6" shorter to give room for 1" of overlap and 2" of thrusting tip on both sides. The staff should use the ratio of half its length as aluminum in the middle and one fourth as CPVC on each side.

Two handed weapons of different lengths should use similar ratios so they are not too whippy but have give at the striking end.

.505 Ultralight

The core this refers to is actually called spiral wound

fiberglass tubing and can be purchased from a company called Into the Wind. Intended to be used as a kite pole, the core is light, durable, and has give. One handed weapons use the .505 diameter pole that sells for under \$5.00. If you wish to order it, the part number is 4409.

.610 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing that is purchased from the company called Into the Wind. It is almost twice as expensive as .505, but it is needed if you intend to make ultralight two handed weapons. Ultralight two handed weapons require extra padding down one side of blade consisting of 1" of open cell foam or an extra layer of 5/8" pipe foam.

Because ultralight weapons are so light, we are especially careful to insure that those using these weapons roleplay their swings properly. Though we allow the use of these cores, this is considered a privilege and players who perpetually swing from the wrist and machine gun will lose this privilege. Roleplay your swings.

3 - Pad the Striking Area

Next you will have to add the padding to the striking surface of the weapon. The padding should be 5/8" pipe insulation. Weapons have traditionally used 5/8" green Climatube 80 pipe insulation, but the parent company has discontinued that foam. Suitable replacement foam can be found through McMaster-Carr at 732-329-3200 or online at www.mcmaster-carr.com. Search for polyethylene pipe insulation. The product numbers for un-slit foam that fits various cores are below:

Ultralight .410 and .505 corePart #4530K161

Ultralight .610 corePart #4530K162

Ultralight .750 core

3/4" CPVC

3/4" PVCPart #4530K163

1" PVC and 7/8" AluminumPart #4530K165

All wall thicknesses are 3/4 inch which will last longer and provide more safety padding than the Climatube 5/8".

For shield edges, use part #4734K151 which is a slit, self sealing foam that is easy to apply around the edges of a shield.

The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we allow a wedge to be removed from the pipe foam to be so long as the diameter of the weapon is no less than 1 and 3/4". We reserve the right to restrict such weapons if this proves to be problematic.

The pipe insulation must extend past the end of every core by at least 1" and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler.

Once the basic padding is added, you may add extra padding to two handed weapons using another layer of pipe insulation cut in half to fit over the foam. You may also use a narrow strip of open cell foam. Weapon heads are also made from open cell foam. Attach the extra padding with strapping tape to prepare it for the final layer of duct or kite tape.

It is suggested that two handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin walled pipe insulation to protect against accidental contact with the grip. This is not required unless a player is reported to hit opponents frequently with the grip of the weapon.

4 - Add Cross Guards

Cross guards and hand guards may be added to blades using pipe insulation or similar materials. All guards must have give and be deemed safe by the staff. We discourage cross guards on other types of weapons, but if the player can show us an example of a medieval weapon with a similar feature we might consider it if the cross guard is deemed safe. Other weapons may have a small hand guard if it only protects that hand.

5 - Add the Pommel

If the weapon is a blade it will need a pommel. Pipe insulation must extend past both ends of the core by at least 1 and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler.

6 – Add a Thrusting Tip

The tip of the striking surface must have a thrusting tip. This tip is 2" of open cell foam. Longer thrusting tips tend to bend. Cut the foam to cover the tip. Once the tip is in place, use duct tape or kite tape to cover the tip. Take a length of tape and place it so it goes across the end of the tip and down both sides, attaching the tip to the weapon. If the tip is round, use a razor to cut the corners so the tape conforms to the tip. Now add another piece of tape so it goes across the end and down the exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip. Finally, poke many tiny holes all over the tip so the air can escape and the tip can contract and expand freely.

If the weapon uses other open cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage before taping over the foam.

7 - Cover with Tape

You may now cover the entire weapon with duct tape. Kite tape is also allowed. The tape should run down the length of the weapon and have a slight overlap. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, light tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Bright colors are not allowed as the primary color of the weapon, though decorations are allowed.

Packet Construction

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds. A square of fabric is pulled around the birdseed and its corners are gathered together to form a tail and closed up with strapping tape. You may also sew a packet shut. Sealing the packet with rubber bands or other types of tape will be allowed on a case by case basis, and the packet should have give in any case. Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should

not be longer than 3 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

ActionBall Spring Gun Construction

Players are allowed to make their own spring-powered ActionBall guns. They must conform to the following guidelines.

The spring must have a deflection no greater than 10 pounds.

The gun must be manually loaded. No compressed air.

The gun must be loaded down the barrel. No hoppers or stick feeds.

The gun must fire only ActionBall ammunition available through The Adventurer's Outlet, Inc. This is to make sure all ammunition is safe and standardized.

The gun must fire only one ActionBall at a time.

Although we do not provide construction designs for spring guns, CPVC is the best material for barrels as it fits ActionBall perfectly. We highly recommend that you purchase or borrow an ActionBall spring gun made by The Adventurer's Outlet in order to understand the desired finished product, before attempting to construct your own.

Weapon Types and Dimensions

The types and dimensions of weapons approved for Atlas Adventures are explained below. Each type requires its own skill, but anyone can use small weapons under 24 in length. Two handed weapons are marked with a * in the length tables.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent. The weapon lengths for blades are listed in the table

below.

Туре	Minimum"	Maximum"	
Dagger	18"	24"	
Short Sword	25"	36"	
Long Sword	37"	46"	
Great Sword*	50"	64"	

Axes

These weapons represent hatchets and all types of axes. An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 8" in length that extends at least 4" from the shaft, and looks like an axe blade. The weapon lengths for axes are listed in the table below.

Type	Minimum" Maximum"	
Hatchet	18"	24"
Short Axe	25"	36"
Long Axe	37"	46"
Great Axe*	50"	64"

Hammers

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace. The weapon lengths for hammers are listed in the table below.

Туре	Minimum"	Maximum"	
Blackjack	18"	24"	
Short Hammer	25"	36"	
Long Hammer	37"	46"	
Maul*	50"	64"	

Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its

entire length. The middle section of the staff must also be padded, although you can use 3/8 padding for the grip of the staff so long as the full 5/8 is used for the striking surfaces. Because both ends of the staff are striking surfaces, the middle of the staff is aluminum and each end has PVC or CPVC. The staff has a thrusting tip on both ends. The weapon length for staves is listed in the table below.

Туре	Minimum"	Maximum''
Staff*	48"	64"

Spears

The spear is the only long weapon that may be used one handed. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. You cannot fight a spear and another weapon if that weapon is longer than 36". The weapon length for spears is listed in the table below.

Туре	Minimum"	Maximum"	
Spear	48"	64"	

Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open celled foam that extends at least 1" from the shaft or another layer of pipe foam cut in half. At Atlas Adventures, Polearms may NOT be curved. The weapon length for polearms is listed in the table below.

Туре	Minimum''	Maximum"	
Polearm*	60"	72"	

Clubs

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length. The striking surface is at least 6" long. It may be open celled foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam. The weapon lengths for clubs are listed in

the table below.

Туре	Minimum"	m" Maximum"	
Blackjack	18"	24"	
Short Club	25"	36"	
Long Club	37"	46"	
Great Club*	50"	64"	

Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2 in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe. Larger thrown weapons may be weighted with birdseed, but at least 5/8 of foam must be between the birdseed and the surface. The weapon lengths for thrown weapons are listed in the table below.

Size	Minimum'' Maximum''	
Dagger	4"	12"
Dart	2"	12"
Javelin	8"	36"

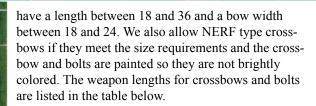
Bows

These weapons use thrown type projectiles and a prop for the bow made from padded PVC. The arrows are round, open cell foam and tape projectiles with an 8 streamer. You must draw the arrow prop, touch it to the bow, and draw it back to your ear. You may then throw it to represent the arrow. The weapon lengths for bows and arrows are listed in the table below.

Size	Minimum" Maximum"	
Bow	36"	48"
Arrow	2" + 8"	2" + 8"

Crossbows

These weapons use thrown type projectiles and a prop for the crossbow made from padded PVC. The bolts are round, open cell foam and tape projectiles with an 8 streamer. You must draw the bolt prop, touch it to the crossbow, and draw it back to your ear. You may then throw it to represent the bolt. The crossbow must



Size	Minimum" Maximum"	
Crossbow	18" by 18"	36" by 24"
Bolt	2" + 8"	2" + 8"

Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are constructed from light wood or plastic, and all exposed edges must be protected with 5/8" thick foam piping. Most shields use a handle and an arm strap, but light shields might only have a single handle.

A buckler is a small shield that cannot be more that 24" at its longest dimension. A full sized shield cannot be more that 36" at its longest dimension.

The maximum dimensions for shields are listed in the table below.

Size	Maximum Dimension
Buckler	24"
Shield	36"

Part III - Game World

Chapter 14 History and Society

World Information Overview

Notes: Atlas Adventures is set in a world very similar to ours, but nevertheless a fictional version of it. The campaign world you will play in is based on real-life 1911 Morocco, but is our own version of it with new rules, possibilities, and maybe even a different past and future. In general, real-life history is the same as game history, except as otherwise defined in this book or during events. There is no guarantee that history once we begin game play will proceed as it does in real history books. In fact, as you interact with and change the Atlas Adventures world, it is very likely that it will not.

Puerto de Maio is colloquially pronounced "poo-EHR-toh MAH-ee-oh". The "de" is dropped.

Morocco, 1911: The great powers of the world are engaged in bitter political struggles over foreign holdings across the globe, and nowhere is the rivalry of these wealthy, influential nations clearer than in Morocco. Situated at the top of Northern Africa, Morocco forms the southern shore of the Straits of Gibraltar, a narrow seaway that separates Europe from Africa and is critical to one of the most important trade routes of the time. Trade means money; Africa is a new land to be explored, civilized, and exploited. Morocco is the gateway to all this and more. Spain, France, Britain, America, Germany: There is hardly a modern nation that hasn't made its presence felt in this mysterious land. Competition for export goods, land holdings, trade rights, ancient treasures, diplomatic influence, and historical discoveries has driven each nation to contribute a significant consular corps to the country, which extends from the start of the Atlas Mountain Range in the northeast to the Western Sahara in the southwest. The notion that in truth, the nations vie in Marrakech and Rabat, in Tangiers and Fez and Casablanca to establish the Kingdom of Morocco as their own protectorate and colony is on the lips of every native, even the Sultan.

It may be true.

But some places in Morocco hold a draw even beyond exotic treasures and cultural curiosity. Prompted by the dual discovery of a powerful and magical Locus point as well as extensive ancient crypts on the island of Puerto de Maio, a University Consortium Project is underway there. A collaboration between Oxford University in England, Harvard University in America, and The Sorbonne in France, the Consortium plans to fund several research departments in Puerto de Maio, offering grants for studies in a broad range of topics, including Ancient Studies (offering Archaeology, Egyptology, Classics, and (reportedly) Magic), Galvanism, Philosophy, Anthropology, Necrology, and Metaphysics (including Phrenology, Cryptozoology, Geomancy, Mesmerism and Spiritualism). Leaders in each field have been recruited from the Consortium Universities and others to found this project. Researchers, scientists, academics, students, and interested professionals and amateur colleagues from all walks of life in Europe and the Americas have begun flocking to the region to participate and observe. Puerto de Maio's unusually diverse natural and cultural history lends itself readily to extensive study by all of the University Departments. Moreover, the Sultan has recently allowed licensing for foreign parties to excavate the labyrinth of crypts situated under the town; preliminary reports indicate that these ancient sites were constructed prior to 2000 BCE when the Egyptian Empire extended into North Africa, but most portions have yet to be dated or even unearthed.

Naturally, the eruption of activity, news and gossip in Puerto de Maio has aroused to action a great many others who are keen on the prospect of adventure, knowledge, and profit. Art dealers, publishers, and wealthy patrons of all kinds have arrived to calculate the opportunities inherent in such collaboration. Importers and exporters of fine goods, collectors of antiquities, connoisseurs, treasure hunters, and independent experts have already sent reports of inestimable fortunes to be had. The famous British

Adventurer's Club has organized a permanent presence and is actively recruiting in Puerto de Maio; the game hunting branch of the Club has been scouting the surrounding forests as well. It is rumored that its most renowned members, such as Commander Robert Peary, Nellie Bly, and Sir Ernest Shackleton, have taken a close interest in the region. Daily, members of the international Press Corps arrive, and journalists, photographers, chroniclers, and correspondents of all kinds have begun wiring fantastic and, at times, scarcely believable reports.

On the perhaps less surprising side, word of petty crime and some civil unrest in Puerto de Maio has reached the public. Some of the tumult seems to stem from typically mundane disorderliness, such as thievery, trading in illegal goods, and other avocations in which the n'er-do-well typically finds amusement and profit. More worrisome is the rumor of growing tension between diplomatic missions in the region, most notably the consular corps of Spain, France, Britain and the Americas (most of which include at least a token "protective" military presence). Of late, French Foreign Legionnaires have been mentioned in the news for skirmishing with various parties - mostly in the local recreation establishment. A war in between Moroccan tribes competing for control of Puerto de Maio rages on the nearby mainland. There have also been inconsistent and conflicting wire bulletins that the native population, or the ruling Sultanate of Morocco (or both), may be showing signs of apprehension regarding the large influx of influential, wealthy and powerful nations in their midst. Disturbing and darker rumors of violence in the area have emerged, ranging from unusually vicious local wildlife, to strange and fearsome Occult activities, to tales of mythological figures that have been revived with the surge of interest in the area. Still other reports describe alarming attacks but do not seem to name their source. Thus, a number of military personnel, bodyguards, and professional soldiers have come to Puerto de Maio to offer their services to those who may require them. An interesting challenge to these martial men and women is the complete failure to operate of most modern weaponry (indeed, of most mechanized devices altogether) in Puerto de Maio – a mystery, it seems, to be unraveled by those more mechanically apt (see below). As one might expect, the militarily-inclined have stalwartly replaced modern conveniences such as the repeating sidearm with more outdated but serviceable weapons, such as swords, hunting pikes, and single-shot pistols.

With the need for arms surely comes the need for medicine, and local embassies and organizations are said to be sending requests for additional physicians and other medical staff to see to the proper treatment of the community. Doctors and researchers in the area apparently have found a variety of flora from which beneficial new poultices and extracts are being made. It also appears that the more intrepid in the medical field are considering a creative approach to their work in Morocco: some visiting physicians are said to be considering contacting local inhabitants, particularly the ancient Berber tribes, to gather information on their traditional medicine. This quaint notion may provide a fascinating look into the practices of a population not yet arrived into Modern Times, and there is no doubt in the minds of visitors that advanced Continental medicine will benefit the native people.

The press in Morocco has also sent word of several landmarks noted in Puerto de Maio. These include a venue referred to only as the Theatre Moderne. Rumor of the owners and performances are varied and thin, but all accounts name the entertainment strange, fantastical and at times magical, dazzling audiences and mystifying the more scientific-minded. Reports also say the entertainers' pay is very good - steamers to Puerto de Maio are said to be flooded with artists. from American suitcase vaudevillians to Paris Cancan Girls to turbaned Clairvoyants. Another landmark of note seems to be a very large Clocktower in the midst of the city, the surface of which is covered in an intricate, unfinished gearworks. Information on this curiosity is the most scant of all, but descriptions claim that it seems to keep a form of time that defies explanation. One theory suggests that the total malfunction of all but the most basic motorized and mechanized devices that has plagued visitors to the area may indeed be related to proximity to the Clocktower. This revelation has lured many mechanical engineers and designers to Puerto de Maio, who have discovered quite a large and unexpected cache of disassembled gearworks amongst the various ancient and ancestral sites in the area. The brightest Engineering minds are said already to have descended on Puerto de Maio to investigate the Clocktower, as well as to research and design mechanized devices that can be used successfully in the vicinity. University Galvanists and Engineers have begun studying this find as well.

Those trained in Mentalism, Spiritualism and Magical and Occult Arts also have reason to take note of Puerto de Maio. The presence of a large graveyard with markers ranging in period from ancient to modern-day has excited the interest of many whose stated

talents lie in contacting the World Beyond. Individuals claiming to be talented in these mystical pursuits report that the region has a rare abundance of spiritual energy available both for the martial forms of Mentalism, and for those who wish to commune with spirits for informative purposes. According to Geomancers and other experts, Puerto de Maio is also home to a Locus point, which reportedly allows those with mystic abilities (and, oddly, skilled entertainers) to restore the spirit of a dead person back to its body, bringing the person back to life. Despite growing evidence, the controversy in academic circles over whether such fields of study are even legitimate continues, and only further experience in the area will bear out the truth. What is clear is that reports made on a related topic by credible archaeologists are true: a large collection of heretofore unknown Magical Incantations has been unearthed, more than doubling the world's store of previously-known enchantments. These new invocations have been circulated among scholars of the field and are already in use. The discovery has drawn an ever-growing multitude of scholars and treasure-hunters to the island, eager to unearth even more of these treasures.

Brief World History

This timeline is intended as a "survey" of important world events, starting about ten years before start of game. It does not discuss each event in detail, but rather serves as a starting point for additional research.

1900

- The Boxer Rebellion begins in China
- Great Britain, the Boers of Transvaal, South Africa, and the nearby Orange Free State fight the Boer War.
- Sigmund Freud publishes *The Interpretation of Dreams*.
- The US Navy accepts its first submarine.
- Max Planck publishes his quantum theory.
- The first zeppelin is developed; it is capable of a maximum speed of 14 mph.

1901

 Queen Victoria dies and is succeeded by her son, Edward VII.

- The country of Australia is created out of six British colonies.
- US President McKinley is assassinated; Theodore Roosevelt assumes the presidency.
- Cuba becomes a US protectorate.
- The Russian Trans-Siberian railroad is completed.
- The Chinese Boxer Rebellion ends.
- Marconi sends first transatlantic wireless (radio) signals

1902

• The Boer war is concluded in the Treaty of Vereeniging

1903

- The Wright brothers fly the first motorized aircraft.
- Henry Ford founds the Ford Motor Company and begins selling the first "Model A" car for \$850.
- The Russian Socialist party splits into the rival Bolshevik (led by Lenin) and Menshivik parties.
- Construction of the Panama Canal begins.

1904

- Russia and Japan, competing for "spheres of influence" in Manchuria and Korea, begin the Russo-Japanese War.
- Concerned about the growing power of the "Triple Alliance" (Germany, Austria-Hungary and Italy), historical enemies Britain and France form the "Entente Cordiale" ("friendly understanding"). This alliance eliminates all traditional points of contention, and recognizes Egypt as Britain's sphere of influence and Morocco as France's.
- Rutherford and Soddy publish the general theory of radioactivity
- The first section of the New York City subway opens
- Theodore Roosevelt's Corollary to the Monroe Doctrine justifies US intervention in Latin America.

1905

- Japan wins the Russo-Japanese war, shocking the world and elevating Japan to the status of world power. The Treaty of Portsmouth recognizes Japan's control of Korea and restores southern Manchuria to China. President Roosevelt is awarded the Nobel Peace Prize for negotiating the treaty.
- The Russian Revolution of 1905 begins on "Bloody Sunday" when troops fire onto a group of demonstrators in St. Petersburg. Strikes and riots follow. In response, Czar Nicholas II issues the October Manifesto, instituting reforms that include the establishment of the first Duma (Parliament).
- Albert Einstein publishes his Special Theory of Relativity.

1905

• The "Tangiers Crisis" begins when forces opposed to the Moroccan Sultan kidnap a wealthy American retiree and his English stepson. European powers compete for control of the country. France offers Morocco badly-needed loans in exchange for political control. The Germans undermine this by proclaiming their support for Moroccan sovereignty. Kaiser Wilhelm of Germany visits Tangiers and recognizes the Sultan as the independent ruler of Morocco. Fears of imminent war spread.

1906

- Algeciras Conference convenes in January to resolve the "Tangiers Crisis." France and Spain gain practical control of Morocco, in order to ensure "order, peace and prosperity" there.
- San Francisco earthquake and three-day fire causes massive property damage and leaves more than 500 dead.
- Britain launches the Dreadnought battleship.
- "Muckraker" journalist Upton Sinclair publishes The Jungle, raising a public outcry against the meat-packing industry. As a result the US passes the Pure Food & Drug Act and the Meat Inspection Act.
- Kelloggs begins selling Corn Flakes.
- First electric washing machine used.

1907

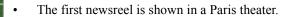
- 46 nations convene for the second Hague Peace Conference and agree to adopt 10 conventions on rules of war.
- Financial panic strikes the U.S.
- Oklahoma becomes the 46th state in the US.
- In response to murders of European citizens by angry mobs in Marrakesh, French warships bombard Casablanca, Morocco. France commits 15,000 troops to garrison Casablanca and insure the safety of French citizens.
- Under the "Gentlemen's Agreement" between the US and Japan, Japan agrees to withhold passports from laborers intending to migrate to the United States. In return, the United States agrees not to formally limit Japanese immigration.
- President Roosevelt launches 16 battleships known as the "Great White Fleet" for a voyage around the world. The voyage underlines American naval superiority and the US desire to influence world events.
- The first helicopter flies, but suffers from severe control and stability issues. It flies for only twenty seconds and gets a mere five feet in the air.
- Russia forms an alliance with France and Britain to create the "Triple Entente."

1908

- The Ford Motor Company introduces the Model T.
- The first skyscrapers, the Singer Building (47 stories) and Metropolitan Life Building (50 stories) are built in New York City.
- Roosevelt creates a team of "special agents," the forerunner of the FBI.
- Chinese Empress Dowager Tzu-Hsi dies; the child emperor Puyi takes the throne.

1909

- Spain decides to send Spanish troops to Morocco, precipitating general strikes and riots over inequalities in military service. Spain is forced to impose martial law. Spanish Prime Minister Maura resigns; the King invites the Liberal Party to form a government.
- American explorers Robert E. Peary and Matthew Henson reach the North Pole.



- First motorized flight across the English Channel.
- Ex-president Theodore Roosevelt leaves for an African safari.

1910

- Boy Scouts of America are founded.
- Japan annexes Korea and renames it Cho-sen

Recent Conflicts

American Civil War (1860)	US southern states secede; northern states fight to keep them in the Union. Won by the North.
Sino-Japanese War (1894-1895)	Japan fights China over control of Korea. Japan wins easily, demonstrating the contrast between the successful modernization of Japan and the decline of the Chinese Qing dynasty. The war is resolved in the Treaty of Shimonoseki, which declares Korea independent and cedes Taiwan, the Pescadores, and the Liaodong peninsula to Japan. China must also pay a large indemnity. However, Russia, France, and Germany intervene and force Japan to return the Liaodong peninsula to China.
Spanish-American War (1898)	Cuba and the Philippines revolt against Spain, and the US backs them. The US wins, and the war is resolved in the Treaty of Paris. Cuba wins independence; the US acquires Puerto Rico and Guam and annexes the Philippines. The US also acquires Hawaii during the war.
Boxer Rebellion (1900)	Members of a Chinese secret society known as the "Boxers" revolt and attempt to throw all foreigners out of China, with the semi-secret support of the Qing dynasty. Russia, Britain, Germany, France, America, and Japan form an alliance to defeat the Boxers. The resulting peace treaty is heavily in favor of the alliance; it humiliates China, breaks the power of the Qing Dynasty, and encourages the rise of revolutionary groups.
Boer War (1899-1902)	Great Britain and the Dutch Boers of Transvaal and the Orange Free State fight over control of South Africa. Britain captures the two main Boer cities in 1900, but the war drags on for two more years of guerilla warfare. Britain wins, but the war is much more brutal and difficult than expected.
Russo-Japanese War (1904- 1905)	Japan and Russia fight over "spheres of influence" in Korea and Manchuria. Japan wins, shocking the world and elevating Japan to world power status. The war is often viewed as evidence of Japan's successful modernization/westernization.

Modern Morocco

Morocco in the 19^{th} Century

In the winter of 1829-30 Edward Drummond-Hay, the new British Consul in Tangier, Morocco, traveled a wide circuit from Tangier to Marrakesh, up through the High Atlas mountains, and down through the plains to return home along the shore. His observations were carefully recorded, and offered a record of modern Morocco unlike any other ever published outside of that land. Some of his more significant observations are presented here.

The geography of Morocco is notable for its variation. The country includes swaths of fertile plains, seas of arid desert, temperate forest and mountain regions complete with snow-capped peaks. Crops of all kinds are cultivated; hunting is done for both sport and sustenance – the High Atlas mountains are known for an abundance of wild and elusive game. The climate is erratic, water is scarce in many regions, and severe drought has left a wake of barren fields and starvation routinely in this land.

The people of Morocco live either in cities (mostly coastal) overseen by the Sultan's government, or in tribes, which form the basis of Moroccan life in those areas beyond the geographical reach of the Sultan. These tribes are in no way "uncivilized" or barbaric, they are simply the traditional style of organization of those who live together in the rural areas of the country.

The politics of Morocco are highly complex. Peace relies on a delicate balance of agreement between the rulers of the cities, typically vizirs ("ministers") or qaids ("governors"), and the rulers of the tribes, usually shaykhs (a term of respect for local rulers or scholars) or marabouts (shamanic spiritual leaders). The ability of the Sultan to resolve the conflicts and struggles inherent in this system determine the stability of his or her own rule, and ultimately the fate of Morocco itself. The Sultan, a hereditary position, is the head of the country's government, and appoints all rulers in the royal cities. Tribal leaders are chosen according to the methods of each individual tribe.

In 1830, the Sultan acted as both the political and spiritual leader of Morocco. (By 1900, this would change dramatically.) Although the Sultan is a hereditary position, any sharif (member of the royal blood-

line) has equal claim to the throne. The right to rule is based on an oath of allegiance, called a bay'a, given to the sultan by individual communities (usually tribes or cities) at the beginning of his or her reign. This oath is also understood to be a promise of military support. At the time of succession, if not all communities give the bay'a to the same sharif (which has been the case without exception in modern record), the sharif attempting to gain the sultanate must muster what support he or she has, and quell revolts in any dissenting communities. In the end, it is the sharif who can, by blunt force or the threat of it, gain unified bay'as from all communities who will take the throne. Open violence tends to accompany any succession.

The Sultan's government, or Makhzan (which literally translated means "treasury"), is comprised of khalifas (deputies), who oversee large areas of the country, and vizirs, who serve administrative functions such as a foreign or war minister. The Sultan's armies are drawn mainly from the tribes which supported his or her succession. The armies are generally more dedicated to the concerns of their own tribes than the Sultan's political policies.

The 'ulama, or scholars (singular: 'alim), are a particularly important element of Moroccan society. These are men and women dedicated to studying the laws of Morocco, and whose job it is to interpret those laws for the Sultan. Often, it is the 'ulama who determine the legitimacy of any action the Sultan wishes to take, and can have great influence over how the Sultan governs.

In 1830, the Moroccan government was nearing bankruptcy. A particularly violent succession to the throne had forced the Sultan to drain the coffers while quelling insurrections. The Sultan decided to open trade with Europe, hoping to gain money through trade taxes. However, it was exactly this decision that would cripple Morocco's economy and all but hand over the country to European control less than 100 years later.

Brief History of Modern Morocco

As soon as the doors were opened to European trading, Morocco headed down a path of increasing European influence and control. Morocco forms the southern shore of the Straits of Gibraltar, a highly significant channel controlling Mediterranean and African sea trade routes. Although the Sultan was an advocate of European trade, many 'ulama and much of the populace were against it, fearing the Europeans

would dominate their economy. Regardless, trade agreements were signed with the British, French, Spanish, Portuguese and Germans.

As more Europeans traveled to Morocco for trade, private trade agreements unsanctioned or even unknown by the Sultan were made with local merchants and vizirs. Smuggling and banditry increased, and the Moroccan corsairs (termed pirates by Europeans) of the Barbary coast began attacking Spanish trading vessels once again (something that had not happened for about 100 years). Some communities revolted against foreign trade – most notably the Berber (native Moroccan) tribes of the Atlas mountains - while others actively engaged in it. The Sultan brutally quelled many of these revolts, but more unrest was to come.

Europe, led by Britain, saw Morocco as an excellent trading opportunity, one best preserved by gaining influence over the country without directly controlling it. The Sultan was in desperate need of money, and foreign trade seemed the only way to raise it. These two things combined repeatedly to the detriment of Morocco.

First, France took control of neighboring Algeria in the 1830s. France threatened invasion of Morocco, and then did so in 1844, refusing to leave until Morocco agreed to give them favorable trading arrangements that afforded the Sultan very little profit. Britain demanded a similar agreement, threatening to withdraw its support for an independent Moroccan government if the Sultan did not comply.

In 1858, the new leader of Spain desired a war to bolster his unstable government, and invaded Morocco, winning a costly victory against tribal armies. In return for withdrawing, the Spanish were given land, a favorable trade agreement, and an indemnity of 100 million Spanish pesetas. Foreign trade now gave Morocco almost no profit, and the war debt was overwhelming. The Makhzan was bankrupt.

Each successive blow to the Moroccan government and economy brought revolts across the country and demands for reform, but the government did not have the money to handle either effectively. Cheap European imports flooded the economy, putting Moroccan citizens out of work. Disorder and corruption plagued the Royal cities. The Moroccan currency floundered, and French and Spanish money became the main currency of Morocco.

As the Morocco government seemed to dissolve into chaos, European influence strengthened. Europeans came for trade, land and tourism. These visitors demanded modern conveniences, and European spas, hotels, hospitals, and hunting clubs opened in response. Thomas Cook Cruises brought American and European visitors to see the exotic Orient. Public services such as street paving and cleaning were taken over by European organizations.

This was the state of Morocco in 1900, when a new Sultan, Moulay Abdelaziz took the throne. An ardent supporter of European-style reform, Abdelaziz formed the first cabinet government in Morocco, created a paid civil service, and formally prohibited discrimination on any basis (a move that Europeaninspired equal rights movements had been demanding for over 50 years). He separated the Sultanate from its traditional position of spiritual leadership, making the position purely administrative and handing over religious control to non-governmental religious leaders. He liberalized trade with Europe even more, and imported all manner of European frivolities, from bicycles to barrel-organs, in an effort to appear more modern. For his reforms to succeed, though, he needed to quell the revolts that still raged across the country. Desperate for money, he turned to Europe for loans.

France was only too happy to comply. In early 1904, London and Paris had entered into the Entente Cordiale, an alliance eliminating all traditional points of contention, and recognizing Egypt as Britain's sphere of influence and Morocco as France's. Later that year France offered Morocco an enormous loan, with the blessing of the British and side-agreements with the Spanish regarding future land claims. However, it was contingent upon Morocco accepting a French program of reforms that would give them greater political control over the country. The Sultan refused, and in a significant miscalculation, appealed to the international community to settle the matter. Germany vociferously sided with Morocco against France, and war seemed to threaten. The Conference of Algeciras was convened, and the result was the Act of Algeciras, which divided control of the Moroccan economy, military and administration between mainly France and Spain, with other European countries represented as well. Presented with a fait accompli, and unable to stabilize his country, the Sultan was forced to accept the deal.

This result was met with outrage in Morocco. Attacks on Europeans increased, and culminated with the

highly publicized murder of one French Dr. Mauchamp. France retaliated by shelling Casablanca. Both France and Spain sent troops to their respective areas of interest, in order to protect their in residence. Rebellions prompted by the Algeciras agreements erupted, and grew into a protracted revolution. After a year of bloodshed, the Sultan was ousted and replaced by Moulay Abdelhafid in 1908. In need of support and money the new Sultan had no choice but to recognize all previous treaties and agreements, including the treaty causing the revolution which brought him to power. France continued to gain political power in exchange for loans, while France and Spain occupied increasing territory in an effort to quell local unrest. Then, unexpectedly, Abdelhafid made an unusual move: he proposed a constitution for Morocco, published in early 1911, which would established personal liberty, security of property, and free education for citizens. This took Europe as well as much of Morocco by surprise. Although it is well-known that the Sultan has neither the resources nor the political clout to enforce such reforms, many of tribes and city governments have begun taking sides either for or against the idea of a Moroccan Constitution. It remains to be seen how the community in Puerto de Maio, made up of every variation of foreign and native influence, will respond.

Current Events in the World

The following presents a brief survey of current events within 6-8 months of start of game. These events were all widely reported, so your character is likely to have heard about them.

August 22, 1910

Japan officially annexed Korea, renaming it Cho-sen. This bold move—enabled by Japan's decisive win in the Russo-Japanese War in 1905—is considered further evidence of Japan's growing power and its plans to establish "spheres of influence" in the Far East.

October 5, 1910

A revolt broke out against the Portuguese monarchy, led by the Army and Navy. Precipitated by the assassination of a prominent Republican leader, the revolt forced King Manuel II to flee to England. The leaders of the revolt declared a Republic and named important author Teofilo Braga Interim President.

November 1910

The Mexican Revolution began. Francisco Madero, a liberal, had called for elections against president Porfirio Diaz. Diaz had him imprisoned shortly before the elections, but Madero jumped bail and escaped to the US. On November 20, 1910 Madero issued the "Plan of San Luis Potosi," which labeled the elections fraudulent, declared Madero president, and called for widespread revolution. The revolution is still in progress in April 1911.

November 20, 1910

Russian novelist Leo Tolstoy, author of *Anna Karenina* and *War and Peace*, died.

March 1911

The eleventh edition of the Encyclopedia Britannica was published. It included articles from many of the foremost scholars of the day, including Edmund Gosse, Algernon Charles Swinburne, John Muir, Prince Peter Kropotkin, and William Michael Rossetti. The advertisement for the encyclopedia read, "A complete and modern exposition of thought, learning and achievement, a vivid representation of the world's activities, so arranged and classified as to afford a maximum of accessibility, and embodying everything that can possibly interest or concern a civilized people...a cross section of the trunk of the tree of knowledge."

January 4, 1911

Police in London raided a house in which two members of a gang believed to have murdered 3 police officers in December were hiding. The raid developed into a pitched battle and siege that involved 1500 police officers at its largest point (mostly employed in restraining the crowd of 2-3,000 people that had gathered to watch). Home Secretary Winston Churchill directed the operation for several hours. The standoff ended when the house caught fire and all inside burned to death.

January 18, 1911

Pilot Eugene Ely successfully landed an airplane on a small landing platform on the deck of the USS Pennsylvania, anchored in San Francisco Bay. The aircraft, a specially-adapted Curtiss biplane, was stopped by a series of ropes. The event was observed by thousands of spectators.

January 21, 1911

The US Republican party split further with the formation of the National Progressive Republican League. Robert La Follette became the leader of the league.

January 26, 1911

Richard Strauss premiered his new opera, "Der Rosenkavalier" in Dresden, Germany

February 21, 1911

The United States concluded a new treaty with Japan, further limiting immigration of Japanese laborers (as

begun in the Gentlemen's Agreement of 1907).

March 25, 1911

Q massive fire in the Triangle Shirtwaist Company in Lowell, Massachusetts killed 146 young female factory workers. The fire has brought poor factory working conditions into the general consciousness and caused a public outcry. Many are calling for improved working conditions, inspections, and greater regulation—a trend that can be traced back to the early 1900s and the work of progressive "muckraker" journalists like Upton Sinclair.

World Leaders in 1911

Great Britain	King George V	1910-1936
United States	President William Howard Taft	1909-1913
France	President of the Republic Armand Fallières	1906-1913
Belgium	King Albert I	1909-1934
The Netherlands	Queen Wilhelmina	1898-1948
Spain	King Alfonso XIII	1885-1931
Portugal	President Teofilo Braga	1910-1926
Germany	Kaiser Wilhelm II	1888-1918
Austria-Hungary	Emperor Franz Joseph	1848-1916
Italy	King Victor Emmanuel III	1900-1946
Russia	Czar Nicholas II Romanov	1894-1917
China	Emperor Puyi (child emperor)	1908-1912
Japan	Emperor Meiji	1867-1912
Morocco	Sultan Moulay Abdelhafid	Took the throne in 1908

Current Events in Morocco

March 1910

- A Locus site is found in Puerto de Maio, Morocco, and ancient crypts are discovered in the vicinity.
- The University Consortium project is founded.
- University faculty, trading and adventuring organizations begin initial visits to the area.
- The Sultan authorizes excavation of the crypt sites.

July 1910

- The Clocktower is discovered in Puerto de Maio.
- Interest in the area increases; consular corps from various foreign nations begin establishing their presence.
- The Royal Residences are constructed.

September 1910

- Early reports indicate that at least one local population in the area is composed of native Berbers.
- The University Consortium begins advertising requests for interested scholars and scientists to come to Puerto de Maio.

October 1910

October 11 - A collection of new magical incantations is excavated by the Consortium's Archaeology team at Site H.

November 1910

 Renewed bloodshed breaks out between the Taieb and Madani tribes, native to the High Atlas and Anti Atlas mountain regions in southwest Morocco, who each claim ownership of Puerto de Maio.

January 1911

- Sultan Moulay Abdelhafid publishes his proposed Constitution in Tangiers.
- Cities and tribes begin to ally either for or against it.

Spring 1911

- French troops occupy parts of northeastern Morocco in order to quell revolts (against the European presence as well as the Moroccan government).
- Spanish troops do the same in the southeast.
- Donald Scottsworthy proposes his plan to connect Puerto de Maio to mainland Morocco via rail. The Sultan approves the plan, and the North West Africa Company begins railway construction. Hundreds of railway workers arrive in Puerto de Maio. Tourism doubles, commerce triples.

March 1911

- March 3 The Sultan reorganizes the country's debt to France, in exchange for complete French political control in northeastern Morocco. All foreign trade receipts will be paid directly into the debt owed to Paris.
- The Taieb tribe requests aid from the Sultan in their fight against the Madani. The Sultan refuses; rumors say it is because the Taieb do not support the Sultan's proposed Constitution.

April 1911

 April 1 - The Sultan sends a Royal Vizir to Puerto de Maio to represents the Sultan's interests there. Puerto de Maio is not declared a Royal City – reportedly because the Sultan does not have the forces to defeat the Taieb and Madani tribes warring over the region.

Popular Culture and Society

Due to research constraints, the information contained herein is limited mainly to American popular culture circa 1911. However, European popular culture of the time was quite similar. Further resources and information can be found on the internet.

Fads

Theda Bera, a silent screen star, made vamping popular. Hot toys included the erector set, tinker toys, and lincoln logs. The Ouija Board became popular. Sales of this game soared. The Model T was affordable, so speed became a big fad. Chevrolet, DeSoto, Dodge, and Nash all were introduced during the 1910s. Prestige models became worth going into debt for - cars

like Cadillac, Buick, Pierce, Haynes, Packard, and Studebaker. Ocean liners (floating hotels) were the rage. A neatly sized folding Kodak made picture taking easier and more popular for the masses.

Ballroom dancing was popular. Dance crazes included the Fox Trot and the Tango. Irene and Vernon Castle were 'off the charts'. Boston, New York, and Cleveland banned the tango. Parents worried about loosening morality. After all, lipstick was worn, actresses showed their legs. Dangerous times! There were "tent shows", entertainment spiced with educational and political messages.

Music

The 1910s were called the Ballroom Decade. Many of the trendier restaurants were equipped with dance floors. Americans continued to write and perform ragtime, blues and jazz. Popular songs of the time included Alexander's Ragtime Band (Irving Berlin), Danny Boy, You Made Me Love You (Al Jolson), Ah! Sweet Mystery of Life, The Aba Daba Honeymoon, and All I Do is Dream of You.

Jerome Kern and George Gershwin continued to produced music and musicals in the 1910s. Fanny Brice migrated to the Ziegfeld Follies, Vernon and Irene Castle and Fred Astaire danced, Vaudeville boomed, Speakeasies sold booze, and entertainers sang Over There.

Top Music Hits (1910)

- "Italian Street Song" by Rida Young
- "A Big Bass Viol" by M.T. Bohannon
- "Doctor Tinkle Tinker" by Otto Harbach
- "The Chanticleer Rag" by Edward Madden
- "Chicken Reel" by J.M. Daly
- "A Banjo Song" by Howard Weeden
- "Day Dreams" by Robert B. Smith
- "Morning" by Frank Stanton
- "Mother Macree" by Rida Johnson Young, Chauncey Olcott, & Ernest Ball

Top Music Hits (1911)

- "Alexander's Ragtime Band" by Irving Berlin
- "Ragtime Violin" by Irving Berlin

- "Baby Rose" by Louis Weslyn
- "Jimmy Valentine" by Edward Madden
- "When You're Away" by Seymour Brown
- "Daly's Reel" by J.M. Daly
- "All Alone" by Will Dillon
- "Honey-Love" by Jack Drislane
- "The Oceana Roll" by Roger Lewis
- "They Always Pick On Me" by Harry Von Tilzer and Stanley Murphy

Literature

The intellectual revolt against materialism spawned several books including those listed below (Books That Define the Time). The Education of Henry Adams assailed the nation's failure to live up to its founders' ideals. Walter Lippman and John Dewey were writing. Poets including Ezra Pound, William Carlos Williams, Amy Lowell, T.S. Eliot (The Lovesong of J. Alfred Prufrock), Robert Frost, Emily Dickinson, and Carl Sandberg.

Edith Wharton wrote Ethan Frome and Willa Cather published O Pioneers! and My Antonia. Popular books of the period included The Secret Garden (Francis Hodgson Burnett), Sons and Lovers (D.H. Lawrence), Of Human Bondage (Somerset Maugham), Wild Fire (Zane Grey), and Tarzan of the Apes (Edgar Rice Burroughs). Margaret Sanger published information on birth control and women during this time.

Books That Define the Time:

- The Masses by George Eastman
- The Smart Set by H.L. Mencken
- The New Republic by Herbert Croly
- The Autobiography of an Ex-Colored Man by James Weldon Jackson
- Uncle Remus by Joel Chandler Harris
- The Economic Consequences of the Peace by J.M. Keyes
- The American Language by M. L. Mencken
- Democracy and Education by John Dewey
- Family Limitation by Margaret Sanger

Art

The Industrial Revolution influences many artistic movements and counter-cultures. The City became a subject for the realist movement. Artists painted scenes of the less glamorous aspects of modern life. In American, these became known as the Ash Can realists. They depicted gritty New York scenery and lower class residents. Some impressionists (John Marin) and cubists (Max Weber) and futurists (Joseph Stella) also painted the city. Industrialism was also a subject for the realistic art forms. Norman Rockwell began publishing his classic American portraits, which ultimately landed on the covers of the Saturday Evening Post.

Realism, primitivism, symbolism, Fauvism, Dadaism, Futurism, and Cubism were all "-isms" of this decade. Georgia O'Keefe began painting her sexual and controversial abstract forms. Other American arts of the decade included James McNeill Whistler, Childe Hassam and Mary Cassatt. Alfred Stieglitz was one of the most renown artists of this era. He elevated photography to an art form.

Theater, Film & Radio

The Teens had Theda Bara and vamping (a seductive dance) and posturing. Americans flocked to the Ziegfeld Follies and Vaudeville on Broadway to see such stars as Fannie Brice, Fatty Arbuckle, and Bill "Bojangles" Robinson, who as a child tapped his way into legend for nickels and dimes. Bojangles invented the 'stair tap'. Musicals had major audience appeal. Jerome Kern was popular in the 1910s with such hits as Oh, Boy! and Leave It To Jane. Irving Berlin, Richard Rogers, Cole Porter, and George Gershwin (Dere Mable) all had hits during the 10s, and Victor Herbert's Naughty Marietta, premiered on Broadway. Other plays included those by George Bernard Shaw, Booth Tarkington, and Sinclair Lewis.

Movies were extremely popular in the 10s, such as. Birth of a Nation (D.W. Griffith), The Floorwalker (Charlie Chaplin), Daddy Long Legs, Les Miserables and A Tale of Two Cities. Top box-office stars were Mary Pickford, Douglas Fairbanks, and Pearl White (The Perils of Pauline.)

Note: Most of the information in this section is credited to a survey of American Cultural History done by the Kingwood College Library. The full results of that survey are available online at http://www.nhm-ccd.edu/contracts/lrc/kc/decade10.html.

Technology and Science

Technology in Puerto de Maio

One of the many strange reports that emanate from Puerto de Maio is that technology does not function there as it does elsewhere. Despite the many technological achievements of recent history, in Puerto de Maio, nearly all motorized and mechanized items simply do not work. From automobiles to automatic rifles, Puerto de Maio seems, in some ways, at odds with sophisticated machinery in common use elsewhere.

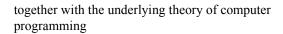
However, this situation seems to have a beneficial side. The mystery of malfunctioning technology has prompted many prominent Mechanologists to study the problem up close. So far unable to reverse the problem, experts can only speculate that it has something to do with the proximity to the Clocktower – itself a marvel of engineering. But Puerto de Maio's ruins have unexpectedly turned up large numbers of disassembled gearworks, and many Mechanologists have turned instead to developing functioning mechanical items from these pieces. The only mechanical technology that seems to perform correctly - even better than expected in many cases seems to be gear-related. It has even been reported that when these gears are assembled in precisely the correct arrangement, the resulting item will operate without any apparent power source. This has attracted many Galvanists and Mechanologists to the area, who hope to study how this wondrous new technology might be developed and improved. Puerto de Maio now boasts a thriving engineering community.

Note: Please see "Gear and Technology" on page 51 for a list of in-game items Mechanologists can create.

Inventions and Discoveries

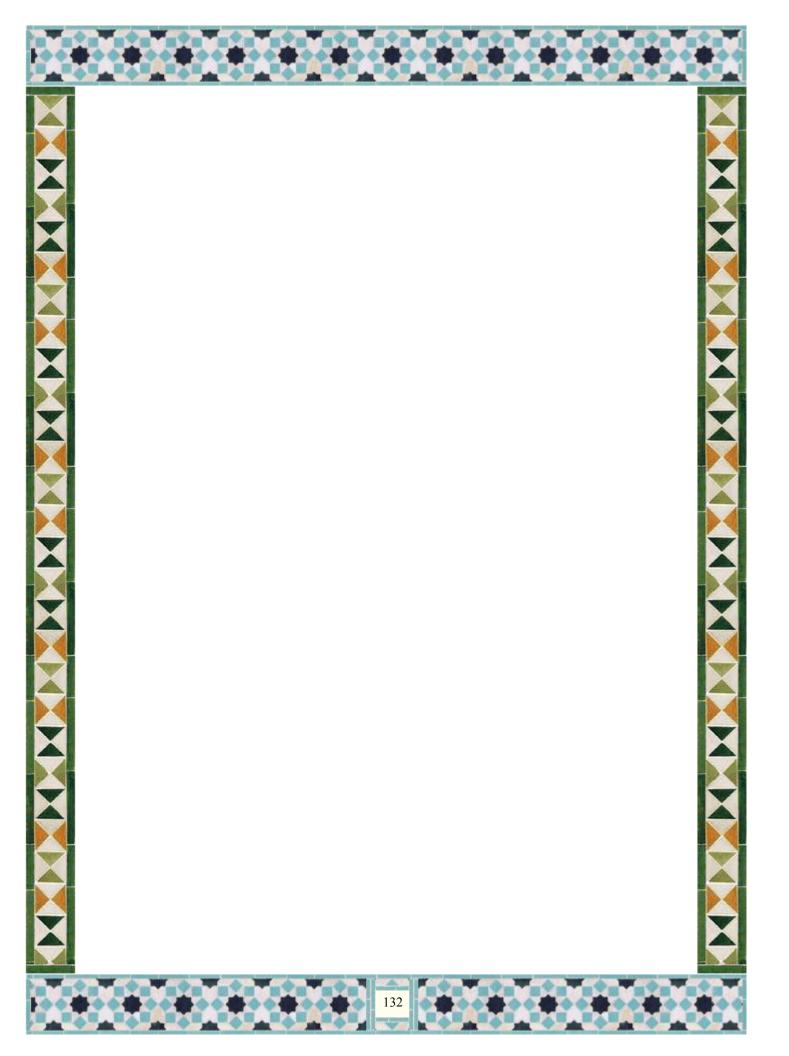
The following information covers important inventions and discoveries in the areas of technology and science over the last 100 years.

- **1804**: Richard Trevithick (England) invents first steam-powered locomotive
- **1829**: George Stephenson invents first practical locomotive with multiple-fire-tube boiler
- **1835**: Samuel Colt invents the first revolver; Charles Babbage invents "analytical engine,"



- 1838-1839: Modern cell theory (cells are the basic building blocks of all organisms) developed by Theodor Schwann, Matthias Schleiden
- 1839: Paul von Mauser invents first bolt-action rifle
- **1839**: Charles Goodyear invents the vulcanization process to create rubber
- **1842-1843**: Jules von Mayer (1842) and James Joule (1843) promulgate first law of thermodynamics: energy cannot be created or destroyed, only converted from one form to another.
- 1843: Anesthetics first used on humans (ether)
- **1849**: Safety pin invented by Walter Hunt.
- **1850**: Alexander Twining and James Harrison invent the first refrigerator
- **1850**: Rudolph Clausius discovers second law of thermodynamics (heat cannot of itself pass from a colder to a warmer body)
- **1851**: Isaac Singer invents first continuous-stitch sewing machine
- **1856**: Synthetic dye process invented; Henry Bessemer develops the Bessemer process for steel production.
- 1857: Otis develops first safe passenger elevator.
- 1859: Charles Darwin publishes his theory of natural selection
- **1862**: Riuchard Gatling develops the handcranked multibarrel machine gun
- **1862–1877**: Louis Pasteur creates germ theory of disease
- **1867**: Christopher Sholes and Carlos Glidden invent first typewriter; Alfred Nobel invents dynamite
- **1869**: Dmitri Mendeleev invents periodic table of chemical elements
- **1870**: First chicle-based chewing gum invented
- **1873**: John Broadwood produces first modern piano (pianoforte) with sustaining and damper pedals
- **1876**: Alexander Graham Bell invents telephone

- **1877**: First microphone invented; Alexander Graham Bell founds Bell Telephone Company; Monier invents reinforced concrete
- **1878**: Thomas Edison patents first phonograph
- **1879:** Thomas Edison invents electric light
- 1880: John Milne invents first accurate seismograph
- **1881-1882**: Edison creates the Pearl St. plant in New York City, the first permanent central electric-light power plant in the world.
- 1884: Hiram Maxim invents the single barrel, belt-fed machine gun; first modern bicycle developed
- **1885**: Gottlieb Daimler invents first gasolineengine motorcycle.
- **1886**: Coca-Cola invented
- **1891**: W. L. Judson invents the zipper
- **1892**: Nikola Tesla invents first alternating-current generator and alternating-current motor
- **1895:** Lumiere brothers introduce motion pictures; Guglielmo Marchese Marconi sends first radio signals
- **1896**: First electric stove used
- **1899**: Dr. Felix Hoffman of Germany invents aspirin; Valdemar Poulsen invents first magnetic steel tape recorder
- **1900**: First astronomical calculator, the Antikythera device, (developed in first century B.C. in Greece) found off island of Antikythera
- **1901**: Gillette markets first safety razor; Marconi sends first wireless signals across the Atlantic
- 1904: Christian Hulsmeyer invents first radar (limited to one-mile range); Sir John Fleming invents the vacuum electron tube, forming the basis for radio telephony.
- 1906: Lee de Forest invents the triode amplifying tube
- 1907: J. Murray Spangler produces first modern upright electric vacuum cleaner
- **1910**: Leo H. Baekeland invents first completely synthetic plastic ("Bakelite")



Chapter 15 **People and Place**

Puerto De Maio

Puerto de Maio is an island located off the coast of southwestern Morocco. The High Atlas mountains culminate on this coastline, and the Royal city of Agadir is the closest Moroccan city to Puerto de Maio

Puerto de Maio itself was once part of the Atlas mountain chain, attached to the mainland just north of Agadir. However, unusual and catastrophic coastal flooding beginning at the outset of the 1800s separated it from the African land mass. Now the island sits about sixty miles off the Moroccan coast. Puerto de Maio is mainly temperate and forested, but includes some of the mountainous terrain of the High Atlas.

Up until very recently Puerto de Maio has been too remote and insignificant for the Sultanate to take much notice of it. It is not a royal city, and the Sultan has appointed no local vizir to directly oversee the area. Like the rest of rural Morocco a local tribe would typically control this land, but since its odd physical separation from the Moroccan coast control of Puerto de Maio has been hotly contested between two powerful tribes of southwestern Morocco, the Taieb and the Madani. These tribes are particularly significant since their leaders are "qaids", or governors officially sanctioned by the Sultan. This means that while they retain the autonomy typical of a rural tribe the Sultan may at times offer them support, and vice versa. With the recent revelations and activity in Puerto de Maio these tribes have renewed the vigor of their conflict, though to this point the violence between the sides has remained on the mainland. Because of this, the island is not densely populated – or wasn't, until Europe took notice of it.

Puerto de Maio has recently attracted the attention of the entire European community, if not the world, and France, Spain, Britain, Germany and America have all rushed to protect their interests there. Britain has firmly maintained its traditional posture that it is best that Moroccan territory stay in Moroccan hands (though some say this is only to avoid having to pay for the cost of occupation), and so far the rest of the foreign powers have followed suit. However, consular corps from several countries have made extended visits to the island, and it seems clear that although most major diplomacy will continue to be played out in mainland Royal cities, diplomatic rivalries are sure to erupt in Puerto de Maio. The founding of the University Consortium, as well as several private ventures, has guaranteed a keen foreign interest will remain there for some time as well. France and Spain have made it clear that they have no intentions of occupying the area unless the safety of their citizens there were seriously compromised, but each has a small military presence there to ensure the security of their consular personnel.

This means that essentially, Puerto de Maio is under no formal enforcement of law at the moment. Of course, as part of Morocco, general obedience to the Sultan is expected, but the lack of clear control by either tribe has prevented local laws from being enforceable, or even known in some cases. Many European visitors expect to appeal to their consular representatives if the need should arise, although the Consuls themselves have rumbled about the danger of meddling directly in Moroccan affairs. On the other hand, most natives rely on the threat of the nearby tribal armies on the mainland for protection, although they are fully engaged in what amounts to a small civil war. There is some apprehension that there may be a lack of parties willing to claim responsibility for criminal acts in some cases, and an overabundance of them in others. It seems unlikely that any party - the Sultan, local tribes, or foreign countries – will directly and openly intervene in Puerto de Maio, unless their interests are seriously compromised by events there.

Access to Puerto de Maio is mainly by steamship. Trading and passenger ships come about once a month. Regular tourist cruises have begun as well, carrying passengers anxious to get a look at the now-famous island. The eccentric British adventurer and trader Donald Scottsworthy, founder of the North West Africa Company, is also building a railroad in the lands outlying Puerto de Maio – a strange decision, since it is an island. Reports indicated that Scottsworthy believes he can connect the mainland to the island by building a rail bridge, increasing trade and tourism in Puerto de Maio. Many see this as about as possible as his well-known earlier scheme to flood the Sahara and allow maritime access to the interior of Africa.

Puerto de Maio itself is a small but bustling inland port town. The Adventurer's Club, founded by the famous British expeditionary society of the same name, shares a large building with the local "Theatre Moderne" and its attached nightclub which are active mainly in the evening hours. The town has several buildings serving as sleeping accommodations for visitors and residents, as well as a Residence built by the Sultan housing foreign dignitaries, University Consortium faculty, and others. The Consortium Departments do not have specific building or space allotted to them, but use whatever space is available and necessary for their various projects. Several entrances to what seem to be early Egyptian-dynasty crypts and tombs have been found in the town and outlying areas. Of course, the mysterious Clocktower is the town's most famous landmark. The forests surrounding Puerto de Maio are very dense, and reports state that only the most experienced local guides can venture in without becoming completely lost. Accounts of large and unusual wild game prowling the forests prevent most people from testing the theory. There is also word that a diamond mine has been discovered in the area.

Local customs in Puerto de Maio are mainly centered on hospitality. It is traditional to greet someone by asking whether they are in need of refreshment, perhaps offering them food or drink. This is a courtesy, and the standard response is a polite "No, thank you," but many people honor this custom by carrying a flask or food with them to offer to those they meet. In Morocco, it is considered the very highest honor to be invited to join someone for a meal, and it is seen as the basest insult to refuse such an offer. Further, it is universally expected that when a visitor arrives at your door, he or she should be offered a refreshment. Moroccans traditionally offer tea, a custom which the British in particular have enthusiastically adopted. It is considered poor manners not to place a small rug in on the stoop of your dwelling, which announces that

visitors are welcomed by those who live there. Many dwellings have small cushions and other conveniences arrayed outside the door as well.

Moroccans are superstitious about some things. Once a year in the Fall it is traditional to place an empty envelope outside, underneath the welcome carpet, at sundown. The envelope is left out all night, often accompanied by wine, tea, and other offerings. It is believed that if the spirits have messages or knowledge they wish to impart specifically to you they will do so in secret during the night. Moroccans also believe that hanging lanterns or lights brings good fortune, and dwellings in Moroccan towns are frequently decorated in this way. Local myths hold that rain brings knowledge with it. It is also believed that a full or bright moon portends a great battle.

Notes: Your character can not have visited Puerto de Maio prior to your first event. Also, you may not enter some areas of the woods without an NPC guide. These areas will be marked.

Inhabitants

In Puerto de Maio there are a multitude of different cultures, professions and personalities. Those who have come to the area include researchers, fortune hunters, soldiers, journalists, engineers, tourists, professors and students, spiritualists, diplomats, traders, entertainers, investigators, hunters, wealthy dilettantes, savages, physicians, explorers – and a thousand more.

The countries most heavily represented in Puerto de Maio are Britain, France, Spain, America and Germany – although certainly, travelers from any foreign land might be there as well. Many mainland Moroccans have recently arrived, as well. Native Berber tribes people are known to inhabit the island, but their ways are usually introverted if not downright secretive.

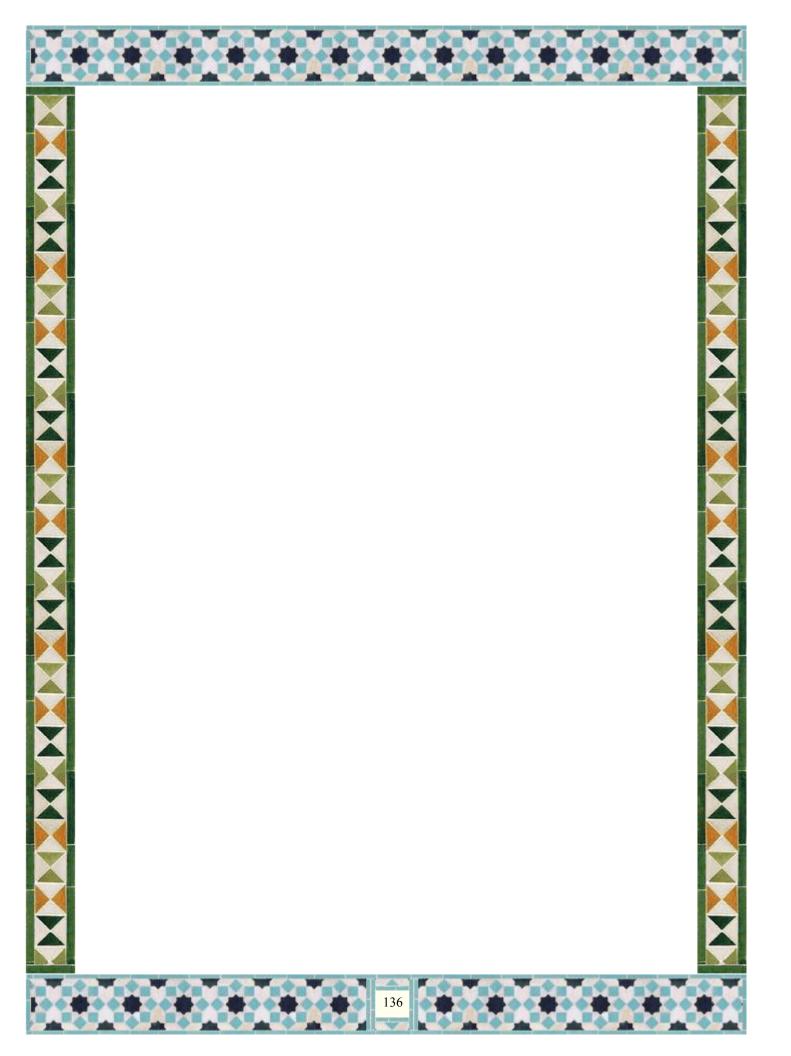
What brings people to this land? You're likely to hear a different answer from just about every person you meet. Perhaps it is the University Consortium, the Clocktower, the Locus, Egyptian crypts, spirits, adventure, glory, fame, riches, pure curiosity, or reasons kept hidden from prying eyes. Drawn by the mystery of the Orient, the adventure of new land, exploration of uncharted territory of every kind, people from around the world have crammed onto steamships bound for the island.

Notes: You may not start the game as part of any existing group or association, such as the University Consortium or any group listed in the Groups section of this chapter. You may also not be acquainted with anyone listed in the Personalities section of this chapter.

Your character may be from any country in the world; however, story lines and adventures are not likely to be based on countries other than those listed above.

Races

There is no character race other than human in Atlas Adventures. There may be unusual wildlife found in the area surrounding Puerto de Maio, but such creatures are not available for player characters.



Chapter 16 Culture and Society

Entertainers and the Theatre Moderne

Some entertainers have special abilities to affect the people and world around them. While all entertainers perform to the enjoyment of their audience, some have developed their skills so well that they can actually calm, heal, and even inspire others through their performances.

These powerful performances are not limited to traditional performance arts such as singing or playing an instrument, but can also derive from any type of performance or "displayable" art. This includes poetry, dramatic reading, sleight of hand, dance, philosophical lectures, comedy, acrobatics, fire eating and even displays of paintings, drawings, or other creative pieces. Additionally these powerful performances can be performed both publicly and privately.

Every Saturday evening in Puerto de Maio the Theatre Moderne showcases talent from the town. Parisian owner Madame Simone l'Arraigne arranges for an eclectic mix of performances by importing foreign talent as well as scouting it among the local population. All performers can expect some compensation, although the details must be negotiated with Theatre Management. Madame l'Arraigne is rumored to pay very well for those performers who use skills in a way that will benefit the audience.

With the arrival of many skilled entertainers in Puerto de Maio, an unusual discovery was made: some entertainers can use the Locus in the town to return the dead to life. This was discovered when one of the Theatre Moderne's stage hands was struck and killed by a falling lighting boom during an audition for Madame l'Arraigne's opening production (set for April 1911). Grief-stricken, several chorus members followed his spirit to the Locus where they hoped he would be restored back to life. While they waited for a local shaman to appear they began to sing a tradi-

tional French mourning song to comfort the spirit. Both the entertainers and the shaman were quite surprised to find that at the end of the song the stage hand was quite back to his normal self.

Note: It is not necessary for you to have Entertainer skills if you wish to perform on Saturday nights. All players are welcome to do so. If you have an idea in mind for a particularly elaborate or unusual performance, please contact the Atlas staff in advance. We will do our best to help you with equipment and make sure the stage area will accommodate your performance.

Magic

Modern magic was first discovered in the late 1800s. Although mythology and folklore have, through the ages, claimed magical ability for various civilizations, a 17-year-old archaeologist by the name of Howard Carter was the first person to be able to reliably reproduce measurable results induced by magical incantations. In October of 1891, Howard Carter set sail from Britain for Alexandria, Egypt, employed to use his artist's skills at Bani Hassan, the gravesite of the Sovereign Princes of Middle Egypt during 2000 B.C. Carter's task was to record and copy the scenes from the walls of the tomb. Young and energetic, Howard Carter was a diligent worker with much enthusiasm. He would work the day through and then sleep with the bats in the tomb at night. Carter created two sets of works: one of pictorial reproductions of wall-paintings and other decorative elements, the other of the thousands of hieroglyphic characters inscribing the walls of the tomb.

After several weeks of tireless efforts, Carter (who had a budding interest in Egyptology himself) began trying to decipher some of the hieroglyphics during his rather lonely evenings. For guidance, he used the innumerable academic texts and translated examples published since the discovery of the Rosetta Stone

nearly 100 years earlier. A beginner in this effort, Carter apparently sounded out each pictogram as he deciphered, trying to memorize their sounds as well as their meanings as he went along. After several late evenings, he had successfully deciphered a single line of text from one of his many parchments, and while repeating the sounds over and over to himself, began writing their rough English translation on the parchment. Carter was quite surprised when the translation he had written appeared to be a command to bring forth fire – from where or for what purpose, he could not, at that time, guess. On looking up from his work he was a great deal more surprised to find a blackened scorch mark obscuring part of the wall in front of him - a mark that he was certain had not been there before, considering he had recently finished reproducing that very section of the tomb in watercolor.

The next day Carter described this strange occurrence to Faran al Endouin, a young Egyptian graduate student whom Carter had been sent to assist. Examining the parchment Carter had been working on, Al Endouin recognized and corrected a minor detail in Carter's translation. Carter repeated his actions of the night before by reading the corrected version aloud from the parchment the two men held between them. The results put a swift end to their casual experimentation: Al Endouin grimaced in pain and fell to the ground, and Carter was left holding the smoldering remains of the now-destroyed parchment. Thus, the secret to an ancient and forgotten magic was unlocked, though it would take many months of diligent trial and error before Carter, Al Endouin, and a growing cadre of scholars would be able to reproduce the exact circumstances and methods required to created another magically-charged inscribed parchment.

Since then, universities, museums and scholarly societies have devoted significant funds to the study of magic and the reproduction of magical scrolls, and the field has gained tremendous momentum. The race to unearth new incantations has caused some unfortunate side-effects, however; as grave-robbing has increased, as have violent attacks at many recentlydiscovered tombs and crypts. Many say this is because the Service of Antiquities, a French organization which founded the Boulag Museum in Cairo where Egyptian monuments and treasures can be exhibited, continues to allow archaeologists to keep a percentage of their finds. They have also been accused of encouraging plundering of ancient sites outside of Egypt by paying for items retrieved from them. In spite of these misfortunes, or perhaps because of them, the field of magical study has

advanced rapidly. Original parchments, apparently placed in tombs at the time of their sealing, have been discovered in various sites, confirming that the ancient Egyptians themselves cast magic from scrolls just as skilled casters do today. New methods of reproducing magical scrolls from original carvings and parchments have been discerned, although this knowledge is, of course, closely guarded by those who are fortunate enough to know the secret. Several incantations are now in common use, and experts have even developed methods of casting these magics by memory, without using a written version. Recently, a major and dramatic find unearthed in early-dynasty Egyptian tombs of far-flung Puerto de Maio, Morocco, more than doubled the incantations known to that point, and many interested parties are clamoring aboard steam ships headed for the island.

After his momentous entry into Egyptology, Howard Carter went on to work with the famous Flinders Petrie at el Amarna in Egypt, where Carter became a fullfledged archaeologist, and continued his work deciphering and translating ancient texts in the hopes of revealing further insights into the uses of magic. He was later appointed Principle Artist to the Egyptian Exploration Fund for the excavations of Deir el Babri, the burial place of Queen Hatshepsut, where he continued his research and discovered two new incantations. At the mere age of 25, Carter was offered the job of Inspector General of Monuments for Upper Egypt by the Director of the Egyptian Antiquities Service. Unfortunately, Carter's burgeoning career at the Egyptian Antiquities Service came to an end in an unfortunate incident between the Egyptian site guards and a number of drunken French tourists. Carter is reported to have "made rather over-good use of his not-insignificant knowledge of arcane enchantments", although to date he has refused to comment on the issue. The incident put a black mark on Carter's reputation, and shortly thereafter he was posted to an obscure Nile Delta town, forcing Carter to resign from the Antiquities Service in 1905. For some years, he attempted to make a living as a professional artist and tour guide, until in 1908 when the enigmatic Lord Carnarvon returned Carter from his archaeological banishment and hired him to perform excavations for Carnarvon's personal collection. Happily for the field, Carter's research has once again flourished. Despite persistent reports of Carter's obsession with finding Tutankhamun's tomb, where he apparently believes a rich treasure of magical incantations is inscribed, it is rumored that this partnership with Carnavon may carry Carter to Puerto de Maio to see first-hand what magics might be stored in the area's ancient places.

Metaphysics

Metaphysics: Spiritualism, Mentalism and Related Phenomena

Spiritualism, or the belief that the dead can communicate with the living (especially through a medium), was brought to the forefront of current-day thought and discussion by the publication in 1847 of Andrew Jackson Davis' The Principles of Nature; Her Divine Revelation; and a Voice to Mankind, which Davis claimed to deliver, acting as a medium, on behalf of the departed Emanuel Swedenborg, an 18th century visionary. While it is true that belief in the principles of spiritualism has existed in many times and places. Davis' fantastic claims mark the beginning of the modern spiritualist movement. Shortly after this sensation, the interest and excitement surrounding such possibilities was heightened by the Fox girls of Hydesville, New York in America, three sisters who claimed that they could communicate with the dead and transmit messages from them, heard as rapping sounds by those who witnessed their clairvoyance. The methods they used to contact the dead, such as gathering around a table in a dimly-lit room, came collectively to be known as the séance.

These sessions seemed in concert with scientific principles of the day: the séances seemed to provide reproducible, reliable results which could not be discredited. Soon, hundreds of people were imitating the methods used by the Fox sisters, contacting the spirit world to speak with the dead. Spiritualism quickly took hold in the Americas, as well as in England, France and much of the rest of Europe. This movement progressed alongside a contemporary interest in the general field of metaphysics, the branch of philosophy examining such concepts as the nature of reality and the relationship between mind and matter. Spiritualism had several sister sciences, such as phrenology (the study of the connection between the various faculties of the mind and particular organs of the brain or areas of the head, first put forward by Franz Gall) and mesmerism (the practice of bringing about physical reactions and the ability to interact with the spirit world through the inducement of a hypnotic or trance state, as first introduced by Franz Mesmer) as well as more distantly-related disciplines as geomancy (divination by means of figures or lines, formed by dots or points on the earth) and astrology (the study of celestial bodies in the belief that they have an impact on human affairs). Interest in these fields was bolstered

by spiritualism's popularity. By the 1880s, spirit mediums numbered in the tens of thousands, journals on spiritualism and related topics circulated in major cities, and skills such as clairvoyance, clairaudience, telekinesis and telepathy were demonstrated regularly in parlors as well as concert halls. Many wealthy and fashionable people had "spirit parlors", which were specifically constructed to allow the occupants to contact spirits most efficiently. Spiritualist lecturers undertook speaking tours around the country. Some of them addressed their audiences while in a state of trance, passing along information from spirits they claimed to channel. The practice of spiritualism and other metaphysical pursuits was not limited to the lower classes. On the contrary, by the turn of the century the majority of most phrenology associations consisted of physicians, respected and famous personages such as Arthur Conan Doyle proclaimed themselves spiritualists, and even Queen Victoria used a medium to contact Prince Albert after his death.

Many academic observers of the day hypothesized that the rise in popularity of belief in the supernatural was caused mainly by the social upheaval of the times. The new philosophy of materialism brought about by the Industrial Revolution challenged the rigid religiosity of older times. Spiritualism was seen as a middle ground, a direct, "scientific" connection between the material and spiritual worlds. As spiritualism gained in popularity, though, it soon became clear that there were those who tried to profit from the movement by falsely creating the appearance of contact with the spirit world. Such charlatans were, by the 1900s, beginning to be outed by skeptics and especially stage magicians (most notably the great Harry Houdini), who knew the tricks of the trade, and could often out-perform fake mediums. However, it was the diligence of just these skeptics that proved the existence of real supernatural phenomena – or at least, as some doubters continued to put it, could not disprove all such cases. In one notable example in 1900, the famous trance lecturer Cora L. V. Scott submitted to scrutiny her claimed power to communicate with and even "channel" spirits by agreeing to ply her arts on a public stage with a professional "debunker" present, and under bright stage lights (as opposed to the more typical dim lighting favored by most mystics). When Cora was able to summon a spirit that could be seen and heard by the entire audience, and which could not be revealed as a fake by any means attempted by the skeptic present, it was confirmed in the minds of many that while charlatanry certainly took its share from the spiritualist movement, there were those whose claims of supernatural powers were true. From

this point on, the skeptic movement became stronger, vigorously supported by mystics of all kinds who saw the benefit in stopping pretenders from sullying the reputation of the metaphysical disciplines. While many false mystics were revealed, several more instances of true "mentalist" power, as it was often called, were publicly recorded, including demonstrations by kineticists who could cause various violent results upon volunteers apparently using only the power of their mind. (This actually created a spiritualist counter-movement that claimed not that kineticists' powers were fake, but that those who had them should be controlled by legal and governmental means as a "danger to society".) Interestingly, spiritualists differed wildly by culture and training, showing no consistent pattern of how such talent is gained. Mediums who first contacted the spirits through a parlor séance seemed as likely (or not) to bear true talent as shamans born into cultures steeped in mysticism who had powerful visions as mere children. Many who wished to develop such talents schooled themselves in a variety of ways, from studying with prominent upper-class spiritualist organizations, to living with native mystic tribes across the globe for months at a time. Likewise, there seemed no pattern to success: inexplicably, some individuals were able to develop supernatural skills, and some were not.

As of the 1910s, only spiritualism had the benefit of direct proof that such talents were indeed real, but those in related fields such as geomancy, mesmerism and phrenology continue to work toward confirmation of their own practices. Even marginalized fields of study such as cryptozoology seemed to profit from the mounting proof of the reality of the supernatural; interest in the study of mythological beasts surged at the turn of the century, apparently prompted by the revelation that there is indeed a world beyond that commonly seen and heard. However, interest in these fields might be said to have been overshadowed for a time upon the emergence of staggering reports a dead person's spirit could be rejoined with the person's body by a spiritualist. This concept rocked every branch of the metaphysical community. Spiritualists had naturally been claiming this was possible for over 50 years, but this seemed implausible to the majority of modern society notwithstanding other real supernatural phenomena. However implausible, though, it is reported to have been demonstrated by various practitioners of mystical arts and by certain skilled entertainers, which is even more puzzling to many in the field of metaphysics. This recombination of the spirit with the body has only been witnessed in specific locations said to be significant for their "spiritual

potency." These locations are said to be located in such diverse places as Antarctica, Japan, and Morocco. Witnesses also claim that unlike elsewhere in the world, in these special locations spirits of all kinds can routinely be seen roaming, even by those who have no other apparent supernatural skill. (Although, as perhaps expected, only true mentalists can communicate with them) Further, mentalists have sent word that a heretofore unknown type of spirit they refer to only as "Shadow Spirits" inhabit these locations, and can offer knowledge and insights from the unseen world to those with the power to speak with them. Though these claims still seem outlandish to many, those devoted to spiritualism and its study have already begun flocking to these locations to learn the truth of these reports.

Philosophy and Religion

Philosophy

Throughout the 18th and 19th centuries, an abundance of philosophical thought, discussions and writings sprang forth, and contributed a dizzying array of explanations of the nature of humanity, the universe and reality itself from which the modern person could choose. In the 18th century, the radical David Hume completely denied the existence of material reality, and claimed that all existence was merely perception, that there was no way to know whether anything was real or not. His contemporary, Immanuel Kant, believed he had a point in that our senses may misguide us, but went on to say that some knowledge is universally true, and that a person does not need to experience some things to know them. This theory of "a priori" knowledge relieved many educated people of the time, who feared they would have to live in Hume's world where all experience was illusory. Philosophers such as Hegel and Schopenhauer came along toward the end of the century, and turned everyone's attention toward the Self, the Not-Self, and absolute reason. Hegel claimed that the Will drove humans in the ideal direction of absolute reason, while the pessimistic Schopenhauer claimed the Will simply drove humans – not in any particular direction, but simply created a sense of unfulfilled urgency which explained the constant suffering of life. Clearly, these theories were not entirely reassuring to those familiar with them, and did little to explain the eternal question of the meaning of human existence. Later in the 19th century, Nietzsche went on to say that the suffering of life was in fact beneficial, and that it would

result in the creation of the ultimate "superman". By this time, the Industrial Revolution (broadly defined as the application of power-driven machinery to manufacturing) was in full swing, and the philosophy of Materialism cropped up, which denied or disregarded everything spiritual and supernatural. Naturalism, one form of Materialism, held that humans need no power but their own, and that life has no aim beyond this world. These theories and their advocates, such as Mill and Spencer, received broad attention as the Industrial Revolution began to make material gain more of a priority than moral righteousness. The spiritualist movement, which gained momentum starting in the 1850s, sought to add some belief in an unseen world or higher power back into the equation of modern thinking. However, when the philosophy of Parallelism began to emerge, much of Industrial Revolution society seemed to embrace the balance of the spiritual and material world it suggested.

Parallelism first began to get public attention around 1850, when the availability of electricity and cheap steel accelerated the Industrial Revolution. Unlike the other philosophies popular around this time, Parallelism was not attributed to a specific philosopher or scholar; rather, it refers to school of thinking which covers several related, more specific philosophies which developed in various places simultaneously, over the first half of the 19th century. As the disillusioned or dissatisfied began abandoning Materialism in increasing numbers, the philosophies promoting the Will as the ultimate drive of humanity gained ground, and a number of ideas regarding the direction of the Will began to develop. The most persistent were those that centered on sets of two opposing but related concepts to which the Will could be said to apply its force, which combined Hegel's idealist claims and Schopenhauer's pessimistic ones about the goal toward which the Will drives humans. Examples of Parallelistic philosophies included Creation and Destruction, Civilization and The Wild, and Truth and Mystery. By describing the Will as an inherent human drive toward achieving a specific goal or state of being, the Parallelists presented a positive outcome of human existence. But by attributing to the Will the basic conflicting urge toward opposing paths, Parallelism effectively accounted for the suffering which is a part of all human life. Most Parallelist philosophies further claimed that these opposing goals were actually not contradictory at all, but symbiotic in the sense that one can not exist without the other, and that further, in the perfect attainment of one is found the perfect attainment of the other. Advocates of the various Parallelist branches spent as much time examining the

idea that any given set of two opposing forces are in fact one unified state (only supposed different through the imperfect perception of humans – an observation that harkened all the way back to Hume) as they did investigating the idea of how the Will attains its goal – a difficult task, given the (at least superficial) contradiction inherent in each Parallelist branch. Regardless, by 1900 Parallelism in its various forms had amassed a tremendous following not limited to academic circles; on the contrary, it enjoyed a greater popularity among common society than any other philosophical theory had theretofore managed. Parallelism's popularity was further bolstered by the fact that it did not in any way contradict the ideas of the spiritualism movement, and was seen by many to form with it a partnership of ideals and beliefs. Although some specific Parallelistic movements are noted for an amount of secrecy in their practices and discussions, nevertheless a good deal is known about the general pronouncements of each. Currently, there are seven major Parallelist philosophies which have a significant following. These are described below.

Conflict and Resolution: The Dissonance Movement

The philosophy of Dissonance is typical of the philosophies of Parallelism. I say this as it adheres to the basic tenet of taking two dichotomous ideals and merging them into an encompassing whole. Two halves of a circle requiring both to achieve completeness. The actual origins of this particular vein of Parallelism is uncertain but most credit the American Philosopher Aiden McAllister as its greatest and most prolific philosopher.

McAllister wrote extensively during the 1840's through the end of the American Civil War. Most adherents of the philosophy follow the positive aspects of McAllister's earlier writings such as "The Advancement of Humanity". Therein McAllister details the essence of the Dissonance movement. That is that the successful resolutions of conflicts served as building stones in an individual's development. The ability to overcome adversity, crisis and resolve various disputes leads directly to the expansion of the person's horizons both in the material and spiritual sense. It is essentially a teaching and philosophy not just of hope but also of self-reliance and perseverance. However McAllister was more critical in his later writings.

His last and most significant, entitled "Civilization: Man's Growth Through the Creation and Resolution of Conflict" was published in 1869. This work expanded upon McAllister's earlier view that each individual grew and developed through the resolution of conflicts that arose in their life. He traced the development of Nation States from the Ancients through the dominant world powers of 1860's. Comparing the growth of a nation to that of an individual he concluded that the great nations only rose into prominence through the resolution of crisis. That each crisis was a step in the ladder of greatness and without these steps there would be no further movement. In essence that conflict and crises had to exist or the nation would become stagnant and die. Thus McAllister asserted that an individual or nation to continue its growth it must seek out or even fabricate conflicts.

While McAllister is credited with the proliferation of this particular Parallelism philosophy little is actually known about him. Only three years after his death his date and place of birth remain unknown. What is known about him is that he fought at the Battle of Gettysburg with the 20th Maine Infantry and undoubtedly his experiences in there impacted his final writings. Colonel Joshua Chamberlain who remained a close friend to McAllister after the war, said of McAllister at his funeral, "He was skilled with both his bayonet and his tongue. To this day I still don't know which was sharper. I owe my successes after the War to his teachings and I will miss him dearly."

Published in the Bowdoin College Journal Fall Quarterly 1899

Truth and Mystery

Tracing its roots to the ancient Greek mystery cults, the Order of the Initiates of Truth and Mystery is the most secretive (some would say 'paranoid') of the modern philosophies.

The Order is devoted to the pursuit of truth and investigation into the mysteries of the world. Anyone may join the Order and take advantage of its considerable resources...for a small contribution of money or knowledge, of course. The Order has been known to sponsor archaeological digs, equip exploring expeditions, fund scientific research, and investigate psychic phenomena.

While the Order embraces scientists and technologists, it recognizes that the pursuit of knowledge would be meaningless without mysteries to investigate, and that some truths may remain unknowable. As such, it is also a refuge for philosophers, spiritualists, and other devotees of the ineffable.

Although any may join the Order at the lowest level, advancing in the Order requires initiation, which is by invitation only. The philosophy guards its secrets carefully, and details on the inner workings of the initiated are near-impossible for outsiders to come by. Some whisper that there are in fact several levels of initiation, and that the initiate must prove his or her worth in order to rise to the higher levels. What, exactly, this proof entails is unknown.

Some information comes from those who claim to have left the Inner Order, but such "former initiates" are rare, and there is some question as to their legitimacy. Perhaps the knowledge and support gained from the Order are simply so great that few wish to leave after they have attained initiation.

Some historians claim that the Order used to be a much more open society, but that early in its history the Order suffered a grave betrayal from within. Whatever the cause, over the years the Order has turned in upon itself, growing gradually more secretive and difficult to penetrate. Only the inner circle can say what knowledge is worth guarding so carefully.

Finity and Infinity

"The essence of life is not how much time is accorded you. It is limitless. The essence of life is what you will contribute, what you will do with that time." - Martin James Annory

"Trust me, we have all the time in the world." – Mary Franklin-Denmark, speaking to an Annory Foundation trustee who threatened not to renew the Foundation's grant in light of their failure to publish in the field of archaeoastronomy for over a year. This was prior to date the Foundation published its first Opinion Paper. (Anecdotal)

The Parallelist philosophy of Finity/Infinity is attributed to a group of archeaoastronomers in Littleton, Massachusetts known as the Annory

Foundation. Immersed in the study of the knowledge, interpretations, and practices of ancient cultures regarding celestial objects or phenomena, this scholarly community also began to publish "Opinion Papers" about the significance of the mortality of the human mind compared to the immortality of knowledge and thought. Astronomy by definition must include a vigorous inspection of the theory of time (particularly as it applies to the age and size of the universe), and this group of bright minds spent much of their time intensely discussing the theorized infinite size of the universe. They hypothesized a corollary that since time itself must be infinite, any event, regardless of when it happens, becomes immediately infinite or "timeless" as soon as it occurs. All events enter the stream of time, which extends forwards and backwards forever, and thus all events become infinite. They called this theory the "Law of Chronological Extension."

This theory led to intense discussion about the nature of humanity – is it finite or infinite? We take countless actions and have countless thoughts during our lives; according to the Law of Chronological Extension this means that each of our actions and thoughts is infinite, existing for all time. However, because we ourselves die, we can only exist for a finite, isolated period of time. Does our personal impermanence mean that we as people are finite, that we affect only a specific, discrete period of time, although our actions become part of the infinity of time? Or is our very existence an indelible mark on time, making us as people infinite? The Foundation published several works on this quandary, with different authors defending a variety of hypotheses. Adherents of this philosophy still debate this issue. Indeed, proponents of this branch of Parallelism are known for delighting in lively philosophical debate of all kinds.

More recently, enthusiasts of the Law of Chronological Extension have taken up the debate of the nature of death, and whether according to Annory's Law death can really exist. Some claim that because the nature of humanity is infinite, death does not exist but is only a description of a being's state in time. Others argue that since death is a physical state, it is evidence that the nature of humanity is indeed finite. Members of the Foundation itself have not published any opinions on this. It is rumored that in Littleton, where the Foundation's home campus is still

located, discussions have been revolving around a completely different topic: Is humanity finite and time infinite, or is time finite and humanity infinite? This question seems to strain the boundaries of Annory's Law itself, and many scholarly communities seem to be holding their collective breath as they anticipate the Foundation's next publication.

Creation and Destruction

The philosophy of Creation is a simple one. There is no rigid structure of hierarchy. There are no secret orders, or rituals under the light of the moon. In our own way, we all follow the philosophy, for we all create at one time or another. There are others though who strive to create things never before seen or heard in the history of humanity. These are the strictest adherents of the philosophy. For them, the desire to create dominates their life.

Most of the original writing of the philosophy has been lost in the various wars that have ravaged Europe and America in the past 80 years. The only writing known to have survived is the original manuscript, written by Giacamo Magagli. He was a craftsman for most of his life, and later, a mystic, and a philosopher. It was he who put to ink the foundation of the philosophy, born from the dreams that haunted his slumber. Below, is a translation of the original manuscript written by Magagli.

-Thomas Alva Edison, March 21, 1880

Once, I was a simple glass blower. I was content in my life until the dreams began...strange, repetitive dreams. In my dreams two voices spoke to me. Once voice was melodic, crystal, and ethereal. The second voice was deep, dark, and foreboding. The melodic voice would speak, and then the dark voice would speak right after, opposing what the first had spoken. The words they spoke were as such:

I am the beginning.
And I – Am the end.
I am the mountains, spine of stone.
I am the wind, which grinds the bone.
I am the wheat.
I am the scythe.
I am the bread.
I am the mouth that devours.

I am the castle. I am the town. I am the fire that burns them down. The better I build, the longer it stays But in the end, in ruin it lays.

If you walk the path from beginning to end And find the place where creation is born Between the sword and the hammer You will find what you seek.

For months this dream haunted my sleep. I ignored it, for I worked hard and was often fatigued. Fatigue often bears strange dreams. It reached the point where I could no longer sleep, so I began to tell people of what I dreamt. Some thought me mad. They amused others. There were some though who were genuinely interested. We debated and discussed the meaning of the dream. Over time we developed the very simply philosophy of creation, and made it part of our lives. We spread the word to those who would listen, and the dream stopped haunting my slumber.

The simple philosophy of creation is as follows:

The message is clear. Delight in what you create. Mourn not in its destruction. It is the natural way of things. Be inspired to create durable things, so they will stave off the inevitable for as long as possible. Destroy if you must, but create something to replace what is lost. Destruction will always keep pace with creation, but the converse is not so. Destruction can easily overtake creation if we are not inspired. Be it sculpture, architecture, paint, or prose - create, share, and above all, never covet your work.

Giacamo Magagli, Milano, Italia - durante l'anno 1799

Health and Suffering

"Endure. In enduring, grow strong."

The Philosophy of Health and Suffering was best encapsulated by Nietzche when he wrote "that which does not kill me makes me stronger." Whether these beliefs are taught informally on harsh frontier settlements or in Spartan spiritual communes, adherents of this Philosophy believe that pain, sickness, and ill fortune are tests of endurance and worth, and part of the process to becoming a more perfect being. The endurance

of suffering refines the mind and body, making an individual adaptable and resistant to hardship. It is only by learning to live with and conquer adversity that true wisdom can be gained; only those who have endured are entitled to lead or rule. Furthermore, only those who have experienced pain and hardship can truly understand and value happiness; it is the presence of misery that defines joy.

Most adherents of this Philosophy believe that some people suffer more than others because people are destined only to encounter as much hardship as they can handle. To be unfortunate, therefore, is also to be destined for greatness; fate has chosen that individual to be refined and strengthened for some great purpose.

The Philosophy does not advocate inflicting suffering - on oneself or others - as a method of betterment. Doing harm is incompatible with becoming great. In order to become enlightened, you must be chosen to suffer. A single person cannot see the grand scheme of things, or whether any one person is

In other words, walking on broken glass and picking fights will not make you a better person. Adherents are, however, encouraged to spend part of their lives devoid of personal comforts. They may choose to retreat to a commune in a remote and harsh part of the world, or seek out a particularly squalid community and work to improve the living conditions there.

It is widely known that President Roosevelt - who was a weak and asthmatic child, and who went on to become a statesman, soldier and adventurer – is a devotee of this particular philosophy.

Civilization and The Wild

destined to suffer and achieve.

Henry David Thoreau understood that for one to truly understand one's self, one must understand the world that surrounds you And in order to understand the world, one must experience all it's aspects, from the highest peaks of civilization to the darkest forests of the wild. Followers of the philosophies of Civilization and the Wild hold that knowing your place in the world allows you to know yourself, regardless of where you happen to be. More importantly, they believe that in mastering your environment, you master yourself.

The philosophy has its roots in ancient Rome, where it was thought that the existence of the wild was necessary to the advancement of civilization. Without new frontiers to explore, civilizations have no reason to advance. This served as a foundation for the American policy of Manifest Destiny, as the United States moved westward in the 19th Century, as the American Spirit of the time was to explore, improve, and advance. So long as something remains unexplored, there is always room for improvement.

Adherents to this philosophy are just as often urban socialites as wilderness explorers, and in fact, many are both. They seek to overcome whatever obstacles happen to be in their way, be they wild beasts or social rivals, to achieve the pinnacle of self-worth. While they do tend to see a natural order to the world, they believe that anyone can advance and surpass their place in that order. Some may see them as ruthless and adversarial, but they see themselves as contentedly striving to better themselves.

There are two main schools of thought among the adherents to this philosophy. The first are those who seek to master all environments, and the second are those who seek to completely dominate just one. The first group is mainly represented by individual explorers, hunters, and adventurers, who travel from place to place to experience as much as possible. They have great respect for the world around them, and constantly strive to understand the underlying order of things. The second group is largely represented by wealthy socialites and businessmen, who view this philosophy as a tool to achieve more and more social, political, and economic power. They see power as a tool to be used, and have high respect for those who use it. Both groups tend to learn the philosophy on an individual basis, as one would from a mentor. However, in recent years, many individuals have written of it as a way to achieve personal success.

Luck and Wisdom

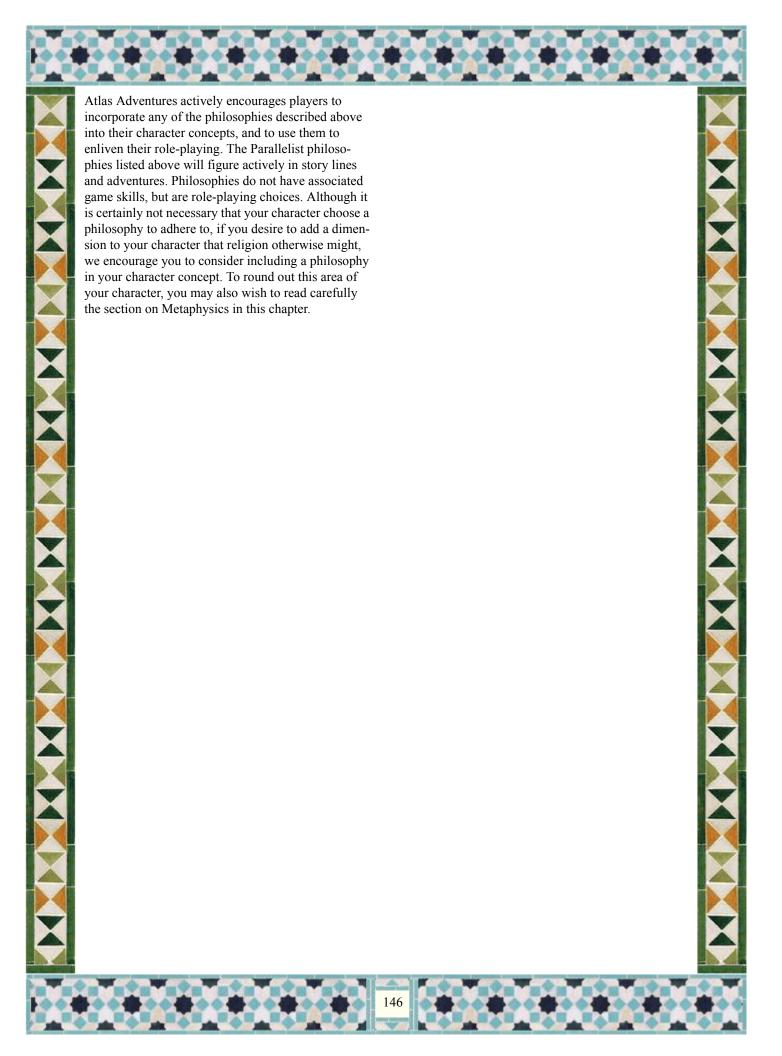
Extensive examination has been given to the juxtaposition of the random nature of "luck" with the acquisition and application of wisdom. None have been so influential in this pursuit as the American gambler known as Morgan. With roots tracing back to the river boat casinos that were so prevalent on the Mississippi River in the latter

half of the 19th century, Morgan holds strongly the position that, of every hand dealt, luck brings the cards to the player, but the wisdom of the player determines the outcome of the game. So, it is held, are events and circumstances in life encountered by the "luck of the draw". The application of wisdom (experience, knowledge, and the wherewithal to use them) affects, by degrees, the outcome.

There are many who summarize this idea with the axiom, "When life gives you lemons, make lemonade." However, the elderly Morgan cautions against such unbridled optimism. By way of example, during a recent high stakes poker game in Monte Carlo, a young player put forth the above thought in an attempt to impress Morgan with his grasp of the concept. Morgan was quoted in the papers as responding, "As a youngster I set off to see the country on a river boat. I met there a traveler who told me the most fertile pasture, with all the right weather for a bountiful crop, could be a kingdom of mud and rot in the wrong hands." Rumors abound that the traveler referred to was a mentor of Morgan's, and the true progenitor of this branch of Parallelist philosophy. Espoused and embraced by gamers and businessmen alike all throughout America and Europe, this philosophy rapidly became popular all along the major trade and tourist routes. One can find adherents currently in all parts of the world touched by commerce or international tourism.

Religion

Atlas Adventures does not allow the use of modern religions in the game. By modern religions, we refer to any religion which is currently practiced, or was practiced during the period in which the game is set. This means that players may not include in their character history any religious information on their character, nor may they include religion in their roleplaying or make any reference to it during game play. This does not mean that modern religions do not exist in the Atlas Adventures game world. It simply means that they are not included in the material and subjects dealt with in the game. Please refrain from including religion in any way in your character, character concept, and role-playing at events. While players may notice story lines and adventures related to ancient religions, we are careful to exclude elements which may offend modern-day participants in those religions as well.



Chapter 17

University Consortium

Overview

Puerto de Maio, Morocco, is host to the University Consortium Project. The largest cooperative research project ever initiated, the Consortium is a collaboration of both funding and scholarship by Oxford University in England, Harvard University in America, and The Sorbonne in France. The Consortium was founded in response to the simultaneous discovery of a magical Locus and early-dynasty Egyptian crypts in Puerto de Maio. However, as significant discoveries continued to be made there (such as the Clocktower and its strange effect on technology), the Consortium has expanded its charter to include many disciplines. Departments include Ancient Studies, Galvanism, Anthropology, Necrology and Metaphysics. Originally, the Consortium planned to include the study of Magic in the Ancient Studies Department, but there is word that faculty for magical research may instead be organized into a separate department of their own. There is also rumor that a Philosophy department may be funded to support scholars in the popular philosophical branch known as Parallelism.

The Moroccan Sultanate has graciously granted Consortium faculty living space in the Puerto de Maio's Royal Residences (which provides accommodations for local and visiting dignitaries, among others), but the Departments themselves do not have permanent building space. Each of the founding universities has contributed faculty, researchers and graduate students to each department, although some departments are more heavily staffed by one university or another. Most departments have been founded on grants from private patrons, government organizations, or the founding universities themselves. These grants provide the necessary funding to support the various research projects that are already underway. In addition, the Consortium has included in its mission statement an invitation to any and all academics, researchers, and interested professionals from the various Consortium disciplines to come to Puerto de

Maio and contribute their expertise. Interested parties have been instructed that in most cases, limited funding does not allow for the creation of additional paid positions. However, certain portions of department grants are earmarked as compensation for those who materially assist on the various research projects. The Consortium has also suggested that those who wish to participate directly should book passage to Puerto de Maio and, upon arrival, apply directly to the faculty of the various departments. Travelers may also wish to send advance notice of their arrival to the University Consortium in Puerto de Maio, addressed to the attention of the appropriate department or faculty member.

Please Note: You may begin the game as a professor (as well as a student, researcher, etc.), however you may not start as a faculty member of the Consortium or any of the founding universities. You may be a student from a founding university, you may have lectured at one of them during your career, etc., but you may not have previously held a position through which you would already know other members of the faculty.

Ancient Studies Department

The Ancient Studies department has been referred to by its detractors as "Dr. Frankenstein's Department," due to the fact that it is an amalgam of several heretofore uncombined areas of study, namely: Egyptology, Classics, Phoenician Studies, and Archaeology. This merging of sister subjects has caused a certain degree of internal strife and stress, particularly for Dr. William Lesko of Oxford, who has the dubious fortune, thanks to both Oxford's large endowment to the department and the good professor's own recent fame for discovering the mortuary texts of Queen Hatshepsut, of being the titular head of this assemblage of related fields. Although they jockey for funds and position amongst themselves, like all good siblings, all the Ancient Studies scholars invariably rally together when in conflict with another department,

particularly Anthropology for whom they harbor no small degree of scorn - Dr. Lesko was once overheard to refer to that branch of study as "intellectual Philistines who ignore physical evidence in favor of namby-pamby hand-holding with the noble savage".

As Phoenician Studies is a poorly understood and underpopulated field, it is no wonder at all that its most prominent scholar, Dr. Ipheginia Bodel of Brown University (here in Morocco through her connections to Harvard, which is a source of some consternation to more than a few of the Harvard scholars present), is just a smidge defensive about her area of specialty. She has been known to pick quarrels with anyone whom she feels has academically slighted her (once going so far as to hurl a bust of Napoleon through the stained-glass window of a professor of Classics who referred to Dido as "that Carthaginian hussy") and as such is not terribly popular among her colleagues, although her knowledge and skill are well-respected in all circles. It is rumored that Dr. Bodel was "invited to take a sabbatical" by the head of her department at Brown shortly after the aforementioned stained-glass incident. Her assistant is a rather put-upon young graduate student named Ula Cramer. Poor Ula is also newly the assistant to Dr. Archambault de Raousset-Boulbon, a Roman Archaeology professor from the Sorbonne, due to the mysterious disappearance of his assistant, Laurent Pioche some several weeks ago.

Since the discovery of the Loci, the Archaeology section of the department has been, in the words of one Violet Kirkegard of the Ladies' Adventuring Society, "a veritable scholarly apiary." Among the many archaeologists seeking to make a name (or at least a published article) for themselves are Dr. Clarinda Fourcade of the Sorbonne, whose skill with a trowel is only exceeded by the sharpness of her tongue when berating a hapless assistant (they seem to come and go with an alarming rapidity), Sir Elsworth Blenkinsopp, whose excavations of the Roman port of Ostia have earned him a professorship at Oxford and whose daring exploits so colorfully published in recent editions of the layman's journal, The Armchair Archaeologist, have earned him the admiration of many ladies of society, and also Arval ap Maddock, a Welsh-born graduate student from Harvard with a wry, sardonic sense of humor who has come to Puerto de Maio to research his doctoral thesis on the evolution of sacred spaces throughout the many cultural changes in the island's long history. Arval has of late been trying to help the overburdened Ms. Cramer with her duties but since he expressed his fondness for Aeneas (the perfidious lover of Queen Dido in Virgil's epic: The Aeneid), has been banned from Dr. Bodel's presence, thus making this task considerably more difficult.

Classics is perhaps the second most well-represented sub-group after Archaeology and indeed there is sufficient overlap between the two groups to make a good argument either way. In addition to the noted Dr. de Raousset-Boulbon, there is Dr. Ackerly Featherstone-haugh (pronounced "fanshaw") of Oxford, whose particular specialty is the Roman Empire. His current project is studying the interaction (particularly religious and cultural) between the Romans and the local tribes and has been speaking extensively with many of the natives in an effort to learn what he can from their oral histories.

Although gifted with no mean amount of money by the various supporting universities and museums, the Ancient Studies is also the darling and beneficiary of certain circles of dilettantes, among whom it is considered the height of fashion to affect an interest in cultures long-dead. As having a bevy of patchouliscented, caftan-wearing socialites with more money than sense following one from trench to trench, hovering over ones shoulder when one is making scarp drawings and interrupting every three minutes while one is attempting to translate an Eighteenth Dynasty stele is not conducive to productive scholarly work, the various members of the Ancient Studies department have taken to foisting said socialites upon each other and attempting to make good their escape. One especially persistent group, the Grand High Society of the Black Ibis - whose founder is believed by some to be the reincarnation of Thuthmosis III, has been exceptionally problematic for the scholars. Dr. Lesko seems to be a particular target of this group as he is known to be a specialist in the reign of Queen Hatshepsut and a great admirer of the intrepid monarch -in fact he has a particular interest in Puerto de Maio ever since a funerary figurine with the name of his favorite ruler was found on an expedition a few months ago. His assistant, Beresford Hume, once came upon some members of this order trying to break into Lesko's office and was chased about town by a particularly unpleasant Society member for seven hours. Hatshepsut was an 18th-dynasty pharaoh who was one of the handful of female rulers in Ancient Egypt. Her reign was the longest of all the female pharaohs, and her funerary temple still stands as a tribute to her incredible rise to power. Although it has been almost three and a half thousand years since Hatshepsut usurped the Egyptian throne from Thutmosis III and his re-taking of said throne decades

later, the Order of the Black Ibis still appears to be holding a grudge.

Galvanism Department

Galvanism is the study of the electricity produced by chemical action (usually metals and liquids, as in a Galvanic battery). The most exciting developments in the field focus on investigating Galvanic action in animals, and especially the therapeutic application of electricity to the body.

Originally to be called Mechanology Department, the Galvanism department has been named in dedication to Doctor Devlin Wyeth, the most famous scientist in the field of Galvanism at this time (both for his genius and for his eccentricity). Dr. Wyeth has uprooted a good portion of his offices and laboratories at the Sorbonne to continue his studies on "sabbatical" in Morocco. The founder of the famous department by the same name at the Sorbonne, Wyeth earned an early reputation for using himself as the subject in most of his experiments into the electrical impulses carried by the body. Upon arriving in Morocco, Wyeth immediately took up a rather reclusive residence in a large but ramshackle mansion in the vicinity of Puerto de Maio. In the last few weeks, he has not been heard from – though this in and of itself is not unusual, as his past experiments have been known to last up to several months during which time the sound of crackling static electricity and the occasional shriek were the only noises heard. A true eccentric, there are wild rumors about Wyeth, including one that claims he has augmented a good portion of his own physiology with galvanic implements such as wires, magnets and battery leads. A throng of research assistants, technicians, graduate students, and volunteer test subjects have followed him to Morocco, in hopes of catching a moment of this now-famous man's time. It is well known that he accepts no one into his research programs who does not have a "healthy sense of physical and metaphysical curiosity," and many of his assistants and experimental subjects work for him for free. The doctor seems to have acquired a cult-like following among many of the younger devotees of the field. A permanent laboratory has been established for the department, though it is in the afore-mentioned mansion owned by the eccentric Doctor Wyeth, who has so far kept an erratic schedule of open hours at best, and none at all of late.

Other scientists in the field of Galvanism are scant, as many "serious" academicians consider the application of Galvanism to human research to be bunk. Wyeth himself is known to have excellent, if not entirely disclosed, backing, and thus the resources available in this department are considerable and quite tempting to even those who think Wyeth a quack. A few colleagues in the related field of mechakinesiology, or the study of mechanized and motorized devices and their interaction with animals (specifically humans), plan to join the good Doctor in Puerto de Maio, although it is no secret that they are disgruntled that the department has been named after the narrower field of Galvanic studies. Of course, the Doctor disagrees entirely, saying that on the contrary nothing could be more encompassing than the field of Galvanism, which (according to him) includes the study of the grand electrified motor which is the human body, and which supports and furthers the study of countless related fields such as mechakinesiology, biology, medicine and in particular surgery, and many areas of metaphysics. Wyeth even claims that with finely tuned mechanisms in place, it should be possible to contact the spirit world, have foreknowledge of future events, and even visit the future itself.

In addition to Wyeth, two graduate students in Mechanology have arrived in the department. Mechanology is the realm dedicated to designing and fashioning devices of moving parts, usually powered by steam or battery, and used either to enhance quality of life (such as pocket watches, sextants, and such), or reduce it (as in small mechanized incendiary devices). Philip Parker and Eugenia Graves have been a team dating back to the mid 90s, when they met during Eugenia's first conference speaking engagement at the age of 16. Eugenia and Philip are both attending Harvard, in various stages of doctoral work. A recognized prodigy at a young age, Eugenia is working on her first advanced degree, while Philip will likely soon receive a third Honorary Doctorate from Harvard. Inseparable, these two have come to Puerto de Maio mainly to study the Clocktower and the related gearworks that have been found in the area. It is rumored that while Ms. Graves may be planning to base her doctoral thesis on this amazing device, Philip is reported to have been seen be eyeing it, wrench in hand, and muttering, "I just want to see what makes it tick!"

Anthropology Department

On the eve of the birth of his brand new Department of Social Anthropology at Oxford University in 1910, the Professor R. R. Marett could hardly resist the call to scholarly arms drawing him far from home to the islands off the coast of Morocco. The indigenous population was heretofore unstudied, with a wealth of unique ethnological information to be gathered and analyzed. Marett was among the first in his fledgling field to focus on social anthropology. He believed the origin of religion to be neither naturalistic, nor metaphysical, concentrating instead on a psychological analysis of religion. The Parallelism movement was of particular interest to him for having so recently gained such rapid popularity amongst diverse populations around the world. In Morocco, Marett intends to focus his attention on the cultural foundations and ethnology of the Berbers.

Marett is politely disdainful of archaeologists. His view of them is summed up as follows: Archaeologists retrieve bones and trinkets, while Anthropologists apply cultural relevance and intellect to the understanding of people and their societies. To that end, Marett brings with him his most promising student, the American, Ernest Albert Hooton. Hooton is a small, myopic young man - self-described as a scholar from birth. He is well schooled in the classics, as well as ancient languages. Hooton is fascinated by physical anthropology. A master of measurement and statistical analysis, Hooton has his own interest in Morocco - specifically in the Canary Islands. It is rumored a large area of remains can be found from the ancient inhabitants of those islands. Such a large skeletal assemblage is a very rare find and, if it is truly there to be found, a morphological analysis of those remains would make his career. Hooton is actively pursuing a position at Harvard and a find like this would seal the deal for years to come.

Necrology Department

Predictably, the Necrology Department has refused to release any information about their faculty or projected projects in Puerto de Maio. Those funding the department are as tight-lipped as the department faculty itself. Speculation would suggest that those who have come to Puerto de Maio to study Death Sciences were drawn by the graveyard. This rare example of a burial ground in Puerto de Maio may show a complete

linear record of the invading cultures which occupied the area over several hundred years. Members of the Necrology Department are believed to be engaged in collaborations with Phrenologists in the Metaphysics department as well as Archaeologists and dig teams of the Ancient Studies Department. Wild rumors circulate about these cryptic scholars, connecting them with the Adventurer's Club, the Millennial Society, the Grave Dancers and even the Harvesters of Set. However, there is no way to substantiate these reports – apparently, no one in Puerto de Maio will admit to even being a member of the Necrology faculty!

Metaphysics Department

The Metaphysics Department unifies several distinct disciplines under a single umbrella. It is rumored that not all of the disciplines are happy to be so grouped together. The most commonly-heard complaint is that some of the metaphysical disciplines are hard science and some are pseudoscience—but it is a subject of heated debate as to which is which.

There appears to be a particularly fierce rivalry between the astronomers, astrologers, and archaeoastronomical geomancers. In addition, the other disciplines do not appear to be pleased at the inclusion of Mesmerism and Astrology in the department.

Specific disciplines included in the Metaphysics Department are outlined below.

Phrenology

Phrenologists believe that the shape of a person's skull reflects the shape of the brain beneath and can therefore be used to predict his or her personality, strengths, and weaknesses. The skull is divided into sections, with each section corresponding to a specific characteristic. A subdivision of phrenology, physiognomy studies facial characteristics such as the shape of the nose, forehead, lips, etc. Phrenologists use a variety of calipers and other instruments for practicing anthropometry, or "head reading."

Since phrenology depends heavily on the study of skulls (real, live people being noticeably reluctant to submit their skulls for examination), the phrenologists at the University have struck up a useful collaboration with the Necrology department. They have also been observed speaking with the Galvanism department.

The representative of the phrenology discipline is

Richard Peake, an English phrenologist. He is accompanied by Dr. Lydia Fowler, a medical doctor from a distinguished line of phrenologists.

Cryptozoology

Cryptozoology is the study of undiscovered (or possibly imaginary) animals known as "cryptids." Cryptids under study range from Bigfoot and the Loch Ness monster to "mythical" beasts such as dragons and unicorns, as well as elusive creatures such as big cats in Australia.

The cryptozoology department at the University is particularly interested in studying drawings of certain potentially unusual creatures that appear in the hieroglyphics found in the graveyard and crypts in the vicinity. University gossip suggests that they have approached the Egyptologists in the Ancient Studies department to propose collaboration. They have also been seen talking to members of the game hunters branch of the Adventurers' Club about accompanying them on expeditions.

Geomancy and Archaeoastronomy

Geomancy is the study of the flow of power through the natural world through lines of energy known as "ley lines" and veins of underground water. Geomancers use "dowsing" with a dowsing rod or pendulum as a way to identify these energy flows.

Archaeoastronomy is a form of geomancy that studies how ancient cultures oriented sacred places in relation to the movements of the sun, stars, and moon (e.g. Stonehenge, Machu Picchu, etc). Experts believe that by studying the way that the sun/moon/stars move and interact with the earth at different points of the year, it may be possible to identify "gateways" through which we can move from one dimension to another.

The University was particularly fortunate to acquire an expert in Colonial Archaeoastronomy from the Sorbonne, Marc Laroux. Laroux has won a grant to study the structure and alignment of the graveyard and crypts, which he believes may be designed along archaeoastronomical lines. Accompanying Professor Laroux is Associate Professor Octavia Cree, specializing in classic geomancy and dowsing.

Astrology

Astrologers study the influence of the stars and other celestial bodies on people and human behavior. Astrologists believe that, with proper study, celestial phenomena can be used to predict human behavior, as well as future events and trends.

Astrologists at the University have been overheard speaking with contempt about the astronomy department, who they believe have enslaved themselves to Science at the expense of everything truly important and meaningful in the field.

Astronomy

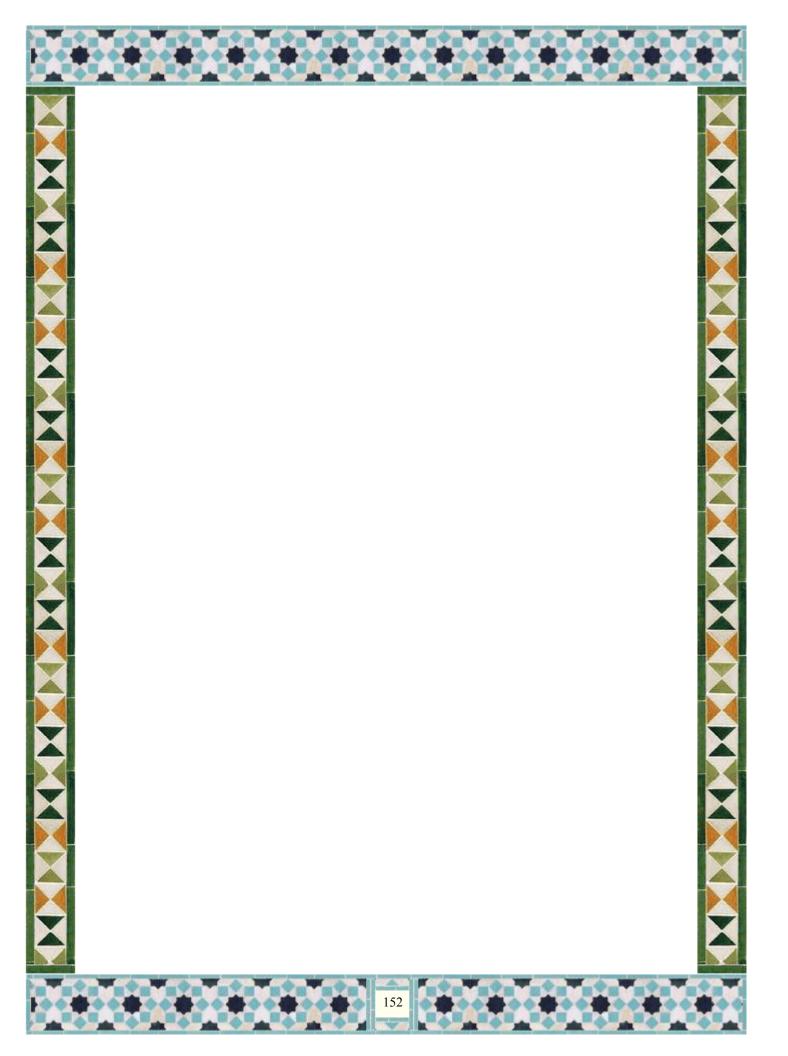
The astronomy discipline uses scientific methods such as mathematics and telescopes to study the stars. The astronomy department considers itself the only true science in the Metaphysics department—indeed, perhaps in the entire University!—and is outraged at being grouped together with "these charlatans and pseudoscientists", as they have been overheard calling them. They return the disdain of the astrologers, who they consider quacks.

Mesmerism, clairvoyance, and spiritualism

This discipline is devoted to the study of how the invisible or spiritual world interacts with our own. Spiritualists study subjects such as clairvoyance and precognition and communication with the dead through techniques such as hypnotism and mesmerism

The sole representative of the discipline at the University is Visiting Lecturer Theodore Carlyle, an American. Carlyle is an extremely well known and dynamic figure in his field who is known to have been invited to mesmerize several important world leaders. There are rumors that he corresponds with Rasputin in Russia on certain academic topics of mutual interest.

Rumor has it that many of the other professors in the department strongly object to the inclusion of this discipline with their own, more scientific studies. Moreover, the fact that there are no permanent tenured professors in the discipline has sparked talk that the University does not fully support the mission of the discipline. It is whispered around town that Carlyle retains his foothold in the University through the influence—and perhaps the money—of a powerful political figure.



Chapter 18 **Death and Restoration**

Death and Life-After Death have always been controversial issues. Science and philosophy have long debated what happens to a person's life force after their body ceases to function. The most popular current theory regarding this issue has to do with lifeenergy. Some scientists think of this energy in terms of electricity, attempting to measure it in voltage and watts. Some philosophers believe that it is a spiritual energy – spiritualists claim that this energy can be seen, heard and communicated with. But whatever the debate, the evidence points to some sort of energy that is housed within each person that lives in our world.(There are even some who claim that animals and plants house a form of this energy, although this idea is often scoffed at.) The energy, some claim, is tied in some way to "consciousness", or the innate realization that occurs within humans that they exist within the world. This consciousness is connected to reason, thought, emotion, logic and even beliefs. The world's understanding of these connections is far from complete, but there is some evidence that lifeenergy stems out of consciousness, and that this lifeenergy has a kind of measurable substance that lingers after death. There is also substantiated evidence that the life-energy retains an impression of the consciousness that bore it.

Spiritualists point to the proof offered by their ability to communicate with spirits, and even to summon this spiritual energy to affect the world around them. Skeptics to these ideas avidly deny the truth of such claims, yet cannot discredit many apparent demonstrations of such powers. However, much more powerful and perhaps undeniable evidence can be seen in the locations known collectively as "Loci". These are places that seem to have a high concentration of spiritual energy, and are marked by structures that take many forms, seeming to rely on the culture of the area in which they exist. For instance, one exists in Asia in the form of an enormous ceremonial arch wrought of indestructible metals. One exists in the northern area of the United States, in the form of a stand of trees that have grown in perfect unison, surviving intact

through fires, drought and even recent attempts to deforest the area. A third Loci is rumored to exist in the Antarctic, but this has never been substantiated. A fourth has recently been discovered in northern Africa, on the island of Puerto de Maio, Morocco. It is in the shape of a pyramid, reminiscent in some ways of the pyramids of ancient Egypt, but made of a strange stone that geologists can not identify.

Within the vicinity of these Loci, the life-energy of people may be felt, seen and even captured after death. If the life-energy is captured soon enough, it retains the impression of the consciousness from which it came, and it is possible to speak with those persons who have passed into death. Indeed, there are reports that these Loci can even be used to bring those who have died back to life. The exact method of doing so seems to differ according to the place and the person performing this feat, but scholars from all disciplines are beginning to scoff less and less as the evidence mounts. Even those who are not trained in mystic arts claim that they have actually seen spirits in these places, further pointing to the extraordinary nature of the Loci.

The areas in which the Loci can be found are all ripe with rumor and legend about how the Loci came to exist and how they can be used. Common threads exist, however, which cause some scholars to speculate that the Loci all stem from the same source (although that source is still a mystery). Each Locus's origin myth includes the element that long ago, a person (or persons) discovered the Locus and intuitively knew what it was and how to use it. From myth to myth, these persons differ significantly: in Asia, they are known as the Twins. In the Northern United States and parts of Canada, they were a large frontier family. Tales of the rumored Antarctica Locus say it was a woman with eyes as white as the snow. In Northern Africa, Berber legends speak of a Triad that discovered the pyramid Locus. The origin stories also have in common that each of these knowledgeable individuals showed the people of the area what the Loci were capable of, and taught small groups of people to use

their powers – thus, the appearance of supernatural powers in the myths and legends of many cultures. These Loci and their powers remained the stuff of legend, until the invention of new forms of communication, travel and scientific inquiry came about. Then the whispers of legend became stories told by travelers and explorers, and these stories drew scientists and scholars to study the Loci. Further fueled by the spiritualist movement, we now have astonishing proof that these ancient myths (although allegorical in many ways of course) may be true. Much still needs to be discovered about these Loci, but more and more people are willing to bank their reputations, and their lives, on the power these structures hold.

Some people appear particularly apt at learning to use the Loci - achieved Mentalists, powerful Shamans, and oddly enough, very talented performers and entertainers seem capable of the feat. The exact method for returning the spirit to the body differs among the locations of the Loci, and presumably developed according to the traditions of the cultures that first discovered and learned to use them. In Puerto de Maio, the process is reported to take place within a structure build around the pyramid Locus, apparently erected by the local Berbers who, according to local legend, first found it. According to the Berber tradition, the Marabout (the native word for shaman) dons a white robe which is sacred to the Locus and must never be removed from the building. When the spirit enters, the Marabout performs a ceremony lasting approximately five minutes, which is timed with a candle or incense. Items such as salts, sand, ash, wheat grains and other natural substances are ritually sprinkled over the spirit form, sometimes accompanied by invocations or ceremonial phrases uttered by the Marabout. Then the shaman sweeps the area clean, and extinguishes the candle or incense, upon which the insubstantial form of the spirit once seems to regain its physical form, and the restoration is complete. This ceremony seems to vary in detail among those who perform it, without detriment. In the case of an entertainer performing the restoration, it has been reported that ceremonies have included a song, story, poem, reading, or other performance – however, it is only very recently that entertainers were found to be able to use the Loci, and such ceremonies have rarely been witnessed. In Puerto de Maio, the Sultan has also recently employed local shamans to perform restorations in case a death occurs when there is no one available in the town who can use the Locus. To this point, there has been no fee asked of those who require this service.

Please note: When you die, proceed directly to the Locus and wait for someone to arrive to restore you. You may wait as long as you wish for a player to arrive to restore you, however, you may not leave the immediate vicinity of the Locus. You may at any time ring the gong loudly, and a staff person will come to restore you.

If you are performing the restoration, you must fill out all information and follow all instructions in the Death Log provided in the building. Spend five minutes role-playing your ceremony. Feel free to create your own ceremony, so long as it remains consistent with the atmosphere outlined above. After your ceremony, you must clean up any mess you create, or the restoration will fail.

Chapter 19 Groups, People, and Places

Notable Groups

The Ladies' Adventuring Society

A knitting and embroidery circle is one of the last things most people would expect to see in Morocco. Nevertheless, a tightly knit circle of friendly upperclass women have carved a niche for themselves in Puerto de Maio and can often be seen in a corner of the Adventurers Club, carrying on animated and surprisingly scholarly conversations as they busy themselves with their needlework. One should not be fooled by their dainty, domestic exterior - these ladies have first-hand tales of some hair-raising exploits.

The Adventurer's Club

The Adventurer's Club has its roots in ancient Greece, where it was founded on the teachings of Plato and his Republic. Young scholars would enroll to experience the world and learn about its ways, in order to become properly educated Philosopher-Kings. Later the mantle of the Adventurer's Club was passed on to the English; it is in Britain that the Club is now headquartered, although there are chapters across the world. Dedicated to exploration and preservation of knowledge, the Club's members have included some of the finest explorers the world has ever known, and it is well known that its members go on to become leaders and men and women of prominence. Some of the more famous members have included Meriwether Lewis, Ferdinand Magellan, Lady Hester Lucy Stanhope, Sir Walter Raleigh, Admiral Zheng He, Isabella Lucy Bishop and Marco Polo. Current members include polar explorers Commander Robert Peary and Sir Ernest Shackleton, as well as aviator Nellie Bly and African explorer Mary Henrietta Kingsley. The current head of the American chapter of the Adventurer's Club is former president Theodore Roosevelt. The Adventurer's Club recently formed a chapter in Morocco, in order to investigate the opportunities there. The President of the Club is Sir Charles Kensington, a highly regarded big game hunter who has restored the Club's heroic, somewhat swashbuckling image through his emphasis on modern-method exploring and excellent publicity. He has done an excellent job of documenting the Club's exploits through photography and newsreels, and has published a highly-popular series of five-cent books chronicling his adventures. Annie Smith Peck, a famous mountaineer and explorer and high-profile Club member, has joined Kensington in Puerto de Maio. Peck is rumored to be mapping a route through the island's densest forest region, which stands in her way of climbing the highest peak of the Atlas mountain range – a peak which is now situated on the island of Puerto de Maio. The Adventurer's Club is said to maintain a friendly rivalry with the area's University Consortium in unearthing ancient treasures, and frequently sponsors Club-led excavation outfits to venture down into the labyrinth of crypts in the area. Kensington is also careful to maintain cordial relations with the varied consulate personnel in the area, and has also been quoted as having a keen interest in improving contact with the local Berber inhabitants.

The Tent Club

Led by the indomitable Martha Trury, this is the game hunters' arm of the Adventurer's Club. The Club is known for its fearless pursuit of the most dangerous and elusive game, and have come to Puerto de Maio on the trail of legends concerning mysterious beasts said to roam the woods in the area. The Tent club has begun providing the wealthy and sporting in the area with a tracking party (hired mainly from the local population) in pursuit of prize quarry. The Tent Club has declared a good portion of these woods a game preserve, which can not be entered without a licensed guide. Poaching in the preserve was a concern until an entire hunting party was slaughtered recently. Only their guide, too inexperienced to lead the party to safety, returned to give a baffling report of the unnamed and vicious creature which had decimated the group.

The East India Trading Company

Originally founded in India by British entrepreneurs the East Indian Trading Company ("The EITC") has expanded its original business manifesto to include Africa. It has placed a permanent store in Morocco as part of this plan. While this store is based in Casablanca the EITC has recently expressed a great deal of interest in Puerto de Maio. This interest has been expressed by talk of regular shipments to Puerto de Maio placing a permanent Store within that community. However, their success in infiltrating Puerto de Maio's markets has been limited by their ongoing debates with the NATC over administrative issues. The EITC historically has specialized in the trade of spices, textiles, silks and tea. It is rumored that the EITC has also been a major arms dealer throughout India and the Middle East regions although these rumors remain unsubstantiated.

The North African Trading Company

The major rival of The EITC in England the North African Trading Company (NATC) was founded by a former director of the EITC, Sir Howard Hingsley. Sir Hingsley left the EITC in 1882 and took with him numerous advantages trading relationships and contracts that the EITC had established throughout Africa. As a further insult to the EITC he founded his company out of Sydney Australia but was able to maintain British charters and importantly British naval protections due to his position in the House of Lords. The NATC trades primarily in textiles, medicines and luxuries. The NATC is believed to be the largest importer of Gin and Quinine into North Africa (including Morocco). It is rumored that Hingsley delights in thwarting the EITC at any opportunity, sometimes to his own disadvantage. This might explain why both organizations have thus far been unable to penetrate the Puerto de Maio markets – leaving an elated Donald Scottsworthy in control of trade routes to the area.

The North West Africa Trading Company

Founded in 1898 by the eccentric adventurer and trader Donald Scottsworthy. While the EITC and the NATC have been squabbling over the details of port agreements and trade taxes, this company has filled Puerto de Maio with trading goods, modern conveniences, and the ubiquitous "porters" who work for "North West". The North West Africa Trading Company has delved deep into the African Sahara to found trade routes through the interior of darkest Africa.

Taking notice of the opportunities in Puerto de Maio, Scottsworthy has embarked on a project to build a rail bridge from the island to the Moroccan mainland. A shrewd businessman as well as a true eccentric, Scottsworthy has so far successfully taken advantage of the administrative red tape bogging down the trade business of his two large and high-profile rivals.

The Millennial Society

A spiritualist group originating in Vienna in 1900, the Millennial Society has toured Europe "bringing enlightenment and education to those of the New Age". The Millennials, as members call themselves, actively recruit new mediums, mystics, and other spiritualists as they travel. This group has a reputation for attracting the world's most impressive spiritualist talents as well as its most notorious charlatans. This group is one of Harry Houdini's main targets in his quest to debunk the notion of contact with the spirits of the dead.

The Society to Prevent Spiritual Corruption (SPSC)

This loosely organized group consists of a wide diverse collective of individuals and groups who believe that tampering with the spiritual arts is morally reprehensible and must be stopped. The belief is based on a combination of the sanctity of the dead who should be allowed to rest in peace and the fear that contacting these spirits awakens and releases powerful dark and evil forces into the world. The group recognizes the existence of the Spiritual World and maintains that crossing it into the Material World is hubris and folly. Like many widely spread and loosely organized movements this movement has a diverse membership along with sub-groups. These range from peaceful teachers/philosophers to radical and violent militants.

Panepistimio Antartis (roughly "Rebel University")

This group is formed of students rejected from prominent universities due to their wild or outlandish ideas. Some were never allowed to attend the university of his or her choice, while others had their theses spurned by their professors. These students banded together in a loose organization, claiming their goal to be making scholarly research and writing available and understandable to the general public, but frequently their works are too bizarre for any to compre-

hend. Among their number are a few brilliant scholars who just may not have had the connections to attend a university, but the majority are dismissed as irresponsible fools.

The Makers' Alliance

A social group of unknown number practicing a simplified, unmechanized lifestyle. Rebelling against the new manufacturing practices of the Industrial Revolution, the Makers' Alliance consider modern technology "cheating". They take great pride in individual craftsmanship - striving for perfection in one's work is the true path to purity and perfection of the spirit. Their social structure shuns marital relationships; Makers have no children and therefore readily welcome new members through initiation.

The Alchemists' League

A loose organization of Herbologists from various academies and colleges, the Alchemists League was refused a position among the departments represented by the University at Puerto de Maio. Accused of unethical practices, and looked down upon by professors of the "real" sciences, the League's goal is to elevate Herbology to be the equal of, or even to surpass, the other sciences. Despite their lack of scientific recognition, however, the members of the Alchemists League are among the most skilled Herbologists in the world.

Consular Corps

In the last year, Britain, France, Spain, Germany and America have expressed that interesting diplomatic opportunities exist in Puerto de Maio, Morocco. Although no official presence has yet been established there by any country, several visits have been made by the consular corps of each. Prevailing wisdom holds that most countries are hesitating in anticipation of seeing what the others will do. Rumor has it that France will break the stand-off soon, but this is unconfirmed.

French Foreign Legion

Known in France as the "Legion Etrangere", a small unit of soldiers from the 1er Regiment Etranger (1st Foreign Regiment) has been sent to Puerto de Maio in order to ensure order and security in the area. In keeping with the traditions of the Legion, these soldiers come from a great diversity of backgrounds and countries, and maintain the tough and brutally practical

attitude for which the Legion is famous. The arrival of the Legion is seen by some as France's first move toward occupation. However, there is word that the Legion's main activity so far has been the occasional scuffle with various other European and American soldiers stationed in the town.

The Harvesters of Set

Little is known about this group beyond the obvious fact that they seem to be determined to rack up as high a body count as possible. Even their name is a guess based on stray, murmured comments overheard by their very few survivors. It is known that they seem to mark their kills in some way, usually with something red (hence the connection to Set, the red-haired Ancient Egyptian Deity). No members of this fear-some cabal have been caught alive, but the few bodies that have been taken by authorities have each been carrying a notched stick which is believed to represent the number of kills they have made.

Saharan Nomadic Tribes

Little is known of this weathered band of wanderers, collectively known as the Saharan Nomadic Tribes. They live isolated lives as they travel in small groups through the desert and surrounding areas. So far, their attitudes seem neutral enough, although they are extremely secretive and mysterious. It is unknown why they are in Puerto de Maio.

Grave Dancers

This band of macabre performers can often be found giving performances in local graveyards. It is said that they have a unique gift of being able to summon and communicate with spirits of the long dead.

Cult of The Golden Skull

A powerful band of the notorious Death Cult, the Cult of The Golden Skull seeks to educate the populace in the glory of Death. It is said that the Cult serves a reclusive master yet there are no eye witnesses to verify the rumor. What has been verified is that many soldiers report having killed the same Cultist over and over again.

The Pride of Akhemaht

These savagely dressed warrior-shamans have plagued the outlying settlements of Puerto de Maio, stealing livestock and attacking locals. They seem to hold lions as their totem animals, which accounts for their being fiercely territorial and their habit of painting their faces with stylized cat's eyes. Perhaps strangest of all are the reports that these warriors have been accompanied by lions or lion-like creatures, which is ridiculous considering it has been centuries since lions roamed North Africa.

The Brotherhood of the Shroud

Garbed in black and always silent, they strike as swiftly and deadly as cobras before disappearing into the night. It is unknown what this murderous crew wants, though they have a penchant for attacking archaeological sites and treasure-hunting parties. Their attacks are always skillfully and efficiently executed, suggesting they are always planned with great care and premeditation.

Organized Crime

With the rise of trade and the rumors of vast wealth it is no surprise that Puerto de Maio has developed an underbelly. Whether it is extortion, smuggling illegal drugs, weapons or ancient artifacts there seems to be an extensive network of criminal "families" in and around the city. No clear information is known about how these criminal networks are organized, except that there are more than one and that they have no reservation about utilizing violence to resolve their differences or enforce their will.

Barbary Pirates

A powerful force in the 12th century and onward, the Barbary Pirates were largely disbanded following the War of 1812. The young United States of America refused to pay tribute to the Mediterranean pirates and launched a series of attacks upon the pirates' strongholds, crippling their bases of power. Though their unified strength was dispersed, these pirates have still survived into the 20th century, attacking American and European shipping lanes in Mediterranean waters. They also seem to be fostering the resemblance to the days of the original Barbary Pirates when their Corsairs ruled the waterways. In a direct reference to the pre-Napoleonic days of the Barbary Pirates and as a slight to the United States one of the pirate leaders has taken the name, "O'Bannon" after the U.S. Marine hero of the Battle of Tripoli of 1805.

Notable Personalities

Your character is likely to be familiar with any of these well-known people.

Madame Simone l'Arraigne

Once an ingénue singer and performer, Simone married the previous owner of the Theatre Moderne and inherited everything upon the man's tragic death. This talented and sultry individual is never at a loss - not for resources, talent, or a witty retort. Larger than life and twice as mysterious, she rules the theater with an iron hand and is still one of the Theatre's premier performers. It is said that Madame l'Arraigne often suffers from ennui, which is why she has recently relocated the theater to Morocco – she was simply bored with Paris.

Jean-Michel Destrier

The director of the Theatre Moderne is a whimsical individual who loves theater in all its forms. He lives to recruit and showcase new talent and is generally the peace-keeper among the ensemble. In particular, Jean-Michel has the ability to appease Simone l'Arraigne and give her the dazzling performances she demands. He can sometimes be distracted and has a serious penchant for absinthe, but otherwise is congenial and friendly.

Sophia Amalia Alessandrini

Known for her conspicuous personal fashion as well as her vocal performances, Sophia is a true diva and close personal friend of Madame l'Arraigne. Sophia has an astonishing array of performance styles, and is as likely to deliver a heart-breaking aria in her native Italian as a traditional American frontier tune. Madama Alessandrini rarely fails to appear in outlandish costumes for her performances, often including masks in her stage attire. She has infuriated many theater directors over the years by refusing to select her vocal piece until the last moment – sometimes no more than minutes before the curtain rises. However, Sophia's eclectic taste and erratic behavior do not seem to trouble the unflappable owner of the Theatre Moderne.

Clinton Seeley, Talent Agent

Clinton Seeley is a somewhat familiar name in the Americas; he is known for his interest in new talent. It is rumored that he has recently been spotted in the Puerto de Mayo area, reportedly on vacation.

Theodore Roosevelt

After finishing his term as President of the United States in 1909, Mr. Roosevelt left for a safari tour of Africa. Rumor has it that he has extended his trip to see some of the recent discoveries in Puerto de Maio. Only two years after leaving office, Mr. Roosevelt is already a legend. He is remembered as a strong, progressive president who is perhaps best known for his policy, "Speak softly and carry a big stick." During the Spanish-American War Roosevelt distinguished himself as the leader of the Rough Riders, a crack cavalry regiment whose members were equal parts cowboys, soldiers, and scholars. Ever since his long battle with ill health in his youth, Roosevelt has been a dedicated follower of the philosophy of Health and Suffering.

Donald Scottsworthy

Donald Scottsworthy, adventurer, trader, explorer, retired pilot, amateur engineer, and eccentric, is the owner of the North West Africa Trading Company. Scottsworthy has had a large variety of business partners over the years, though it is unknown who currently holds that post. Word has it that the high turnover rate in Scottsworthy's collaborations is a result of his wild schemes to increase trade and exploit new lands the world over. One of his most famous was his plan to floor the African Sahara in order to open the interior of the continent to trade. His most recent spectacular plan is to build a railway bridge from the Moroccan mainland to Puerto de Maio. Full-scale work on this bizarre project is already underway.

Nellie Bly

Nellie Bly is an American reporter for the New York World, and has pioneered an investigative style that is often called "stunt journalism." Bly is perhaps best known for her widely-publicized attempt in 1889 to "beat the record" of traveling around the world in 80 days, set by Jules Verne's fictional hero Phileas Fogg, which she did, in 72 days. Bly is among the best-respected journalists of the day, publishing a neverending variety of first-person accounts of oppression

around the world and sensational exposes on current events.

Nevada Evans

Nevada Evans brings 'em back alive. From the Komodo Dragons of Indonesia to the Snow Leopards of the Himalayas, Evans has brought back the rarest of the rare for the world's finest zoos and private collections. Now she has her sights set on the most remarkable game of all - the strange and peculiar beasts of the Moroccan wilderness.

Gabriel Stewart MacQuarrie

One of the most deadly marksmen in Europe, and a legendary big game hunter, Gabriel MacQuarrie holds no less than seven hunting records world wide (including records for largest Siberian tiger and black rhinoceros). The dozens of trophy heads on his wall should be a testament to his skill, but he has become bored with "ordinary game" and recently ventured to Puerto de Maio in search of better sport. It is no secret that there is a serious professional rivalry between MacQuarrie and Nevada Evans, which likely stems from the time MacQuarrie shot a rare 21-foot estuarine crocodile that Evans was attempting to capture for the London Zoo. On their last meeting, Evans called MacQuarrie a "savage blowhard," prompting him to call Evans a "pansy colonial git."

Mary Henrietta Kingsley

Mary Kingsley led a quiet life until after the deaths of her parents. She then took off for Africa to study African tradition, beliefs and culture. She has traveled extensively in western and central Africa, often being the first European to visit an area. She has climbed Mount Cameroon and journeyed through Nigeria, Gabon, Angola, and Cameroon—always in the voluminous clothes of the late Victorian era. Kingsley has come to Morocco to study the traditional beliefs and practices of Berber shamans.

William Matthew Flinders Petrie

Referred to in hushed, reverent tones by the entire Ancient Studies department as "The Father of Modern Archaeological Methods", Petrie has long been a prominent figure in Egyptian archaeology. He was the first scholar to carefully study the range and placement of items at a site, rather than just digging for pretty objects to sell. Rumors have been flying regarding Petrie's reasons for coming to Puerto de Maio.

The only thing that is certain is that he was invited by the Ancient Studies department for what Professor Lesko described as "lending his considerable expertise regarding a most curious development.

Howard Carter

Howard Carter discovered the first magical incantations in an ancient Egyptian tomb in Alexandria, Egypt, and since them has become a world-famous archaeologist and scholar of the magical arts. Formerly an Inspector General for the Egyptian Antiquities Service, an unfortunate incident at a dig site threw him into professional obscurity for some years. Carter has recently reemerged as a personal researcher and excavationist for the enigmatic Lord Carnarvon, and despite his obsession with discovering the tomb of King Tutankhamun, is rumored to be en route to Puerto de Maio.

Annie Smith Peck

Annie Smith Peck had a distinguished academic career, including a master's degree from the University of Michigan and advanced study in Germany and Greece. She taught Latin at Purdue University and Smith College. But her first glance at the Matterhorn awakened an interest in mountain climbing, and she scaled that peak in 1895. On September 2, 1909, she became the first person to conquer Mount Huascaran, the highest peak in Peru on Sept. 2, 1909. She is in Puerto de Maio with the Adventurer's Club, reportedly to hack a route through the island's dense forests to the base of the highest peak in the Atlas mountain range.

Victoria Blackwell

A visiting member of the Adventurer's Club and renowned treasure hunter, Blackwell has spent the last five years scouring the globe for obscure artifacts to add to the Club's collection. She is also something of an expert in Cultural Anthropology and Demonology, but she left the University after her parents met untimely deaths on their Bombay estate. Though quite capable, Blackwell is distractible, and perhaps somewhat mad - likely the result of a brush with malaria during her time in India.

Dame Victoria Weatherby

Dame Weatherby is ancient, famous, rumored to be extremely wealthy and is just a touch...eccentric. No one can quite remember how or when she became a

Dame, but she has always been one within anyone's living memory. Dame Weatherby is a formidable woman, who appears to have the ear of every royal and well-placed noble in Europe and even Russia. It is considered one of the highest honors to receive an invitation to tea with Dame Weatherby. Recently, she has relocated to Morocco. No one is sure why she has moved from her estates in England, although she has been heard to say it is better for her constitution. Dame Weatherby is always accompanied by her man servant, and aging man named Jones, and can be seen strolling through Puerto de Maio on her daily walks.

General Louis-Hubert-Goncalves Lyautey

Commander of the French Foreign Legion 1st Foreign Regiment Puerto de Maio unit, Lyautey has a shrewd, cut-and-dry attitude toward Morocco. The Commander is known for his "oil slick" colonial strategy, in which the French build posts on the uncolonized edges of a region, provide security, safe trade, and excellent medical facilities to those nearby, and win local support for French control of the area. Successfully implemented most recently in Madagascar, is unknown whether Lyautey plans to test this theory in Puerto de Maio.

Aissa ibn Umar al-Abdi

As of April 1, 1911, Royal Vizir Aissa ibn Umar al-Abdi and a small entourage were sent by the Sultan to reside in Puerto de Maio to represent the Sultan's interests there. Puerto de Maio has not been declared a Royal City – reportedly because the Sultan does not have the forces to defeat the Taieb and Madani tribes warring over the region. However, al-Abdi is known to be a close, personal friend of the Sultan's, and will undoubtedly use his politically finesse to win every possible advantage for the Sultanate.

Shaykh Al Akadin Amatara

Shaykh Al Akadin Amatara maintains the position of Official Import/Export Minister of Southern Morocco to The Sultanate. Exactly what this position is and what the Shaykh does officially remains unclear as there are numerous other Trading Ministers within this region who speak for and represent the Interests of the Sultanate. Unlike these officials, who are routinely replaced when there is a change in the rulership of Morocco Shaykh Al Akadin Amatara seems impervious to these changes and has maintained his position through at least four governments. The sim-

ple truth of the matter is if he takes an interest in a trading activity or communication it can be a mixed blessing. If his interests are favorable the route is all but guaranteed to be secure. But if his interest is negative.... Well lets simply say that he was not an advocate of the Moroccan Trading Company of France. All in Puerto de Maio remember when the Shaykh said to their Trade representative, "your contract with the Vizir is meaningless... You shall not be trading here until we have reached amicable terms..." They never did and now the Moroccan Trading Company is only a memory after suffering three straight years of disaster immediately thereafter until it went out of business in 1909.

The Local Woman

Native to the Berber tribes of Puerto de Maio, this Marabout (Berber shaman) is said to be a powerful prophetess, mystic, and healer. Island natives give her name only as "The Local Woman", and no visitor to Puerto de Maio has yet laid eyes on her.

Miss Mina Harkness

To the delight of her many devoted followers, Miss Harkness has recently relocated from London to Puerto de Maio. Despite her youth, her devotees claim that she is remarkably powerful in the arts of clairvoyance and mediumship. Miss Harkness has founded a spiritualist circle in Puerto de Maio and seems determined to establish herself as the center of spiritual life on the island. She welcomes newcomers to her spiritual sessions, which are open to all true seekers.

Harry Houdini

Houdini is known as the greatest magician and escape artist in the world. Recently he has started a crusade to debunk the growing number of spiritualists and mystics. Using his knowledge of illusion, he is able to duplicate the ghostly apparitions, noises and mysterious levitations produced by the working mediums and their "spirits".

Morgan

An aging American river boat gambler, Morgan is the most prominent adherent to the Parallelist philosophy of luck and wisdom. Tremendous speculation has been made as to the origins of this philosophy, with the most popular current theory being that it came from a mentor of Morgan's back in the 1850s. Morgan has never confirmed the rumor or identified this men-

tor. The industrial revolution and the "civilization" of the American West have brought the world of the river boat gambler to an end, and Morgan now travels extensively, feeling most at home in the world's gaming centers and dwindling frontiers.

Bernard Augustus Shaw III

The latest in a line of wealthy American bankers and financiers, Bernard Augustus Shaw III has come to Morocco to oversee his many investments in the area. Aside from the extreme wealth, Shaw is known has a collector of rare and unusual objects, including a vast array of Egyptian and Phoenician treasures According to rumor, his latest investment happens to somewhere in Puerto de Maio.

Michaela "Mickey" Finn

A Boston Irish immigrant and natural mechanic, Miss Finn attended MIT briefly but was thrown out after three semesters for breaking a teaching assistant's nose with a crescent wrench. Despite her nefariously short temper, she successfully served in the Merchant Marine's engineering corps, before being hired by the North West Africa Trading Company as a mechanical engineer and demolitions overseer. She has done good work for the railroad project, but still has a penchant for fistfights.

Dr. Abelard "Drosselmeyer" Exeter

A brilliant mechanical engineer and chemist, Dr. Exeter recently set up his labs in Puerto de Maio. He earned the nickname "Drosselmeyer" for his penchant for creating clockwork toys as children's gifts. Dithery, awkward, and always preoccupied with his work, Exeter is an endearing absentminded professor. It is unknown why he has moved to Puerto de Maio, but then again, no one really understands anything Exeter does.

Visiting Lecturer Theodore Carlyle

The sole representative of the spiritualist discipline at the University, Mr. Carlyle specializes in the fields of mesmerism and communication with the dead. An American, Carlyle is a renowned and dynamic figure in his field who is known to have been invited to mesmerize several important world leaders. There are rumors that he corresponds with Rasputin on certain topics of mutual interest. Rumor has it that some professors strongly object to the inclusion of the spiritualist discipline in the Metaphysics Department, and

that Carlyle retains his foothold at the University through the influence (and perhaps the money) of a powerful political figure.

Professor Marc Laroux

The Department of Metaphysics at the new University was particularly fortunate to acquire Professor Laroux, an expert in the field of Colonial Archaeoastronomy from the Sorbonne. Professor Laroux has won a grant to study the structure and alignment of the graveyard and crypts, which he believes to be designed along archaeoastronomical lines. Accompanying Professor Laroux is his research assistant, Octavia Cree, who specializes in classical geomancy and dowsing.

Professor Richard Peake

Rounding out the list of luminaries in the Department of Metaphysics is Richard Peake, the renowned English phrenologist. He is accompanied by Dr. Lydia Fowler, a doctor from a distinguished line of phrenologists who lends her medical expertise to Professor Peake's endeavors.

Zavier Santiago

Does not exist. Or at least, that is what some people say. Most, however, believe that he is the mastermind behind most of the criminal enterprises in Europe, from running gin to arranging assassinations to smuggling black-market artifacts. He is said to be the most dangerous man alive, murdering anyone who dares cross him - and yet, no one ever seems to have met the man, or even know what he looks like, prompting many to believe that he is merely a spook story meant to keep unruly thugs in line.

Places

Theatre Moderne

A phenomenon has recently arrived to grace this corner of the world: The Theatre Moderne! Fresh from amazing audiences in Paris, the owner, the inestimable Madame Simone l'Arraigne has declared Paris a "dead bore" and come in search of glory, riches, and a good time. The shows of the Theatre Moderne are very avant garde - strange, fantastical and at times magical displays have been dazzling audiences and mystifying the more "scientific" minded. The famous

director of the theater, Jean-Michel Destrier, often holds open auditions to draw in and showcase new talent, and who could resist working with such famous persons as Nicollette, Gastonne the Amazing and of course, Simone l'Arraigne herself. Tours of the theater can be arranged with the management, for a small fee. The Stage Manager, Dirth, ensures the security of the Theatre and no one who is not a member of the Ensemble is ever allowed backstage. It is rumored that, bizarre as the shows may be, they are nothing compared to what goes on behind the scenes.

The Theatre Moderne operates mainly at night, sharing space with the Adventurer's Club.

Adventurer's Club

The main meeting place for locals and visitors to Puerto de Maio, the Adventurer's Club doubles as the town watering hole in the evening. The Adventurer's Club is one of the few organizations with the wealth and clout to be able to command its own permanent structure in Puerto de Maio. As such, the place is buzzing with activity from morning to night, and is filled with artifacts, books, memorabilia and other evidence of the exploits of its members. Whether you're meeting a guide, colleague or a secret contact, arranging a hunting party, dig team or séance, or just looking to share a brandy and exchange war stories with friends, this is the place to be. In the evenings, pull up a chair to watch the fabulous productions of the Theatre Moderne – or join the menagerie onstage yourself.

Graveyard

Generations unnumbered of those who lived and eventually died in Puerto de Maio have brought their dead to this silent place for their final rest. Researchers at the University have discovered evidence of interment from no less than three distinct cultures in this area. Rumors persist there may be as many as six cultures in occupation of this sacred space, and scholars in the Department of Necrology may not have identified each of them. The graveyard itself has expanded over the centuries from its original location, newer graves close to the town, with those nearest the furthest outskirts most ancient and mysterious among all of them. It is said the pictorial and runic labels on some of the oldest grave markers have not yet been deciphered by even the university's best scholars.

Burial Crypts

Wandering beneath the streets of Puerto de Maio stretch ancient layers of the Egyptian burial crypts. Carved through the course of centuries, through occupation of nations and cultures each with their own design, this labyrinthine city of the dead is an attractive destination for archeologists, historians, necrologists, even thrill seekers and treasure hunters. Only the genius protections of the ancient architects of this palace of adventure keep safe the wealth contained within its barriers, for it is said that one cannot enter

the crypts without the secret keys to their design. These crypts first came to the attention of the world in October of 1910 when a significant store of new magical incantations (most now in common use) was unearthed in the now-famous Site H. University and local officials are ever vigilant for graverobbers that sometimes manage to enter and pillage sections of the crypts. Occasional reports emerge of the disappearance of unwary treasure hunters who enter the crypts never to reemerge. The safety of the contents (and occupants) within these ancient crypts is rumored to be ensured by elaborately engineered pitfalls and snares.

The Diamond Mines

Only recently discovered, these abandoned mines are rumored to hold more than just diamonds. Bandits, escaped criminals, and pirates are said to use the winding tunnels as a hideout, and more than one claim-seeker has returned with rumors of strange lights and whispers from within. However, the treasures of the mines are more than sufficient to draw those seeking them.

Game Preserve

The Adventurer's Club has recently gained licenses from the Sultan to designate much of the wooded area surrounding Puerto de Maio a Game Preserve. Hunting and guide licenses are to be obtained through the organization's Big Game branch, known as the Tent Club, which must in turn have Royal approval for each expedition. All residents and visitors to the island are strenuously warned not to venture into the Game Preserve without a local, approved guide, under penalty of stiff fines and expulsion from the town. This warning has proved unnecessary of late, as the recent massacre of a poaching party by an unnamed and very large beast seems to have prevented any further unauthorized expeditions.

Royal Residences

The Royal Residences were constructed in DATE by the Sultan. Visiting and local dignitaries, University Consortium faculty, employees of the North West Africa Trading Company, and other authorized guests stay there. For the safety and convenience of the residents, it is forbidden for any person to enter the Royal Residences unless they have specific approval to do

Map of Morocco



Chapter 20 *Miscellaneous*

Porters

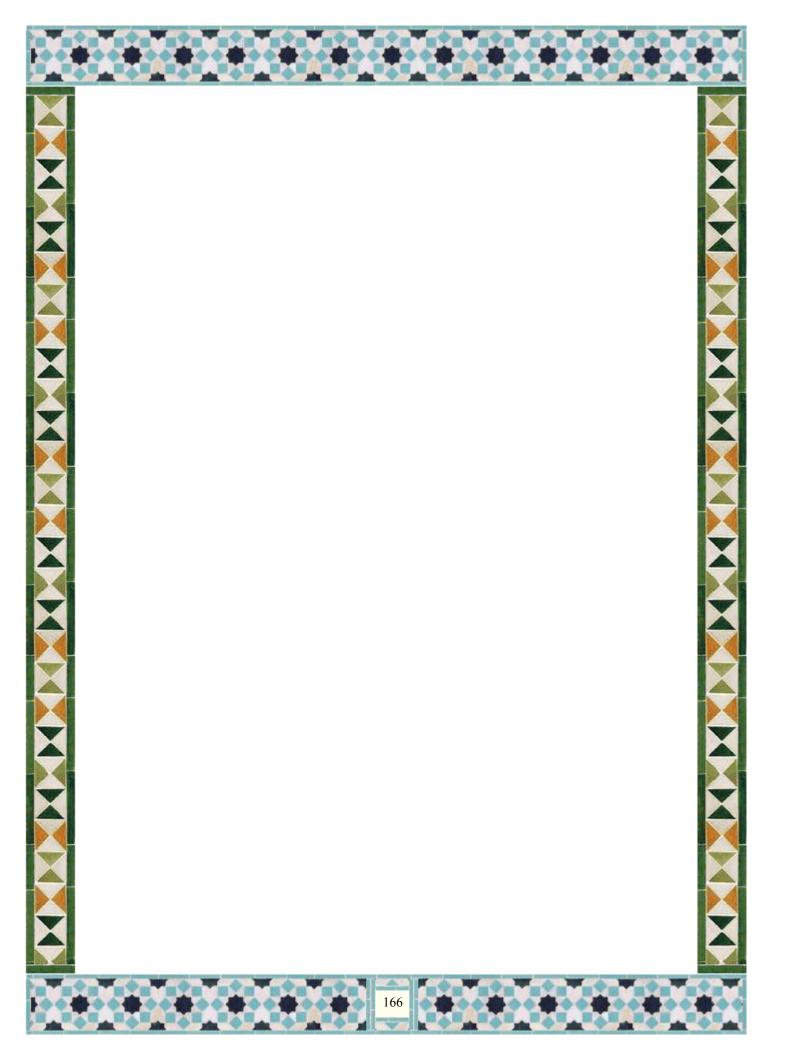
Among the population of Puerto de Maio are numerous low-level employees of the North West Africa Trading Company, commonly called "porters". Porters always wear signature straw hats with a long sash, and can be seen bustling about the town making deliveries, running errands, or going to and from the railway works outside town. Please do not interrupt them, or impede their work.

Gin

In modern times, gin has been found to be a remarkably useful and versatile substance. In addition to its popularity as a social drink, it is currently known best for enhancing battlefield prowess before a battle, and aiding in healing afterward. Ongoing research promises to uncover even more uses for this innocuous agent.

All the best known premium gins are British in origin, and have been exported in bottles since 1840. As more uses for this spirit have been discovered, many others have begun distilling it, but most of these efforts result in questionably palatable gin imparting only intoxication and no medicinal or other properties. Fine gin is now a precious commodity, and is relatively rare in remote places such as Puerto de Maio.

Note: The gin required to use certain skills is an ingame commodity and must be found or purchased at events. Players do not need a tag for "regular" gin, which is simply a beverage and has no in-game effect unless a player chooses to role-play intoxication.



Chapter 21 **Resources**

Overview

This section contains suggestions on resources beyond this book that will help you create a character and get ready to play Atlas Adventures.

Costuming

 Premier Designs Historic Clothing www.premierclothing.com

First-rate costuming resource. Professionally made turn-of-the-20th -century clothing, very reasonably priced. Period shirts, pants, vests, coats, skirts, and all accessories. Ignore the "Victorian" designation – all these styles are appropriate for the game. Shop online.

• The Garment District Boston, MA

Covers about anything you'd need for general costuming. An enormous second-hand store.

- Army-Navy Surplus Stores, Military Supply Catalogs
 - Look for one in your local Yellow Pages or on the Internet
- Hunting/Outdoors Stores and Catalogs
 Military, explorer, safari, outdoor looks.
- Cabela's www.cabelas.com

American west, explorer and outdoor looks. Also, holsters, belts, bags and accessories.

Shop online, but the online store is hard to navigate. Request a free catalog on the site and shop from that.

- Salvation Army
 Look for one in your local Yellow Pages
 General costuming.
- Vintage Clothing/Second Hand Stores Look for one in your local Yellow Pages General costuming.
- The Gap, Banana Republic, etc.
 Safari and explorer looks.
- Department Stores (Filene's, Macy's, Lord and Taylor, etc.)

General Costuming.

 Fabric Place, JoAnn Fabric Major New England chains

General fabric stores. Fabric for costumes and decorations.

Wigs, Make-up, and Accessories

 Jack's Joke Shop, or any joke shop (check your local yellow pages)
 Boston, MA

Specialty make-up and wigs.

Boston Costume Boston, MA

Specialty make-up and wigs.

Drug Stores (CVS, K-Mart, Wal-Mart, Osco, etc.)

Make-up sponges, make-up remover, regular make-up, hair products, and accessories.

Hats

 Village Hat Shop http://www.villagehatshop.com/ novelty_historical_hats.html

Great hats, reasonable prices. Shop online.

Fashion History and Costume Examples

 Women
 www.fashion-era.com/1890-1914 la belle epoque.htm

 Men and Women
 www.costumes.org/pages/timelinepages/ 1910s1.htm

Gear

The Adventurer's Outlet, Inc. (Atlas parent company)
 (781) 899-6094
 atlas@actionball.com

ActionBall spring guns, ActionBall ammunition, boffer weapons.

- Medical Supply Catalogs
- Doctor, scientist and herbologist kits and supplies.
- Home Depot, Lowe's Nation-wide chains

General hardware stores. Mechanology, armor repair, demolitions kits and supplies; weapon-making supplies.

- Hunting/Outdoors Stores and Catalogs
- Cabela's www.cabelas.com

Holsters, belts, bags and accessories. Shop online, but the online store is hard to navigate. Request a free catalog on the site and shop from that.

Army-Navy Surplus Stores, Military Supply Catalogs

Look for one in your local Yellow Pages or on the Internet

Military, explorer, safari, outdoor looks.

Flea Markets
 Decorations and props

History

Remember, game history and real history do not match exactly. Be careful not to confuse the two when using outside resources.

General History:

- InfoPlease www.infoplease.com/millennium1.html
 Excellent year by year history. Main page has very good searchable encyclopaedia.
- About.com
- http://history1900s.about.com/cs/timelines/ Excellent decade timelines.
- The Encyclopaedia Britannica 1911 www.classiceb.com

You can't read it online, but you may want to check out the history.

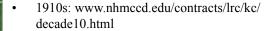
Moroccan History:

- ArabNet www.arab.net/morocco
- Al-bab.com www.al-bab.com/maroc/hist/hist.htm
- Morocco Since 1830: A History C.R. Pennell New York University Press, published 2000.

American Cultural History (Fads, Music, Books, Art, Film):

Kingwood College Library Online Index: www.nhmccd.edu/lrc/kc/decades.html

• 1900s: www.nhmccd.edu/lrc/kc/decade00.html



Survey of American culture and society in the 20th century, by decade.

Suggested Media

The media suggested below will get you in the mood for Atlas Adventures. Please note! The game is NOT based on these movies and films, nor is this a complete record of what you'll find at Atlas. These media simply convey good atmosphere for Atlas Adventures. Use them for inspiration and ideas. However, you will not necessarily see all the elements contained in them, nor are all of them in the appropriate time period.

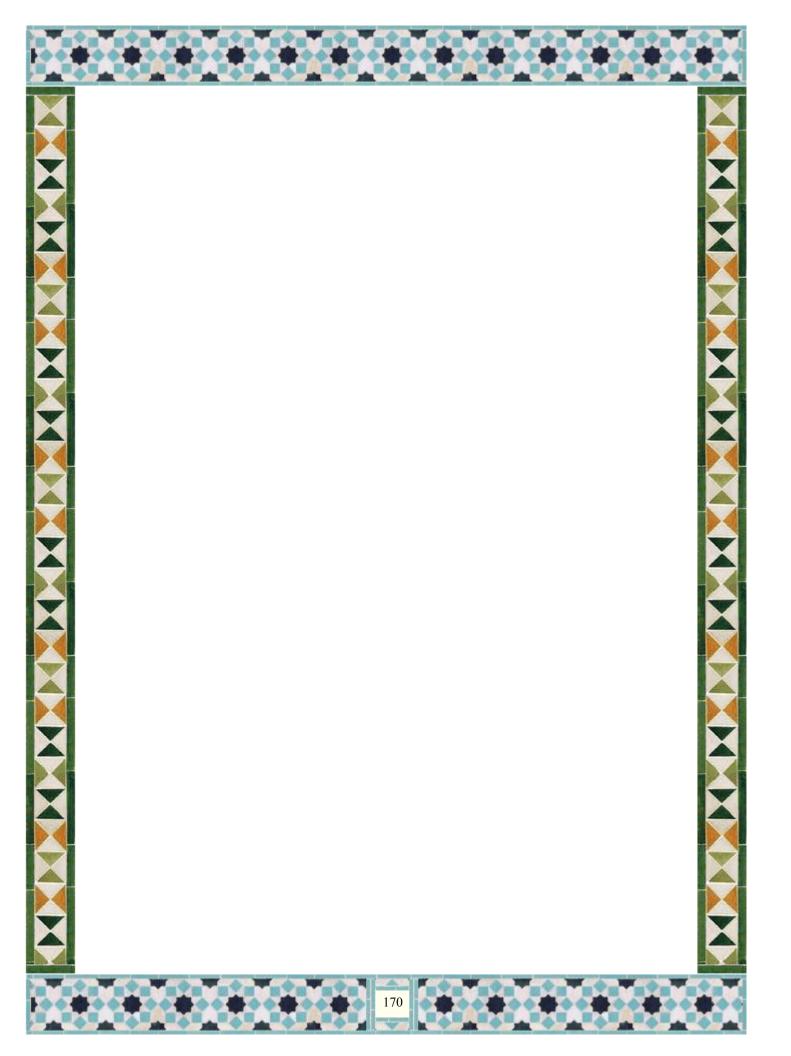
Movies

- Indiana Jones Trilogy
- The Mummy and The Mummy Returns
- The Ghost and The Darkness
- Casablanca
- Lawrence of Arabia
- The African Queen
- Moulin Rouge
- Tombstone
- · The Quick and the Dead
- · Sleepy Hollow
- 20,000 Leagues Under the Sea
- Allan Quatermain and the Lost City of Gold
- King Solomon's Mines
- Out of Africa

Literature

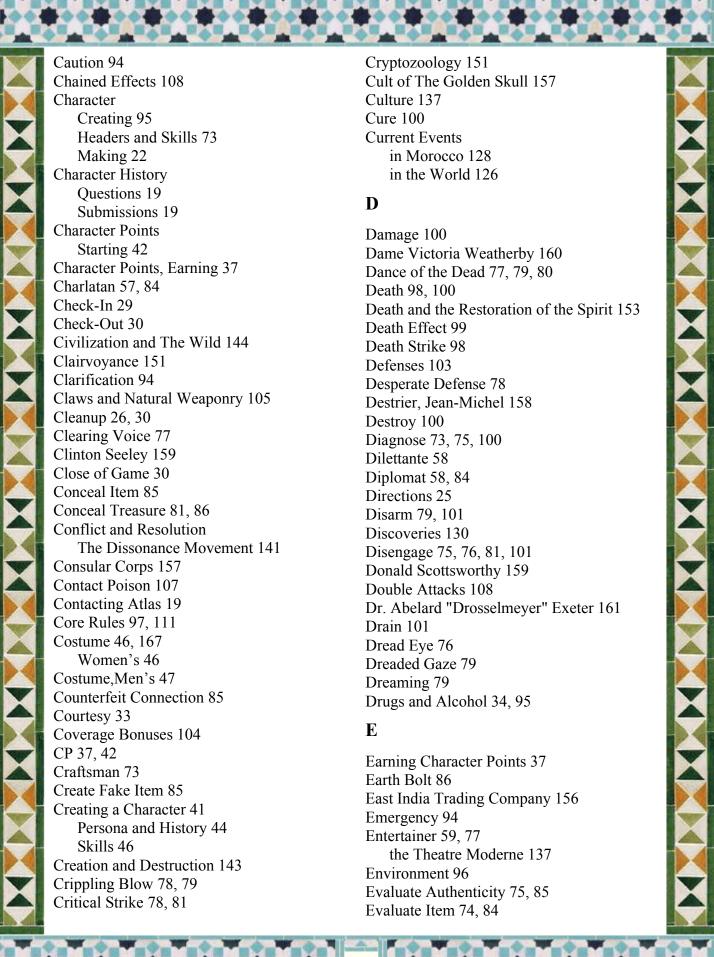
- The Time Machine and other works H.G. Wells
- Sherlock Holmes Stories and other works Sir Arthur Conan Doyle
- Frankenstein Mary Shelley
- The Difference Engine Gibson/Sterling
- King Solomon's Mines, She, Allan Quatermain, and other works Sir Henry Rider Haggard

- · Works by Jules Verne
- Works by Edgar Allen Poe
- Works by H.P. Lovecraft
- Works by Agatha Christie
- The League of Extraordinary Gentlemen Moore/o'Neill/Dimagmaliw/Oakley
- Shackleton's Endurance online at www.pbs.org/wgbh/nova/shackleton
- Dime Novels/Penny Dreadfuls online at www-sul.stanford.edu/depts/dp/pennies/home.html



Index

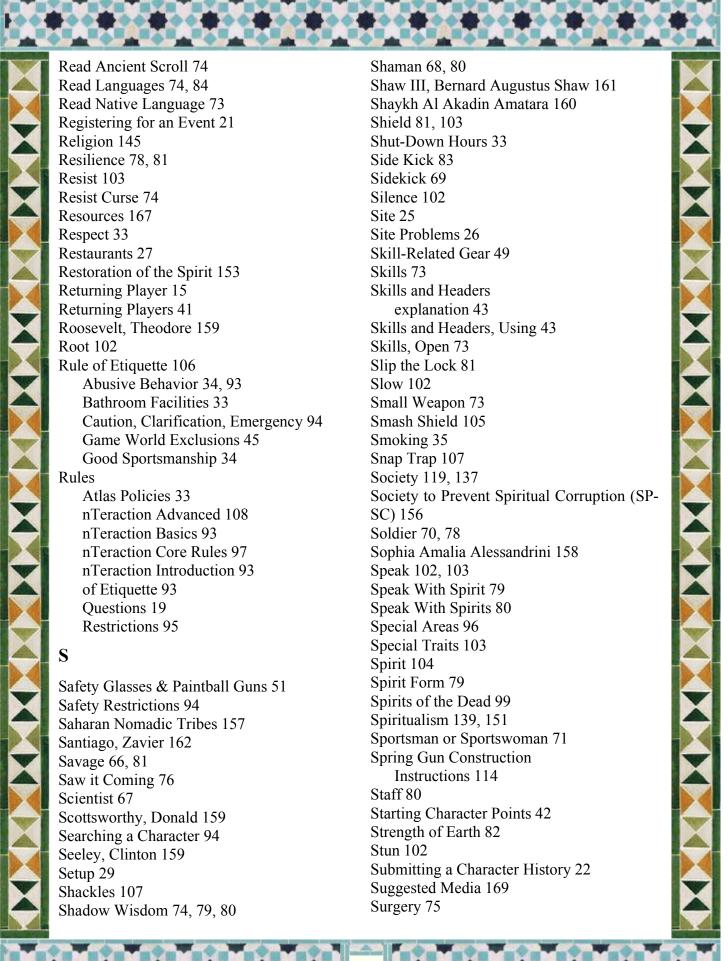
7	A	Effects 99
	A W. 11 T 1 Ct. 1 . 00	Traits 103
	A Well Trained Strike 80 Academic 54	Attributes
	Accessories 167	explanation 43
	Act of Passion 77	Attributes, Headers and Skills 43
4	Act of Fassion // Advanced First Aid 83	Attributes, Using 43
	Advanced First Aid 85 Advanced Rules 108	Avenge my Death 83
	Advanced Rules 108 Adventurer 55	Avoid 103
	Adventurer's Club 155	Avoid Traps 81
	Adventurer's Club 133 Affliction 108	Avoidance 100
7	After Events 37	В
	Agony 100	
	Aissa ibn Umar al-Abdi 160	Bane 103
-	Alchemists' League 157	Barbary Pirates 158
	Alcohol and Drugs 34, 95	Bathrooms 26
7	Always In Game 94	Battle Reflexes 76, 78, 82, 83
	Amatara, Shaykh Al Akadin 160	Battlefield Surgery 75
X	American Cultural History 168	Bernard Augustus Shaw III 161
	Ammunition 51	Beyond The Campsite 27
	Ancient Studies Department 147	Blackwell, Victoria 160
	Annie Smith Peck 160	Blazing Away 76
	Anticipation 78	Bly, Nellie 159 Body Traits 103
A.	Archeologist 74	Boffer Weapon Construction
	Archery 82	Instructions 111
	Archetype Characters 53	Boffer Weapons and Packets 51
X	Armor 104	Books 168
	Coverage 104	Books That Define the Time 129
	Coverage Bonuses 104	Brawler 56
V.	Points for Heavy Coverage 104	Brotherhood of the Shroud 158
	Points for Light Coverage 104	Buckler 75, 78
	Armor Repair 82	Buzzer Trap 107
7	Arrival 29	
	Art 130, 168	C
M	Astrology 151 Astronomy 151	Calming Voice 77
	Atlas Policies 33	Campaign Book 22
	Attack	Campsite 25
	Delivery 98	Carlyle, Theodore 161
	2011,01,70	Carrying a Character 95
V		



Evans, Nevada 159 Getting Event and Membership Cost 21 a Campaign Book 22 **Event Dates 21** Gear 23, 52 Event Registration 19 Ready to Play 21 Exeter, Dr. Abelard 161 Gin 165 Explorer 60, 75 Grave Dancers 157 Expose 101 **Grocery Store 27** Groups 155 Gun Slinger 76 Gunslinger 61 Fads 128, 168 Fashion History and Costume Examples 168 H Fighting or Role-Playing? 42 Film 130, 168 Harkness, Miss Mina 161 Final Death 99 Harry Houdini 161 Finity and Infinity 142 Harvesters of Set 157 Finn, Michaela 161 **Hats 168** Fire's Purging 85 Headers 73 Firearms 51, 73, 75, 76, 78 Headers and Skills Firearms Repair 76, 82 explanation 43 First Aid 73 Headers and Skills, Using 43 Headers, Magic 85 Advanced 83 Heal 101 Flurry Rule 105 Focus 79 Healing Touch 80 Healing Voice 77 Food 26 Health and Suffering 144 Fool the Press 85 French Foreign Legion 157 Herbology 76, 80, 85 Frenzy 101 History 119, 168 Frozen Footstep 85 History of Modern Morocco 124 Fun 33 Hospital 27 Houdini, Harry 161 G Housing 25 How to Talk 49 Gabriel Stewart MacQuarrie 159 Howard Carter 160 Galvanism Department 149 Game Areas 26 I Game World Questions 19 Gas Trap 107 I got it Boss 83 Gates 96 Ice Darts 86 Gaze 108 Illusionist 86 Gear 23, 52, 168 Imbue 101 and Technology 51 Inflict 102 General History 168 In-Game Gear 51 General Information 19 In-Game Opening 30 General Louis-Hubert-Goncalves Lyautey Inhabitants 134 Inspiration 77 Geomancy and Archaeoastronomy 151 **Inventions 130** Gesture 108

J J Gean-Michel Destrier 158 Journalist 62 Just a Note 84 Kingsley, Mary Henrietta 159 L Kingsley, Mary Henrietta 159 Metaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Mishaps 99 Misse Misa Harkness 161 Modern Moroeco 124 Money and Stuff 49 Money and Stuff 49 Money and Stuff 49 Money and Stuff 49 Moroecan History 168 Native 63 Moroeco Mary Hearlett Afragne 158 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make up 167 Making a Character 22 Make up 167 Making Character 22 Manipulate Traps 81 Map of Moroeco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Tooma 86 Mask of Tooma 86 Mask of Tooma 86 Mask of Torment 86 Ma		0,000,000,000,000		*
Jean-Michel Destrier 158 Journalist 62 Just a Note 84 K Kineticist 79 Mesmerism 151 Metagaming Policy 34 Mctaphysics 139 Mctaphysics 139 Mctaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Millennial Society 156 Mind Traits 103 Liaroux, Professor Marc 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Gonealves 160 M MacQuarric, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrictta Kingsley 159 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Mcdical Policy 35 Memorize 74 Mem's Costume 47 Mesmerism 151 Metagaming Policy 34 Mctaphysics 139 Mctaphysics 190 Mictaple 150 Mishala "Nickey" Finn 161 Milennial Society 156 Mind Traits 103 Miscellaneous 165 Mishaps 99 Literary Finesse 84 Miss Mina Harkness 161 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Modem 124 Morocco, Map 164 Morocco 194 Morocco 194 More 194 Morocco, Map 164 Morocco 194 Morocco 194 More 194 Morocco 194 More 194 M			Mark III I I I I I I I I I I I I I I I I I	
Jean-Michel Destrier 158 Journalist 62 Just a Note 84 K Kineticist 79 Mesmerism 151 Metagaming Policy 34 Metaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Ladies' Adventuring Society 155 Laroux, Professor Mare 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Mamin 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrictta Kingsley 159 Mask of Doom 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Memorize 74 Mem's Costume 47 Clairvoyant 78 Kineticist 79 Mesemerism 151 Metagaming Policy 34 Metaphysics 139 Metaphysics 199 Metaphysics 199 Mischaela "Mickey" Finn 161 Millennial Society 156 Mind Traits 103 Mischaela "Mickey" Finn 161 Millennial Society 156 Mind Traits 103 Miscallancous 165 Mishaps 99 Miss Mina Harkness 161 Modem Morocco 124 Money and Stuff 49 Morgan 161 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Movies 169 Music 129, 168 Mystic 64 Movies 169 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 Neved Game or Continuing Game? 41 New Player 15 North Africa Trading Company 156 North Mest Africa Trading Company 156 Nort		J		M
Journalist 62 Just a Note 84 Kincticist 79 Mesmerism 151 K Kingsley, Mary Henrietta 159 L Kingsley, Mary Henrietta 159 L Kingsley, Mary Henrietta 159 Ladies' Adventuring Society 155 Ladies' Adventuring Society 155 Latorux, Professor Marc 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Gonealves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone 1'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Magical Talent 74, 80 Magical Talent 74, 80 Maker's Alliance 157 Maker ya Iliance 157 Maker ya Iliance 157 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mechanical Vivification 82 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Men's Costume 47 Mestandame Piloty 34 Metaphysics 129 Metaphysics 126 Midsplay 16 Midsp		Jean-Michel Destrier 158		
Just a Note 84 Mesmerism 151	P4			
K Mctagaming Policy 34 Mctaphysics 139 Kingsley, Mary Henrietta 159 Mctaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Mind Spike 79 Mind Traits 103 Misscellaneous 165 Laroux, Professor Marc 162 Late Check-In 30 Missps 99 Literary Finesse 84 Miss Mina Harkness 161 Mishaps 99 Literature 129, 169 Modern Morocco 124 Money and Stuff 49 More and Stuff 49 Moroccan History 168 Native 63 Morocco MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Makery Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Foom 82 Mcchanical Vivification 82 Mechanology 82 Mcdical Policy 35 Memorize 74 Men's Costume 47 Michaphysics 139 Mishaps 99 Miss Mina Harkness 161 Milennial Society 155 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Misspas 99 Miss Mina Harkness 161 Modern Morocco 124 Money and Stuff 49 More and Stuff 49 M	V			
Kingsley, Mary Henrictta 159 Kingsley, Mary Henrictta 159 L Kingsley, Mary Henrictta 159 Metaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Ladies' Adventuring Society 155 Laroux, Professor Marc 162 Late Check-In 30 Literatry Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Modern Morocco 124 Money and Stuff 49 Morgan 161 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Modern 124 Motrocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Mystic 64 Maker's Alliance 157 Nake-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mochanical Creation 82 Mechanical Vivification 82 Mechanical Vivification 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47		Just a Prote of		
Kingsley, Mary Henrictta 159 L Mind Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Laroux, Professor Marc 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarric, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrictta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Men's Costume 47 Men's Costume 47 Metaphysics Department 150 Michaela "Mickey" Finn 161 Millennial Society 156 Mind Spike 79 Mind Traits 103 Mind Traits 103 Miscellaneous 165 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Missellaneous 165 Mind Traits 103 Miscellaneous 165 Missellaneous 165 Missellaneous 165 Mind Traits 103 Miscellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Mind Traits 103 Miscellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Missellaneous 165 Miscellaneous	64	K		104
L Michaela "Mickey" Finn 161 Millennial Society 156 I 'Arraigne, Madame Simone 158 Ladies' Adventuring Society 155 Laroux, Professor Mare 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mask of Torment 86 Mechanical Virification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47		W: 1 M H : 4 150	1 0	
I 'Arraigne, Madame Simone 158 Ladies' Adventuring Society 155 Laroux, Professor Marc 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Coom 86 Mask of Fright 86 Mask of Fright 86 Mask of Forment 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Torment 86 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Mind Spike 79 Miss Mina Harkness 161 Modern Morocco 124 Money and Stuff 49 Modern Morocco 124 Money and Stuff 49 Morgan 161 Moroccan History 168 Naisw forure 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Modern 124 Modern 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Modern 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Modern 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Modern 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Modern 124 Moroccan History 168 Native 63 Morocca in the 19th Century 124 Moroccan History 168 Miss Mina Harkness 161 Modern 124 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Moroccan History 168 Moroccan History 169 Moroccan History 169 Moroccan History 169 Mo		Kingsley, Mary Henrietta 159		
l'Arraigne, Madame Simone 158 Ladies' Adventuring Society 155 Laroux, Professor Marc 162 Late Check-In 30 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 MacQuarrie, Gabriel Stewart 159 Madame Simone 1'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Marksmanship 76, 78 Marks of Doom 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Machanology 82 Mechanical Creation 82 Memorize 74 Mind Spike 79 Mind Traits 103 Miscellaneous 165 Mishaps 99 Literarure 120 Miss Mina Harkness 161 Modern Morocco 124 Money and Stuff 49 Morocco 124 Morocco		L		
Ladies' Adventuring Society 155 Laroux, Professor Mare 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Gonealves 160 M M MacQuarrie, Gabriel Stewart 159 Madame Simone l' Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocc 164 Marksmanshop 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Fright 86 Mask of Point 86 Mechanical Creation 82 Mechanical Vivification 82 Men's Costume 47 Mind Traits 103 Misscellaneous 165 Missablaneous 165 Missab Missellaneous 161 Modern Morocco 124 Modern Morocco 124 Modern Morocco in the 19th Century 124 Modern 124 Morocco, Map 164 Morocco, Map 164 Morocco, Map 164 Morocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Name 108 Neurology Department 150 Nerves of Steel 75, 76, 78, 79, 81 Nerves Geme or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 North West Africa Trading Company 156 North West Africa Trading Company 156 Notable Personalities 158 Terraction				
Laroux, Professor Marc 162 Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Memorize 74 Memo's Costume 47 Missellaneous 165 Missellaneous 165 Missams Harkness 161 Morocco 124 Money and Stuff 49 Morgan 161 Morocca in the 19th Century 124 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Music 129, 168 Mystic 64 Novies 169 Music 129, 168 Mystic 64 Necrology Department 150 Nellie Bly 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 North African Trading Company 156 North West Africa Trading Company 156 North West Africa Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Memorize 74 Mem's Costume 47	4		±	
Late Check-In 30 Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 124 Moroccan History 168 Native 63 Morocco in the 19th Century 124 Modem 124 Morocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Mystic 64 N N Name 108 Name 108 Name 108 Name 108 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of		-		
Literary Finesse 84 Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maimin 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Medical Policy 35 Memorize 74 Men's Costume 47 Miss Mina Harkness 161 Modern Morocco 124 Morey and Stuff 49 Modern Morocco 124 Morey and Stuff 49 Morez and 161 Morez and 161 Morez and 16 Morez and 1	1			
Literature 129, 169 Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Memorize 74 Memor's Costume 47 Modern Morocco 124 Money and Stuff 49 Morgan 161 Morocco in the 19th Century 124 Morocco, Map 164 Movics 169 Music 129, 168 Music 129, 168 Music 129, 168 Nusic 129, 168 Nusic 129, 168 Newrology Department 150 Nellie Bly 159 Necves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 No Physical Contact 94 North African Trading Company 156 Notable Groups 155 Notable Groups 155 Notable Personalities 158 Nemorize 74 Memor's Costume 47			<u>.</u>	
Local Woman 161 Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Money and Stuff 49 Morgan 161 Moroccan History 168 Narroccan History 168 Noroccan History 168 Noroccan History 168 Noroccan History 168 Narive 63 Morocco in the 19th Century 124 Morocco, Map 164 Morocco, Map 164 Moroccan History 168 Native 63 Norocco in the 19th Century 124 Morocco, Map 164 Moroccan History 168 Native 63 Norocco in the 19th Century 124 Morocco, Map 164 Moroccan History 168 Native 63 Noroccan History 168 Native 63 Noroccan In the 19th Century 124 Morocco, Map 164 Moroccan History 168 Native 63 Noroccan In the 19th Century 124 Morocco, Map 164 Moroccan History 168 Noroccan History 168 Native 63 Noroccan In the 19th Century 124 Morocco, Map 164 Moroccan History 168 Native 63 Noroccan In the 19th Century 124 Morocco, Map 164 Moroccan In the 19th Century 124 Morocco in the 19th Centur				
Luck and Wisdom 145 Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marsmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Mem's Costume 47 Moroccan History 168 Morocco in the 19th Century 124 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Movies 169 Movies 169 Music 129, 168 Movies 169 Movies 169 Music 129, 168 Movies 169 Movies	V	· · · · · · · · · · · · · · · · · · ·		M
Lyautey, General Louis-Hubert-Goncalves 160 M MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Memorize 74 Men's Costume 47 Morocca History 168 Native 63 Morocco in the 19th Century 124 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Mreves 169 Music 129, 168 Mystic 64 Morocco, Map 164 Morocco, Map 164 Morecco, Map 1			·	
History 168 Native 63 Morocco in the 19th Century 124 Modame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Medical Policy 35 Memorize 74 Men's Costume 47 History 168 Native 63 Morocco in the 19th Century 124 Morocco, Map 164 Movies 169 Music 129, 168 Music 129, 168 Music 129, 168 Movies 169 Music 127, 168 Movies 169 Music 129, 168 Movies 169 Music 129, 168 Movies 169 Music 127, 168 Movies 169 Music 127 N Male unit 124 Morocco, Map 164 Movies 169 Movies 124 Morocco, Map 164 Movies 124 Movies 169 Movies 16			•	
MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Men's Costume 47 Macquarrie, Gabriel Stewart 159 Morocco in the 19th Century 124 Morocco, Map 164 Morocco, Map 164 Movies 169 Music 129, 168 Movies 169 Music 129, 168 Movies 169 Music 129, 168 Morocco in the 19th Century 124 Morocco, Map 164 Morocco, Map 164 Morocco, Map 164 Movies 169 Music 129, 168 Morocco in the 19th Century 124 Morocco, Map 164 Morocco, Map 164 Movies 169 Music 129, 168 Movies 169 Nusic 129, 168 Movies 169 Music 129, 168 Morocco in the 19th Century 124 Morocco, Map 164 Movies 169 Movies				
MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Mem's Costume 47 Morocco in the 19th Century 124 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Moystic 64 Newisc 129, 168 Moystic 64 Newisc 129, 168 Moystic 64 Newisc 129, 168 Moystic 64 Nevrology Department 150 Nellie Bly 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Personalities 158 Men's Costume 47		160		
MacQuarrie, Gabriel Stewart 159 Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Mem's Costume 47 Magic Headers 85 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Mystic 64 Norerology Department 150 Nellie Bly 159 Nevada Evans 159 New Game or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Personalities 158 Notable Personalities 158 NTeraction		M		
Madame Simone l'Arraigne 158 Magic 137 Magic Headers 85 Magical Talent 74, 80 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Medical Policy 35 Memorize 74 Men's Costume 47 Modern 124 Morocco, Map 164 Movies 169 Music 129, 168 Music		141		
Magic 137 Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Morocco, Map 164 Movies 169 Music 129, 168 Music	b 4	MacQuarrie, Gabriel Stewart 159	· · · · · · · · · · · · · · · · · · ·	
Magic Headers 85 Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Movies 169 Music 129, 168		Madame Simone l'Arraigne 158		
Magical Talent 74, 80 Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Music 129, 168 Mystic 64 Music 129, 168 Mystic 64 Mystic 64 New I08 Mystic 64 New I08 Mystic 64 New I08 Mystic 64 Newrology Department 150 Neurology Department 150 Netrology Department 150		Magic 137	· •	
Maim 102 Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Mystic 64 Namy Hystic 64 Name 108 New Cology Department 150 Nellie Bly 159 Necrology Department 150 Necrology Depa		Magic Headers 85		
Maker's Alliance 157 Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Torment 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Name 108 Necrology Department 150 Nellie Bly 159 Necrology Department 150 New Game or Continuing Game? 41 New Game or Continuing Game? 41 No Physical Contact 94 No Physical Contact 94 North African Trading Company 156 Notable Groups 155 Notable Personalities 158 Notable Personalities 158 Notable Personalities 158				
Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Name 108 Name 108 New Color Newrology Department 150 Netrology		Maim 102	Mystic 64	
Make-up 167 Making a Character 22 Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Name 108 Nex of Necrology Department 150 Nellie Bly 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 No We Player 15 Nimble of Foot 81 No Effect 104 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 Notable Personalities 158 Notable Personalities 158 Notable Personalities 158		Maker's Alliance 157	N	
Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Neurology Department 150 Neurology Department 150 Nellie Bly 159 Netvada Evans 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Personalities 158 Notable Personalities 158 Notable Personalities 158		Make-up 167	1,	
Manipulate Traps 81 Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Manipulate Traps 81 Necrology Department 150 Nellie Bly 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 Notable Groups 155 Notable Groups 155 Notable Personalities 158 NTeraction		Making a Character 22		
Map of Morocco 164 Marksmanship 76, 78 Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Nellie Bly 159 Nerves of Steel 75, 76, 78, 79, 81 Nevada Evans 159 New Game or Continuing Game? 41 No West Africa Tooling Game? 41 No Effect 104 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 Notable Personalities 158				
Mary Henrietta Kingsley 159 Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 New Game or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction	1		· ·	
Mask of Confusion 86 Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 New Game or Continuing Game? 41 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 Notable Groups 155 Notable Personalities 158 Notable Personalities 158 Notable Personalities 158		Marksmanship 76, 78		
Mask of Doom 86 Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 New Player 15 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction	M			M
Mask of Fright 86 Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 Nimble of Foot 81 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction	7			
Mask of Torment 86 Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 No Effect 104 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction		Mask of Doom 86		
Mechanical Creation 82 Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 No Physical Contact 94 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction		•		
Mechanical Vivification 82 Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 North African Trading Company 156 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction				
Mechanology 82 Medical Policy 35 Memorize 74 Men's Costume 47 North West Africa Trading Company 156 Notable Groups 155 Notable Personalities 158 nTeraction	P 4	Mechanical Creation 82		
Medical Policy 35 Memorize 74 Men's Costume 47 Notable Groups 155 Notable Personalities 158 nTeraction		Mechanical Vivification 82		
Memorize 74 Men's Costume 47 Notable Personalities 158 nTeraction		Mechanology 82		
Men's Costume 47 nTeraction	1	•	-	14
Then be containe 17		Memorize 74		
Mental Force 79 Advanced Rules 108	M	Men's Costume 47		M
	-	Mental Force 79	Advanced Rules 108	
	X			X III

de.		
	Basics 93	Peck, Annie Smith 160
X.	Core Rules 97	People 155
	Introduction 93	People and Place 133
	Philosophy 93	Permanent 108
	Rules 35	Personalities 158
	Rules 55	
4	0	Petrie, William Matthew Flinders 159
		Philosophy 140
1	On The Campsite 25	Civilization and The Wild 144
	Once You Arrive 29	Conflict and Resolution 141
	One Handed Melee Weapon 73	Creation and Destruction 143
4	Open Locks 81	Finity and Infinity 142
	Open Sealed Portal 74, 81	Health and Suffering 144
	Open Skills 73	Luck and Wisdom 145
	Oratory Finesse 84	Truth and Mystery 142
	Organized Crime 158	Philosophy and Religion 140
	Out of Game Areas 96	Phrenology 150
	Out-of-Game Opening 30	Physical Contact 34, 94
4	Overview	Physician 65, 75
	Additional Resources 167	Places 155, 162
	After Events 37	Polearm 82
	Atlas Policies 33	Policies, Atlas Adventures 33
	Campsite 25	Political Information 84
4	Creating a Character 41	Popular Culture and Society 128
	Getting Ready to Play 21	Porters 165
4	Introduction to nTeraction 93	Post Event Letters 37
	nTeraction Core Rules 97	Pride of Akhemaht 157
	Once You Arrive 29	Primalist 85
	Weapon Construction 111	Problems 35
	D	Professor Marc Laroux 162
	P	Professor Richard Peake 162
	Packet Construction	Prohibited Items 52
	Instructions 113	Prop Restrictions 95
4	Panepistimio Antartis (roughly "Rebel Uni-	Proscribe Elements 86
	versity") 156	Proximity Rule 105
4	Parallelism 140	Public Transportation 27
	Civilization and The Wild 144	Puerto De Maio 133
	Conflict and Resolution 141	Puerto de Maio
	Creation and Destruction 143	description 133
	Finity and Infinity 142	Inhabitants 134
	Health and Suffering 144	Pulling Strings 84
	Luck and Wisdom 145	Purge 104
4	Truth and Mystery 142	R
1	Paralyze 102	
	Parking 25	Races 135
4	Parry 103	Radio 130
	Peake, Professor Richard 162	Read Ancient Languages 74
	'	



1		
	Survival 75, 80, 81	V
	Sword and Pistol 75, 77	•
		Verbal Trap 107
	T	Verbals 97
	T. 1. 14. 02	Victoria Blackwell 160
	Take Me 83	Vitality 98
	Take Your Punches 76	Voice 108
	Talent Agent 159	
M	Technology and Science 130	\mathbf{W}
	Technology in Puerto de Maio 130	W. 14 72
	Telling Hit 75	Wealth 73
	Tent Club 155	Weapon Construction 111
	Tether Spirit 77, 80	Weapon Repair 82
141	Theater 130	Weapon Safety 52, 111
	Theatre Moderne 137	Weapon Smith 78
M	Theodore Carlyle 161	Weapon Tags 51
	Theodore Roosevelt 159	Weapons 48
P	Theory of nTeraction 33	Types and Dimensions 114
	Thrown Weapon 73	Axes 114
	Tomb Raider 72, 81	Blades 114
	Top Music Hits 129	Bows 115
	Traits 97	Clubs 115
	Traits, Mind 103	Crossbows 115
	Traps 107	Hammers 114
	Traps, Manipulating 81	Polearms 115
	Triple Attacks 108	Shields 116
	Truth and Mystery 142	Spears 115
	Two Weapons 75, 78	Staves 114
		Thrown Weapons 115
	Two-Handed Weapon 78	Weattherby, Dame Victoria 160
	U	Welcome 15
		Well Trained Strike 80
	University Consortium 147	Who Gets What? 19
	Ancient Studies Department 147	Wigs 167
1	Astrology 151	Will to Live 3 83
	Astronomy 151	William Matthew Flinders Petrie 159
	Cryptozoology 151	Women's Costume 46
V	Galvanism Department 149	World History 121
	Geomancy and Archaeoastronomy 151	World Information Overview 119
M	Metaphysics Department 150	world information Overview 119
	Necrology Department 150	Y
	Phrenology 150	Y
	Updating your Character 37	You Missed Me 83
	Using Archetypes 53	You OK Boss? 83
M	Using Packet Attacks 106	Z
	Using Weapons 105	L
M		Zavier Santiago 162
THE RESERVE TO SERVE THE PARTY NAMED IN		

