



Rules Version 1.1

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# A RUDE AWAKENING

I wake abruptly into a world of commotion

Raised voices - shouting in the street – people running. I'm so tired it hurts and my head is nothing but fuzz, cant people just shut the fuck up? Don't they know I've just pulled an all night stint in the lab, brewing up a new batch of stims for those nut jobs at the church and I'm fried (an irony I suppose)? It's a task every single one of those buggers that gets sick should thank me for.

Must be a raid – someone somewhere in the slum we call home has done something so monumentally dumb as to rouse the attention of the Arcology security teams and bring the drones down to the arse end of the world. A rare happening – but not unheard of and I don't feel the need to go watch - not today.

Anyway - fuck it, I've got nothing to hide – in point of fact I've not got much of anything – can't say everyone will be so lucky, there's a lot of stuff the Syndicate (and the gangs its made up of) don't want found. I pull the cover back up over my head.

I try to go back to sleep but something is bugging me – takes a moment to work it out – I can't hear the low efficient hum of the corporations strike drones – just running feet pounding the ally outside my door. Surely they wouldn't have sent actual troops down here? Dirtying the boots of the upper city types would mean some serious shit had been going down. Nah, there would be a lot more screaming if that had been the case and our own mob of heavies would more than likely have met them head on already if it came to that.

I roll over and look at the display on the wall – figures, Friday the 13th. I'm too tired to be curious – I roll over again and pull the cover back up. Seconds – literally seconds - later and I'm being hauled out of bed by my feet and once I've managed to ground myself boots are being thrown at me.

My friend Barney stands in the doorway agitated as hell running a hand through his hair. This isn't like him. “What the hell is going on?” I manage to mumble as I pull on my boots. “Shit Jo, you ..... only you could sleep through something like this - come on hurry you have to see for yourself – I can't ..... there is no explaining this.” I want to tell him that he had better bloody try – but before I can he has hold of my arm and is dragging me away.

He isn't stopping and he isn't letting go – what the hell has got into him. Barny is one of those odd types nose always stuck in the past. Happy only when he is sifting through (as far as I can tell anyway) piles of old junk.

There are so many people in the alleyways and I can almost taste the agitation in the air. Everyone is ...on edge.... Ive never seen anything like it. There is a crowd up ahead stopped dead in front of a wall with a flickering image on it – Everyone is still, focussed entirely on the image being projected on the wall by the drone above. It's an ancient thing, whiney and juddering – held together by spit and string by the look of it but I can see its operator up-ahead and he seems to be holding her steady, eyes firmly fixed on the guy who, I guess, is maintaining the video feed, fingers moving like lightning over a clunky old board. Barney shoves me through the crowd right to the front.

I look around taking in the scene until he grabs hold of my face and forces me to stare at the flickering image on the wall. Friday the 13th. It's grainy, the image on the wall and there is an occasional glitch as the guy with the fast fingers fights to keep the feed alive. But it's there and it's clear, the sequence keeps repeating over and over. The top of the Crick Tower that shining beacon of Corporate greed standing at the heart of the Arcology. Everything that we, down here, are not. The entire board of GeneSys are there – perfect, pure, untouchable.

Power personified. Gathered together to usher in the dawn of a new age. The transfer of power from one CEO to another, Father to Son. It means something to them I guess but nothing will change for us. Admittedly no one I know has seen such a thing before, not in generations, and I doubt if even my kids kids will live to see it again – so I suppose it's history in the making sure - but I cant see what's so damn important.

Until it happens. Just like everyone else watching – the collective intake of breath even from those that have seen this over and over now – I feel Barney tense behind me. A shot – an actual shot rings out as clear as any bell just as the ceremony falls into a moment of somber, dramatic silence. A gun shot, an impossible gun shot, audible, crisp, clear. The camera zooms in, a close up on the Father and the Son as they begin the transfer of power, it cannot fail to catch the bullet hit home – and the Son falls. Reynard Jones, the only Son and the next CEO, ruler of this Arcology falls dead at his fathers feet. Shit, Friday the 13th – and the world just changed.

# INDEX

- 1 A Rude Awakening
- 2 Index
- 3 Welcome
  - Game Play
  - Health and Safety
- 3 Our World
  - A Brief History
    - The Rise of the Arcology
    - GenSys
    - The Under-city
    - The Syndicate
- 4 The Organisations of the Syndicate
  - \* The Black Flag
  - \* The Church of Sozo
  - \* The Collective
  - \* The Pharmas
  - \* The BioMancers
  - \* The Frequency
- 5 Create your character
  - Introduction
  - Background
    - Choose your origin
    - Choose your Gang
    - Choose your Skills
    - Choose your Flaw
- 6 Combat and healing
  - Armour and Weapons
  - Damage and Healing
  - Surgery
- 7 Item and Resource creation / Resources
- 8 Character Advancement and IC Life
- 9 Practicalities and logistics
- 10 Style and feel

# WELCOME TO PARADIGM SHIFT

*Paradigm Shift* is a live role-playing game that immerses the player (you!) in a near future world of corporate greed and slum under cities. Players have a choice of character classes that each have their own advantages and disadvantages, these classes define the skills you have available to use in the game and how you will be able to develop your character.

## GAME PLAY

First off this is a game designed for players **over 18**. The themes and content are of an adult nature and we will be dealing with them as such, actions will have consequences, past deeds may come back to haunt us etc. Why are we saying this - because we want to be clear about the game that we are running. We feel that this is only fair on you the player and us as the games team.

While *Paradigm Shift* is primarily a Player V Environment game there may be Player V Player conflicts that arise during the story. There may be conflict of opinion, conflict over resources or any number of other things. Just like in real life - sometime people just don't get on.

The Emphasis of the game is on role-play and we hope players really get into the roles they have chosen and have fun with it. Although there are rules (this being a rules document and all) this is a game that is very much for the role player not the meta-gamer. We expect these rules to grow and change as the game develops. However please understand that while we are happy to discuss rules with you at appropriate times a refs decision is always final.

Combat uses both the classic LRP foam and latex weapons and under specific circumstances Airsoft guns, fighting safely is explained in full alongside the descriptions of damage and effects further on in the document. (Airsoft shall only be used on specific missions and in specific areas away from the main game area)

*Paradigm Shift* will be played exclusively in "uptime" meaning everything that happens in the game is played out during events there is no "downtime" system.

Players who are ASLEEP are considered to be OC. You may not interact with them or murder them where they lay! However their belongings remain IC at all times

## HEALTH AND SAFETY

We would like to create a safe and fun game environment, we expect everyone to have read the core rules and to be aware of the specific parts that may effect them. Please take a moment to look over the game calls specifically in relation to safety. If you have of any medical conditions that may effect your safety or health during a game please contact us and let us know as soon as possible. All information will be treated in the strictest of confidences.

As *Paradigm Shift* has a modern / future setting we will be using the call of **SAFETY** in game. IF there should be a real emergency that requires attention, or if something is unsafe and we need to stop the action of the game this will be the call used.

# OUR WORLD

**Paradigm Shift** is set in the slum Under-city of a vast Corporate Arcology. The World above them is fast paced and disposable. A true Capitalist state where one false move or mistake could find you cut off from everything you know. GenSys the corporation that runs the Arcology in which the game is set is the world leader in Genetics and genetic therapies. Their technologies have allowed the rich and successful to artificially extend their lives and take a complete strangle hold on power. They are the Elite the untouchable and they are protected in their perfect world.

The Slum Under-city in which the game is set is a direct contrast to the City state that spawned it. Here those who cannot survive in the system above, who fall through the cracks and have nothing left, eek out a different existence.

Nothing is owned by the individual and everything is done for the betterment of the community. The people of the Under-city have to rely on each other to survive.

As the Arcology expands and grows whole subsections of it fall into disuse or are abandoned - service tunnels and old facilities are left to fall into disrepair and misuse. These are the areas that form the Under-city, places that the communities can reclaim and rebuild.

Scavenging parties search out the things that the Arcology have left behind, forgotten or no longer have use for. The deeper they dig the further back they go, on rare occasions finding the remains of the people who lived in the UK before the Arcology was formed.

There are those who try to live outside of the community, roving gangs out for themselves, and who knows what genetic failures may lurk in the deepest levels where GenSys dispose of their failed experiments.

The World is in upheaval - for the first time in generations the people have seen that those at the top of the tower are not untouchable - not invulnerable - not immortal. Hugely powerful but not gods. For the first time in generations there is a ripple of hope, a spark.

Perhaps things could change.....

## **A BRIEF HISTORY - THE RISE OF THE ARCOLOGIES**

"I could tell you what the year is - in the old way of counting it - but I doubt that it would mean much to you. The Rise of the corporations during the 2030's was where everything changed.

Some historians marvel at how easily we got here. Ancient history taught us that radical social and political regime change came about only after periods of intense upheaval, violent revolutions, invasion, mass genocide, that sort of thing. However the rise of the corporate power was a slow, steady, secret war on our civil freedom and democracy.

Crumbling world powers found themselves at the mercy of the mega corporations who slowly but surely took over the old infrastructures. They started to run the healthcare, privately funded police forces patrolled the streets, systems were outsourced for cost and efficiently and no one noticed. The populace sleepwalked through the transference of power from the old world to the new.

Not only did our predecessors not try to stop it happening, they paid the corporations to take control of their lives, destroying their governments and society in the process. Standing by as the best parts of their culture were taken rebranded and sold back to them.

I cant say that it was a bloodless change of regime, not by any stretch of the imagination, although the corporate sanitisation of the truth and the arcology schools may tell it another way. However, the blood was always spilt out of the way, as quietly as possible, and certainly not where any form of media could see. Those stories that slipped through the net were simply re-spun as urban myth.

The Hearts and Minds campaigns run by the mega corporations were so phenomenally successful that no one could be bothered, or really even cared, about what was happening outside of their consumer filled bubble and, after all, there was no blood on their hands, was there? To the everyday people it mattered little in the long run who was in control – they simply swapped one master for another, but this one was cheaper and had much better branding.

In the early days of the corporate control there were many and very varied corporations. They vied with each other for control of all aspects of life on earth and beyond. The common people suffered the most, caught up in the ebb and flow of the corporate power struggles. Whole areas of the world made uninhabitable – stripped of all resources as the corporations greed ran rampant and unchecked. The inhabitants of those now desolate areas were forced inwards towards the sprawling corporate funded city states as there was simply no longer any where else to go.

Here the corporations ruled every aspect of life. Who lived who died, who got medical attention, who worked and where and how. What you ate where you shopped what you wore-saw-heard. Who climbed the corporate ladder and who fell. Who had children and who did not.

It was a cut-throat world not everyone made it and there was no longer any social system to catch you if you fell through the cracks or simply couldn't cut it. Once you were part of the machine there was no way back no way out.

But even at this point no one really tried to stop it. People simply bought into the slick spin and neon hype. Bedazzled by the bright lights of consumer envy. They signed away their lives in exchange for jobs housing health care and a fleeting sense of some king of security. They became the drones that built the arcology hives.

In the UK we gave up our freedoms to the powerhouse that is GenSys. It was evidently easy to do, their medical miracles, therapies and curatives were heaped upon a desperate public when traditional treatments no longer seemed to be working. We lapped it up, we worked for them, built for them and slowly but surely we were nothing more than cogs in their vast machine. They built this arcology in the heart of what was once England and the people slowly gravitated to it like moths to a flame, and behind them the corporate machine turned their once thriving communities into wastelands, giant mechanised factories or rolling fields of agri-land to feed the corporate machine.



# PERFECTING THE HUMAN CONDITION

**GENSYS** is the #1 provider of genetic therapies in the world today.

Since its inception in 2019 GenSys has continued the proud traditions of development and innovation that the company was founded on, pushing the boundaries of modern thinking and genetic research.

We aspire to perfection.  
Improving on nature's basic design we work towards perfecting the human condition.

Our technicians are the best in their field working to eradicate disease, improve physical and cognitive abilities, and even extend natural life spans.

Thanks to our dedicated teams hereditary illness and physical deformities have been virtually eradicated and you no longer need to worry about the genetic purity of your children.

Our therapies can help you reach the pinnacle of your potential.  
We can help you be more than you ever hoped to be.

# THE UNDER-CITY

"Come on now - stop crying its not that bad. Honest, I promise it'll be okay.

You hungry? When was the last time you had some solid food in you? Sit here a moment have a drink and fill your belly with this - ah not so fast you'll be sick.

Yeah, 'fraid its all going to be a bit of a shock for you - being used to life up there an all. But don't worry - people round here will help. We may not be able to send you back up there but we can find a place for you here.

This place, the Under-city, its our home - yours too now - a safe haven in the shadow of the GenSys machine. Some of us were born down here, offspring of those who fell through the cracks generations ago and we have been living free down here ever since. Some of us, just like you, washed up here recently. When you become useless in the world above there's no net to catch you no way to start again, so some crawl down here, some run down here and some our contacts find and shepherd on to us - they found you and it looks like they were just in time.

However you get here - sooner or later you'll end up in the hub.

The Hub is the main centre of the Under-city - as you can see there are homes, workshops, schools and the church. All of them sit side by side and the Syndicate watches over them all. There are other settlements and we are expanding all the time but this is where it all started.

We don't have much of anything down here - and what we do have we share. Its the first rule of life down here - we watch out for each other. No point otherwise. You hoard stuff for personal use - you'll get found out trust me, then its down to the lower levels with you, away from the Hub from your friends from your family. Out there in the shadow where the Hubs light wont shine. Where the air filters don't work anymore and the Flag wont be there to make sure you're safe. Shit sorry didn't mean to worry you - just telling it like it is. Better if you know right from the start.

We use all that we get our hands on - stuff that the world above has forgotten about. They forget about so much it would amaze you. Yeah some of it is old junk nothing more than scrap to be melted down, but some of it - well in the right hands its invaluable.

Space is a bit of an issue i'll grant you. There's so many of us down here and numbers are growing all the time - what with people still arriving from above and the children. But we do the best we can. The Syndicate try to make sure everyone gets a warm bed. Yeah it's a bit noisy and a little bit grubby 'round the edges but it's a home if you want it. It won't have all the comforts that you got used to up there I mean some may say that it's a slum down here - living in the shadow of the bright city above making a way with whatever they left behind - but it's our slum, you know. Somewhere that a canny person can be worth something again.

Soon as you've had your fill - i'll take you over to arrivals - they'll want to have a chat see - oh no no nothing to worry about at all - just they will want to know where to put you see. Everyone down here has a ...job.... belongs to one of the gangs that make up the syndicate. Ah, no need to look so nervous honest, I'm not doing this very well am I? The gangs all look after a bit of life down here - what your good at determines who you join. As I said we don't have much - but what we do have we work for - I depend on you to do your bit as you depend on me - it's the way it all holds together.

Right then you had enough - feels a bit better right? Come on then let's see you sorted."

\*\* note - not all areas below the Arcology in the Under-city are "waste lands" - this is mostly shells of old industrial areas that simply became useless and outdated as opposed to being destroyed in some catastrophic war like event. These areas are contaminated due to neglect, dumping, poor air filters and from having been intensively used and used for corporate gain

**LOW  
PRIORITY**

Action Required: None  
Referral Required: None  
Review Outcome: Low Priority  
Status : Closed  
FILE - For destruction

Report Compiled By : Liaison Campbell

Subject : Under-city Organisation  
- The Syndicate

The Syndicate appears to be a loose council of the co-operative of guilds that function in the Under-city.

Each of the Gangs, as follows, appears to have responsibility for one or more aspect of life within the rough community.

### **The Black Flag**

From initial reports we believe them to be the security and police of the Under-city. Organised and well trained. Their resources appear to be severely limited, but it may be wise to monitor their activities further.

### **The Church of Sozo**

We are unsure what to make of them at this time. However, it has been observed that they provide pastoral care as well as some medical support to the community. The Church maintains that healing of the sick and wounded is a gift of the divine - we have not been able to closely observe their methods so cannot confirm this claim. However we strongly suspect that they are somehow utilising out dated GenSys technologies in their practices - whether they understand these technologies remains to be determined.

### **The Collective**

Seem to be scholars and teachers of various kinds. Some even call themselves Doctor or professor. Appear to be concerned with education and training of the different groups. May also be responsible for the re-conditioning of old technologies.

### **The Pharmas**

Observation of this group suggests that they have some limited chemistry skills, and responsibility for medicinal drugs and other chemical compounds falls to them. There is a suspicion that the recent upsurge of low quality recreational drugs flooding the youth of the Arcology originate here, but from limited contact it cannot be determined if this is the case.

### **The BioMancers**

The Most secretive gang encountered. They are keen to access wetware and implants from the city, but further information on their activities was very limited.

### **The Frequency**

Some members seem to have some sort of celebrity. They have small scale "Radio" shows or "blogs" although I am unsure how these function. Perhaps they should be monitored closely as they appear to be the main source of information dissemination.

# THE SYNDICATE

The Syndicate is comprised of the major gangs of the Under-city. They look after nearly all aspects of life for the citizens who arrive in their ram shackle communities.

From ensuring the air scrubbers work to making sure the citizens eat, it all comes under the watchful eye of the Syndicate.

The Main council is drawn up of the most senior representatives from within the Gangs, each with equal status and power.

Unlike the world above they are unconcerned with who makes the most, they are driven entirely by the desire to see their people survive.

Arcology money means nothing in the Under-city - as wealth is managed entirely by biometrics and genetic coding, the Under-city citizens no longer a part of the machine above cannot access these funds or use them to purchase goods. However, through connections and various fund laundering schemes the Syndicate, with the help of the Pharmas, contacts arrange resource dumps and goods to go missing in the system.

The Syndicate have very few rules - those that it does have are enforced by the Flag.

- \* Nothing is yours - it is to share - if you cannot share you cannot have.
- \* The Survival of the community comes before all
- \* Everyone contributes - Everyone works. If you will not work you do not share.
- \* Those who are unable to contribute shall be respected and cared for.
- \* We stand together or we die divided
- \* Violence against other members of the community will not be tolerated.
- \* Citizens have the right to bear arms. These must be secured or sheathed in the community
- \* Citizens who openly carry weapons inside the community shall be detained by the Black Flag.

# GANGS OF THE SYNDICATE



## The Black Flag (The Flag)

"Nothing is yours. It is to use. It is to share. If you will not share it, you cannot use it."

Ursula K. Le Guin, *The Dispossessed*

*"Hear me brothers and sisters.*

*Who will raise the flag if I am fallen? - who will carry on the fight when I am gone? Will you quietly stand by and watch your fellows be trampled under the heel of the Corporation above us? Is this unjust life the legacy that you would leave your children. Or do you dream of a better world for all, a fair world, a world where the many are not beholden to the few. A world where your voices are heard and we matter. No longer the discarded dregs left out in the cold. If this is the world that you would see, take up the flag - join the fight help us tear down the walls of Tyranny that stand above us. Help us to make a stand, fight for that dream of a better tomorrow."*

The Black Flag were the first of the gangs to form in the Under-city. As they fell through the cracks of society, the people who were no longer necessary in the corporate world slowly banded together eking out a meagre existence, forming a community to protect against the opportunists who prayed on the lost and needy. The Black Flag are the cornerstone of Under-city life as well as its protectors.

In the early days their aim was to make a better way of life, to fight back against the injustice of the corporate state. But the demands of the fledgling community meant that their role grew and expanded rapidly.

Today they are the peace keepers responsible for the day-to-day Law and Order of the Under-city and enforcing the collective's rules (such as they are). They also often act as security details on missions outside of the Arcology.

However this doesn't mean they have forgotten their roots and they still dream of the day when they will see the shining tower of the Arcology tyrants fall.

The Flag are the Keeper's of all antique munitions they are weapon specialists, armourers and keep the Under-city armoury. They issue armaments for use in the field. As munitions are exceedingly scarce they are only issued to trusted members of the organisation. As a solid rule citizens are not permitted to own personal armaments of any kind - for a start this would likely bring about a localised drone strike from the Arcology security and secondly people who don't know what they are doing with these valuable commodities shouldn't be playing with them. All weapons caches are tightly secured outside the city walls in well disguised and protected facilities.

Members of the Flag are easily recognised by the Long Black Coats they wear with pride.

## The Church of Sozo

“Protect, heal, preserve and make whole.”



*"Salvation cannot be found in the world above, it is a soulless place. Salvation may only be found if all is in balance, mind, body and soul. Our faith shall raise us up, carry us onwards. We shall stretch out our hands and help those in need. The sick and the injured, the tired and the lonely. All shall have a place with us. We shall turn no one aside, the forgotten people are as family.*

*We have found a perfect balance between the gifts of our predecessors and our faith. Through this balance we may enact such miracles that none who follow the true path shall suffer. No sickness, no injury, no ailment is beyond our aid. If we are true enough, our prayers will be answered and those in our care will never be taken before their appointed time. Such is the way. For we are the blessed."*

The Church were the second of the known “Gangs” to form in the Under-city. They are the founders of the Under-city co-operative known as “the Syndicate”, the council of organisations that maintain and protect the populace.

The Church and its MedPriests are a fusion of medical and ecclesiastic traditions. As the medical care of the Arcology citizens became more mechanised and reliant on genetic therapies, traditional Doctors were among the first to start finding themselves and their skills redundant. So specialist were those skills that most were unable to adapt to other positions within the Arcology and eventually ended up in the Under-city with nowhere else to go.

They were taken in by The Church, an organisation that had been active in the Under-city since the first people found a way to live there, their members drawn from many of the old world faiths and those who believed technology was the true god. The Church ran soup kitchens and tried to care for the people who washed up in their makeshift town. When they opened their arms to the first wave of doctors and other medics that arrived they were also able to offer medical and health care to the populace, the medics themselves finding purpose again and a ready supply of patients in desperate need of their skills. With their basic needs met the fledgling community was able to grow and expand and over time, the faiths and medical sciences merged together to form one church, dedicated to the wellbeing of the whole.

They provide the traditional priestly duties such as confession, spiritual guidance and prayer, as well as providing medical services. They believe in whole body therapy - you can't be well if you are suffering in spirit as well as physically. Faith is absolute and informs all parts of the healing process, many would be engineers have tried to show that the healing machines the Church has collected do not need their prayers to work. Yet every time the prayers are not said the machines do not work.

While Religion is not exactly outlawed in the Arcology it is not looked upon in a positive light - and should it be found that you were a member of a religious order it would certainly be enough to lose you your job. Publicly (at least) religion has no voice in the modern world. It is very prevalent in the Under-city however, and has secret members dotted throughout all levels of the Arcology .

## The Collective

"If you're not willing to learn, no one can help you. If you're determined to learn, no one can stop you"



*"There is so much to learn if you are willing to open your mind to it. So much that we can learn from history. We have a duty to the past not to forget, just as we have a duty to the future to not keep repeating the same mistakes. Education is not about learning the facts but about training the mind to think.*

*Knowledge is power, and it is the strength on which this community is built. If we do not teach, if we do not learn we will not grow. All that you see around you is because we have learnt how to adapt and the skills, knowledge, methods and techniques that make everything possible must be passed on. We must preserve it and share it and encourage new ideas. "*

The collective is the third oldest of the Gangs in the Syndicate. It was formed out of necessity when it was realised that there was a drastic need to record and pass on skills and knowledge both current and what could be salvaged from the past. Initially it drew in members from The Flag and the Church, but as the community grew it took in teachers and skilled workers with talents that could be passed on to others.

No education means no more tech, no one to run and care for the boded together infrastructure, nor anyone with the ability to work out what may be useful from any of the salvage found abandoned by the upper city. Members of The Collective are the guys that can be seen sorting through knee deep scrap piles determining what is worthwhile, what can be salvaged and occasionally coming up with some discarded gems.

The Collective care for all remaining books and written information. These are their most prized possessions and treated as such. As the modern world shifted away from paper storage, books and papers become rarer and rarer. Therefore, books such as medical journal or books on carpentry are invaluable reference material.

The Syndicate periodically arrange resource expeditions outside of the safety of the Hub and its surrounding settlements into the lower levels and other abandoned parts of the Arcology. These will normally have been set up by The Collective and will likely include at least one of their number. Should you find yourself on such a mission and you find something that looks interesting then these are the guys who may be able to find out what a piece of scrap is - maybe even determine if it can be repaired and maybe, just maybe put it back together for you.

Like religion the ownership of Antique items in the Upper city is not exactly illegal. However it's not looked upon favourably either. No one can say if an item from the wastes may be contaminated with disease or radiation, after all there has to have been some reason the area was abandoned. However, there are also collectors within the upper elite who and will pay very well for interesting items from yesteryear.

The Collective run the schools within the Arcology and they try to ensure that everyone has at least a basic level of education. Some of the other Gangs rely on The Collective to train their members before they are allowed to work. Members of the Collective can also make exceptional researchers and investigators, often assisting members of the Flag in their policing duties, or the Frequency getting stories and information out.

## The Pharmas

"Better living through pharmacology"



*"So what is Pharmacology? you really want the text book version of this? Okay then...pharmacology The science of DRUGS. It's all about the origins, purification, chemical structure, synthesis, effects, uses, side effects, relative effectiveness of drugs and the influence of genetic factors on drug action. Got that? No? Basically we make drugs work I guess. So not only do we have pharmacists among our ranks but also folks from other disciplines, some geneticists, organic chemists, Pharmacokinetics, Therapeutics and toxicologists.*

*Means that we can do all kinda crazy shit and not just with Drugs you get me. Our Chemists - well lets just say the Flag are knocking down the door for the stuff they can do. Got a lot of connections too you know - lot of folks up there that wanna escape you know - lucrative market to the Syndicate - shit, how do you think we get half our stuff?"*

The Pharmas were the fourth of the gangs to properly form in the Under-city and they work closely with many of the other gangs providing them with the supplies and compounds they need. They work particularly closely with the Collective and their research / education teams to source and train new talent. The Medicinal compounds they manufacture are a vital resource in the Under-city. However that's not all they are about.

The Pharmas are engaged with the creation of medical drugs – recreational drugs – combat and explosive compounds / organic chemistry / bio-chemistry - and smuggling. Of all the gangs they have the most contact with the upper Arcology arranging the movement of contraband and recreational drugs among the risk takers of the upper city denizens.

As well as medicinal drugs The Pharmas also make the black powder for the guns of the Black Flag and make the more interesting explosive devices that they have been known to use.

They are also responsible for the manufacture of some very interesting recreational drugs - As a rule they do not "push" in the Under-city (although there are always some that try) the Syndicate take a dim view of anything that may prove harmful to its charges - the primary market is the Upper Arcology.

Research teams and exploratory missions often take a member of The Pharmas with them to act as analysts and researchers of unknown compounds, materials and substances that they come across in the abandoned areas of the Arcology. It is their responsibility to gather potential resources and components.

Aside from this The Pharmas also look after the vast majority of the propagation units and hydroponics bays - these tend to be small scale but are used to ensure a steady supply of ingredients for the labs, and in some areas can supplement the food supplies.

## BioMancers



*“There is no system that cant be broken. No lock that cant be picked.  
There is no where to hide and no information that we cant reach.  
You try to keep us out, push your immune systems into overdrive to drive  
out our infection, try to stop us seeing with your eyes. You may stop one  
of us but you wont stop us all.  
We will find a way to break your code, open the doors, expose your dirty  
little secrets, shut down your systems and balance the scales.  
The Best part is you will never see it coming”*

The BioMancers grew out of the Black Flag. Like their close companions, they believe deeply in the cause, in the making of a better world and defending the lives of the Under-City Citizens.

However the members of this gang are unlikely to ever get their hands dirty and would rarely engage in physical combat - theirs is a war of the mind, of out manoeuvring the inbuilt immune systems of the Arcology Bio-system.

BioMancers specialise in hacking the Bio-computing system that runs all aspects of Arcology life. Not only can they hack into it to mine it for information, data, and move resources around but they can also hack into wetware and other implants of upper city residents.

With access to genetic samples the BioMancers can fake system ID's for allowing operatives to move freely within the forgotten or restricted areas of the Arcology, evading security and screening systems. Where Biometrics are required to open doors or for security access, BioMancer codes can bypass or fool the systems into allowing access.

Security cameras are everywhere in the Arcology, skilled BioMancers can hack into their feeds and drop them into a Rem Sleep, or make them look elsewhere at a vital moment. Or make a security guard in a specific stairwell remember he needs to leave his post to call his mum.

Legend among the BioMancers tells of a virus one of their number fed into the upper city system. It effected every citizen with wetware making them stop dead in their tracks for a few seconds. It has given rise to a lot of debate on the possibilities of mass infection. However it was caught quickly and no one has managed to replicate its like since.

BioMancers can implant wetware stolen from the city above into themselves, making it easier for them to interface with the main Bio-system, this wetware finds its way to the under-city by way of the Syndicates black market trade arrangements. However as they get better and assimilate black market wet ware into themselves to make their system better, they become more and more open to the immune system of the city and the defence mechanisms that it employs. Its a knife edge choice but one that many BioMancers are only too willing to take.

It is possible for certain implants, high end stuff, to be bespoke made to the BioMancers specific requirements - it's extremely hard to obtain but it is specifically designed to be unique to the host and work flawlessly. It requires a huge amount of resources to procure, so there would need to be a strong case given to the gang head. The alternative is to steal it from some walking corpse from the city above and the recipient will have to eat a steady diet of immunosuppressants from the pharmas to stop their body rejecting it, on top of having to carefully replicate the donor bodies DNA sequence to stop the piece rejecting the host or the city immune system zeroing in on a mismatched code too quickly.

## Frequency

*"There is no news. There's the truth of the signal. What I see. And, there's the puppet theatre. . . the Parliament jesters foist on the somnambulant public. You can't kill the signal"*



*"The truth has to be heard. Our truth our voice. All across the world we have to be heard. The Corporations have a stranglehold on our lives, but they can't keep us silent for ever - they can't silence us all. A hundred voices, a thousand voices a million voices all speaking with one cause. You cant hide the truth, you cant stop the signal."*

The Frequency is the youngest of the Gangs in the Arcology.

All the transmissions, broadcasts, blogs and info dumps are their work. They tend to work in small media teams, camera men, presenters, blog writers as well as researchers and investigators, to produce the content that they then release to the watching world. This can be anything from gossip and community news, right through to rumoured locations of resources and the leaking of information that GenSys would rather keep quiet.

Keeping the Feeds alive is of the utmost concern to The Frequency, without these vital links there is no way to inform the populace of what is happening inside the Arcology. The main media station inside the Arcology is GBC The GenSys broadcast company who only show what the Company wants to be seen, lame reality TV shows that pray on a desperate populace, Game Shows, Soaps and Blockbuster mindless action movies, anything to keep the populace dumb and submissive.

The Best of the Frequency are media stars with loyal and dedicated followers. However this brings problems of its own - the more well known you are the more people will listen - but the more they will expect you to produce / Find out / Tell them.

The Frequency systems utilise antiquated technologies long forgotten and therefore overlooked buy the Arcology. They have resurrected the basic electronic forms of communication which were popular during the late 2020's, message boards chat rooms, and basic net. They use old communication relays bodged together with spit and string to bounce the signal from, boosting it through as many stations as possible

Through The Frequency the Syndicate can keep in touch with what is really going on in the rest of the world - in other Arcologies and Corporate City States, through their underground organisations. It was The Frequency that ensured that footage of the incident on the Top of the Crick Tower during the CEO ceremony was transmitted around the world - showing all those living under the heal of corporate control that there was hope.

Using their contacts in the other Arcologies The Frequency are also able to arrange for goods and sometimes people to be smuggled out of the Arcology to safe areas or smuggle people and resources in.

These are the people who are making heroes of resistance fighters, giving the people a cause to rally to and promoting its figureheads, making sure that they are heard and the truth is told. They are the ones inspiring people and giving them the information that they need to rise up. They are the ones documenting the life of the forgotten people and the fight for a better tomorrow.

Everyone loves a good story and if you tell it well it has the power to change everything.

# CHARACTER CREATION

to Create your character you should choose from the following sections

- \* Your Origin
- \* Your Gang
- \* Your Skills  
Starting characters may choose 3 level one skills, or one level one skill and one level 2 skill from their Gangs Rank One skills list
- \* Your Flaw  
all characters should have at least one flaw at start up you may choose more than one if you wish to

Example: Lena Fellow  
Gutter Rat  
Coward  
Church of Sozo

Rank 1	Level 1	First Aid
		Tech Surgery
		Cure Basic Poison

Example 2 John Preston  
Came in from the cold  
Black Flag  
Dirty Little Secret

Rank 1	Level 1	Stab Vest
	Level 2	Melee Double

# ORIGINS

**Everyone has to come from somewhere.**

- Upper City Drop out -** Years ago you (and your family) fell through the cracks. Your job was replaced by Machines, your department got binned, your section merged, you couldn't keep up with the pace of life, you crossed the wrong people. Whatever the reason you no longer fitted into the fast paced disposable world of the upper city. Eventually, when your money and resources ran out you found yourself without a home or place to be and washed down to the Under-city.
- Gutter Rat -** You, and generations of your family before you, were born down here. You have never been a part of the corporate world above and you never will be. You have no biocode and as such the Arcology system doesn't believe you exist.
- Come in from the Cold -** You wanted to strike out on your own to see if you could make it without the Syndicate, or perhaps you wanted to see if you could make it back up the Arcology ladder. But life outside the Syndicates embrace is hard and there are things in the lower levels you really don't want to know about. So you came back to the community and its relative comforts.
- There's nothing out there -** You were sent by or ran from another Arcology. Stowed away on a transport ship, as passenger ships are only for those that can afford it. Not that you will tell anyone that. Some secrets are best kept to yourself.

# SKILLS

## THE BLACK FLAG

### Rank 1



#### Armour

The Black Flag believe you are worth keeping alive and are willing to issue you some of their small collection of protective gear.

Lv1 – Stab Vest (protects against melee damage making it all subdual).

Lv2 – Ballistic Vest (protects against ballistic damage making it all subdual).

Lv3 – Shield (stops all damage that strikes it, does not protect against explosions).

#### Weapons

The Black Flag see you as competent enough to be issued some of their very limited arsenal.

Lv1 - Melee single.

Lv2 – Melee double handed **or** Handgun (choose when you take the skill).

Lv3 - Bow (if took melee double handed) or additional magazine (if took handgun).

#### Battle Hardened

The Black Flag believe you have the mental strength to be one of their elite and have started your basic training.

Lv1 – Additional body hit.

Lv2 – Second Additional body hit.

Lv3 – Once per event can push through the pain and continue to use skills while in death count.

### Rank 2

#### Big Guns

You've made the grade and are now entrusted with some of the Black Flags rarest equipment.

Lv1 – Assault rifle **or** Shotgun (choose when you take the skill).

Lv2 – Extra ammunition rifle / shotgun as appropriate.

Lv3 – Grenade.

### Rank 3

#### Close Protection

The most skilled of the Black Flag operatives are taught the arts of assassination and counter assassination work.

Lv1 – Tactical analysis

Allows you to advise your primary on the most likely route of an attack. Whatever hits them first in that location, you have briefed them on and they are therefore ready for it, and are able to mostly get out of the way. Any damage done is considered as subdual damage only, no matter the call given.

Lv2 – Arterial locations

You know exactly where to put a knife. Allows the call of "Lethal" to be used on any **unaware** or **incapacitated** opponent.

Lv3 – Explosives (building and disarming bombs)

You have learnt the complex and dangerous art of Bomb building you will requires resources to build a bomb so will need the help of The Pharmas and The Collective. Disarming, disassembling and bringing back the parts of a bomb will create resources.



# The Church of Sozo

## Rank 1

### Field Medicine

The quick and simple battlefield prayers that can mean the difference between life and death.

- Lv1 - First Aid      This will stop the worst of the blood flow and holds your guts together. It doesn't heal you, just stops you bleeding out quickly. After you have received first aid you have 1 hour to undergo surgery before you die.
- Lv2 - Field Surgery      You can perform surgery in almost any environment, The risks are high and without use of Pharma products at the time, such surgery will always become infected. But it's still better than dead. (see healing for a full description of how surgery works).
- Lv3 - Triage      Through experience you can identify how badly injured people are and who is best suited to work on them. It takes 30 seconds per patient for the examination. Using Triage will allow a re-flip of a coin or halve the time of surgery, your choice (you do not need to be the surgeon who works on them).

### Tech Medicine

The more involved prayers and rites of the MedPriests. These prayers must be followed to the letter or the med beds and other devices will not function.

- Lv1 - Surgery      Clean and efficient surgery with limited chance of failure and no infected wounds.
- Lv2 - Resuscitation      Even the best can sometimes loose a patient, this prayer can restart the heart and grant a second chance. (redo surgery from the start, one use per person per event).
- Lv3 - Implantation      The integration of cybernetic components and transplant body parts into the patients body, this covers augmentation only.

### Toxicology

Poison and disease are an ever present threat. These prayers can control and combat such things via the use of the machines of the MedPriests.

- Lv1 – Cure basic poison and disease (uses a hand held portable device).
- Lv2 – Cure advanced poison or disease (uses a large non portable device).
- Lv3 – Treat radiation sickness (uses a large non portable device).

## Rank 2

**Transplants** (all transplants require resources).

Sometimes wounds are too grievous to just repair and whole limbs or organs must be replaced. These prayers operate the MedPriest machines that can grow new body parts.

- Lv1 – Grow Hand/Foot.
- Lv2 – Grow Entire Limb.
- Lv3 – Grow Internal organs (excluding brain).

## Rank 3

**Cloning** (all cloning requires a large amount of resources)

It's possible that someone may be deemed so valuable to the collective that they cannot be lost. The greatest prayers of the MedPriests can build a new body for a fallen hero. The head must be present and they can only have been dead a few hours.

- Lv1 – Innocent.      A new body is created and some of the neural pathways are copied. They have most of their personal memories and personality but have lost all but their most basic skills.
- Lv2 – Experienced.      The body that is cloned retains all of the originals personal memories and a proportion of the originals skills.
- Lv3 – Resurrection      The clone is identical in all ways to the original.



## The Collective

### Rank 1

#### Scavenging

You know what is junk and what is useful when working through the debris of the lost areas,

- Lv1 - You can recover basic level tech items.
- Lv2 - You can recover mid level tech items.
- Lv3 - You can recover high level tech items.

Tech is colour coded (red for basic, white for mid and blue for high) If a piece of tech is beyond your skill level recovering it will automatically make it useless as you broke it / left a vital part behind when you recovered it.

#### Lore

You've found a thing but without Lore you have no idea what it is. This also gives you cart blanche to wax lyrical about the past.

- Lv1 - Identification of basic level tech items.
- Lv2 - Identification of mid level tech items.
- Lv3 - Identification of high level tech items.

#### Engineering

You've got a broken thing with the right parts? You can fix it - probably. Most scavenged tech is broken, after it has been identified an Engineer can then try and make it work again. It requires 3 pieces of tech of the same level to scavenge together enough parts to fix something. The items that are stripped for parts are of no use for anything else afterwards. (Resources can be used where parts are unavailable, also tech can be stripped for parts to create resources)

- Lv1 - Repair basic tech.
- Lv2 - Repair mid level tech.
- Lv3 - Repair high level tech.

### Rank 2

#### Cartography

The lost areas below the slums are not static, structural collapses, migration of creatures and outflows of chemical and biological waste move things. An in-depth knowledge of these things allows the prediction of where a thing may be found.

- Lv1 – The knowledge of whether a particular resource is currently present down there or not.
- Lv2 – Rough location of a resource, or if looking for an item its rough location if you know its starting point. (Rough location is which quarter of the lost area its likely to be in).
- Lv3 – Accurate location, as above but which room or precise area it will be in.

### Rank 3

#### Fabrication (all fabrication needs resources)

You have been given access to the Collectives most prized possession the fabricator. With the correct blue prints and understanding you can actually manufacture items rather than having to find them.

- Lv1 - Fabricate basic level tech items.
- Lv2 - Fabricate mid level tech items.
- Lv3 - Fabricate high level tech items.



## The Pharmas

### Rank 1

#### Chemistry

The safe collection (with suitable PPE) of chemicals from the lost areas and the knowledge of how to make compounds with them.

- Lv1 - Safe collection of useful basic chemicals.
- Lv2 - Safe collection of useful advanced chemicals, Access to the Pharma Library of basic chemical compounds.
- Lv3 - Access to the Pharma library of advanced chemical compounds.  
(please see the rules on how to build things in the lab for full explanation).

#### Bio-Chem

The collection of materials from plants and creatures and the knowledge of how to combine these into useful compounds.

- Lv1 - Safe collection of useful basic bio-chemicals.
- Lv2 - Safe collection of useful advanced bio-chemicals, access to the Pharma Library of basic bio-chemical compounds.
- Lv3 - Access to the Pharma library of advanced bio-chemical compounds.  
(please see the rules on how to build things in the lab for full explanation).

#### Propagation

The skill to grow plants in the Pharma hydroponics bays. Some plants have useful properties for bio-chem and many others are useful in their natural state. (plants can be harvested for resources).

- Lv1 - Grow basic plants.
- Lv2 - Grow advanced plants.
- Lv3 - Grow rare plants.

*The more unusual or rare the plant that is grown the more space it needs in the hydroponics bay and the fewer components it creates.*

### Rank 2

#### Sales network

The Pharmas products are wanted by many people, many of whom have no money or don't want a transaction to be traceable. Via the sales network you can sell your drugs in exchange for tech, DNA/RNA samples, bullets and many other useful items.

- Lv1 – Trade for basic level items.
- Lv2 – Trade for mid level items.
- Lv3 – Trade for high level items.

### Rank 3

#### Philosophers stone (needs resources to function).

This is a near legendary device controlled by the Pharmas that allows base chemical and bio-chemical components to have their molecular nature altered, creating new base materials.

- Lv1 – Transform basic chemicals and bio-chemicals (the process is wasteful and needs 3 of the original chemical to make 1 of the new one).
- Lv2 - Transform advanced chemicals and bio-chemicals (the process is wasteful and needs 3 of the original chemical to make 1 of the new one).
- Lv3 – Your mastery is now complete you can change bio-chem to standard chemicals and vice versa, you can even mix and match with your original 3 samples.



# The BioMancers

## Rank 1

### Viral Code

You can create viruses from RNA to hack the bio-computer systems of the upper-city.

- Lv1 – Safe creation of RNA.
- Lv2 – Access to the Biomancers library of basic viruses.
- Lv3 – Access to the Biomancers library of advanced viruses.

(please see the rules on how to build things in the lab for full explanation).

### DNA Analysis

You can analyse the DNA of a bio-computing system to identify its strength and weaknesses.

- Lv1 – DNA Sampling.
- Lv2 – DNA analysis for a basic over view.
- Lv3 – DNA analysis for a detailed over view.

### Immuno Suppressants

You can create Immuno suppressant compounds and viruses to weaken and shut down bio-computer defence systems. More advanced bio computer systems have layered immune systems, a direct attack on one will activate all other layers, but bypassing them may get you through without triggering further responses.

- Lv1 – Shutdown basic immune systems.
- Lv2 – Shutdown advanced immune systems, Bypass basic immune systems.
- Lv3 – Bypass Advance immune systems.

## Rank 2

### Wetware Infection

The ability to hack wetware built into upper city residents.

- Lv1 – Crash, a virus that shuts down a targets wetware links, cutting them off from the upper city bio computers for a time.
- Lv2 – Over ride, allows the over load of a targets senses. Virus must be targeted at point of creation. (ie, shuts down, eye sight, movement, hearing etc).
- Lv3 – Command, the virus plants false memories in the target. One basic memory per virus. (eg, a guard remembering that they promised to call their mum at 10am, so at 10am you know they wont be at their post). The memory will fade once the infection ends.

## Rank 3

**Retro Viral Code** (very difficult to make, requires resources).

Time delayed or triggered viral code hidden within a bio-computer or piece of wetware. Unless there is a reason to do a detailed DNA analysis of the target system these will lay dormant until triggered wether that be hours or years after infection.

- Lv1 – Basic viral code and immuno suppressants.
- Lv2 - Advanced viral code and immuno suppressants.
- Lv3 – Wetware viruses.



# The Frequency

## Rank 1

### Wiki gossip

Acquiring info from the shared collective knowledge of the arcologies. Replies are not instant and are unlikely to all come at the same time.

- Lv1 - Ask a question of the web, get three answers one will be useful two will not. (it may not be obvious which is which)
- Lv2 - Ask a question of the web, get three answers two will be useful one will not be.
- Lv3 - Ask a question of the web, get three helpful answers.

### Blog Star

Without followers you can write all you want, this is how well you can spread your version of the truth. (This skill amplifies the effect of any report that you make, also fans will donate resources)

- Lv1 - The residents of the GenSys Arcology.
- Lv2 - All western Europe Arcologies.
- Lv3 - Any Arcology that's listening.

### Computing

Access to the computers and tech devices of the Frequency.

- Lv1 - Basic access, you can use the computers, write stories, access the world wiki and access thumb drives.
- Lv2 - Publisher, you can upload peoples stories and images to the world wiki, spread the knowledge and the news of the rebellion.
- Lv3 - Editor, you can edit, update and change the World Wiki including articles written by other Frequency members.

## Rank 2

### Fame

Another resident of the Arcology becomes the focus of your reports, the people need a hero.

- Lv1 - Your hero is the focus of your writing and reporting and is slowly growing in fame. The more you report the quicker their fame spreads.
- Lv2 - You've created a legend, people in other arcologies are starting to dress like them and are trying to emulate their actions.
- Lv3 - Martyr. Should your hero fall you will be able to immortalise them as a martyr in the minds of the people. One command can be issued via the web to your hero's fans that they will attempt to complete to the best of their ability.

## Rank 3

**Global Frequency** (needs resources to create a signal this strong).

You can broad cast your message to the upper city.

- Lv1 - You can break into basic communications in GenSys to broadcast a short message.
- Lv2 - You can break into basic communications in GenSys to broadcast an extended message.
- Lv3 - You can break into advanced communications in GenSys to broadcast an extended message that may contain secondary transmissions hidden within it.

# FLAWS

- Capitalist**      You just cant bring yourself to share and won't ever provide resources to the syndicate. Any skill that should generate resources doesn't as you keep it all for yourself, even if it perishes and goes to waste.
- Thin Skinned**      You're just plain fragile, things hurt you more than average people. Whenever you undergo surgery flip twice before surgery and take the worst outcome. This is for the first coin flip only)
- Underachiever**      You will never realise your full potential. (you may never advance above Rank 2 in any organisation)
- Fear of guns**      Antique firearms are a mystery that you don't need solving. Dangerous and unpredicatble. You would never touch or use one and frankly the further away from them you are the better.
- Coward**      You never volunteer for things, wont put yourself forward and you will never knowingly put yourself in danger
- Dirty Little Secret**      You have a secret – one that you would rather didn't come out into the open. This will be written for you by the Game Team

# COMBAT & HEALING

***Paradigm Shift*** uses a mix of traditional Larp weapons and Airsoft.

Use of Airsoft Weapons will not be permitted in the main game area, and may only be used by members of the Black Flag during missions outside of the main community and only where appropriate resources can be obtained. If you do not wish to participate in missions where Airsoft may factor please indicate this to the game team on your booking sheet.

The Game team should be given any airsoft weaponry that you wish to use in game including ammunition they require, to be safety checked at the start of the game. Eye and face protection will also be issued and these should be worn as directed by the game team.

Small shivs and improvised weapons (not knives etc) may be carried by all players however they are not particularly sturdy or effective. Like today most people do not carry weapons on a day to day basis and most will never carry one through their whole lives. The limited supply of effective weapons in the Under-City are owned and maintained by The Flag and it is up to them how they are distributed.

# ARMOUR AND WEAPONS

## Makeshift weapons

Shivs, knives, knuckle dusters, bits of pipe are all readily available and have no in-game value. They may be carried by anyone at any time. (A shiv is a small blade 4" at most, it is not a 12" fighting knife). Anything better than this may only be acquired through it being issued by your organisation.

## Melee weapons and bows

Although the range of a fire arm is greatly valued they are rare, and bullets rarer still. So in many cases a good quality melee weapon or even a bow is going to be the best thing you could be issued with. All melee weapons cause **1** point of damage per hit.

## Firearms

These antique weapons are the best that the organisations of the slums can get their hands on. Anything more modern requires genetic fingerprint bio security to operate. All firearms cause **2** points of damage per hit. They must be stored in special lockers and drop boxes in areas of the Under-city where the security drones no longer sweep. The Combinations to these lockers are only given to trusted individuals

## Armour

Comes in two categories. In all cases it must cover at least  $\frac{3}{4}$  of your body to count, as hits are global there is no difference between hitting an armoured or un-armoured location. You cannot wear two sets of armour at the same time.

Armour offers no protection if you are incapacitated.

*Ballistic Armour* – this converts all damage from fire arms to subdual. But does not protect against melee or arrows.

*Stab Vest* – This converts all damage from hand weapons and arrows to subdual. But does not protect against fire arms.

# DAMAGE AND HEALING

Each person starts with 4 global hits.

All hits are regained with overnight rest or hits can be regained via first aid, surgery and pharmacology.

If you are reduced to zero hits you are dying, you have 5 minutes to receive healing after which you will die.

During your 5 minute bleed out time you may pathetically call for help, slowly crawl in the direction of aid, etc.

Battlefield first aid will hold you together long enough to get you to a MedPriest for healing, (hopefully.)

Some Pharma products may also allow you to grit your teeth against the pain of your injuries and soldier on.

## **Subdual damage**

Any damage that is called as "Subdual", or is mitigated to subdual by a game effect does no serious harm to your character, but may leave you a little battered and bruised

You may take as many hits as your current total hits allow after which you will hit the deck, unconscious.

If examined you will be bruised but not seriously hurt. 60 seconds after receiving subdual damage its effects are removed, in other words you come to if you've been put down or if still on your feet you shake off the effect of the dead arm etc that you were suffering.

# **SURGERY**

A successful surgery will restore the subject to 1 hit, all further hit points must be regained via rest or drugs.

## **Field surgery – high risk (takes 10 minutes per patient)**

### **Coin flip system.**

At the Start of Surgery, flip the coin, heads it went well, tails it went badly.

If it went well flip again - heads they're fine, tails they're ok but will have a minor side effect for the rest of the event.

If it went badly flip again - heads they're ok but will have a minor side effect for the rest of the event. Tails they've gone critical.

Critical? flip again - Heads you saved them but with a permanent side effect. Tails they're dead

Permanent side effects can be removed via transplanted body parts or cyberware.

## **Tech surgery – low risk (takes 5 minutes per patient)** **(may only be performed in a med bed)**

### **Coin flip system.**

At the Start of Surgery, flip the coin, heads it went well, tails it went badly.

If it went well they're fine.

If it went badly flip again, heads they're ok but will have a minor side effect for the rest of the event. Tails they've gone critical.

If they've gone critical flip again. Heads you saved them but with a permanent side effect. Tails they're being kept alive by the med bed and nothing else.

If they're being kept alive by the bed flip again, Heads you restore them to critical, flip again. Tails they're dead.

Permanent side effects can be removed via transplanted body parts or cyberware.

# ITEM & SUBSTANCE CREATION RESOURCES

## HOW TO BUILD THINGS

The Pharmas and The BioMancers both use a similar mechanic to build things.

Raw materials need to be gathered (you will always start the game with some)

These then need to be built into your end product at a suitable science station. To do this you will need to create a 3D model.

The 3D model that you make using the supplied molecule / RNA building blocks must match exactly to the compound you are looking to build.

(It must also stay together long enough for a Ref to check it, if it falls apart before its checked then it was unstable and you will need to start over.

If any parts fall off the table when it collapses they are lost deemed to have been spoilt and will need to be re-gathered)

## RESOURCES

The community to which you all belong runs on a mix of resources with each Gang either supplying, improving or protecting these resources.

For the main part these resources go towards keeping everyone alive on a day to day basis, but they can be used by certain highly skilled people to produce some amazing feats, they can also be used to improve the lot of all the residents of the slum.

Some skills state they can be used to increase resources, so if you've nothing else to do you can help build the slums resources. Some skills need resources in order to use them, this will need sign off from a majority of the Syndicate so make sure you've got a good case for why you need this.

There will also be a set amount of resources consumed between events to keep the slum functional. The more the slum is improved the greater this amount will become.

# CREATION LIST

(Raw Components and the relevant skill will be required to manufacture these resources)  
(this list is not exhaustive and will expand and develop over time)

## The Pharmas

### Bio-Chem

PlastiSkin	A synthetic compound that repairs damage skin and reknit wounds. (Works as Level 1 Church First Aid Skill)
Disinfectant	Required during surgery to ensure wounds don't become infected.
Booster Shot	Restores all but the first hit point (which can only be restored by Medical Aid). This is not instant, it will take half an hour per hit point to restore.
Pain Blocker	Allow you to use your skills in your Death count
Immune Suppressants	Required to stop the body rejecting wetware implants

### Propagation

Farming	* Creation of plants and organic matter used to feed the community
	* Creation of plants and organic matter for use in Chemical & Bio Chemical compounds
Horticulture	Some Plants found growing in the Under-city have specific qualities of their own. However these, require skilled handling and care to gather, grow and study.

### Chemistry

Steroids	Give you an extra edge when you need it the most. Gives you 1 extra floating hit for 1 hour. After the hour is over it reduces your total floating hits by 1 for a period of one hour while you recover.
Gunpowder	Stuff to make the Guns go boom
Sedatives	Once administered, will cause the recipient to become calm, drowsy, and eventually pass out.
Poison	A range of uses from making people sick and incapacitated to making people dead.
Interrogation drugs	Some call them Truth Syrums, these drugs make subjects loquacious and cooperative with interrogators.
Liquid Metal	May be used to replicate on missing component in the rebuilding of equipment.

## BioMancers

RNA Base                      Base material for creating Virus

\*            All BioMancer products require RNA to build

Immune Suppressants For use against Arcology Immune System as per the skill.

Virus	Systems	Lock Down	(Inhibit Function)
		Activate	(Open / Close / Move)
		Corrupt	(Data / Systems)
		Bio-Retrieval	(Collector worm for information)

# **ADVANCEMENT & IC LIFE**

## **ADVANCEMENT**

There is no xp system or automatic advancement within the game. To learn more you must impress your organisation.

You may advance in 1 skill or 1 rank between events if you have suitably impressed your organisation. You will be contacted via e-mail after the event with information on your options

The Game is played entirely in "Uptime" there is no downtime system in place. You are free to talk IC to other players during the gap between games - however no actions or decisions should be made / discussed that may have a direct impact on the Uptime Game

It is possible to learn skills from another Gang. This can never be above a rank one skill. You will need to impress this organisation for them to willingly invest time, effort and resources into your training. It may also depend on how closely your own Gang and the Gang you wish to learn from are affiliated. Indeed In some cases if you impress your own Gang enough, they may arrange for cross training on your behalf

## **IC LIFE IN THE ARCOLOGY**

The Arcology Slum is a functioning community, each player will start with an IC home, where and what this is will depend on your organisation. Anything from floor space in a shared dorm area to a box in an alley way.

You have the option to spend the entire event in the IC area, there is no time out as the city never sleeps.

You are welcome and encouraged to bring items to dress your area. Please be aware this does not include tech items functioning or otherwise. Beds, blankets, a lamp, maybe a curtain are the sort of items that we would recommend and small useless decorative items such as stuffed toys, faded posters or broken ornaments.

For the first game all bulky items should be handed over to the Games Team and we will place these into the game area for you.

# OC PRACTICALITIES & LOGISTICS

<b>Venue</b>	The Game will be held at Grange Live Gamings Site Bravo One
<b>Address</b>	Bravo One, 93-99 Holloway Head, Birmingham, B1 1QP (Next to the SO Lounge and directly opposite the Chinese Supermarket building with black roller shutters)
<b>Phone</b>	0121 6423477 or 07844 502 535
<b>Event Organiser</b>	Marie Coulton-Knight, 07767 113392 <a href="mailto:info@suspensionofdisbelief.co.uk">info@suspensionofdisbelief.co.uk</a>
<b>Arrival</b>	Players are welcome to arrive from 4pm on the Friday of the event. The Door to the venue is normally closed, please ring the bell and a member of staff will let you in. If you are travelling by car you are welcome to leave your baggage with us while you find a parking space.
<b>Game Times</b>	Time in will be at 8pm on Friday night - time out will be called in the early hours of Sunday morning  ** Breakfast will be served at 10:00 on Sunday morning in the Annex room of the game floor. We would be grateful if all players could have their personal effects moved into the Annex before this time (we would suggest this is done at time out and then we can be as lazy as we like!). You are welcome to stay in the annex area for tea and a natter as long as you like. However please be aware the rest of the Game floor will be off limits.
<b>Meals</b>	We will be supplying 5 meals over the course of the weekend. Dinner on Friday and Saturday night, Breakfast Saturday and Sunday and a lunch on Saturday afternoon. If you have any specific dietary requirements please let us know on your booking form.
<b>Alcohol</b>	We do not have a bar on site so you are welcome to bring your own. However please be aware that due to the nature of the event if we believe you are incapacitated due to alcohol we will remove you from the game. If you take part in any of the missions and are using Airsoft guns you will be asked not to do so if you have been drinking.
<b>IC/OC “Stuff”</b>	If you have set dressing that you would like to use in game please hand it to a member of the game team when you arrive and we will add it to the game floor for you. If you have OC items there will be space for you to store this outside of the game area. Please talk to one of the Game Team and they will be happy to help.

**Travel & Parking** There is very limited parking at the venue. We may be able to park a few cars internally but this will be on a priority basis. If you need access to your vehicle during the event (you are going home in the evening) we will not be able to park you in the building.

Being in central Birmingham, there are plenty of car parks around the site:

There is a small car park at the top of Marshall St, this is £4 for 24 hours

Birmingham Horsefair, Horsefair MSCP, Birmingham, B1 1DW (prebook £10 w/e)  
<https://www.ncp.co.uk/prebook>

Birmingham New Street, New Street, Birmingham, B5 4AN

Ellis Street (TBC)

If you find a space that needs a new parking ticket during the game time, we are happy to hold onto your keys and if you give us the location of your car we will go and get a new ticket for your car.

If you are traveling to the venue by train New Street station is an easy walk away from us. We will be happy to guide you in please call for directions.

**What to Bring** Other than your personal kit and any snacks you may require during the game we would recommend that you bring a camping bed and warm bedding.

It is cool inside the building and we would suggest you dress appropriately - by this we mean put a jumper on ;) Airsofters and other activity participants are playing in T-shirts but if you are not physically active all the time warmer clothing is recommended.

Hot drinks and squash will be available throughout the game - however we do not supply fizzy drinks or alcohol.

### **Building Opening Times**

The Building is open from 8am until 11pm. After this time the doors will be closed and there will be no access in or out of the building unless it is an Emergency. Therefore if you wish to leave the game (to go home overnight) please let us know and we will make the appropriate arrangements.

**Smoking & Vaping** This is not permitted inside the building. The Building has VERY sensitive fire alarm systems.

If you do want to smoke you may do so outside of the building and we will show you how this may be accessed. However this will not be possible between the hours of 11pm and 8am as the building will be closed, except for emergency.

**Shops & Facilities** Bravo One is right in the heart of Birmingham. There are two Tesco metro stores in easy walking distance and plenty of shops in the city centre just a 5 minute walk away.



# BOOKING FORM

## Player Details

Name : \_\_\_\_\_

Address : \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

E-mail : \_\_\_\_\_

Phone : \_\_\_\_\_

Contact in case of Emergency : \_\_\_\_\_

Dietary Requirements : \_\_\_\_\_

If you have any conditions or are taking medication we should be aware of please let us know – all information will be treated in the strictest of confidence:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

If you are bringing a vehicle please give us the registration number

\_\_\_\_\_

Rough Indication of arrival time:

\_\_\_\_\_

\_\_\_\_\_

