

BETA

DORMANCY

A Post-Apocalyptic Adventure.

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Introduction

Welcome to the Adventure

Your adventure started with role play games like table top dice games and post-apocalyptic video games. Put all of that together and add cool costuming, weapons and the perfect surroundings. In the Dormancy world there are bad people, one of those bad people put a plan in motion. It was to destroy the population to save the world. The world population had to save themselves, so they went dormant. This is where you come in.

Now in the year ???? you are living as one of those survivors. You wake up, you have no skills, only some memories of your past and no idea what the new world has to offer.

You do know that you need to survive. You will need to eat, learn new abilities and find new resources to live, to survive, to THRIVE.

Survival of the new world depends on you.

What is Live Role-Playing?

Most people who discover the world of “LARPing” are typically familiar with tabletop role-playing games. These games can usually be recognized by the group of people clustered about a table, rolling dice and describing how they perform wondrous feats of magic or bravery. Welcome to the next step, LIVE role-playing, where you no longer describe your actions, you PERFORM them! THAT is live role-playing. THAT is what Dormancy is all about.

What to Expect?

After creating your new character, you will be given an IG Access Card listing all your stats and important facts. After having your gear checked by Marshals, it's time to start the game (your new adventure). You will be waking up in a different world, where the atmosphere is your enemy, you have no food, no resources. The only thing you know for sure is the people who wake up with you are now your best bet to survive.

Dormancy is set in a post-apocalyptic world and is a survival game. Where we put the emphasis on "SURVIVAL". Players will need to work together. Skills are important at first but crafting new items and finding new resources are the key to survive.

Legacy Larp

Dormancy Larp uses a Legacy Larp Rulebook. Not all game rules and abilities are known game 1. Players will find ways to unlock new skills and abilities. This will only happen at an event. When a new skill or ability is found it will be announced on the out of game boards and website then it will be added to the rulebook. With all modifications and improvements to any other skill or ability added in also.

Safe Zone

The world of Dormancy is very large but it is filled with poisonous gas. When you are in the safe zone it may feel very small. There will be places people can move around so you will not have to be crammed in a small building with lots of people. Plot has lots of ideas so that this will not be an issue. Remember the world you wake up in at game 1 may not be the same world for very long.

Role-Playing

Costume

Costumes are an essential and excellent way to help you get into character. Once you look the part, it becomes much easier to BE the character. When first attending you can start with a simple costume then slowly add more to it until you have a costume that entirely suits your persona. The better your costume however, the easier it will be to interact with other players as your new persona.

Your costume should be practical as well as adding to the atmosphere. Make sure you can wear it for long periods in the outdoors and perhaps even to sleep in.

Characters can start with any basic non-tagged gear that the player can Phys-rep. This includes basic melee weapons, ranged weapons and armor.

No character starts with ammunition. It will be provided in-game.

- Every player must provide their own mask Phys-rep, as long as it has a visible filter. I.E Fabric mask with filter, painter's mask, Military gas mask. Like these here [Example 1](#),[Example 2](#),[Example 3](#),[Example 4](#),[Example 5](#) . Masks can be altered for breathing. Like taking out the filter and leaving the canister, making it easier to breath. If you do not want to or cannot make your own mask, you can buy one from Dormancy at Logistics.
- Any player leaving base camp must wear some sort of eye covering. Players can and should consider building some kind of eye protection into their costuming when going out into the wastes. A nerf dart to the eye is always an unpleasant experience.
- They should also provide their own time keeping device such as a stopwatch or watch.

Combat

Whenever your character becomes involved in physical combat, you should role-play all blows you receive. Dormancy promotes Dramatic Combat, which is acting and role-playing the actions around you. React to the bullet to the chest and the baseball bat to your knee!

Death

If someone does enough damage to kill you then fall to the ground and pretend to die. (If it is safe to do so or move to the side) This adds to the enjoyment of the game for all; standing around and saying, "Well, I suppose I'm dead." is unimaginative. Don't overact the scene, just grunt and fall, avoiding hitting any rocks or stumps.

Playing Fair

Dormancy relies on all players adhering to the honour system when it comes to playing their characters and interacting with other characters, both PC and Cast. All players are expected to have read these rules as well as the Endless Adventures Ontario Code of Conduct before entering play and to abide by them at all times during events and while interacting online between events.

Safety

This game is intended for adults over the age of 18. For those between the ages of 14 and 17 who wish to play Dormancy, it is required that a guardian who is over the age of 18 attend and be responsible for their actions and behavior. It is up to the Owner's discretion as to whether anyone under 18 can attend. Special events, such as a Meet and Greets may allow for younger people to attend.

No matter what sport or activity we examine there is always some chance of accidental injury or damage to possessions or property. When playing any Dormancy game please take into consideration the following things to help avoid accidents and minimize the risk of injury:

- Make certain that all weapons are checked for wear before each day of play.
- Examine costumes to make certain there is no area that may catch on something easily.
- Be certain the area you are playing in has been checked for hazards and, should any exist, that cannot be removed, that all players are informed of these hazards.
- Ensure at all times that you are walking/running under full control of your body. Take into account the condition of the ground when playing and always move in such a way as to avoid any collisions with other people.
- Carefully read and follow all the rules for combat.
- All combat, theft and damage in this manual is fictional. Never use these rules in any action that is dangerous or unlawful.
- Unwanted physical contact with other players is not allowed. If you are uncertain as to whether physical contact is okay with a specific player, ask first.
- If a melee weapon or ranged weapon strike hurts, please calmly inform the person using that weapon to check their weapon. Or approach a Weapon Marshal to let them know.
- Use common sense. Obey all site-specific rules and guidelines.

The “Zebra” Rule

Out of all the rules in Dormancy this is by far the most important. ZEBRA is a command that can be yelled by anyone at anytime if a problem or injury has happened or is in danger of happening.

Upon hearing the ZEBRA command everyone in the area is to stop ALL action immediately and assess the situation. If there are still players who are unaware of the call, ZEBRA should be repeated until all concerned parties have stopped. After everyone has stopped and the problem rectified, the person who called ZEBRA may resume the action by a call of “LAY ON.”

Why zebra? Well, it is unlikely to be called inadvertently (words like down, hold, stop or help can and likely will be heard during the course of many games.) It does not sound like any other common words that may be used or misheard and, finally, it is just odd enough that it is memorable.

Excessive Contact

Other than with approved weaponry, no physical contact is to be made during combat. Any punching, kicking or the like is STRICTLY forbidden. Often monsters that do not have a weapon will use a red boffer to symbolize claws, teeth or whatever.

The entire body is a legal target with the exceptions of: HEAD, NECK / THROAT, HANDS and GROIN. Deflected shots do not count in any circumstance (because they would no longer have enough force to injure in real combat). There are rules in Dormancy as to how far you may bring back your weapon for a swing.

You may NOT swing full force or hard enough to seriously hurt someone. You also may not “machine gun” a person with many quick blows that are too small to inflict damage. As a general rule swinging 55 to 95 degrees is best. If in doubt, ask a Marshal for a demonstration.

Marshals

In the course of an event sometimes issues with rules arise. Maybe the specifics of a rule can't quite be remembered, or two people are arguing over what the wording of a rule actually means. Situations such as these can slow down or ruin the game experience if not dealt with quickly. Consequently, Dormancy gives the status of Marshal to select individuals to act as arbiters and judges in situations of rules, disputes or questions. These Marshals can be players, Cast or Plot members. The only prerequisite for the position is an in-depth understanding of the rules.

So, if during an event there is a problem involving the rules, a Marshal should be found in order to give a final ruling. During the event the Marshal will give a quick decision in order to continue the game as soon as possible. This decision is binding for that event. If the issue is still a problem for any players after the event, then they are encouraged to speak to the Marshal, Plot or Owner of Dormancy. They will work with you on any problem and do their best to ensure that Dormancy remains a fair and fun game.

A list of the Marshals can be found posted publicly on either the website or at log at any event.

Types of Marshals are:

Rules Marshals – Anything to do with the rules of the game.

Melee Weapon Marshals – Making sure melee weapons are safe, up to code and are used safely.

Ranged Weapon Marshals - Making sure ranged weapons are safe, up to code, not modified illegally, and are used safely.

Costuming Marshals – Checking out armor, costuming is game appropriate and that Phys-reps like doctor’s tools, bottles or anything else are properly represented.

The Basics: Life and Death

In-Game Access Card (IG Access Card)

Every character in Dormancy will be given an IG Access Card at log, you will have to turn it back in at the end of the event. On the card you will find your out-of-game name, in-game name, name of what skill you have (e.g. Baker, Trapper, First Aider) and other plot information. This card is also a way to enter the home base building in game. If you lose the IG Access Card in-game or out-of-game you will be stuck outside of the building until a new one can be made.

Blanket Skill Points

Each event attended you will receive 1 new skill point.

Life Points

The number of Life Points (LPs) your character has measures health and vitality. Your initial number of Life Points begins at 5. Weapons, traps and poison gas will damage you and cause your LPs to decrease. When your LP score reaches zero (or lower) you are “Knocked Down” or “Dying”. LPs can be restored through the use of the Surgeon Tree or medicine. Life Points, however, may not exceed their maximum score.

When you are out of your pod for more than 1 day and you had a good night sleep, you gain 1 LP back up to your maximum.

Conditions

Condition	LP	Count	Effect
Well	3+	N/A	Functioning normally
Injured	1 to 2	N/A	RP being in pain, cannot run
Knocked Down	0	10 Minutes	At 0 LP Gain Wounded Effect, After 10 minutes Heal 1LP
Dying	below 0	Half your LP, rounded up	Will die if not treated

Well: Characters are in good condition; any wounds suffered are not sufficient to restrict their actions.

Injured: Character has suffered substantial injuries. Although movement and combat are not restricted, players should act as if in pain or duress (like running on a sprained ankle). Characters cannot use skills of a level higher than their current LP.

Knocked Down: The character is helpless but stable at zero LP. If they are in this condition for 10 minutes, they heal to 1 LP and go to the wounded condition.

Dying: The character is conscious but is bleeding rapidly at any negative LP. Emergency medical attention is required. The player must begin a death count (Death count is half your LP rounded up. Poison affects this count) For example: A character has 6LP but is poisoned, so their maximum LP at the time is only 4. Their death count would be 2 minutes.

If the character finishes the count before receiving at least basic first aid, they die.

If your character dies, go talk to Plot or Owners after the scene is over. Depending on what time this occurs on the weekend you may be able to start a new character (weapons and costuming could be provided by game if you do not have your own). Or you could cast for the rest of the weekend.

It is never a bad idea to have a back up character on file in case this situation occurs.

Wounded: A player gains this effect when they go down to 0 LP. You cannot use skills or gain bonuses of 3 or higher. Remove the wounded effect by a player with the Physician skill and 15 minutes of RP. Or the effect can be removed by going into a Dormancy Pod (Between events). Wounded and Hunger effects do stack.

Rewards/OC

In Dormancy it is possible to gain Oxygen Credits (OC). Oxygen Credits can be converted into in-game items for yourself or as a community and can be earned in various ways.

The most common ways to earn OC are: Casting, helping clean up site when game is called, helping in the kitchen, driving a PC to an event, donating Phys-reps or costumes or helping improve the game site. Consult our website for current suggestions for earning OC and spending OC. Anything that adds to Dormancy can possibly give you OC. Ask an Owner for possible ways to improve the game if you are interested.

You can spend 200 OC to buy +1 SP per game to a maximum of the highest possible SP game cap. The maximum SP cap per game will be announced before each game.

OC can be used at any Endless Adventures event. Unless otherwise stated.

Out of Game

While it is best to be avoided whenever possible, occasionally you will find the need to stop portraying your character in order to deal with some form of real-world issue, referred to as being “out of game.” Valid reasons for going out of game are:

- You or someone else is injured.
- Damage to personal property.
- An unsafe situation has occurred or is at risk of occurring.
- A quick rules clarification.
- Going to the bathroom.
- Handling game logistics (login/logout)

There are also a number of situations that do NOT justify going out of game:

- Chatting about out-of-game topics.
- Dying. (You are still in game)
- Asking a Marshal, “What do I think about...?”

If you must have a catch-up with old friends or have an out-of-game discussion, please do so in private so as not to disturb others who are in game.

Sometimes an area within the game will be designated out of game. There could be any number of reasons for this, but will only be set up at the Owner’s/Plot’s discretion. These areas will be signified with large signs with “OOG” written on them as well as lights illuminating the sign enough to be read at night. No IG actions are allowed within these areas.

Lights

A major portion of Dormancy events are played in the dark and, as such, it is often difficult to see details. Many lights are used to illuminate areas as well as signify different things. In most cases a Plot member will inform players what a light signifies, but there are 2 colours that mean specific things. These are:

Red: A red glow stick or light on a person means they are a Plot member who is currently out of game. (Note: A red light with a specific design (like eyes) could represent something else. If you’re unsure, ask.)

Purple: A purple glow stick or light signifies that the person wearing it is non-combat. The normal rules for non-combat character apply when interacting with that person. (Note: Non-combat players are requested to provide their own purple lights.)

Creating a Character

Creating a character is divided into three basic steps:

- Developing this new persona. (Giving them feelings, ideas, motivations, etc.)
- Selecting skills and abilities the character has learned.
- Selecting the equipment and supplies that your character will begin with.

Character Types

Dormancy utilizes 2 different player categories to determine the amount of physical interaction allowed. These categories are Adventurer and Noncombat. Both of these types are described below.

Adventurer: This is the category most players will fall into. These players are available for chase, theft, combat, etc. For direct physical contact such as dragging, carrying, shoving, etc. a 5-count is used rather than actually performing the action, unless agreed upon by both players; this prevents players from being exposed to physical contact they are not comfortable with.

Non-combat: These are people who are at the event for role-play and are unable or unwilling to participate in combat. This character type may be selected at the beginning of each event by the player or during an event at the discretion of the player and the Owner. Once a player has elected to become non-combat for an event, it cannot be revoked for the rest of that event. Players may participate in the game as non-combat with these rules:

- Must distinguish themselves with purple headband and purple light(s) seen from all sides.
- Must actively avoid combat at all times. If they find themselves suddenly in the middle of combat or feel in danger due to combat, they are to call a Zebra and immediately move to a safe distance from combat at the discretion of a Marshal or Plot Member. A Plot Member or Marshal may also call a Zebra to move a Non-combat Character if they feel the non-combat player is too close to a combat situation.
- Non-combat characters cannot carry any ranged weapons, melee weapons or shields.
- To interact with a Non-combat Character, a player must be within arm's reach and state "Non-combat Action" followed by the action to be done.
- When attempting to kill a Non-combat Character simply use the 5-count "Non-combat Action, I slay you 1, I slay you 2, I slay you 3..." Killing a Non-combat Character must happen from within arm's reach. During this time, the Non-combat Character must stay in place but may make noise as usual. At the end of this count, the Non-combat Character is in their Dying Count. Normal rules apply at this point for LP and healing.
- Non-combat Characters still use the 2-minute death count as a regular character and are affected by abilities that work during those counts. Non-combat Characters also suffer deaths just like a regular character.

All Characters:

- Start knowing how to speak, read and write English.
- Start knowing how to use melee weapons.
- Start with 5 life points (LP) and can buy additional life points up to a maximum of 10 LP for 1 SP each (though purchased with SP, this is not a skill).
- Start with 2 skill points (SP) to spend on any skills they wish (either 1 level each of two trees or two levels of one tree).
- Receive one additional SP to spend on a new skill at the end of each event a player attends.

Skills

Dormancy is a “legacy” style game which means not all rules and skills will be revealed right away. You will have to adventure to find and then unlock new skills and rules as you go.

Each skill tree has four level 1 skills and an unknown number of level 2 skills. For example, the Cooking Tree consists of the skills Line Cook, Baker, Gourmand and Chef. In order to learn a higher-level skill in a skill tree, you must first have the skill at the previous level in that tree (e.g. before learning Baker, you must learn Line Cook). Higher leveled skills are more difficult to do, especially when injured, and so a character may not actively use a skill whose level is higher than their current Life Points.

All skills are also numbered. For example, Line Cook = 100, while Baker = 110. This system is in place so that when you need to lose your highest skill because of hunger you simply lose the highest numbered skill you have.

Advancement in Dormancy is based on learning new skills. All characters start with 2 skill points that are used for initial skill purchase. Each level 1 skill will cost 1 skill point, each level 2 skill will cost 2 skill points. Example: Cooking Tree – Line cook, Baker, Gourmand, Chef costs 1 skill point each. There are no known level 2 skills that will cost 2 skill points found at this time. Whenever you learn a new skill, your IG Access Card will be updated with a listing of all your current skills. Many in-game actions require a skill, from wielding a weapon to reading blueprints or preparing food. In order to learn a skill in the Dormancy system you must have enough skill points to learn it and go dormant in one of the Dormancy pods to have it taught to you. While you are in the Dormancy Pod the main computer can help program your brain with a new skill, as long as the computer has the program for that skill.

Skill Descriptions

Cooking Tree

1. **Line Cook (100)**
 - Make a prepared meal tag for 2 people.
2. **Baker (110)**
 - Make a prepared meal tag for 3 people.

3. **Gourmand (120)**
 - Make a prepared meal tag for 4 people. Can identify poison food by scanning the QR code on the tags.
4. **Chef (130)**
 - Make a prepared meal tag for 4 people – counts as 2 meals for each player that eats it. Turn five poison food tags into one clean food tag while preparing meals.
 - Chef turns food tags into a prepared meal tag that will specify how many people it can feed when turned in. This requires 30 minutes of RP. Prepared meal tags are good for the meal period that they are prepared in.
5. **Preserver (140)**
 - Can preserve a prepared meal tag so that it does not need to be eaten in the same meal period. This requires 30 minutes of RP.
 - Can read food tags to identify any that are more than just basic food by reading the QR code on the tag.

Gathering Tree

1. **Forager/Fisher (200)**
 - Gather berries/nuts/mushrooms/seeds etc. with appropriate 5-minute RP. See a plot member for tags.
 - Can fish in an appropriately sized body of water with appropriate 5-minute RP. See a plot member for tags.
2. **Field Dressing (210)**
 - Can butcher/dress animal carcasses for food tags.
3. **Trapper (220)**
 - Can make a snare with 1 scrap and 15 min RP. Snares require a Phys-rep that does not actually act as a snare. To setup snare, take 5 min RP to set. Must be appropriate distances away from each other. Must wait until the next morning to go to collect. Must tell plot that they are going to collect. Tags will happen at plot discretion.
4. **Hunter (230)**
 - Can request a mod to hunt large game. (Tags determined by Plot, go see Plot ahead of time so they can set up the mod). Gather more information from an area based on plot discretion.
 - Can ID poisoned food tags by scanning the QR code on the tags.

Combat Tree

1. **Fighter (300)**
 - Able to use guns, crossbows, bow and arrow, +1 LP. These LP can exceed your normal maximum.
2. **Survivalist (310)**
 - Battle buddy – you and a designated player gain +1 LP for the duration of the excursion. These LP are lost first and cannot be healed. These LP can exceed your normal maximum.

3. **Brawler (320)**
 - +1 LP. These LP can exceed your normal maximum. Time required in the safe zone after an excursion is halved.
4. **Veteran (330)**
 - Battle buddies – you and two designated players gain +1 LP for the duration of the excursion. These LP are lost first and cannot be healed. These LP can exceed your normal maximum.

Battle Buddy

To benefit from this ability players must be within conversational distance. The player with this skill ability must make up a Phys-rep (I.E Arm band, head band, badge) to hand to their buddy before going into the gas. A character can only benefit from a single instance of this ability, even if multiple persons are your Battle Buddy.

Cartographer

1. **Land Surveyor (400)**
 - Can make a map with accurate directions and distance after travelling to and from a location.
 - Can assist with the Gathering tree to pre-scout good hunting positions.
(There will be other reasons to use this skill, a plot member will inform you on a mod)

Fabrication Tree

1. **Apprentice (500)**
 - Can read level 1 blueprints.
 - Can salvage scrap from items with a 5-minute count with appropriate RP.
 - Can clean mask filters with a 5-minute count with appropriate RP.
2. **Repair Person (510)**
 - Can read level 2 blueprints.
 - Can repair armour with a 5-minute count with appropriate RP and 1 scrap tag per 2 points of repair rounded up.
 - Blueprints require 1 fewer scrap to a minimum of 1. Will be able to read scrap tags to identify any that are more than just basic scrap by scanning the QR code on the tags.
3. **Tech (520)**
 - Can read level 3 blueprints.
 - Blueprints require 2 fewer scrap tags to a minimum of 1.
4. **Mechanic (530)**
 - Can read level 4 blueprints.
 - Blueprints require 3 fewer scrap tags to a minimum of 1.

Working together – Additional characters of the level of the blueprint or higher, half the time required.

Additional characters of a lower level of the blueprint reduce the time by 15 minutes x the level of the character.

Artificer Tree

1. **Inventor (600)**
 - Can reverse engineer items to make level 1 blueprints.
2. **Designer (610)**
 - Can reverse engineer items into level 2 blueprints. Will be able to read scrap tags to identify any that are more than just basic scrap by scanning the QR code on the tags.

Programmer Tree

1. **Systems Analyst (700)**
 - Allows the character to add one found program to the computer each logistics period for players to learn. Players can learn the new program at the same logistics period.
 - Can program the dormancy pods to allow one player or themselves to remove the highest level of a skill and re-spend that skill point (once per event, at log).
2. **Hacker (710)**
 - Can program the dormancy pods to allow one player or themselves to remove the highest levels of one or two skills. Or two different players to remove one of the highest skill each and re-spend those skill points (once per event, at log).
 - Can add one level 2 skill to the computer each logistics period for players to learn. Players can learn the new program at the same logistics period for 2 skill points.

Chemist Tree

1. **Lab Technician (800)**
 - Can reverse engineer and read level 1 formulas.
 - Can read food tags to identify any that are more than just basic food by reading the QR code on the tag.
2. **Pharmacist (810)**
 - Can reverse engineer and read level 2 formulas.
3. **Serum Sequencer (820)**
 - Can reverse engineer and read level 3 formulas.
 - Can identify poison food by scanning the QR code on the tags

Medical Tree

1. **First Aider (900)**
 - Bring character to the “Knocked Down” condition with 1-minute uninterrupted RP.
2. **Medic (910)**
 - Heal 1 LP per minute. Double healing in a clean zone.
3. **Physician (920)**
 - Remove “wounded” condition with 15 minutes of RP.
4. **Surgeon (930)**
 - Restore 2 LP per minute.

- Remove “wounded” condition with 10 minutes RP.

5. **Doctor (940)**

- Remove “wounded” condition with 5 minutes RP.
- Heal all LP with 2 minutes RP only in a clean zone.
- Can re-attach limbs with a 10-minute RP only in a clean zone, if the limb has been detached for less than 30 minutes. Need to be assisted with a First Aider or higher skilled person.

Each of these abilities requires that the character has access to a medical kit.

Time required to provide healing is doubled when not in a clean zone.

Additionally, up to three characters with this skill can work together with a maximum of 5 LP per minute restored.

You can heal yourself, but the time required is doubled.

You cannot remove the “wounded” condition from yourself.

You cannot use other skills while being healed.

All players performing the healing action and the player being healed must stay together until the skill is complete. They can walk but cannot engage in any form of combat.

The Fight Pit Tree

1. **Toughness** – Spend two skill points and the appropriate RP in the Fight Pit, you can increase your health above the maximum 10. It is unknown at this time how high you can increase your health. (Prerequisite – You must have already maxed out your health to level 10 to purchase this ability).
2. **Lung Capacity** – Spend two skill points and the appropriate RP in the Fight Pit, you can increase your Lung Capacity by 15 minutes in the gas. It is unknown at this time how many times you can increase your Lung Capacity. (Prerequisite – You must have purchased 2 additional SP and have a health of 7 to purchase this ability).

Equipment

Game Items

When attending an event all items that your character comes in contact with can be divided into 2 categories: Phys-reps and game items.

- Phys-reps (physical representations): These consist of foam weapons, costume, Nerf Blasters and any other item that is used to represent something in game. Phys-reps are generally personal property, and sometimes very expensive. Please respect the time and money put into another player’s equipment.

- Phys-reps are often not required to have a tag to be used. If the item is special, it will have a tag saying what makes it so, and how to use it.
- Game Items: These are objects provided by Dormancy. While most game items are represented only by an item tag, others (such as some props) may not require item tags. (Example: Food will just be an item tag).

Item Tags

Other than identifying what a tag is (e.g. food, scrap), all tags will have a QR Code. This will allow a player with the proper skill to identify if the tag is just a normal tag or if it is special. (e.g. Poisonous, batteries)

Using a cell phone, you can scan the code with the device's camera. You do not need cell service or internet. We do not suggest you use your personal cellphone out in the waste. There is a very good chance it could be damaged by accident. Dormancy is not responsible for any damage to personal property. You should wait until you are back at base camp to scan any QR codes.

If you do not want to use your personal device, Dormancy will provide a device at Logistics to those players with the appropriate skills. It must be handed back in to Dormancy at the end of the event.



Blueprints

A blueprint is a set of directions allowing an appropriately skilled character to create the device depicted in the blueprint. Each blueprint will include:

- What the device is.
- How it functions in Dormancy.
- The level of skill required to make the device.
- How many characters can collaborate on building it.
- How long it will take to build.
- What materials are required.

Formulas

A formula is a set of directions allowing an appropriately skilled character to brew the mixture. Each formula will include:

- The name of the mixture.
- How it affects a character that consumes it.
- The level of skill required to brew it.
- How many can be brewed in a single batch.
- How long it takes to brew it.
- The ingredients required to brew it.

Identifying Food

Characters using appropriate skills can scan the QR code found on the item tag to determine if an item is normal food, poisoned food or special ingredients.

If you want to use the food tag for a special ingredient, turn the tag in at the Analysis station to receive your unique tag.

Identifying Salvage

Characters using appropriate skills can scan the QR code found on the item tag to determine if a piece of salvaged item is just scrap or is also a special item for example; a battery, resistor etc.

After identifying either a food or a salvage tag that is either a unique food or salvage, turn the tag in at the Analysis station to receive your unique tag.

Armor

Armour itself has 2 LP, which will be the first damage taken if wearing an appropriate chest rep. The best example of this is a bullet proof vest. Other examples could be steel plates on your chest, hub caps, let your imagination go wild. All armor must be approved by a Costume Marshal, if you are not sure if it is a suitable rep, ask. Since the LP is not given to the character themselves, putting armour on an injured character does not 'heal' them.

Once your armor has taken damage, it must be replaced or repaired by using the appropriate skill.

Shields

Shields stop all melee attacks that do 1 damage freely. All ranged weapons or melee weapons above 1 damage go through the shield and the player will take the damage.

Weapons

Because combat is always a possibility in the game, it is very important that only safe weapons are used. At the beginning of each event and before every game day all weapons must be checked by the player for safety. Every weapon must be approved at the beginning of each event by the appropriate Weapons Marshal. Since safety is the main concern there are strict guidelines for weapon creation and weapon use; often several weapons will fail to pass inspection at an event. Weapons that passed in previous events still may fail (weapons wear out).

Most of the time, if a weapon fails to pass inspection it can be fixed with minimal on-hand equipment, so it is a good idea to bring both extra foam and duct tape with you to each event.

Arrows

- Players will need to supply their own arrows.
- Arrows can be picked up and reused (unless they are broken in-game).
- Arrows are a tagged item. Each tag will represent a quiver of 10 arrows.
- Tags do not need to be on the arrows but on the player using the weapon.
- All arrow tags must be turned back into Dormancy at the end of game.

Darts/Rival Balls

- Players will need to supply their own darts/rival balls.
- Type of Darts and Rival Balls that are allowed at Dormancy can be found here [Darts](#) / [Rival Balls](#)
- Darts/rival balls are a tagged item, each tag will represent a magazine of either 1 or 5 darts/rival balls.
- Tags do not need to be on the darts/rival balls but on the player using the weapon.
- All darts/rival ball tags must be turned back into Dormancy at the end of the game.

Ammunition

- At the beginning of each event there will be a set number of ammunition tags provided to the player base with the appropriate skill. Plus, any number that was saved from the previous event and stored in the Genetic Locker.
- All ammunition tags will be divided equally at the beginning of each event between players with the appropriate skills to use them. A player can ask for either Darts or Rival ball tags or a combination of both for the number they are receiving. Once ammunition tags are handed out you will not be able to exchange one type of ammunition for another.
- Arrows will be divided up in a similar fashion. But because you can reuse arrows the numbers will be divided up slightly different, but fair.
- Once ammo is shot, it cannot be picked up and reused. Players can pick up spent ammo and put it in an Ammo Bucket to be recycled.
- All Darts/Rival ball tags must be turned back into Dormancy at the end of game.

Recycling Ammo Machine

- Special ammo buckets will be provided by Dormancy.
- Whenever a player puts the ammo bucket with spent ammo into the Recycling machine the machine will convert spent ammo into new ammunition at a ratio of 10:1 (Any combination of Darts/Rival balls). Any extra ammunition not adding up to 10 will be held over until more used ammunition has been added in.
- The type of ammunition going into the machine does not matter, you can choose what type you want the machine to make.

Nerf Blasters:

- Un-modified Nerf brand blasters are always fine.
- Painting your gun anyway you want is perfectly fine.
- Non-Nerf brand blasters are at Ranged Weapons Marshal's discretion.
- All non-cosmetic modifications must be disclosed in detail to the Ranged Weapons Marshals.
- Spring upgrades are permitted to a reasonable level, if you are not sure ask a Ranged Weapons Marshal.
- Any spring or motor modification will need to go through a fire test of 10 feet before game with a Ranged Weapons Marshal (Ranged Weapons Marshals will need to decide based on this impact what is and is not acceptable force).
- Voltage modifications should not exceed 12 Volts.
- The blaster shell can be modified internally, however there should be no holes or gaps in the blasters shell that could cause structural weakening.
- Full auto modifications are permitted.
- LiPo modifications are permitted, with similar restrictions to motor and spring upgrades they will need to go through a fire test of 10 feet before game with a Ranged Weapons Marshal (Ranged Weapons Marshals will need to decide based on this impact what is and is not acceptable force).
- Failure to disclose modifications, or using a gun that has not passed safety, is grounds to a permanent banning of guns for that player.
- Nerf Blasters can not be used for melee. They can not be modified to be melee safe.
- Nerf Blasters are not legal targets for melee attacks.

Batteries:

- LiPo batteries if not handled properly are dangerous, please follow manufacturers recommendations around charging, storage, and temperature ranges.

Melee Phys-Rep Construction

When making a weapon, safety is the main concern. Because the rules on weapon construction are so rigid, weapon construction may require practice. It is very common for players to have their weapons denied during their first few events. (Weapons are available for new players to borrow for their first couple of events. After that, weapons may be rented from log if your weapons fail the safety check.)

Melee Weapon Safety Regulations

- All tips and ends must be padded (even ones that aren't meant to come in contact with your opponents).
- Tips on spears, swords, daggers or any other weapon used for thrusting/stabbing must have at between 5-8cm (2-3 inches) of collapsible padding.
- All potential striking edges (I.E. any edge that may come in contact with your opponent) must be covered with the 13mm (½-inch) foam pipe insulation or equivalent, and all edges intended to strike with (i.e. blade edges) must have a second additional layer of 13mm (½ inch) foam.
- The shaft as well as the blade must be covered in foam on weapons such as axes, hammers, maces and any other weapon with a device attached to a pole or staff.
- All weapons must be firm enough to prevent whipping, yet still have some give when struck. Suggested PVC core sizes are 13mm (½ inch) for up to 45cm length (18 inches), 19mm for up to 120cm length (48 inches) and 25mm (1 inch) for anything above.
- All weapons must be wrapped vertically so the foam will not be compressed (I.E. wrapping duct tape in a spiral around a sword is not allowed; it must run lengthwise with the blade).
- Latex Weapons are allowed, but individual players may be disallowed after receiving two official warnings on their improper use. (I.E. striking with non striking surfaces, thrusting)

Note: If constructed with materials other than those listed here it is likely that your weapon will fail the safety check.

Archery Safety Regulations

- Home-made bows and arrows are not permitted.
- All arrows and bows must be checked by a Ranged Weapons Marshal prior to game.
- The draw weight of a bow must be checked by a Ranged Weapons Marshal prior to use in game.
- All bows must be under 30lbs for draw weight.
- There must be no cracks or damage to the bow itself including sharp edges.
- The string must be in good condition with minimal fraying.
- The string must be maintained with regular wax treatments if it is not a compound bow.
- Hand crossbows that shoot nerf darts are permitted provided they are unmodified beyond cosmetic modifications and in good condition.
- There must not be splinters or cracking in the shaft of any arrows.
- The nock must not be loose and be free of structural damage.
- The head must not shift or be at all loose inside the shaft.
- The arrowhead must be wider than a person's eye socket.

Weapon Guidelines

Dormancy allows any weapon you can think of to a maximum length of 80 inches/203 centimeters. Any weapon over all length of 50 inches/127 centimeters must be used with 2 hands for fighting.

All weapons must pass safety.

Combat

There comes a time in an adventurer's life when they will be faced with a challenge of combat, with the outcome often involving a fatality. At these times it is wise to be prepared with the best possible weapons and sly tricks; in Dormancy it is essential that you know the rules!

The rules of combat are used to give the participants a feel for post-apocalyptic combat without fear of pain or injury. These rules are designed to minimize injury and accidents, which is why all players must follow them carefully.

Hazards to your Character

Weapons, creatures and elements may cause damage in a number of different ways. Listed below are the known ways your character can be harmed in Dormancy. If a situation arises where you do not know how each damage type affects your character, just ask.

Hunger

Staying Fed

There will be 5 meal periods during the course of a weekend event.

- Friday between game start and 12am.
- Saturday morning before 12pm.
- Saturday between 12pm and 6pm.
- Saturday evening between 6pm and 12am.
- Sunday morning before 12pm.

Characters do not need to be fed for meal periods during which their characters are not active. If a player is not on site in game for the whole period of time and has told plot they are inactive, they will not need to feed during that period.

Each player must provide a food tag in each meal period to be recorded as having eaten. Any characters that do not provide a food tag in a given meal period will begin to suffer the negative effects of being hungry, adding a +1 cumulative modifier on the chart below.

Hungry

- 1: Cannot gain the 'Well Fed' bonus.
- 2: Reduce time out of a safe zone by 10 minutes.
- 3: Lose access to the highest numbered skill.
- 4: Lose access to your next two highest numbered skills (total of 3 skills).
- 5: Lose access to your next three highest numbered skills (total of 6 skills).
- 6: Lose access to all of your skills.
- 7: Dead.

Hunger rolls over between events.

Eating a food tag in a meal period while hungry removes all hungry penalties.

Eating a food tag in a meal period stops hunger.

Eating a second food tag in a meal period allows you to pick from one of the three options of the "Well fed" bonus. (If at least one of the food tags is a prepared meal tag, you can choose two options from the "Well fed" bonuses.

New skills learned while hungry cannot be used until all hunger penalties are removed.

Wounded and Hunger effects do stack.

Well Fed

When you gain this bonus, during the meal period choose from the following three options. You can only use these options, one time until you gain the "Well fed" bonus again.

- 1 - Stay out in the Poison Gas for an extra 10 minutes.
- 2 - Reduce the wait time before going back out into Poison Gas by 50%.
- 3 - LP maximum reduced by eating poisoned food is restored to full.

Poisoned Food

Eating poisoned food does not count as eating for that meal period and you are unable to eat at all during the next meal period. Maximum LP is reduced by 2 each time you eat poisoned food. This LP reduction cannot be restored through first aid skills and can lead to death.

Poison Gas

Before any character goes into the poison gas, they must inform a plot member that they are leaving a safe zone. Characters can venture out into the poisoned world for a base of 15 minutes without long term negative effects. When returning to the safe zone, characters must wait at least as long as they were out in the poison before being able to venture out again. You are still able to do any RP and use any of your skills while you are waiting.

Wearing a mask with a clean filter allows for an extra 30 minutes. The mask must be put on while still in the safe zone in order to be effective. Removing a mask at any point instantly removes any of this remaining extra time (even if the mask is later put back on). Exposure after these time limits results in 1 permanent LP lost for every 5 minutes. This damage cannot be restored by any known means (including SP/LP purchase). This will all be recorded on your IG Access Card.

Healing done out in the poison can only restore a character to a maximum of half their total LP (rounding up). Due to the nature of the corrosive atmosphere, wearing a mask even for a brief amount of time will dirty the filter and it must be cleaned before they can be used again. Filters that are not cleaned within one hour of being in the poisonous gas are destroyed. Players should provide personal mask reps; filters will be tagged items.

Weapon Damage

Any type of melee weapon deals 1 point of life point damage. Any ranged weapon does 2 points of life point damage. As a PC you will not have to call any damage type. When it comes to Cast, they will be calling a number for their damage calls if it is higher than the base damage.

Stealing Items

Characters CANNOT steal other characters' items in-game.

Cast Phys-reps may not be removed from Cast Members. This is so that Cast Members can continue to use the Phys-reps for future roles, or find the Phys-reps which are Dormancy's property and return them to Cast camp when their role is finished.

If Your Weapon/Items are Stolen or Destroyed

If your weapon or items are stolen or destroyed by Cast or by the elements and if the item was tagged as a special gun, unique tag, special armor, food, they are gone forever. The player's personal items will be returned to you out of game. When you return to home base you will be able to retrieve any normal weapons/items you had from the "genetic locker", but none of them will be upgraded and tagged.

Genetic Locker

At base camp there is a storage room that is locked at all times, only the Keeper has the key. This is where all kinds of things are stored while people are 'dormant'.

When a player goes 'dormant' all of their items will be placed in the Genetic Locker for safe keeping. Food, scrap, blueprints, formulas and ammunition can be accessed by all players as a group at the beginning of each event to be divided up properly. Weapons, armor and any other personal items can only be retrieved by the out of game owner. For these items, the player in-game must talk to the Keeper of the Genetic Locker for access.

Things that can be stored in the Genetic Locker:

- Weapons
- Armor
- Food tags/Unique food tags
- Scrap tags/Unique scrap tags
- Blueprints
- Formulas
- Ammunition

Things that cannot be stored in the Genetic Locker:

- Living things
- Dead things

Analysis Station

The Analysis Station is an out-of-game location to turn in normal tags to unique tags. This will be an Owner or Plot member at base camp. This will only happen when the Owner/Plot member is not busy.

In-Between Games

At the end of each game your character needs to go 'dormant'. This is because your body is not used to being in the atmosphere. Until something changes you will die if you do not go 'dormant'. You will not have any downtime actions.

Although conversations between player's characters between games are allowed and encouraged. There will be an in-game discussion board where players can communicate with each other to talk about things like what their plan is for the next event, what new skill they are learning while dormant etc.

Dormancy Pods

- Dormancy pods are where you went dormant when the world ended.
- They are hooked up to a master computer system that allows you to wake up when it wants you to.
- At the end of each event, you **MUST** go dormant.
- While in the Dormancy pod the computer can teach your character new skills and abilities as long as the computer has the program to do so.
- The Dormancy Pods are all connected and can communicate with each other while dormant.

Start your Adventure

Now that you have read the rules, it's time to build your character on paper and in real life. You have 2 skill points to spend that is the easy part. You will need to put together a costume, design a cool mask and get your weapons ready.

Survival of the new world depends on you.