

THE TITHING:

Storyline Guide



A LARP SYSTEM

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The Tithing: Storyline

What is The Tithing: Storyline?

A series of three interlinked events forming one complete story, set in the world of New Eden, beginning around six months after the events of the 27th Annual Tithing Arena. This 3-part mini-series aims to explore life after death in a world where even your final rest is not your own, where the odds are never in your favour, and where your limits become the start line of your nightmares.

Feel of the Game

Much like The Tithing Arena events, the world of New Eden throughout the planned storyline is a dark, bleak, and desperate one. The main theme is one of true psychological horror, exploring the darker sides of ordinary humanity and flexible morality against the backdrop of totalitarian control.

Your character represents the average citizen of New Eden – someone just trying to live their life as best they can, trapped in a situation over which they have no control, and forced into a situation in which they cannot possibly hope to survive.

*The Storyline events are intended to feel difficult both IC and OC by design.
The player base is not guaranteed to succeed, and the game itself is actively
working against the you at all times.*

That being said, we firmly believe in rewarding player effort, and it is intended that player decisions during the Storyline Events will impact not only future Storylines, but also the Tithing Arenas.

The world and its story will be shaped by the actions and decisions made throughout by you, the players.

In the Arena we asked:

“WHAT ARE YOU WILLING TO DO TO SURVIVE?”

Now we ask:

“WHAT ARE YOU WILLING TO DO TO WIN?”

Guidebook Clashes

Throughout this Storyline Guide we will refer you to the Tithing Arena Guide for additional information regarding skills etc. Where there are contradictions between the Arena Guide and this Guide, please assume that this Storyline Guide is the appropriate ruling for the Storyline events.

Behaviour Standards & Safeguarding

We have a Zero Tolerance Policy on any kind of behaviour that puts another player or crew member at risk. Laid out below, there are a few things that we would like our players to do, and the process by which we will handle these things if the necessity occurs.

Physical Contact

Some mechanics state that contact is required (e.g. “staunch wound” and “grappling”). In these instances, players should always hold their hands several inches from the character they are using their skills on, unless the target has expressly given their permission to be physically touched.

UNDER NO CIRCUMSTANCES SHOULD YOU TOUCH A FELLOW PLAYER AS AN ACT OF AGGRESSION, INCLUDING, BUT NOT LIMITED TO, GRABBING, PUSHING, KNOCKING ASIDE OF WORN ITEMS, OR PUNCHING.

Safeguarding Incidents

All allegations will be taken seriously, no matter how insignificant you might think it is. Your wellbeing comes first, and we will always be there to support you however we can. We do not have a predefined list as to what we would deem “behaviour requiring safeguarding input” - it is anything that you as a player deem detrimental to your wellbeing. As players, there are a few things that we ask you to do:

- If someone says “no” to you, whether it is In Character or Out Of Character, you stop. No means no. The best response would be to drop OC for a brief moment to say, “I’m sorry, are you okay?” If they don’t want to respond, let them disengage and remove yourself from the situation to continue with your game elsewhere.
- If you see something uncomfortable happening to any player, go and stand with them, interrupt the event, and don’t be afraid to drop OC to ask if that player needs help.
- Please point out these situations to referees or game team. If you’re not comfortable stepping in, then we are. If you cannot see a ref or game team member, contact us directly via the Discord channel and we will come immediately.
- If you feel the need to contact the emergency services, please let the game team know ASAP so that we can ensure they have quick and easy access to the incident. It is preferable that you initially contact the game team who can then contact the relevant authorities, but we do understand the need for urgency in certain situations.

The game team is comprised of humans from all walks of life, so there will always be someone available of your preference to talk to you or accompany you in the event of a safeguarding incident. We are all here to support you and ensure that you have a good, safe game - none of us will be offended if you would prefer to be helped by someone you feel more comfortable with!

If an incident is reported, we will immediately bring the affected person to a safe space, with anyone they wish to have with them for support. The perpetrator will also be immediately taken out of game to a separate area and spoken to by game staff once we have a grasp of the incident.

After speaking with the affected person, we will ask them if they need or want the authorities calling (where appropriate), whether this be the police or ambulance service. We will support them in their decision and act on it immediately. (Depending on the severity of the situation, we may choose to call the authorities regardless, as we may not be equipped to deal with the incident in question).

In the event that authorities are called, a member of the game team will stay with the affected person and provide any support required.

In incidences where the authorities are not required, we will handle the situation in-system with consultation from those affected. If deemed necessary, the outcome of the incident may result in a game/system ban for the perpetrator.

This is the process that every member of our team has agreed to honour so, even if a member of game team is the cause of the incident, please do speak to one of us.

Content Warnings

In the world of The Tithing, horrific and brutal events take place. The game will include tension and suspense, and so we would advise potential players to make an informed decision as to whether this is the sort of game for them. We may not always have the chance to warn players of a sensitive or difficult topic and so, by attending the event, you accept that you may encounter some or all of the following content:

- Gore
- Murder
- Poverty
- Psychological fear
- Jump scares
- Simulated torture
- Being hunted
- The dark
- Suspense
- Loud noises

We will never include or condone use of the following elements:

- Rape/sexual assault
- Cruelty towards minors
- Cruelty towards animals
- Discrimination against any protected characteristic

IC discrimination may occur based on someone's IC morals, beliefs, or prejudices, but these should arise from the circumstances of a character. If you feel you have been discriminated against in an OC fashion, please alert a member of the game team and we will deal with it immediately. *

*Thanks to Legendary LARP for the wording of these disclaimers.

GIVEN THE INTENSE AND UNRELENTING NATURE OF THIS GAME, THE TITHING IS AN 18+ EVENT ONLY

Tithing LARP and Current Affairs

When we started The Tithing, things were not great politically, but this world we created was speculative fiction based on speculative fiction based on speculative fiction. We look at the world now and the world we've created, and it is *terrifying* how quickly it seems the real world is descending into this darkness we never thought would become reality.

We have had a lot of debates over the last year, especially about how we want to take things forward in light of current events, and there are a few clear outcomes:

- 1) We don't want to potentially cause OC harm to our players - we're going to do this by not introducing any new themes to the game (and phasing out any existing themes) that are having a current specific negative impact on people's real lives. Our existing content warnings and banned themes list helpfully already covers the vast majority of these, but we will make sure to keep this updated with any emerging themes we feel should *not* be touched on.
- 2) We will continue to communicate openly with you all, listen to concerns you have, and to be active in providing trigger/content warnings in and out of game so players can choose whether they want to engage with certain topics/experiences or not.

WE THINK IT IS IMPORTANT TO CONTINUE TO TELL THIS STORY, NOW MORE THAN EVER.

Yes, it is dark. Yes, it can feel hopeless. But ultimately, it is not about good vs evil, or rebellion vs status quo.

It's about the power of human connection and free will.

It's about hope in the face of devastating darkness.

Most importantly, it's about how the most ordinary person can be the tipping point that breaks tyranny.

Game Style & Skill Use Overview

The Tithing: Storyline events will be immersive, living world, PvE(vP) events.

These events are designed to be “semi-Nordic” in style, incorporating a rules- & calls-light approach to interaction, alongside a ref-light running style. The intention for this is to create a sense of realism within the game, enabling players to explore their characters freely within the story without the confines of a limiting skill set, but also without the confusion or lack of guidance of a full “Nordic” or zero-rules system.

What Does Semi-Nordic Mean?

In the real world you don’t need a degree or years of experience to attempt to do something, you can just... give it a go – and that is the ethos we are trying to capture through this game style.

Quite simply, this means that you, the player, can interact with anything in game, in whichever way you feel is appropriate for your character.

Skill Use

Whilst anyone can interact with anything in the game, there are skills available to players to make those interactions more successful. This is where New Eden’s Early Years Education and Vocational Training Program™ can be used to your advantage, or where your years of life experience can lend a hand and get the job done a little easier.

To reflect this, all major in-game actions will have a difficulty rating. This is personal to your character, and changes dependant on your skills, perks, experience (backstory), and, obviously, what you are trying to do.

There are also skills which are not replicable with just a can-do attitude. This applies to ALL Combat, Survival, and Survival+ Skills.

So how do you find out the difficulty rating of an action and whether you succeed in completing it? Well, you don’t need a ref to tell you how hard you are going to find something, or whether you’ve done enough. You just need a phone, or one of our Storyline D4 dice:



You can also click the picture above to be taken to the web app in browser, or visit <https://eu.jotform.com/app/TithingSuccess/tithing-storyline>

The Tithing Storyline App has been created specifically to avoid that awkward wait for a ref, whilst providing a degree of TTRPG-style randomisation to your game experience.

You simply do your appropriate roleplay, decide how difficult your character might find a particular action using the table below, open the app, and use our Success Checker or roll your D4 to find out if you succeed or not.

Difficulty Scale

IF...	Difficulty	No Way	Hard	Medium	Easy	Skilled
	Chance of success	0%	25%	50%	75%	100%
Non-Replicable Skills The action requires a Combat, Survival, or Survival+ Skill and you <i>DON'T</i> have that skill		✓				
You Don't Have a Perk You <i>DON'T</i> have a perk that directly applies to this action, AND you don't fit into any of the below categories			✓			
Alternative Applications You don't have a specific perk for this action, but you DO have an 'adjacent' skill or perk that could be applied in a clever way				✓		
Backstory Justification You don't have an appropriate OR adjacent skill or perk, but you think that something in your past would give you a better chance of doing this action				✓		
Team Working A group of players without any appropriate skills or perks work together to complete the action over an extended period of time (at least 10 minutes)				✓		
Helpful Items You find an item that can assist with the action (e.g. a scrap of paper with a scribbled password, a pipe that can be used as a lever, a bit of wiring that can connect to a battery)					✓	
You Have the Skills The action requires a Combat, Survival, or Survival+ Skill OR a Province or Vocational Perk AND you have that skill/perk						✓

Consequences

This is a Nordic style game. That means you interact with the world as it is before you, and YOU decide the consequences for your character. There will be tools, clues, and resources available to allow you to interact with the world in a very real way. If, for example, you want to take something apart, you will be able to find the means to do so. You'll use the D4 or app to determine if you succeed or fail, but YOU WILL DECIDE THE PERSONAL CONSEQUENCES OF YOUR ACTIONS.

These consequences will only affect YOU, and anything that has a wider/group effect will still be reffed by the infield ref.

As part of the honour system, it is expected that you will give yourselves consequences appropriate to the action you are trying to take, including giving yourself damage where you think

your character would have rightfully done so or giving yourself consequences for failure beyond a simple "it didn't work" every time.

What Does Living World Mean?

"Living World" means that the whole site is live at all times, and that all areas are populated and "dressed" as if you were in a real-world area.

This doesn't always mean that you will be able to wander freely! However, everywhere you can gain access to will have things to discover within. This could be anything from people to important documents, to weapons, or, most importantly – **resource items**.

Items

Unlike the Arenas, you will not have access to any resources as part of character generation. This isn't televised, and there are no sponsors. This means you will not have access to the following:

First Aid Kits	Poison Vials
Armour Packs	Antidotes
Firearms Ammunition	

However, you will be able to find a limited number of similar resources through careful exploration. These resources will be a far cry from the hi-tech, state-of-the-art sponsored arena items you are used to, and as such their correct identification and use will have a difficulty rating, as described in the Skill Use section above, with the exception of Firearms Ammunition which requires the Firearms Skill to use in a firearm.



Examples of findable items

Keep your eyes and minds open – items can have multiple effects dependant on their usage, but:

ALL RESOURCE ITEMS ARE SINGLE EFFECT, SINGLE USE ONLY.

i.e. whilst an item might have multiple uses, you may use the item to do ONE of those effects ONCE ONLY, and then the item is used up.

Character skills and items have been updated to reflect this change. More information can be found in the Character Creation and Skill Updates sections.

An Example of Found Item and Skill Usage

In Character

You find a bottle of pills. A Province 10 character correctly identifies these pills as having antibiotic properties. At low doses, they'll help treat wounds. At high doses, they could be poisonous.

Later on, you're alone with another Tithe when they receive a nasty papercut. That's definitely going to impact their ability to do all this science! You remember you have the pills, but you don't have any knowledge or skills to aid you in giving the right dose, and your... 'friend' is starting to look

really woozy. Give them just enough, and the sepsis brewing in that papercut will clear up a treat. Too much and you'll wipe out their gut flora, and they'll probably die a very sticky death.

You now have a decision to make – do you like this person? Do you want to help them, or harm them? You can only do one.

You decide to help them, but you know you've got a high chance of getting it wrong. You crush the pills up and mix them with some (hopefully) clean water – enough, you think, to dilute the medicine to the right strength. Your hands shake as you hold the beaker to their lips, they take a big gulp, and now you wait.

Out of Character

- You find a bottle of pills. You take it to a P10 character who uses their chosen Vocational Perk to tell you what it is
- Later on, when you need to try and give some first aid, you do 5 minutes of roleplay whilst the wounded person staunches
- You decide you have no skills or experience to help you with this action, giving you a 25% chance of success
- You use the Tithing Storyline App or D4 to determine whether you succeed
 - You fail
 - the resource is used up
 - the wounded person must continue to roleplay as wounded (their state remains as it was pre-interaction)
 - You both decide what the consequences of this failure are individually for your characters.
 - You succeed
 - the resource is used up
 - the effects of the resource, as told to you by you by your P10 friend earlier, apply to the target.

Contacting a Ref/GoD

There will be a number of ways to access refs/GoD without needing to leave the IC area:

- **In field refs** – throughout the event you will have in-field refs embedded in the player base. These will be NPC refs with a radio, who will be available to facilitate player action in the form of answering queries or contacting GoD (alongside their NPC roles & actions). Unlike previously, these in field refs will not be representing the same NPC character!

What If My Character Dies?

Unlike the Arena events, character death during a storyline event is permanent with limited chance of regeneration.

In order to make re-entering the game as smooth as possible, instead of making one character during character creation, you will make three. You can choose to play any existing characters you have, if you have played previous Arena events, or you can choose to create up to three new characters.

If and when a character dies, you should make your way to GoD (or the nearest game team member), where you will be offered some time to decompress, refuel, and swap kit before choosing which character you will re-enter play as. When you are ready to do so, return to GoD/Game Team.

Character Creation

Throughout the Storyline Events, you will be playing Tithes from the previous Arenas. Each player should create one primary character and two backup characters. This is the maximum number of characters you can submit for the event.

Pre-existing Arena Characters (New to Storyline)

- A pre-existing character is one played by yourself at events T25-29. This is played, statted characters only, and does not include named characters from previously submitted backstory, NPC characters, or characters generated and played by other players
- These Tithes will retain their previous skills largely as they were in their respective arenas, with the following amendments and guidelines:
 - Province Perks have been expanded to include province-specific "Vocational Perks". You may select **ONE** (1) of these new skills from your character's province
 - New skills have been added to represent useful life skills outside of an arena environment that require team-working – the "Survival+ Skills". See below for how to take these skills
- The majority of the base skill set remains as per those available at the arena event, with the exception of "Items" which have been removed, and those skills listed in the Skill Updates section
- Your character's base skill set will be as per the START of your arena event (no mutation skills!)
- Combat skills are locked in and cannot be changed (except in exceptional circumstances and with game team approval)
- Points originally spent on Items can be recycled into Survival or Survival+ Skills
- Where the point cost of a skill has been reduced, the difference between original cost and current cost can be recycled into Survival or Survival+ Skills
- Where skills have been removed, the original point spend can be recycled into the same skill type on an equivalent skill (i.e. Bow skill points can be recycled into a Combat Skill spend of Firearms or Thrown Weapons, but not a Melee or Armour skill). If the equivalent skill cost is higher than the original skill spend, you may take the equivalent skill anyway, at no additional cost requirement. If the equivalent skill cost is lower, remaining points from this can be spent on Survival or Survival+ Skills only
- If your character won their arena, you are still the Champion(s) for that year!
- Minor changes to backstory will generally be allowed, More complex or greater changes may require further discussion with Game Team to ensure no existing "known lore" is affected. Regardless, any changes should be checked with game team via email to tithinglarpg@gmail.com.

Skill Cost Comparisons T25-29

Combat		T25	T26	T27
Dagger	Dag	0	0	0
One-handed Weapon	1H	2	2	2
Two-handed Weapon	2H	4	4	4
Thrown weapon	Thro	1	1	1
Dual Wield	DuWi	2	2	2
Bows	Bows	5	5	0
Firearms	Guns	6	6	6
Light Armour	L.Arm	2	2	2
Medium Armour	M.Arm	3	3	3

‡ Can be replaced with Firearms for no extra cost, or Thrown Weapons for 1pt + 4pts to recycle

Survival		T25	T26	T27
Camouflage Gear	Camo	2	2	3
Trapping	Trap	2	2	2
Orienteering	Ori	0	3	2
Foraging	For	0	1	1
Toxicology	Tox	0	1	1
Stealth Kill	SK	0	0	3

Items		T25	T26	T27
First Aid Kit	FA	2	2	2
Armour Pack	AP	2	2	2
Poison Vial	Poi	1	1	1
Antidote	AntiD	2	2	2

New Character Guidelines (New to System)

Alternatively, if you are new to the system, do not have three pre-existing characters, or if you would prefer not to play a pre-existing character at all, you will be able to create a Tithe character from the 1st to the 24th Tithing with the following guidelines:

- Tithe characters cannot be created for any arena after T24
- You will not be able to play a Champion from any year

All New Character's Provinces (1-12) and Tithing Years (1-24) are randomly selected using the links provided (except in exceptional circumstances and with game team approval).

Arena Year Generator - [Click Here](#) - Spin the wheel once per new character (max 3), and write down results

Tithe Province Generator - [Click Here](#) - Spin the wheel once per new character (max 3), and write down results

Once you have as many results as you need (max 3), you may choose which Province to pair with which Arena Year, from your output selection. This is an honour system! For a truly randomised experience, feel free to roll for each character separately using the links provided at the start of each character gen.

New Character Skill Spend

- You will have **ONE** (1) Province Arena Perk for your character's Province from the Arena Guide province perk list
- You may pick **ONE** (1) Vocational Perk from your chosen Province

- You will have **TEN** (10) points TOTAL to spend across Combat Skills, Survival Skills, and Survival+ Skills

Establishing Character Links

Please feel free to share your characters with each other in the Tithing Discord Server to establish backstory links. However, we have laid out some guidance below for playing a character idea taken from another player's backstory:

- Please get full permission from the character's originating player (OP) before submitting your character creation form.
- Please make sure you talk through their ideas and your ideas for the character, and make sure either OP is happy for you to tweak those ideas to suit you, or that you are happy to essentially play to OP's brief.
- Please have a thorough conversation about in character and out of character boundaries. Game Team will be happy to facilitate this if you do not feel able to have this conversation directly.
- The Game will not be allowing/encouraging any romance links without full and enthusiastic consent from both parties, and as a Game Team we may make a judgement call regarding this that seems apposite to the player's wishes, but has their and others safety at heart.
- Regardless of the character link, if you are playing a character from another player's backstory, or vice versa, please let us know via email to tithinglarpg@gmail.com

Starting Gear

This arena kit would have been provided by your stylist team during your arena prep. Everything in there was provided new by the Metropole specifically for the Tithing, and your original clothing (which is pretty much all you brought with you from home) would have been sent to the furnace for sanitary destruction.

Of course... Clothing has pockets, and people tend to keep their most meaningful trinkets close: A note from a loved one in your breast pocket, a tarnished iron wedding ring on a bit of twine about your neck, a tiny wooden animal worn and stained from a constant comfort touch.

The stylists and trainers have a competitive pride, if not quite true empathy, and sometimes a little touch of home can be the difference between a Champion and a dead investment, and of course, emotion makes Good TV.

After you died, your bags would have been packed and taken by the clean-up crew once the cameras were switched off. They're not particularly thorough about checking for contraband and small items get lost so easily in a full pack...

Unless otherwise stated in pre-event info, your starting gear for Tithing Storyline events will be the Arena Gear your character would have had. This includes any clothes, armour, weapons, non-resource items, potentially one or two meaningful trinkets (at most), and bags your character would have had during the games, minus any first aid kits, armour packs, poison vials, antidotes, or firearms ammunition.

Your IC gear should be contained to single IC bag, clearly labelled with:

- Your OC name
- The IC name for that Character
- The character's Province

IT IS IMPORTANT TO NOTE THAT YOU **MAY** BEGIN PLAY IC WITH NOTHING BUT THE BASIC CLOTHES YOUR CHARACTER IS WEARING. ALL WEAPONS, ARMOUR, AND OTHER IC ITEMS FOR YOUR STARTING CHARACTER MUST BE HANDED OVER IN ONE, CLEARLY LABELLED, IC GEAR BAG WHERE REQUESTED

What Does My Character Know?

As a new character to the storyline events, your character will remember everything they knew and experienced up until their death in the Tithing Arena. This includes remembering who killed them, not just for their final death, but for any death during the Arena, whether they were regenerated or not.

As far as your character is aware, no time has passed since their death. They also look the same as they did when they were in the Tithing.

For characters that have been through regeneration, this means you will remember dying and being brought back by the Sponsors, up until your final death.

For those of you who were mutated in the Arena, you remember nothing beyond your final death. You have no memory of being mutated or being a mutation. You have no skills, talents, hangovers, or characteristics of these mutations. You are as you were when you woke up on the morning of the Arena.

For those of you who became Champions, you will remember the whole arena. You will have spent 6 or so months on the road on your Champion's Tour, been shown the high-life, been front and centre of the Metropole Propaganda Machine, and then, when you were done, when the Metropole grew bored of you and turned their sights to the dazzling hype of the next Arena, when you thought you could finally relax – without warning, your world went dark.

The last thing any Tithe will remember is dying

UNLESS, OF COURSE, YOU AWOKE LOCKED IN A CELL IN AN ABANDONED EDEN BIOTECH FACILITY, OR WERE INTRODUCED TO THE DIRECTORATE IN THE MILITARY BLACKSITE KNOWN ONLY AS THE WARREN

The rules laid out within the current The Tithing Arena Guide remain in place across the storyline events. However, there are a few notable removals, changes, and additions within Character Generation and Skills.

Unavailable Skills

First Aid

Arena and Metropole First Aid kits will not be available during Storyline Events (unless you happen to come across a stockpile!) The health resources you find will be a far cry from the hi-tech, state-of-the-art arena kits you are used to, and as such you will no longer be automatically able to provide healing care to yourself or others. Instead, the correct identification of health resources and their effective use will have a difficulty rating, as described in the Skill Use section.

Instead, you may be able to choose a Vocational Perk that will enable you to provide First Aid as per the arena skill with your found resources, depending on your Province. You may also attempt to provide aid anyway. However, the correct identification of health resources and their effective use without a Vocational Perk will have a difficulty rating, as described in the Skill Use section.

Updated Perks and Skills

Province Perk Adjustments

All perks

The Metropole did something to you in the arenas. All that training, the primping and preening, the “health checks” and injections. Suddenly, you couldn’t do the one thing you’d always been able to do without needing an item from the Metropole to aid you. Now the cameras are away, they at least seem to have removed those blocks. Province perks no longer have a barrier to usage (with the exception of Province 5). However, all other rules and restrictions (number of uses, minimum roleplay times, etc) still apply.

Province 1

You no longer start with an Armour Pack. Instead, once per event you can approach the in-field ref to “find” an armour fixing item. These will be labelled with your IC name.

Province 5

Unluckily, you still need wiring to electrically charge a weapon. Luckily, there’s a lot more wiring around than when you were in the arena. If you can find the ‘wires’ to do so you can now electrically charge a weapon as many times per day as you have pieces of wire for. Please note:

- The only wiring suitable for this job is the green/yellow ‘wire’ you are familiar with from the arena:
- One wire = **one** call of **“ELECTROCUTE”**
- The call of “electrocute” **must** be made on the **next attempted** hit after installing the wire
- If the hit connects it will stun your target for 5 seconds
- After the call has been made, the wire is burnt out and must be replaced, regardless of whether the attack hits or misses
- Changing wire is a minimum of **1 minute** of roleplay
- Wiring will have a set length and cannot be split to create additional wires

- The physical representation for this ‘wire’ is devoid of any actual wire. It will always be easily detachable from its place of origin.

PLEASE DO NOT PULL WIRING OUT OF ELECTRICAL EQUIPMENT/WALLS ETC

Province 12

You no longer start with a First Aid Kit. Instead, once per event you can approach the in-field ref to “find” a first aid item.

Other Skill Updates

Firearms

The Firearms skill no longer includes ammunition.

Players will not be able to use their own ammunition during Storyline Events. Instead, this will be provided by the Game, and will need to be scavenged from within the game world. Players will only be able to use blue/grey X Shot darts as per the following photo:



All other dart colours or colour combinations are considered incompatible with your firearms.

ATTEMPTED USE OF INCOMPATIBLE AMMUNITION WILL CAUSE THE EXPLOSIVE DESTRUCTION OF ANY FIREARM THEY ARE LOADED INTO

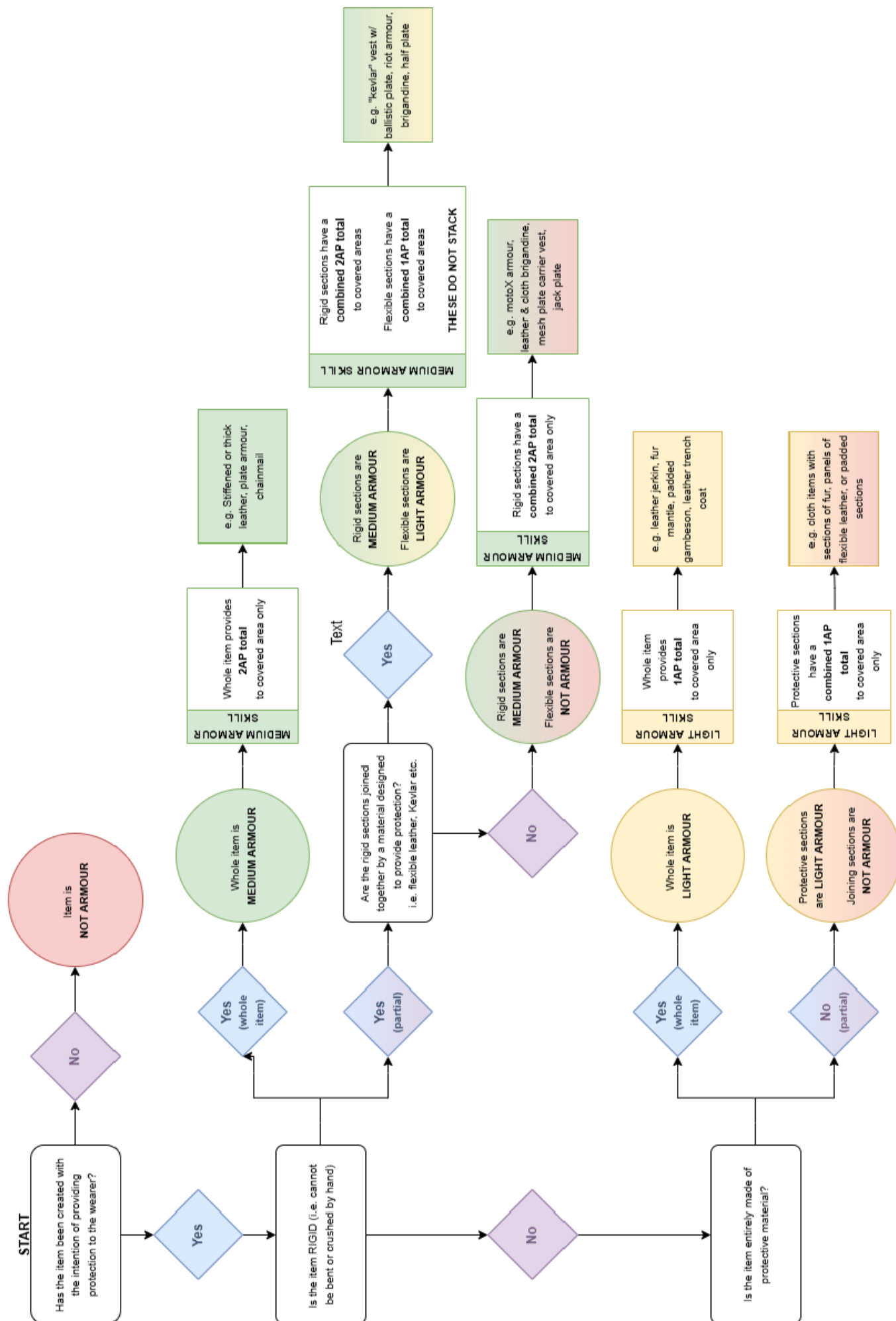
Orienteering

You may still have a compass in your starting pack. However, you will not be provided a map of the facility (for obvious reasons). Instead, you are able to put **six sheets of A4 paper and one pencil** in your starting pack. Once per day, you will be able to draw a map of any of the areas you personally have been and verify that that map is correct. You can take a **maximum of 15 minutes** to draw this map. Please seek a ref for support with using this skill once you have completed your 15 minutes.

Armour

We have had some confusion over our armour rules at recent games. As such, we have created the below handy flowchart for what protection you can expect from your armour, and what skill you will need to wear each type of armour available (at least as many as we can think of!)

WHERE ALTERNATIVE MATERIALS HAVE BEEN USED TO PHYSICALLY REPRESENT ARMOUR OF A SPECIFIC TYPE, THE ARMOUR WILL HAVE THE PROPERTIES OF THE MATERIAL IT IS MEANT TO REPRESENT, AS LONG AS A DECENT EFFORT HAS BEEN MADE TO REPRESENT THE CHARACTERISTICS OF IT. I.E. FOAM ARMOUR WOULD COUNT AS MEDIUM IF PAINTED TO LOOK LIKE METAL AND CONSTRUCTED THICKLY ENOUGH TO BE RELATIVELY STIFF.



Armour values

Due to confusion of the locational nature of armour we have decided to simplify the rules to return armour to its intended level of protection:

- Armour will only confer protection to areas of the body directly covered by that armour
- To count as armour, the item/garment worn **must have been created with the intention of providing protection to the wearer** – if you are not sure about whether an item you intend to use meets this requirement, please ask in the general queries channel on the game discord
- The AP value of an item is determined by the following simple rule:

IF THE ITEM CAN BE WORN ON ITS OWN AND STILL CONFER PROTECTION TO THAT LOCATION, THE ITEM WILL HAVE IT'S OWN AP VALUE.

For example:

A suit of plate armour is comprised of multiple sections of plate metal designed to be attached to the body independently of the rest of the suit of plate armour. Any single piece of this armour could be worn **on its own**, and it would still function as plate armour over that location. Therefore, each piece of this armour would have its own AP value of 2AP.

A long sleeve motorcross armour top is comprised of multiple islands of rigid plastic stitched/glued into a mesh or cloth backing, forming one interconnected garment. It is not possible to detach and wear these rigid plastic sections independantly of the garment as a whole, and if you were to do so, they would not be functional. Therefore the rigid sections are counted as **one singular piece of armour with a combined total of 2AP** (and please note, this AP is only effective over areas covered by the rigid plastic, not the whole garment).



Where armour is of a mixed type (i.e. rigid section of armour joined by flexible protective materials) the 2AP medium armour sections **DO NOT** stack with the 1AP base material to create a patch of 3AP protection. Rigid sections are 2AP and any part of the garment made of flexible protective materials around the rigid sections would be 1AP. Once the rigid sections lose AP, those areas are considered to be **no longer armoured** until they are mended outside of combat, regardless of the state of the remainder of the garment.

Layering Armour

It is possible to layer armour (for example: wearing a leather trench coat over metal plate). However, **these still count as separate items, and the AP for each must be counted separately.**

This effectively means that if your opponent manages to hit the second layer of armour before the first, you may find that your top layer is intact whilst your underlayer is damaged! (example: the plate armour on your torso takes 2 hits before your leather trench coat takes any damage – your trench coat would still provide 1AP to covered areas, but your plate armour is broken until mended out of combat)

To mitigate any potential pay-to-win situation (or incidences of players overheating due to wearing an excessive number of layers...) **players may only wear a maximum of two layers of armour.**

Vocational Perks

Vocational Perks are abilities that your character would have learned either through the work they undertake or the life they have lead. They are commonalities of existence within the Provinces – a shared set of survival skills for the everyday.

Vocational skills like these wouldn't have found much use in the Arenas, with their carefully manicured, single-focus environments, and ragged, desperate fighting, but out here, in the real world, you may find you know more than you think...

Province 1

Master Forgery

You have spent your life honing your artistic skills, practicing your particular craft through the copying of Province 1's masterpieces.

With 10 minutes roleplay you can either:

- create a perfect copy of a small object or document, provided you have the materials to do so
 - i.e. paper, inks, crafting materials etc

OR

- detect whether an item, object, or document is a forgery

YOU CAN OPT TO DO EITHER OF THESE TASKS IN LESS THAN 10 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you create a perfect copy, and will correctly detect if an item is a forgery.

On a failure you still create a copy, but it is noticeably imperfect, and attempting to detect a forgery will give an inconclusive answer.

Combat Mastery

You are a true career. You have done nothing but train, learn combat strategy, and drill over and over and over again. Then you entered the Arena, and all finesse went out of the window in the mad scrabble for survival.

Out here, your awareness returns to its peak state. You are able to dodge or deflect **ONE** melee hit in combat before your armour or hit points are affected.

- You should make the call **"DODGE"** when using this skill
- **There must be a minimum of 10 minutes between combat encounters before you can make further dodge calls**
- You cannot dodge a ranged weapon hit

Province 2

Quarry Blasting

You've spent your life working in the quarries of P2. From apprentice to specialist, you took an interest in and perfected the art of blasting stone from the rockface. As such, you know your explosives, and exactly how to use them to achieve the desired effect. **Once per day**, with:

- appropriate resources
 - i.e. rags, alcohol, & wire, or a firearm with incompatible ammo, or C4 and a cable – the world around you will provide plenty of opportunity with a little inventiveness
- and a minimum 10 minutes of roleplay

you can build an explosive device and ignite it to achieve a desired effect.

YOU CAN OPT TO DO THIS IN LESS THAN 10 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you create a working explosive, and can detonate it without incident.

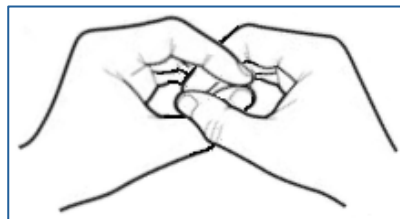
On a failure you still create an explosive, but igniting it will generate a **"FIRESTORM"** area effect.

Order of Masons

The Order of Masons goes back further than New Eden itself, and whilst your loyalty to the Metropole may be unshakeable, the connections between members of the Order and their families run deep.

Once per day you may attempt to interact with one person from Province 2 and convince them to honour those connections and do you a favour.

- Any action that can be seen as hostile will cause the attempt to immediately fail
- The favour must be achievable in the moment
- The favour must not cause the person to come to harm or to cause harm to others
- Not all people from Province 2 are in the Order!
- To indicate your use of this skill, whilst using appropriate "favour requesting" language, you must clearly form a circle out of the thumbs and forefingers of both hands to form a "chain link" at chest height:



Province 3

Experimental Repetition

Perhaps you've always had an inquisitive mind, or maybe it's just become a habit of your job but, when you discover a new experiment, nothing will stop you from pulling that thread - not even the threat of singed eyebrows. Twice per day, with 30 minutes of roleplay and the appropriate resources (e.g. lab equipment/reagents), you can recreate an experiment with a desired outcome in mind. In order to be able to do this, you must have a copy of the research notes with you, which can be found in world.

YOU CAN OPT TO DO THIS IN LESS THAN 30 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you complete the experiment and achieve the desired outcome.

On a failure the experiment is still complete, but it creates the opposite of the desired effect (e.g. you experiment with a health serum you've found, hoping to recreate it. The outcome is a failure, and the serum is tainted, becoming poisonous to whomever ingests it).

Coding Languages

Growing up in Province 3, it was almost impossible to avoid technology. Even those unlucky enough to not be selected for the NEAT training programme were put in front of screens before they could talk.

With 10 minutes of roleplay, you can hack through one layer of technological security (e.g. firewall, folder encryption, single CCTV channel) on a computing device to access files, take control of a system, or scramble a network.

YOU CAN OPT TO DO THIS IN LESS THAN 10 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you break through the security layer undetected.

On a failure the system detects suspicious behaviour and will lock-down for a 30-minute cooling period (if this happens, please notify a ref/GoD).

During this cooldown, each further attempt to hack the system will increase the lock-down by 5 minutes.

Province 4

Lung Capacity

Life on the coast can be beautiful, but the waters can be deadly to the inexperienced. What better way to learn than to literally jump in at the deep end? In Province 4, it really is sink or swim, and learning to hold your breath properly may just save your life.

Thanks to your training, you can hold your breath for up to 5 minutes and ignore airborne effects (e.g. poison gas) for the duration. (Please do not actually attempt to hold your breath for this length of time!)

You should roleplay this accordingly, e.g. not talking or opening your mouth.

At the end of the 5 minutes, you will be left gasping for air. If you remain in the affected area when this happens, you will be unable to stop yourself from taking a deep breath in.

You will immediately receive -1HP and will receive the 'poisoned' condition until an antidote can be taken.

You can physically interact with the world as normal during the 5 minutes.

This skill has a cooldown period of 30 minutes before it can be used again.

Steady Footing

Whether or not you end up working on the water or the land, everyone in Province 4 must earn their sea legs. The ocean can be choppy and workers must be grounded; it takes a lot to throw you off your feet.

Once per combat encounter you can ignore ONE call of strike down with the reply of **“NO EFFECT”**.

There must be a minimum of 10 minutes between combat encounters before you can ignore further calls.

Province 5

Electrical Systems Knowledge

Province 5 powers the nation, and you power the Province. Wiring and electronics are second nature to you – you know which connections to make, which wires to cut, and which switches to flick.

With 10 minutes of roleplay, you can override or rewire an electronic device (e.g. maglock, access keypad, control panel) to unlock an area, take control of a system, or redirect power.

YOU CAN OPT TO DO THIS IN LESS THAN 10 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you complete your objective with the desired effect.

On a failure the circuitry will spark, causing an area effect - You should call **"MASS ELECTROCUTE"** and take 1 point of damage.

After 15 minutes, the circuit will be safe to make another attempt if you wish.

Using a Wire (see Province 5 province perk) will allow you to reduce the time needed to 5 minutes without reducing your chance of success.

IF YOU TAKE LESS THAN 5 MINUTES EVEN WITH A WIRE, YOUR CHANCE OF SUCCESS WILL STILL REDUCE TO 75%.

Radiation Resistance

You've spent a lifetime of living in the shadow of New Eden's largest nuclear power plant, Ignotus 9. Through the generosity of the Metropole, and the genius of Eden Biotech, a good diet and daily supplements have given you the ability to tolerate limited exposure to ionized radiation.

Because of this, you can enter an irradiated area for up to 5 minutes without any adverse effects, and last up to 15 minutes without taking any damage from the area effect.

However:

- **If you are still in the affected area at the end of 5 minutes**, you will experience Radiation Sickness
 - Symptoms include fatigue, disorientation, and internal bleeding, which you should roleplay accordingly
 - Radiation sickness does not reduce your HP at the time of contraction
 - If your radiation sickness has not been successfully treated within 24hrs or before time out (whichever is sooner), you will drop to 0HP with no death count
- **If you are still in the affected area at the end of 15 minutes**, you will receive -1HP of damage and be considered **POISONED**
 - The normal rules of poisoning apply
 - You can rid yourself of the poison effect using an antidote, as usual, however you will still suffer from Radiation Sickness

Radiation Sickness cannot be treated by Veterinary Basics, Outback Triage, or any other general attempt at healing - it can only be cured using a specific medication that is discovered through play as a result of either exploration or experimentation. As a citizen of Province 5, you would know that there is a treatment, but not what that treatment is.

This skill has a 30-minute cooldown period before it can be used again.

Irradiated areas will be clearly marked.

Province 6

Network Mapping

You've never seen a map, but you always know your way. Life in transport is hard, but it's easier when you have a good memory.

Road maps, network maps, electrical maps, blueprints, they're all the same, and with 60 seconds of study you can recreate them almost perfectly.

With 1 minute of roleplay, you will be able to take ONE photo of the system map you are trying to reproduce, representing your eidetic memory.

You can then use this photo to draw a copy of that system for use by yourself and others.

A "system" can be any of the following:

- road maps
- telecoms network maps
- electrical circuitry maps
- blueprints & more

If you would like to use this skill and your target system is not listed above, or you are unsure, please ask a ref.

YOU CAN OPT TO DO THIS IN LESS THAN 1 MINUTE. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you can take the photo

On a failure your memory has failed you this time – you cannot take/must delete your photo

Forward Planning

When you're part of the Province that keeps the nation's systems running like clockwork, you have to be methodical in your approach. Just like machinery, your brain is always ticking, and often you can clearly think several steps ahead of everybody else. You work through every possibility, plan for every eventuality, consider every outcome, and can usually make a fairly accurate assumption about a situation you may find yourself in.

Twice per day, when devising a plan to undertake an action or explore a new environment, you can approach a ref to obtain or confirm one piece of information relevant to the situation.

This will be highly dependent on the specific context but may cover things such as confirming/denying a working theory, knowing what skills may be helpful/hinder a pre-planned exploration, or recalling important clues from prior discoveries that may have been overlooked.

The ref will also consider any information or deductions you have already made, and this may influence the outcome you receive.

Province 7

Redneck Ingenuity

You are no stranger to overcoming unfavourable odds, weathering the storms to achieve the impossible. And why? Because, where there's a will, there's a way. When you put your mind to it, you really can create something from nothing, even if others may fail to understand the method to your madness.

Once per event, you can make **ONE** useful item from a seemingly random collection of gathered items, with a desired function in mind.

In order to do so, you will require:

- 5 gathered items
- 15 minutes of appropriate roleplay

You should also make an attempt to build the resources into some form of gizmo as part of this, but your success or failure will not be judged on your ability to do so.

YOU CAN OPT TO DO THIS IN LESS THAN 15 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you build your useful item, and it will function as desired.

On a failure the item is still physically created, but it doesn't function.

Depending on your intended function, a ref call may be made at the time of failure, adding additional consequences for your hubris.

Synching Cadence

Using a misery whip takes patience, hard work, and synchronicity. Out in Province 7 you have ways and means of keeping the rhythm of the sawblade even.

Twice per day, when you participate in a group of at least five people trying to complete an action using Team Working, you can use your knowledge of synching cadence to increase the group's chance of success to 75%.

At the start of the roleplay, you must make a call of **"SYNCHING CADENCE"**.

For the duration of the 10 minutes of roleplay you **must** "keep rhythm" by whatever means feels comfortable to you (drumming, singing, cadence calling etc).

IF, FOR ANY REASON, YOU CEASE KEEPING RHYTHM DURING THIS 10-MINUTE PERIOD, IT WILL INTERRUPT THE FOCUS OF THE GROUP AND REDUCE THEIR CHANCE OF SUCCESS TO 25%.

Province 8

Urban Camo

Everything is wearable if you try hard enough.

With 30 minutes of appropriate roleplay, you can make one individual a set of camouflage for any environment.

This skill also allows you to wear this and gain the benefits of the standard Camouflage skill.

To be successful, you must incorporate materials from the intended environment and make an attempt to apply to them to your kit.

You can make camouflage gear for other Tithes. However, to be able to use this effectively **they must already have the Camouflage skill.**

YOU CAN OPT TO DO THIS IN LESS THAN 30 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you make the camouflage, and it works as intended

On a failure the materials fall apart in your hands, and you are unable to produce the camouflage set

Expert Tailoring

Province 8's textiles workers are constantly reminded that anything less than perfection is not making it out of the factory door. As such, your eye for detail is immaculate, and you are always looking for ways to improve your work.

You know exactly what a garment needs to give it a fresh lease of life. With appropriate roleplay and materials, you can upgrade an existing item of clothing once and improve that wearable item's armour rating, increasing its armour points by +1AP:

- **20 minutes roleplay + heavy-duty material**
 - (e.g. hardened plastic, thick leather, metal, etc)
 - increase AP of a medium armour piece by +1
- **15 minutes roleplay + lighter material**
 - (e.g. flexible leather, fur, padded material, etc)
 - increase AP of a light armour piece by +1
- **10 minutes roleplay + lighter material**
 - create 1 piece of light armour

THIS UPGRADED ITEM IS NOT STABLE ENOUGH TO TAKE MULTIPLE IMPROVEMENTS, AND THEREFORE THE ABOVE UPGRADES ARE NOT STACKABLE

Additionally, craftsmanship like this cannot be rushed – you cannot reduce the time needed below what is outlined above.

Province 9

Percussive Maintenance

Working alongside industrial machinery is a daily occurrence for Province 9. Tractors, swathers, balers, and harvesters are just some of the many commonplace contraptions designed to make life easier... but of course, the things we rely on typically often break.

Like most farmers, you'd rather die than call out the company engineers – after all, you've got jobs to do. Fortunately, you know just how to get your machines back up and running again.

Twice per day, with 5 minutes of roleplay, you can take a look at a mechanical machine/item and either:

- break it
- fix it
- turn it on
- or turn it off

This isn't an exact science, being more akin to a practiced ritual than any actual engineering skill, and ritual can't be rushed – you cannot reduce the time needed below 5 minutes.

Thresher sense

To the untrained eye, the life of a harvest worker may seem quite idyllic, but you are no stranger to the fatal dangers this industry can pose. Life-threatening situations can arise in a heartbeat and, if you don't act fast, you'll be a pair of hands short on the production line (literally).

Twice per day you can call a 10 second time freeze in a dangerous situation, at your discretion. In these 10 seconds you can move objects and/or people to try and counter the danger or reduce its impact (e.g. you see a monster sprinting down the corridor towards you, you react before anyone else does to shut the gate and block its path).

This is not a magic skill – you are not literally pausing time – it is representative of a heightened danger sense and quick reactions.

The call for this is continuous for the duration, starting with the call **“TIME FREEZE”** followed by a 10 second count down **“10...9...8...7...6...5...4...3...2...1...TIME IN”**, and should be loud enough to be heard by everyone present (including refs & crew!)

If moving people during this time, please be mindful of our physical interaction rules and ask them/show them where to move rather than physically moving them yourself.

Province 10

Veterinary Basics

Livestock are your life, and you've learned to clean wounds, pack 'em, stitch 'em up, and cover 'em good enough to prevent infection in a farmyard. You know which drugs to give them to ease pain, and which ones are harmful, and the rough dosages you need.

You can either:

- provide medical assistance (+1HP) to a person as per the first aid general skill outlined in the Tithing Arena Guide (including aiding yourself)

OR

- determine the effect(s) of a drug that has been discovered in play

If you are attempting to provide medical assistance, you must have an appropriate resource, such as a bandage or a drug you have successfully identified as having helpful properties.

YOU CAN OPT TO DO THIS IN LESS THAN 5 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success the target receives 1HP of healing

On a failure the resource is used up, and the target does not receive any HP.

You can make further attempts for as long as your target is able to staunch and provided you have the resources to do so, but each subsequent attempt will reduce your chances of success by 25%. (e.g. attempt 1 = 75%, attempt 2 = 50%, attempt 3 = 25%)

Herder Strength

You're stronger than most and used to dealing with animals bigger and dumber than you.

Twice per day you can grapple a normal person by yourself, instead of requiring two people.

- You must make a call of **"STRENGTH GRAPPLE"** when using this.
- This skill **does** stack with the Advanced Grapple skill, using a call of **"STRENGTH TEAM GRAPPLE"**.

This skill will also allow you to move a staunching person at walking speed by yourself.

Province 11

Low Profile

Attracting any sort of attention in Province 11 can only ever be bad news. It's best to keep your head down and blend into the background, hoping to go unnoticed.

Once per day, once you have successfully used Survival Instincts, you can also move slowly for up to 30 seconds and remain undetected whilst moving.

- You must make an effort to try to remain in partial cover whilst moving.
- You must make an effort to try to remain quiet whilst moving.
- If you move out of cover completely, or make excessive noise, the effect is broken, and you will be seen.

When using this attribute, you should hold a finger in the air to signify that you are currently hiding.

Frugal Sense

Thanks to overpopulation of impoverished citizens and under-allocation of resources, there's never enough to comfortably go around. Thankfully, you're used to making things last longer and stretch further.

Twice per day you can choose one of the following items (if you have it in your possession):

First Aid	Poison	Antidote
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With 5 minutes of appropriate roleplay to divvy up the resource accordingly, that item can be used twice instead of once.

There is no time limit for using this split resource once the roleplay has been completed.

You cannot split a resource that has already been split – to do so would make it ineffective.

YOU CAN OPT TO DO THIS IN LESS THAN 5 MINUTES. HOWEVER, YOUR CHANCE OF SUCCESS WILL BE REDUCED TO 75%

On a success you manage to split the resource, and it works as intended

On a failure you miscalculated how much of the resource you had available, and in attempting to split this into two you have rendered it unusable

Province 12

Outback Triage

In your lifetime in Province 12 you've seen all manner of injuries. The mines are death traps, and the land itself is hazardous on a good day. Of course, being in 12 there's never a doctor nearby. It's just as well, then, that tried and tested home treatments have been passed down through families for generations.

If a person is at 0HP and bleeding out, you can splint/staple/glue/pack an injury well enough that you can extend their bleed out from 60 seconds to 60 minutes.

This intervention requires 5 minutes of roleplay **and resources**. These resources can be anything you could realistically use to close a wound – it doesn't have to be sterile, it just has to work long enough.

Your target will need to staunch whilst this is completed as this skill **does not pause a bleed out**.

Once completed, the target:

- **can** move at normal speeds and without staunching for the remainder of their hour, although they should continue to roleplay having an injury.
- **cannot** engage in combat beyond defending themselves by parrying, AND
- **cannot** take any further hits.

If at the end of this hour the target has not received further medical intervention, OR during this hour the target receives a further injury without having first received medical intervention, they will **instantly drop dead** (immediate, no death count) having slowly bled out from their injuries.

The same target cannot receive multiple rounds of Triage. Triage cannot be given to the same target again until they have received proper medical treatment. You cannot stack Triage uses to increase the death count extension.

You cannot extend your own death count in this manner, you must receive Outback Triage from someone else.

Poison Resistance

Life in the mines is hot, dark, dusty, and debilitating. One small silver lining is that you're so full of coal and carbon that poison has to work a little harder to affect you.

Unlike everyone else, you will only lose 1HP for every 30 minutes from the point of poisoning (instead of 15 mins).

As per the general effect rules outlined in the Tithing Arena Guide, this will continue until you either administer an antidote or drop to your death count. Antidotes will not restore any HP that was lost as a result of the poison.

Survival+ skills are useful life skills that usually require team-working or are expansions on existing skills. These are cheap skills but are reliant on others also having the skill to work.

Stronger Together

1pt

Two or more players with this skill can, with 10 seconds of appropriate roleplay of engaging, “link arms” (or touch elbows/whatever feels safe and comfortable for all) and create a strong unit.

In combat, this has the following effects:

- the unit can call **“NO EFFECT”** on effects that would otherwise knock you off your feet (like strike down).
- every person in the unit gains 1AP temporarily. This is a non-stacking, non-fixable AP applied to the whole body (i.e. doesn't matter where you are hit)
- weapons can only be wielded by those in the unit with a free hand (i.e. those on the end of the unit) and who feel SAFE to do so
- damage is still taken as normal

The non-combat effects of this skill are roleplay dependant and somewhat flexible as such, but for example could be used to barricade a door together, or create a human chain that cannot be pushed past etc.

These effects last for as long as the unit is maintained – i.e. as long as a minimum of 2 people with the Stronger Together skill maintain their “linked arms”.

Tithe Solidarity

1pt

Two or more players with this skill can support each other to resist/endure interrogation.

If you are being interrogated and are able to at least hear each other, you may roleplay appropriately supporting each other.

For as long as the support continues, you can:

- Resist giving in to the torture
- Pause your bleed count on dropping to 0HP (remaining conscious and alive for more than 1 minute)

Once the support stops for any reason, you:

- Can no longer resist the torture
- Must immediately resume your bleed count

Unarmed Combat (Silent Takedown)

1pt + Stealth Kill Skill

As per the Stealth Kill Skill, but instead of hitting the target with a dagger, you can choose to tap the target on the shoulder/verbally gain their attention and state **“TAKEDOWN”**. The target will drop to unconsciousness for 1 minute. After this 1 minute the target wakes unless further action is taken. The target can be looted during this time, and executed if you have a dagger available to you.

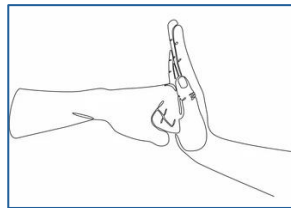
Two or more players with this skill working together can create a diversion rather than staying out of line of sight for 30 seconds. At least one person must be the bait, whilst the other stays out of line of sight and approaches to perform the takedown. If the attacker fails to stay out of line of sight of the target, the target does not take the takedown effect.

You must already have the Stealth Kill skill to be able to take the Unarmed Combat (Silent Takedown) skill.

Unarmed Combat (Stunning Blow)

1pt

If a target is successfully grappled by a minimum of 2 people, you can land a stunning blow on the target. In order to do this, you must (gently) punch your open palm close to your chest and declare **"STUN"**:



This will stun the target for 10 seconds, during which they cannot move at all, and additionally cause them to be confused for a further 20 seconds.

UNDER NO CIRCUMSTANCES SHOULD YOU ROLEPLAY THIS SKILL USING ANYTHING OTHER THAN THE PRESCRIBED ACTION ABOVE.

Crew will be given the express instruction to time themselves out of any interaction which does not conform to this requirement and inform a ref immediately.

Advanced Grapple

1pt

Two or more players with this skill working together can grapple 1 Enforcer for 10 seconds. Advanced Grapples should be carried out according to the established grapple rules outlined in the Tithing Arena Guide.

Each advanced grappler attempting this must make a call of **"TEAM GRAPPLE"** followed by the number of grappler they are (i.e. first person "Team Grapple 1", 2nd person "Team Grapple 2" etc etc)

For each additional advanced grappler above 2, a further 5 seconds will be added to the grapple.

The Enforcer will still be able to move slowly whilst under grapple effect.

After the grapple times out, the Enforcer will free themselves from the grapple, regain full speed, and can reach for their weapons.

Champion's Inspiration



Opt + Tithing Arena Champion

Once per event you can make an inspirational speech to your fellow tithes starting with the call **"WE ARE ALL CHAMPIONS..."**. This speech should be a minimum of 30 seconds long, and loud enough to be heard by everyone present.

For the purposes of the effect descriptions below, champions other than the one currently using this skill are considered "tithes".

Tithe Effects:

- The tithes gain +2HP temporarily (this cannot be healed once lost)
- The tithes have **ONE** 100% chance of success on a valid action attempt using Team Working within 15 minutes of the speech ending

Champion Effects:

- You gain +5HP temporarily (this cannot be healed once lost)
- You can make 2x calls of **"STRIKE DOWN"** in the next combat encounter within 15 minutes of the speech ending
- You can make 1x call of **"I AM THE CHAMPION"** in the next combat encounter within 15 minutes of the speech ending, drawing all monsters in the vicinity to focus their attacks on you.

Recommended Kit

AS ADULTS, YOU ARE RESPONSIBLE FOR YOUR OWN PERSONAL OC SAFETY AND WELLBEING.

AS SUCH, PLEASE ENSURE THAT YOU BRING APPROPRIATE SHELTER FROM THE ELEMENTS AND EQUIPMENT FOR SLEEPING/ EATING/ STAYING HYDRATED THROUGHOUT THE EVENT.

Based on events so far, and considering previous players' experiences, we strongly suggest that you bring the following items:

- mobile phone (with somewhere secure to keep it on your person)
- portable charger (at least one, some players recommend two)
- a full change of dry clothes kept in a dry/waterproof bag, including socks and underwear (bring more socks than you think is necessary)
- plenty of high fuel snacks
- a refillable water bottle
- a torch with a red-light option
- thermals/layers (especially to sleep in)
- medication
- sleeping bag
- sleeping bag liner
- a raised camping bed
- air mat or insulating foam mat to put on bed
- packs of tissues
- hand sanitising wipes

Full kit guidance and weapons standards can be found in the Tithing Arena Guide.

You should keep all items you require OC such as meds/food/water in a separate OC bag. This bag should stay with you at all times or be placed in a secure, accessible location. Any items left unattended will be so at your own risk. The Game holds no responsibility for lost or damaged items.

Unless otherwise stated, your IC gear should be contained to single, separate bag for each character. This bag can be anything – from a Province-branded Tithing Holdall available via our RedBubble Store (wink), to a refuse bag with a knot in it.

All IC gear bags should be clearly labelled with:

- Your OC name
- The IC name for that Character
- The character's Province

Cardboard tags will be available at check in should you require them.

IT IS IMPORTANT TO NOTE THAT YOU MAY BEGIN PLAY IC WITH NOTHING BUT THE BASIC CLOTHES YOUR CHARACTER IS WEARING. ALL WEAPONS, ARMOUR, AND OTHER IC ITEMS MUST BE HANDED IN IN YOUR IC GEAR BAG UNLESS OTHERWISE STATED

Alcohol & Other Substances

The Tithing games, both arena and storyline, are DRY EVENTS.

As such we will not be permitting alcohol (or any other mind/behaviour altering, non-prescription substances) on site for the entirety of the game (including before time in and after time out).

We have taken this decision for several reasons, the most important of which is the continued mental and physical safety of our players and crew.

IF WE BELIEVE YOUR JUDGEMENT TO BE IMPAIRED BY ANY BANNED SUBSTANCES, INCLUDING ALCOHOL, WE RESERVE THE RIGHT TO ESCORT YOU FROM THE GAME AREA AND MAY ASK YOU TO LEAVE THE GAME ENTIRELY

As a game, we take the mental and physical safety of our players and crew very seriously, and disregard for the safety of others will not be tolerated.

Combat

Combat rules and safety will remain as outlined in the Tithing Arena Guide. Please note that, unlike Arena events, combat is likely to occur in enclosed spaces. It is highly recommended that safety equipment such as knee pads be integrated into your kit. This safety equipment will NOT count towards IC armour (unless you have the Medium Armour skill!)

Mental Safety

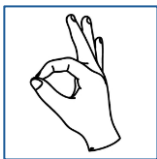
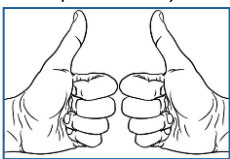
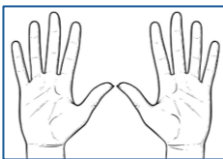
The world of New Eden is a dark one, and our games are well known for deliberately leaning into and exploring this darkness. Due to the nature of the Storyline Events, players may come across, experience, and endure the darker aspects of this world more frequently and for longer periods than they would at an Arena event. Additionally, much like our Arena events, the Storyline events may touch on subjects and themes that are potentially triggering for participants.

At Modern Mythic, we pride ourselves on the trust we have built up between ourselves and the player base which allows us to explore this world to its fullest, whilst ensuring that the players continue to enjoy that experience.

To ensure this, we will use verbal and non-verbal check ins as outlined in the below video, and ask the players to do the same:

<https://www.youtube.com/watch?v=Y7ZEPtjYiM>

Video courtesy of The Wayfarer Chronicles. Hand signals courtesy of Dystopia Rising LARP.

Initiate check in:  & Confirming OK	(alternate)  Confirming OK	No response, or:  NOT OK
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Players who are not comfortable with anything that is happening IC or OC will also be able to “tap out” from any area at any time with no barriers and no questions asked. We do ask that you please try to inform a ref that you are tapping out where possible, either verbally or by crossing your arms in the air over your head, just so that we know all players are accounted for if there is an emergency.



Overhead Crossed Arms = Tap Out

As always, we will also have two qualified Mental Health First Aiders available at event. These are **Craig Morgan** and **Beth Fraser-Swarbrick**. We will always try to provide you with your first choice of MHFA, however please be aware that this will not always be possible due to game and OC circumstances.

As a reminder, we may not always have the chance to warn players of a sensitive or difficult topic and so, by attending the event, you accept that you may encounter some or all of the following content:

- Gore
- Murder
- Poverty
- Psychological fear
- Jump scares
- Simulated torture
- Being hunted
- The dark
- Suspense
- Loud noises

To reiterate, The Tithing is an intense, 24-hour time-in survival LARP. It's go hard or go home. There is no easy mode. There are very few Out Of Character spaces (bar the toilets), so please bear this in mind when considering whether this is the game for you.

However, if you come to the event and find yourself struggling for warmth/food/sleeping equipment, or realise you've come under-prepared, please, please come to GoD and we will do what we can to help you - your characters are meant to die, but we definitely want to keep you safe!

And as always...



**MAY THE
ODDS BE
EVER IN YOUR
FAVOUR**