

THE
FRONTIER
LARP

WASTELAND

POST APOCALYPSE

FACTIONS RULEBOOK

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1.0 Introduction

Welcome to the Wasteland Post Apocalypse LARP Factions rulebooks. Within this book you will find detailed information about each of the factions and their various classes.

The 4 playable Factions are as follows:

Salvagers: technologically advanced scavengers and engineers

Bone Raiders: violent and brutal raiders and warriors

Cliff Runners: mysterious and stealthy mystics who live in the high cliffs

Marauders: lone wolves who traverse the waste on their own with no place to call a home.

2.0 Faction Registration

Players will register for their Faction during the ticket buying process. Each faction will have a hard limit set to ensure no faction becomes overpopulated. Your place on a faction is not guaranteed until you buy your ticket.

As factions fill up more spots will be released for each faction.

3.0 Salvagers

“Iron, sweat, and blood,” the Salvagers learned long ago that these are the costs of progress. While Bone Raiders rely on their strength and Cliff Runners on tradition, the Salvagers have rose to the top through scientific advancement. Scavengers and engineers, they use remnants of the technology of old to create machines and advanced weapons. They have even found ways to meld the human form with machine creating the Enforcers to protect their city from the other people of the waste.

3.1 Providence

The Salvagers home town. Providence is a place of sanctuary, created as a haven for the Salvagers to gather and work together to further their technology. The city itself is full of ragtag structures made from scrap and other recycled materials.

3.2 Costumes

Salvagers dress consists mostly of practical industrial gear such as goggles, work gloves, large coats, and tactical gear, typically worn from hard work. They love to collect all sorts of interesting trinkets which they add to their outfits

3.3 Faction Bonus

Using their extensive knowledge and resourcefulness Salvagers can use alternative resources to replace those they lack. They may spend 4 of 1 resource in place of another resource.

For example, an item which cost 1 stone and 1 wood could be built with 5 wood instead

3.4 Trades

3.4.1 Engineer

Description: Intelligent and masters of machinery, engineers are hardworking and tough. They typically carry a wide assortment of tools and large packs of supplies.

Costume Guide: engineers should have a pair of goggles which they wear frequently. They also typically wear rough jackets and vests covered in tools.

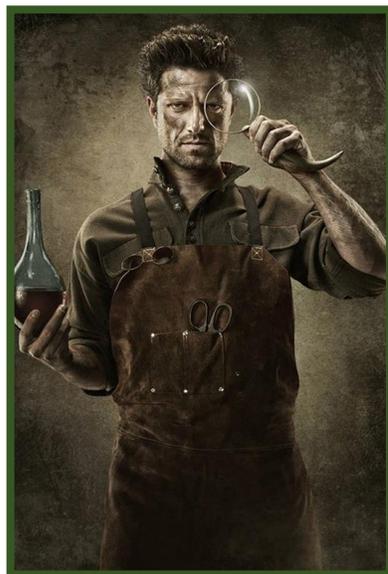


Hitpoints	10
Energy	4
Melee Damage	2
Ranged Damage	2
Special Ability	<p>Shield: Cost 2 energy An engineer activities a force shield which can completely absorb the next 5 hits they receive. To do so they must cross their arms forming an X. While shielding they cannot attack or hold items in their hands but may move.</p> <p>Rapid Harvester: Engineers take 1 less minute to harvest a resource then the regular time, they must still spend a minimum of 1 minute harvesting a resource</p>

3.4.2 Doctor

Description: With their advanced knowledge of the human machine the Salvagers have highly skilled practitioners known as doctors who are able to heal the injured and sick.

Costume Guide: Doctors should have a coat or apron and a professional demeanor. Inside a pouch or hanging from their belt one will find an assortment of surgical tools.



Hitpoints	9
Energy	8
Melee Damage	2
Ranged Damage	1
Special Ability	<p>Treatment: Cost 1 energy After 30s of roleplaying the treatment of injuries, a Doctor can restore 6 hitpoints to a single target</p>

3.4.3 Enforcers

Description: Cyborg soldiers created by the engineers, they maintain the peace in Providence and often patrol the road or the nearby plains. Enforcers are usually serious and no nonsense with machine-like lack of emotions.

Costume Requirements: Enforcers should have a mask and armor in addition to some obvious mechanical components such as bionic limbs or wires coming out of the skin.



Hitpoints	14
Energy	4
Melee Damage	2
Ranged Damage	3
Special Ability	Strength: Cost 2 energy The enforcer can subdue an opponent by grabbing them with 1 empty hand, the subdued player cannot attack or try to flee until the enforcer lets go

3.5 Ranks:

The Salvagers are not a clan ruled by chiefs or kings, they are equals, bound together for survival. While the Cliff Runners focus on unity, the Salvagers believe in the individual. As such their leaders are not based on any one factor such as age or blood but instead chosen by the people.

3.5.1 Executive

The executive guides the Salvagers and may come from any class. They make the final decisions on matters that affect the entire group.

At the start of the game a vote is taken by show of hands on who should be the Executive, all who stand must be nominated by at least 1 other. Majority rules.

If 3 or more Salvagers contest the decision of an executive a call for a new vote can be taken

4.0 Cliff Runners

“Trust none but your own,” that is the motto of the secretive Cliff Runners. Cliff Runners are a tight knit group who are very reserved and known for their mysterious magicks. They are slow to trust strangers, tread cautiously within their lands. Cliff runners look out for their own above all others.

4.1 Tarhol

Home of the Cliff Runners, Tarhol is a city made to blend into the stones around it. Nestled between the high cliffs and cut off by the Ghaulwater, Tarhol is both protected and isolated.

4.2 Costume

The Cliffrunners wear earthy tones of grey, green, and brown. They believe clothing should be practical, not terrible showy. To protect themselves from the harsh wind and sands of the waste they wear scarves upon their heads, wrapping them around their faces when they enter combat. A Cliffrunner can also be easily recognized by the strange blue markings upon their skin.

4.3 Faction Bonus

Highly spiritually connected, the Cliffrunners are able to transfer their energy to another member of their faction by placing a hand on their back. This does not allow a player to exceed their energy max and a player must be conscious to transfer their energy.

4.4 Roles

4.4.1 Watcher

Description: The legendary watchers of Tarhol, guardians of the city, they are respected and feared by even the Bone Raiders. It is said they can pass without a trace inches from you.

Costume Guide: The watchers usually wield bows and spears in battles though some have been fortunate enough to obtain firearms. They tend to keep their faces concealed



Hitpoints	10
Energy	4
Melee Damage	3
Ranged Damage	3
Special Ability	<p>Hide: Cost 2 energy By crouching and placing a hand in front of their face a Watcher can conceal themselves so that no others can see them. If a watcher speaks, moves, or attacks they give away their position. This ability can only be used near some sort of cover and when not in Line of site of an enemy.</p>

4.4.2 Bender

Description: The mysterious Benders of the Cliffs, known as witches by the Bone Raiders and often accused of dark magicks by outsiders the benders can harness their energy into raw power.

Costuming Guide: Benders usually favor flowing robes with large loose sleeves and often wield staves. Most benders carry large satchels to carry their magic impliments. Benders may also wish to carry a ritual rope with which to create their protective circle or a stick to draw it in the ground.



Hitpoints	8
Energy	12
Melee Damage	1
Ranged Damage	1
Special Ability	<p>Energy Bolt: cost 1 energy Deals 5 damage, delivered by a thrown packet, passes through shields</p> <p>Energy Blast: cost 3 energy Deals 10 damage, delivered by a thrown packet, passes through shields</p> <p>Protective Circle: Cost 6 energy Must create a circle up to 1m in diameter. While inside the bender and any others are protected by an impenetrable barrier. Lasts as long as the bender can hold their arms outstretched</p>

Note: benders cannot carry large amounts of metal (such as that in a gun or sword) because it interferes with their abilities. Items such as a knife or metal tipped spear are small enough to not disrupt their concentration.

4.4.3 Herbalist

Description: Though they lack the medical knowledge of the Salvagers the Cliff runner herbalists have discovered herbs that can be used to heal and strengthen the human form.

Costume Guide: herbalists typically carry some herbs and incense which they use for healing others. While they may look defenseless they usually have one or more daggers hidden in their robes.



Hitpoints	9
Energy	7
Melee Damage	2
Ranged Damage	1
Special Ability	Heal: Cost 1 energy After 30s of roleplay a Herbalist can restore 4 hitpoints to another player. Rapid Harvester: Herbalists take 1 less minute to harvest a resource than the regular time, they must still spend a minimum of 1 minute harvesting a resource.

4.5 Ranks:

The Cliff Runners are a people of longstanding tradition and as such they believe that the eldest are the wisest and look to them to lead.

4.5.1 Elders

The elders lead the people with wisdom and experience and their decisions are greatly respected. To speak ill of an elder is a grave offence.

At the start of the game the oldest among the faction become the elders. These are not necessarily the oldest player but rather the oldest and most experienced characters.

5.0 Bone Raiders

“Life is for the strong” say the wild men who traverse the great plains. A danger to all who wish to travel across the waste the Bone Raiders are violent and war loving. Heavily armed and skilled in killing the raiders place little value on human life. While they have established a permanent home raiders are often constantly on the move. They survive by taking from others.

5.1 Skull-Rack

The city of the Bone Raiders, a brutal and barbaric place. Build with any supplies the raiders could get their hands on and decorated with bones and skulls, other residents of the waste would do best to heed the warning signs and stay out of Bone Raider territory.

5.2 Costume

Adorned in leather coats/jackets, bones, feathers, with extreme hairstyles of great length or shaved close, sometimes dyed strange colors raiders are a sight to behold. They carry bones and fingers as trophies of past kills and are never found unarmed.

5.3 Faction Bonus

Bone raiders are known for their ability to enter a wild frenzy, when **ATTACKING** together, war parties of 6 or more gain +1 to their melee damage against players of a different Faction.

This bonus is not gained while defending a location, be it their home town, resource center, or spawn point.

This bonus is lost if any members of the raiding party dies or wander off.

5.4 Classes

5.4.1 Scout

Description: The smaller Raiders who don't die off usually become scouts, what they lack in raw strength they make up in speed and deadly accuracy.

Costume Guide: scouts typically dress for speed, choosing lighter leathers and avoiding heavy weapons and armor.



Hitpoints	10
Energy	4
Melee Damage	1
Ranged Damage	3
Special Ability	Snipe: costs 1 energy Allows a scout to deal +1 damage for a single shot with a ranged weapon by calling "snipe." Rapid Harvester: Scouts take 1 less minute to harvest a resource than the regular time, they must still spend a minimum of 1 minute harvesting a resource

5.4.2 Berserker

Description: The blood thirsty warriors of the Bone Raider clans. Violent and brutal with a mind for violence and not much more, best not to cross a Berserker.

Costume Guide: Raiders are typically armored with scraps of leather, metal, and tires. They like big weapons for crushing and severing.



Hitpoints	12
Energy	4
Melee Damage	3
Ranged Damage	1
Special Ability	Rage: cost 1 energy By calling “rage” a berserker can make an extra powerful swing dealing +1 melee damage

5.4.3 Bone Saw

Description: The strange and barbaric doctors of the Bone Raider. When the warriors return from battle the Bone Saws patch them up.

Costume Guide: With large gloves, and masks to prevent the spread of disease Bone saws are often dressed in blood soaked aprons with rusted blades, pliers, and other crude tools hanging from their belts which look more like a torturers tools than medical ones.



Hitpoints	10
Energy	6
Melee Damage	2
Ranged Damage	2
Special Ability	Stitch: Cost 1 energy After 30s of roleplay a Bone saw can restore 4 hitpoints to another player.

5.5 Ranks

Besides having various classes the Bone Raiders are organized according to rank and the pecking order is fundamental to their way of life. Rank is gained by proving your worth in combat.

5.5.1 Chief

The leader of the raiders who makes all the decisions for the group, everyone must obey the chief

At the start of each game the chief is chosen by a mass melee, the last one standing is the chief

At any point any clan member can challenge the chief to open combat to the death, and if they win they become the new chief, if they lose they are killed or exiled, a chief cannot refuse a challenge and other raiders may not interfere.

5.5.2 Shytga [Sheet-ga]

Literally meaning shit eater, the lowest member of the clan. The Shytga is mistreated by all clan members and given the worst tasks.

At the start of the game the first player to die in the Bone Raider mass melee is dubbed the first Shytga.

Afterwards those who challenge a chief and fail, a deposed chief, or any player that makes mistakes or fails the group will be dubbed the new Shytga.

Cower: when a Shytga is hit with a killing blow they may expend 1 energy and call 'cower' which allows them to run away instead of die, ignoring the last blow and dropping all in-game items they have. They must flee at least 50 paces away.

Note: *this roll was previously removed due to potential of hurt feelings. It has been brought back due to popular demand and positive response from our past "Shytga's" who had fun with it. Any real-world mistreatment of players will be taken very seriously. If it becomes evident that a player is not enjoying this roll it should be passed on immediately.*

6.0 Marauders

Those without a home and without a clan; marauders roam the waste alone. Some seek refuge, others solitude, but most's true motives remain unknown.

While marauders are permitted into the cities rarely are they able to earn the trust of those that live there, after all, "nothing good comes out of the waste"

Note: Please note, the Wasteland game is designed around the idea of Factions, by choosing the marauder class you are opting out of a large portion of the games focus and content. This class will remain available for those rare players who wish to play a lone wolf. A maximum of 3 Marauders will be allowed in the game.

6.1 The Road

Marauders live and die on the road, this is their only home. Marauders may respawn at any of the mobile spawns in the waste regardless of who currently controls them.

Marauders may also setup a tent/camp anywhere in the waste from which they can respawn. As outlined in the Basic Rulebook this tent will be a safe zone which cannot be entered by other players without invitation.

6.2 Costume:

Marauders clothes are usually tattered, dirty, and heavily worn from their long travels. Most Marauders wear scarves or gas masks to protect from wind and radiation during long travels.

6.3 Faction Bonus

Due to their wandering nature Marauders can gather a vast wealth of information from all the different factions that they visit.

If a Marauder visits, and is invited into a town which has purchased stat upgrades they may learn it as well for free. They may not learn any upgrade more than once.

6.4 Paths

6.4.1 Wanderer



Hitpoints	10
Energy	6
Melee Damage	2
Ranged Damage	2
Special Ability	<p>Self Reliant: Cost 1 energy After 30s roleplay of bandaging their wounds a Marauder regains 3 hp, this ability cannot be used while unconscious</p> <p>Dodge: Cost 3 energy By calling “dodge” a marauder can ignore the last blow they took</p>