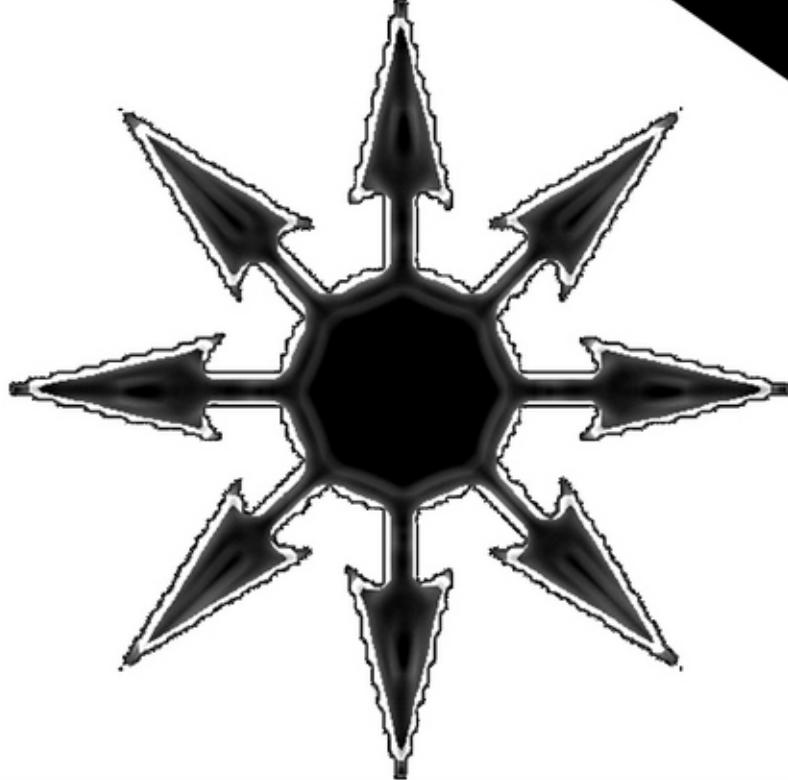


COMPILED BY MOLLY SWITCHBLADE. COVER BY FAYE GELFAND.



**3RD EDITION
OFFICIAL GUIDE**

COLA

IN A NUTSHELL

CITY OF LOST ANGEL'S - A DARK ROLEPLAY/COMBAT/SEX/COMMUNITY.

Yadda Yadda

The CoLA website

This website is the absolute best way for you to get information about the CCS system and to interact with the developers to report bugs.

<http://www.cityoflostangels.biz/wiki>

This documentation is a re-organization and compilation of material that is freely available on the CoLA website.

Other CCS SIMS

This document covers the City of Lost Angel's (CoLA) in the Lost Angel's SIM. While many other SIMs use the CoLA Combat System (CCS), there are subtleties of the rules that differ from SIM to SIM.

Disclaimers

This section is required for our protection.

Follow the Lost Angel's Rules

Lost Angel's is private property of Suzanna Soyinka. It is not a public Linden-run SIM. As a private Second Life simulator (SIM), Lost Angel's has rules by which you must abide, or face ejection and ban.

Lost Angel's is not a democracy. The SIM has an owner who dictates the rules. Understand that you remain here on her invitation only. She is patient with ignorant newcomers, but she does not suffer an asshole to live.

Terms of Service

Suzanna Soyinka has the right to refuse service to anyone.

Due to changes in the Second Life terms of service (TOS) you inherently agree, by entering the Lost Angel's simulator (SIM), to abide by the following. You agree that you are over the age of eighteen, and you are not offended by violence, adult language, or sexual content. Parties not over the age of eighteen are trespassing and thus legally liable for their own actions. The owner of Lost Angel's defers all responsibility beyond this agreement, in legal liabilities, to the trespassing party.

You further agree to allow the use of logs by the Game Masters (GMs) and Administrative staff for the purpose of determined game rule violations! Logs will never be used in any fashion except in SIM administrative situations.

Copyright and Trademarks

All Lost Angel's materials, except where explicitly stated, are the property of, and copyright © 2005-2007 Suzanna Soyinka. All Rights Reserved Worldwide.

Portions of this document is based on material Copyright © 2006-2007 Angel's Respite LTD, Opal Island Web Services LTD. All Rights Reserved Worldwide.

Original material that is not lifted directly from Suzanna Soyinka or the CoLA website is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 2.5 License.

See <http://creativecommons.org/licenses/by-nc-nd/2.5/>

If you sell this document, Molly Switchblade will find you, kill you, and then eat you. This assumes she can move faster than Suzanna.

Feedback

Direct your comments on such matters as errors and omissions, as posts or PM on the CoLA forum, to Molly Switchblade. Do not send corrections as IM in SL, because then my client crashes and you get mad when I seem to ignore you.

Please do not bother Suzanna. She's responsible for the accurate material, and I'm responsible for the rest.

Codicil

This is an unofficial guide to CoLA. Molly Switchblade publishes this in communication with—but without formal relationship to—the CoLA management.

This PDF document is formatted for a computer screen, not for paper hardcopy. Save trees, don't print. If you must print, please use a double-sided printer in *landscape* mode.

Molly Switchblade is a technical writer in real life. Her pen IS mightier than your sword.

For my children.

CoLA Combat System (CCS) Quickstart

Obtaining CCS

Get the CoLA Combat System (CCS) free at the following locations in Second Life:

- Angel's Respite, the store in CoLA

Attaching CCS

An active CCS is required to fight or gain experience in CoLA. Attachment order is critical.

1. Wear the CCS HUD (clickable user interface).
2. Wear the CCS Meter (floating text over character).

Note The CCS syncs with the database every 5 minutes, saving values for color, title, life, stamina, and experience.

First timers

The first time you attach the CCS you must determine your stats, race, and class/profession. A link to a web page appears for these selections.

CCS HUD description

The HUD displays your Life and Stamina in vertical bars. The black fields show CCS server status, experience, and **Status Ailments**

There are three colored buttons, and three F Key buttons.

- Red opens up your skills menu.
- Blue opens a web page that displays your character statistics.
- White hides the CCS HUD off screen to the left.
- F Key buttons assign CCS commands to the appropriate key

Activating CCS

CCS commands are case-sensitive, and typed into the main chat field.

CCS must be on to change these settings.

/9 on—CCS on—enables combat and experience accumulation

/9 off—CCS off—used for non-combat role play or AFK.

Note Going AFK with a CSS active can get you banned from the SIM.

Typing CCS commands

/9 skills—Brings up the skills menu. Also activated by clicking the red button on the HUD.

/9 healing—Opens up the healing skills menu.

/9 offense—Opens up the offense skills menu.

/9 support—Opens up the support skills menu.

/9 menu—Opens up a menu to select one of the above options.

/9 profile—Opens up a menu to edit your web profile.

/9 report—sends a bug report directly to the CCS database.

CCS combat/skill commands

/9 statfix—removed due to abuse.

Changing CCS meter appearance

Note Your CCS must be on to change these settings.

/9 title <text>—Sets your floating text title. Type **/9 title** followed by a space to remove a title.

/9 hidestats—Hides your floating text character information.

Hidestats Note—Stats are reset (re-appear automatically as floating text) whenever you

- login to a CCS-enabled SIM
- enter a CCS-enabled SIM
- perform a combat action.

/9 showstats—Displays floating text class/level information.

/9 color <RGB color>—sets the CCS floating text color.

/9 hudcolor <RGB color>—Sets the CCS HUD background color.

/9 textcolor <RGB color>—Sets the CCS HUD text color.

Color Note RGB colors are three 1-255 values For example, to display floating text in cyan, type:

/9 color <128,0,64>

Creating a character quickly

There are two Qualitative choices to make regarding character creation (race and profession). You also need to distribute quantitative points among character statistics.

Choosing a class/profession

The following chart displays the racial name for each of the three professions. Profession determines your character's talents, such as chance to hit, natural healing, and choice of skills.

	Class/Profession		
Race	Tank	DPS	Healer
Angel	Guardian	Arch Angel	Seraphim
Demon	Warrior	Flayer	MindRender
Demon	Soldier	Assassin	Medic
Lycan	Brute	Stalker	Shaman
Supernatural	Tank	Feyblade	Mystic
Neko	Prowler	Mouser	Alleycat
Vampire	Templar	Death-Dealer	Acolyte

Distributing statistics

Note The racial bonuses do not appear in your statistics until **after** you apply your optional points.

Starting characters get six extra points to distribute optionally. These points are in addition to the racial baseline shown in the chart below. Additionally, as you gain level in your profession, you earn additional statistic points to apply as you like.

The following table displays the baseline for each race.

Race	Strength	Fortitude	Endurance	Willpower	Angel	Perception
Angel	15	25	15	25	15	15
Demon	20	15	20	20	15	20
Demon	15	20	20	15	25	15
Lycan	25	25	15	15	15	15
Neko	15	15	20	15	15	30
Supernatural	15	20	15	25	20	15
Vampire	25	15	15	15	20	20

Using bundled CCS weapons

Three weapons are bundled free with the initial free CCS package. [No longer true-Ed] Object design by Seiyuuki Tsuki. Scripting by Alena Sin. The prims and scripts are editable.

Note The free CCS weapons are not supplied with automatic updates.

- [CoLA Knuckle Sandwich](#)
- [Colt 1911 Pistol and Mossberg Shotgun](#)

CoLA Knuckle Sandwich

The CoLA knuckle sandwich is a [Melee Weapon](#). The prims and scripts are editable.

To punch someone with the knuckle sandwich

1. Wear the knuckle sandwich.
2. Default position is the right hand.
If you wish to change hands, refer to [To use a knuckle sandwich in your left hand](#):
3. Press and hold the primary mouse button with the cursor on anything that's not you.
4. Press the arrow keys to attack anything within two meters in that direction.

Note When the chat window is closed you can melee attack with the WASD cluster in addition to the arrow keys.

To use a knuckle sandwich in your left hand:

1. Right click the item in your inventory
2. Select Attach to > Left hand
The knuckle sandwich appears on your avatar's hand, but it is skewed unnaturally.
3. Right click the weapon when
4. Select Edit and adjust the weapon to appear properly.

Colt 1911 Pistol and Mossberg Shotgun

The CoLA Colt 1911 pistol and Mossberg Shotgun firearms are [Ranged Weapons](#).

Each of these weapons includes two versions. One item is to be worn on your right hand, and one item—the holster—is worn on the body. Only one is visible at a time.

Gestures (FKey macros) with animations have been supplied to give one-key activation for each firearm. Alternately, you can type the commands manually.

To use a bundled firearm:

1. Equip both parts, the holster and the weapon in hand.
2. Draw the weapon
3. Enter mouselook.
4. Target the bad guy in the crosshair and click the main mouse button.

The following table summarizes the commands for the bundled firearms:

Action	Mossberg Shotgun	Colt 1911 Pistol	Description
Ready Commands	/10 draw	/11 draw	Positions the weapon in your hands for firing
	/10 holster	/11 holster	Positions the weapon in its holster
	/10 safe	/11 safe	The weapon cannot be fired, regardless of position
	/10 unsafe	/11 unsafe	The weapon can be fired from the drawn position
Loading Commands	/10 ap	/11 ap	loads the weapon with armor-piercing rounds [†]
	/10 std	/11 std	Loads the weapon with standard rounds [†]
	/10 reload	/11 reload	Reloads the weapon with previously-chosen ammunition
Fire Rate Commands	/10 semiauto	/11 semiauto	One round is fired with each mouse click
	-	/11 burst fire	Three rounds are fired with each mouse click
	/10 auto	/11 auto	Multiple rounds are fired continuously as long as the primary mouse button is held and ammo remains
Help	/10 help	/11 help	Offers a descriptive notecard

[†] At the time of publication, the combat system offers no functional difference between these ammunition types.

Table of Contents

Yadda Yadda2

The CoLA website	2
Other CCS SIMS	2
Disclaimers	2
Copyright and Trademarks	2
Feedback	2
Codicil	2

CoLA Combat System (CCS) Quickstart3

Obtaining CCS	3
Attaching CCS	3
Activating CCS	3
Typing CCS commands	3
Changing CCS meter appearance	3
Creating a character quickly	4
Choosing a class/profession	4
Distributing statistics	4
Using bundled CCS weapons	5

Table of Contents7

Document History11

Change History	11
----------------------	----

CoLA Frequently Asked Questions

(CoLA FAQ)13

Overview of the City	13
What is Second Life?	13
Who created CoLA?	13
What can I do in CoLA?	13
What is CCS?	13
Who made CCS?	13
Is sex allowed in CoLA?	13
Can I kill people and be killed?	14
Wow this is really cool! How do I join?	14
How can I be a <your character preference>?	14
What is the The World of Lost Angel's ?	14

The World of Lost Angel's15

The End of the Beginning	15
Racial Motivations and Dark RP	17

Playing a Role21

Freeform Roleplay Defined	21
The Basics	21
Freeform character abilities	22
Role-Player's Creed	22
Overview: role playing	23
Playing a role in CoLA	23

Understanding the Community25

Summarizing critical rules	25
Summarizing general rules	25

Understanding Metagaming27

Metagaming overview	27
GM Administrators	27
In-Game Operations	28

Understanding Character Abilities.....29

CCS statistics..... 29
 CCS Class..... 30
 CCS Race 31

Understanding CCS Skills45

Overview..... 45
 Skill Descriptions 45
 Skill Reference Tables 57

Understanding Factions59

City of Lost Angel’s Group (Metagaming) 59
 CCS Group (Metagaming) 59
 Blood Angels (Metagaming) 59
 The Brood 59
 The Clan..... 60
 CoLA Medical Staff..... 60
 CoLA Welcome Committee (Metagaming)..... 60
 Coven 61
 The Desh'mirai 61
 DJs (Metagaming) 61
 Heavenly Choir..... 61
 Hunters..... 62
 Inner Circle..... 62
 Police..... 62
 Strippers 62
 The Syndicate 62
 The Tribe..... 63
 The Vanguard 63
 Establishing a new faction..... 64

Understanding Experience Points.....65

Understanding CCS Combat.....67

Before Combat 67
 Starting/Initiating Combat 67
 During Combat..... 67
 Ending Combat..... 69
 After Combat 69
 Combat Tactics..... 70

Understanding Weapons75

Selecting a Weapon within Roleplay 75
 CCS Weapon types 75
 Approved weapon designers..... 76
 Banned Weapons..... 77
 Unlisted Weapons 78

Understanding CCS Weapons79

Use of Multiple or Special Weapons 79
 Explicitly Legal Weapons..... 80

Understanding CoLA Weapons81

Selecting a Weapon within Roleplay 81
 Approved Weapons 81
 Unlisted Weapons 82
 Banned Weapons..... 82

Location, Location, Location.....85

Overview 85
 The City of Lost Angels, Proper 85
 NonMerged SIMs 85
 Opal Island 86

Using CCS and the SL Client87

Global CCS Rules..... 87
 Configuring CCS 87
 Client Lag Reduction Hints 88
 Hardware recommendations..... 89
 Developing for CCS 90

CSS Release Notes91

Changes in 0.4.0	91
Changes in 0.3.7.4	92
Changes in 0.3.7.3	92
Changes in 0.3.7.2	92
Changes in 0.3.7.1	92
Changes in 0.3.7	92
Changes in 0.3.6	93
Changes in 0.3.56	93
Changes in 0.3.5	93
Changes in 0.3.4	93
Changes in 0.3.3	95
Changes 0.3.2.....	95
Changes in 0.3.1	95
Changes in 0.3.....	95

Document History

Change History

A vertical “changebar” appearing in the left margin indicates changed material since the last publication of this document. The table below describes the changes more fully.

Date	Description
2008.01.09 3rd Edition Preview	Updated <ul style="list-style-type: none">Rules changes.General accuracy, brevity, and clarityTankArmor-8 duration Added <ul style="list-style-type: none">Cover art by Faye GelfandComplete Skills list (Thanks to faction leaders for collating this!)Clan faction description by Terry TolandLlyr’s Brilliant Analysys
2007.04.12	Updated <ul style="list-style-type: none">General accuracy, brevity, and clarity Added <ul style="list-style-type: none">Name for Nekos group: TribeHunters groupHyperlinked cross-references throughout.Experience Points Chart displaying total points (and time) required for each level.
2007.04.10	Updated <ul style="list-style-type: none">Group titles: DemonMoved racial descriptions to Understanding CCS Race and Class (Deprecated), from Understanding Factions.Clarified CoLA Frequently Asked Questions (CoLA FAQ) entriesReorganized and fleshed out the Understanding CCS Race and Class (Deprecated) chapterColors and aesthetics: changed headings to blue, allowing red text to represent hyperlinks exclusively. Removed <ul style="list-style-type: none">Superfluous skill interpolations (Damia Savon)Typo (Deanril Ceres) Added <ul style="list-style-type: none">Document HistoryCase sensitivity to CCS command line (Spike Deakins)Supernatural Ranking System (Terry Toland)Second page racial reference charts to CoLA Combat System (CCS) Quickstart.Racial abilities to Understanding CCS Skills
2007.04.09	First release. Alpha

1. CoLA Frequently Asked Questions (CoLA FAQ)

This FAQ contains the following sections.

- [Overview of the City](#)
- [What is Second Life?](#)
- [Who created CoLA?](#)
- [What is CCS?](#)
- [Who made CCS?](#)
- [Is sex allowed in CoLA?](#)
- [Can I kill people and be killed?](#)
- [Wow this is really cool! How do I join?](#)
- [How can I be a <your character preference>?](#)
- [What is the The World of Lost Angel's?](#)

1.1 Overview of the City

City of Lost Angel's (CoLA) it is a Dark Role Play SIMulator in the world of Second Life, CoLA is currently located in the SIM of Satellite in the Second Life world. A private SIM was ordered in April 2007.

While the City of Lost Angel's recognizes the systems and static rule sets of other role play communities, the City of Lost Angel's itself does not practice any form of static VTR/VTM role play.

If we were to classify the city, it would be classified as more or less full of wild vampires, demons, gang members, lost souls and very possibly a Sabbat stronghold...but not entirely.

The City of Lost Angel's is still in its beginnings. Plans—nefarious and amazing indeed—are in the works. We want to provide you not only the single best roleplaying experience in Second Life, but one of the best roleplaying games in the industry! Look to the future with the staff and developers of CoLA.

1.2 What is Second Life?

Second Life is a massively multi-player online SIMulation. It allows users to do almost anything to the limits of their creativity and imagination. See <http://www.secondlife.com>

1.3 Who created CoLA?

Suzanna Soyinka created CoLA and much of the game concept used in the SIMulator. It has been heavily popular and has been augmented and enhanced heavily by the ideas and input of players and administrative staff alike.

CoLA was the very first Dark role play/Sex/Combat SIM in Second Life and is generally only rivaled by Midian City for overall popularity.

1.4 What can I do in CoLA?

Anything you like really, within some fairly liberal rules. CoLA is built around the concept of free form role play in a limited structure. While in this atmosphere its very easy to make yourself out as an omnipotent god/goddess, Suzanna Soyinka and Jora Welesa have devised a system to limit this kind of play called the CoLA Combat System, which defines the abilities and powers of a character within a level based system. See [“Playing a Role” on page 21](#).

1.5 What is CCS?

CCS is the CoLA Combat System. This software is a highly complex piece of LSL/SQL hybrid code, developed to give CoLA its own mini-MMO style of game play. See [“Using CCS and the SL Client” on page 87](#).

1.6 Who made CCS?

Jora Welesa—is the primary programmer for the CCS project and has been a major force in taking Second Life based role play gaming to the next level. Jora coded the bulk of the CCS system and the entire CCS back end database from scratch.

Suzanna Soyinka—created the game concept and does the primary conceptual, graphic and 3D design for the CCS system as well as helping Jora with the LSL scripting side of the system.

1.7 Is sex allowed in CoLA?

By all means...we are an adult community and players agree they are over the age of 18 when they enter. But unlike most “sex” communities, CoLA isn't just a collection of bad animation balls. Its a highly complex and graphically rich build designed to support role play first. Sex is the spice.

Suzanna Posted on 12-03-2007 14: 59

A fade to black approach is always respected and is enforced in the rules...I like to leave it up to the participants to decide what they want to do.

That aside, if someone tries to take your character somewhere you're not willing to go...all you have to do is extricate yourself from the scene in whatever way you feel comfortable with...even if you have to go OOC to make your point.

Role Play in CoLA is consensual and always will be. But I won't start limiting the possibilities of dark experience in the city by making specific types of fetish play against the rules. pedophilia is the only area I will not give people the freedom they are entitled to as adults to make their own decisions about what trips their triggers.

http://cityoflostangels.biz/wiki/forum/viewthread.php?forum_id=2&thread_id=153

1.8 Can I kill people and be killed?

Yes and no. You can be defeated with the combat system, but you are not killed in the sense that you are teleported to your Second Life home location.

CoLA is completely safe to the outside observer, all weaponry is set to non-hostile safe zone damage settings and combat is allowed between only the people using the CoLA Combat System (CCS).

To fight, you must get and equip the CCS, a free system picked up in the shop just to the right of the subway exit as you enter the City. There is a similar vendor at the entrance for the Nation of Remembrance.

Once you are wearing both parts of the CCS, all bets are off, your safety is largely based on your own conduct, people that aren't running around flashing guns and being a nuisance aren't generally fired upon....but even then, nothing is guaranteed.

If you are killed within CCS combat, you must role-play being defeated. This can mean anything from being enslaved and abused, to getting a weapons lesson from your opponent, or being left in the street until a passerby heals you. This is the role play aspect of the combat. See ["Understanding CCS Combat"](#) on [page 67](#).

1.9 Wow this is really cool! How do I join?

The City of Lost Angel's is based entirely in Second Life at this time, to be a part of it you must have an account with Second Life, registration for Second Life is totally free, so what's stopping you?

To join CoLA, you can start out by looking up the City of Lost Angel's main group in Search > Places, and join that group by clicking the Join button. Membership in the CoLA main group is open enrollment and its the best place to get started as a citizen of the community.

1.10 How can I be a <your character preference>?

You select your character. traits when you first wear the CoLA Combat System.

- [Character statistics](#)
- [Character Class/Profession](#)
- [Character Races](#)

Your character race most likely determines what faction you can initially join. Though being part of a faction is not required, it can help enhance your experience in the game, and extend your life span to join a team of established personalities.

To join a faction, contact the following people.

Angel

- Faye Gelfand

Demon

- Charissa Korvin
- She Juniper

Human

- Devi Sakai
- Kala Vixen

Lycan

- Krankheit Spaatz
- Stormy Wilde

Neko

- Thirty Caliber

Supernatural

- Speyeder Farina
- Terry Toland

Vampire

- Wendy Scalia
- Angel Nohkan
- Naimerra Neurocam
- Suzanna Soyinka

1.11 What is the The World of Lost Angel's?

Read the next section: [The End of the Beginning](#)

2. The World of Lost Angel's

This chapter contains Suzanna's initial backstory concept of CoLA followed by an analysis that Suzanna describes as **required reading** **exactly how I envisioned the world we live in.**

- [The End of the Beginning](#)
- [Racial Motivations and Dark RP](#)

The End of the Beginning

by Suzanna Soyinka

The conceit of the human race has always been its most curious aspect. It was the early part of the 21st Century, a century that had been much lauded in fiction and fantasy alike, lauded to be the next great Golden Age of humanity, where all the ills of the world would be erased by technology, and all of mankind would finally be working together for the greater good.

Writers are often idealists. The 21st Century came, and the technology came with it. But instead of saving the world, technology was compartmentalized and corporatized, copyrighted, registered, trademarked, and patented. Technology became chains of the system, binding the whole world into dependence. Much of the world fell under technology-based domination, without even a single protest. Yet fragments of humanity resisted. Some turned to logic, others to activism, and many turned to religion.

Religion, always a major facet of human existence, came into prominence again in the late 20th and early 21st Century, caused by mankind's unconscious rebellion towards the vastly-changing world. The old establishments of Western and Eastern theology, the spiritual safe zones standing between humanity and the forces of evil, were politicized and refocused to stop the technological changes coming to the world. Religious fundamentalism rose up in the world like an uncontrollable fire.

Wars, rumors of disaster, terrorism, biological attacks, political pogroms, and propaganda became the tools of every nation. Peoples with differing idealism fought each other for dominance in a world that had progressed far beyond the control of any of them.

The old United States, in its pursuance of fundamentalist policy world-wide, eventually overextended itself. Battered down economically under the weight of multiple wars in Afghanistan, Iraq, Iran, Syria, North Korea and Venezuela, the United States became a superpower in name only. U.S. currency became worthless on the international market, triggering an economic depression world wide.

Just as the Golden Age was supposed to dawn, it seemed instead that humanity was entering a Dark Age. The people of the old United States eventually lost all faith in their government's ability to recover. With their government entrenched

in warfare and facing economic ruin, the people did the only thing that was left to do: Revolt.

Anarchy and rebellion broke out from coast to coast, plunging an already black period of the nation into even darker times. With nearly all its finances—and ninety percent of its military forces—committed to operations overseas, the federal government had no meaningful resources remaining for the home front. The White House ordered state police to quell rebellions. These federal mandates met with small success, as state-level law enforcement agencies had even fewer resources than the federal government, and local police, familiar with the situation in their districts, knew where their loyalties must lie. Many police sided with the street rebels openly.

It was during this revolution within the United States that odd reports began cropping up: people coming up missing, bodies being found drained of all their blood, or horribly mutilated. Strange cases appeared: spontaneous combustion, corpses left immolated, people apparently killed with brutal biological weapons, flesh and organs melted from their bones.

Much of this was originally written off as various factions using unknown weaponry, possibly stolen from top secret federal labs. This was not the case. Monsters of myth and legend, creatures who had carefully survived quietly by remaining under the surface of human society, threw aside the cloak of secrecy that had hidden them for so long. Vampires, werewolves, stranger things yet, started to show themselves openly in the dark age mankind had started.

Years of mayhem ensued, with pitched battles engulfing major cities across the country. The Battle of Seattle, the Chicago Massacres, the Battle of New York, these became sad and dark stories in the history of the once-great nation.

Yet none of them were as dark and chaotic as the Battle for Los Angeles.

It was in Los Angeles that the first vampire Coven openly rose to power among the battling factions of the city. Casting aside centuries of co-existence with humanity itself, the vampires of the city came together under the leadership of the elder Suzanna Soyinka, an ancient vampire.

Born originally in the 11th Century in Novgorod, Russia, the human woman was turned at the age of 30 by a vampire of ancient descent, one who had been ensconced in the Byzantine Church as a Greek Orthodox Arch Bishop. Soyinka as a vampire then lived the next two centuries in Pskov, openly amongst the populace, widely feared by the superstitious as a witch or demoness. In 1238, she fled the Mongol invasion of the Kievan state, traveling to Rhoda, Spain. There she lived quietly among the populace for nearly 600 years before emigrating to the United States under the guise of an expatriate member of the Spanish Royal Family. Although she left immediately after the assassination of Franz Ferdinand, the event instigating World War I, no one investigated if Soyinka was involved.

After establishing herself in the United States, Soyinka lived primarily in New York City, living a quiet but opulent lifestyle at the top of the Rockefeller Tower Center. She invested her rather substantial wealth in the pursuits of well-known business tycoons becoming even wealthier and more powerful.

Suzanna moved to West Coast during the aftermath of World War II. In the growing cultural center of Los Angeles, she met many other vampires. After a few decades of establishing her dominance, Soyinka formed the first Coven of vampires in L.A.

The Coven flourished in the growing city, their goals subtly guided creativity within the newly-established entertainment community. Rapid growth of the film industry in the late 20th century swiftly advanced the Coven agenda of ensuring humans knew about vampires, but continued to believe that they didn't exist. In return, Hollywood contributed a great deal of money to the Coven's coffers.

The chaotic beginnings of the 21st Century resulted in the final deaths to several Coven elders. Even the wisdom of centuries could not save them from the sudden and violent clashes between rebels, police, remnants of the military, and street gangs of Los Angeles.

Soyinka eventually rallied the Coven to fight as its own force in the struggle for power and control of the city. The vampires were unstoppable. Human forces were not equipped to deal. Vampire strike forces tore the worst L.A. gangs to shreds, leaving their members hanging from the ceiling of their cribs. Police and military forces were subverted and turned, or slaughtered outright in hideous massacres. Over time, the Coven hammered a brutal and iron-fisted order out of the mayhem that had been tearing the city apart.

As the Coven completed their domination of humans, non-human challenges to vampire dominance arose. Vampires and their thralls were found, mutilated and torn to shreds, left as signature kills attributable to one kind of being. Lycans, the age-old nemesis of vampires in myth and film, were carving territory from mankind and vampire alike. Lycans brutally asserted their physical strengths against any creature that got in their way. The iron-fist of the coven was no longer uncontested.

Unable to aid or avoid either side, Humanity lost hope entirely. After nearly three decades of war, rebellion, monsters amongst them broke the collective spirit of mankind. The world of man was bleak and hopeless, a shadow of its former greatness.

Humanity retreated into a primitive, almost tribal state. Retaining possession of technology, yet unable to fully reproduce any of it, the majority of surviving humans sank into despair.

Amongst the buildings and cities that once were theirs alone, gangs reformed and syndicates were born. Among the unbroken human minority, mostly organized crime--yakuza, and mafia families as well as lesser-known organizations--divided what territory they could retain. Adept at surviving, the old ways birthed new syndicates, suspiciously cooperating in an attempt to bring humans back into their own.

The population looked to religion, those who neither despaired nor enthusiastically joined the new syndicates. These common folk begged heaven for intervention.

They learned the harsh meaning of "Be careful what you wish for." In the summer of 2032, the human race's darkest hour, an Armageddon of religious prophecy began.

In 2032, Earth passed through the tail of a massive comet named Wormwood. The tail of the comet enshrouded the Earth, blocking the sun. Huge fragments of Wormwood cascaded through the sky, hammering the war-torn cities and uncontested landscapes alike. Burning hydrocarbon fires and their smokes caused a Nuclear Winter feared in the Cold War: several months of near total darkness, during which the planet's ecosystem was all but destroyed. Natural disaster set the world afire before it could recover from the man-made disasters.

During the pandemonium that ensued, the first gates from Hell opened. Demons poured into the world, ravenously killing humans and immortals without care or preference. Wars over turf and food resumed, with human and monster fighting each other, fighting amongst themselves, and demons fought them all.

Yet during the first demon onslaughts, a great trumpet was sounded, and the skies burst aflame from horizon to horizon. Down from heaven came the Angels of God, bearing flaming swords of justice, riding velocipedes into battle. Soaring through the skies with holy vengeance, righteous angels fell upon the demons, finally able to fight their timeless battle between good and evil on the streets of Earth.

Humanity raised its hands in supplication, crying out to the angels to be saved, taken up to heaven, and saved by the Rapture. The Angels passed them by, this fight between God and Lucifer having absolutely nothing to do with humans, after all.

And now we stand in the times of war, fire, and demons, the world is a very different place. Humans, vampires and lycans, demons and angels, nekos and supernatural beings, all fighting for a future they want. The Pacifica territory of the Confederated Republic of North America--now completely cut off from the Central Badlands and the Atlantica Territory--hosts the world's fulcrum in the city now known only as Lost Angel's.

How the story ends, this will be told by those that live through these times... in the City of Lost Angels.

Racial Motivations and Dark RP

by Llyr

Posted on 07-12-2007 01:08

Been thinking a lot lately about this whole Dark Rp thing and how it actually plays out, or could if taken to its logical conclusions. I read Cormac McCarthy's *The Road* a few weeks ago and THAT was one dark post-apocalyptic novel. As in, the tiny remnants of humanity left crawling through the ash of a nuclear winter were resorting to cannibalism to stay alive because virtually every other food source was gone. Your POV characters are a father and son, trying to get further south in North America in the hopes of evading the bitter cold, and the son keeps asking his father "Are we still the good guys?" and the father keeps responding, "Yeah, we don't eat people."

I wouldn't actually want CoLA to end up quite that dark. There is nothing fun about the last thirty yard crawl through a desert before you expire.

However, this did prompt a line of thought for me about the basic motivating factors for the different Races in the sim. What makes them tick? What are they trying to accomplish in the Post Apocalyptic world? Please note that none of this is intended to be binding or didactic. I'm just trying to add grist to the Dark Rp mill, and give folks some ideas to play with and take in whatever directions they like.

Humans and Nekos

(lumping these two together because it seemed to make sense)

What do humans want? Basically two things. They want to survive, and they want to be free to pursue their own destinies with a measure of security.

Survival means that Humans and Nekos will spend a lot of time and energy obtaining and protecting food, medical supplies, and other basic necessities of life. If you're independent, you try to make and maintain a hiding spot somewhere in the city, and take elaborate precautions to make sure no one finds it. You hide a lot. You develop a useful sort of homicidal paranoia.

If you're Syn or Tribe, you fortify buildings, establish perimeters, and scavenge your asses off. Anyone who found a cache of penicillin or a crate of ammo would be a hero. Anyone who managed to cultivate a rooftop vegetable garden or design a hydroponics system would be a god.

And anybody who fucked with you would be a target. The various predatory races are a direct threat to your basic objectives. Even Angels are something of an impediment, if they try to control your destiny for you. At the very least you would be working hard to make yourself safe from vampires, Demons and such. At most, you might be attempting KOS, (though that is discouraged in CoLA for obvious reasons).

Demons

Demons are the ONLY race who would benefit from mass carnage and huge body counts. They are the only race who can afford to be completely nihilistic. Why? Because essentially they feed on mortal (and immortal) suffering, pain, and despair, and even once those are used up they get to savour the souls they have collected for all eternity.

In theory, they could end up like solitary bloated spiders in the midst of a completely ravaged and depopulated Earth, licking their lips for all eternity.

In practice however, you can't sustain this in RP. It would be an endgame scenario every single day. So we introduce the idea of caprice. Demons prolong the process because they simply damn well LIKE to. They keep you on a hook at the edge of escape because it tickles their funnybone to watch you become hopeful, and then snatch it away from you over and over and over.

However, they have no problem with killing, even with killing in large numbers, if pressed to it.

Vampires

OK, Vampires are in a really funny predicament. You see, they are essentially parasitic in nature. They want to feed off of humanity (and nekos), and luxuriate in controlling mortal destinies, and keep doing it for a long long time.

Ironically enough, this makes them potentially one of humanity's greatest allies, as long as humans and nekos are willing to endure their tyranny.

Think of them as dairy farmers and of humans and nekos as their herd of cattle. They'd go to great lengths to keep that herd healthy, to protect it from other predators. They would help humans to find food... provide medical services, but always with their own sinister agenda. The doctor stitching you up is always considering your potential as a source of future nourishment. Her eyes glint above that medical mask with unpleasant interest...

Vampires would compete with Lycans (and probably with other vampires) and they'd be quick to make examples of humans and nekos who fail to understand their "place" in the foodchain. They'd be very cautious and methodical about turning humans into vampires, because doing so produces potential rivals, and spreads their resources more thinly. They'd be more likely to do mass conversions if they were gearing up for a war, and needed shock-troops.

And, other than Angels, they are more suited than any other race to be utterly at odds with Demons. If the ultimate Demonic vision is realized, Vampires lose everything they are fighting to maintain. Demonic ravaging of human and neko herds to satisfy their own lust for pain and death completely jeopardizes the security of Vampire society.

They should view Demons the way ranchers view wildfires.

Lycans

If humans and nekos are cattle, vampires are ranchers, and demons are wildfire, then the Lycans are.... well.... wolves.

Unlike the Vampires, Lycans are not exclusively parasitic. They can survive quite well on animal flesh, and many with stronger human sides may even prefer this (though it would be hard to obtain in an urban setting)

Like Humans and Nekos, Lycans most basic drive is for survival. Their secondary drive is for the hunt itself. Don't run away from a Lyan, or show fear, because their instincts run close to the surface, and they may chase you down even if they're not hungry.

However, unlike Demons, Lycans have no interest in wholesale slaughter, unless they are put at risk as a pack. Wolf packs tend to cull a herd of its weakest elements -- the least experienced, the youngest, the wounded. Their leaders will enforce discipline, keeping younger Lycans from indulging their bloodlust in ways that might jeopardize the ongoing health of the human/neko herd.

Lycans would see Vampires and Demons as basic threats to survival-- competing predators. And they would deal with them as wolves do in the wild: catch them alone if possible and kill them, but otherwise avoid them entirely. And they protect each other at all costs. Survival of the Pack as a group is of paramount importance, even at the cost of individual sacrifice.

Angels

Angels are the simplest race to describe, but they may be the toughest to play effectively. Essentially they have two basic racial motivations, but, in a Dark Rp sim, these motivations are frequently at odds, and on occasion mutually exclusive. First, Angels want to triumph over evil.... or to win in their war with the forces of Hell. Second, Angels want to save, protect and nurture the innocent, and by so doing bring light back into the world.

To succeed in their first objective they have to prepare for, and maybe even provoke Armageddon. (Think Michael here). However in any Armageddon scenario, mortal innocents will die in horrific numbers.

Angels intent on protecting the innocent will want to stave Armageddon off as fiercely as possible.

So you have healers, guardians and warmongers all among the same race, constantly working against their own best interests. Militant Angels who are more intent on protecting the innocent frequently end up leaving the Choir and joining the Vanguard. but the Choir itself has a contingent of healers and teachers who are deeply uncomfortable with the idea of ending the world.

In their favour, they have access to divine and miraculous powers that no one else can match.

However, they are outnumbered, outgunned and divided.

Demons want them dead. Humans and Nekos distrust them. No other group has a vested interest in keeping them alive, and the Supers may or may not be planning to turn them into duvets.

Messy. Very messy.

Supernaturals

Along with the Angels, Supernaturals are one of the few groups capable of huge, world-altering solutions to problems. However, just like Demons, Supernaturals are capable of wholesale slaughter without a single qualm of conscience.

What do they want? Who knows? The answer is as varied and complex as their own backgrounds. Heroes, villains, jokers. Macabre, playful, tormented, transcendent. They cover a lot of territory.

I see the Supers very much as the chaos factor, or the Wild Magic in a Dark RP sim. Erratic and occasionally insane, powerful and sometimes vulnerable to the point of incapacity, the Supers rarely act unanimously.

Approach one with a problem and they may just have a means of helping you that no one else can provide. Their help may end up having consequences as terrifying as the problem you were trying to solve in the first place, but that really isn't their concern.

Or they may offer you a sandwich.

Or they may open your mind up like a ripe orange out of simple curiosity to find out how you tick. Hard to say. It really depends on which one you approach, the day, and their mood at the time.

Vanguard

I'm giving Vanguard their own section here even though they are not a race, simply because they are the ONLY faction in CoLA which operates on the basis of a set of philosophical ideals.

Idealists. At the end of the world. Yeah. This is going to end well.

The Vanguard are made up of tiny segments of ALL the races who believe that protecting innocent lives and maintaining peace and personal liberty are worth dying for. They are a study in contradictions -- Anarchists who nevertheless use a para-military structure, defenders of the innocent who will on occasion end up protecting Demons from Angelic assault, heroes in a world that doesn't permit heroes to survive for very long.

They tally up single victories, individual lives saved, and hope that they count for something in the balance against the deaths of those they fail to protect. They end up tortured by their defeats.

And they die.

I think this is something Vanguard players need to be clear about. If you are playing a hero in the sort of world we are describing here, the moment you put your name on the dotted line, you are signing up for an inevitable, and probably messy demise. And you're cool with that. You'll have little victories on the way, but at the end you get to lose.

The redeeming thought for a Vanguard is that somehow their idealism and sacrifice is worth something. They live like a flash of lightning against the dark, and take as many evildoers down screaming into death with them as they possibly can. And they get remembered.

In the grand scheme of things, the Vanguard are going to lose. However, in tiny individual mortal dramas they help to make the darkness of the world bearable.

ANYWAY... that was sort of what I was thinking about at five AM this morning. Other thoughts? Suggestions? Is this kind of thing helpful for how you think about your own RP, or am I simply inflicting the products of my insomnia upon you?

Slainte

Suzanna on 07-12-2007 09:00

This should be required reading. Its probably the most insightful understanding of the world I've tried to create that I've seen since the forums went live.

Not that I have any complaints about our community, we have an awesome community, but some folks just tend to try to twist the story any way that suits them.

Largely I've ignored that out of respect for free form RP, but this is very accurate stuff Llyr and exactly how I envisioned the world we live in.

3. Playing a Role

This topic contains the following sections

- [Freeform Roleplay Defined](#)
- [The Basics](#)
- [Freeform character abilities](#)
- [Role-Player's Creed](#)
- [Overview: role playing](#)
- [Playing a role in CoLA](#)

3.1 Freeform Roleplay Defined

Freeform roleplay is a system of play in of which there are very few actual static rules. The actual roleplay occurring is spontaneous and not pre-planned.

While the City of Lost Angel's recognizes the systems and static rule sets of other roleplay communities, the City of Lost Angel's itself does not practice any form of static VTR/VTM roleplay. If we were to classify the city, it would be classified as more or less full of wild vampires, demons, gang members, lost souls and very possibly a Sabbat stronghold...but not entirely.

Freeform itself is about self definition of your character. You decide your own role, you decide who your character is. You decide the stories and interactions you're going to have.

This kind of play requires a fairly experienced and self constrained player. In self definition it is very easy to make yourself unkillable...godlike, the most powerful force in the known universe....it takes a GOOD roleplayer to NOT do this.

Taking some time to consider your vulnerabilities and play with them in mind is important. Your character may not be mortal of course...but being omnipotent is very boring to play against and tends to frustrate people and make them shut out your character.

Freeform also requires you to be willing to concede to other characters their abilities and strengths....so when interacting with others, it's best not to immediately assume you are the most powerful character in the room.

It requires maturity, cooperation, and a quick mind. But once you get used to it, you should enjoy it.

3.2 The Basics

- [Out of Character](#)
- [Meta-gaming](#)
- [Chat](#)
- [Net speak](#)

3.2.1 Out of Character

Out of Character (OOC) refers to a situation where you aren't talking through the role of your character, but rather as the player behind the role.

If you are speaking OOC, then use parentheses () or brackets [] or some scripted tool to indicate as such. This way your fellow players know when you are talking or when your character is talking. All speech is assumed to be IC unless otherwise indicated.

Information that the player may know but the character may not. It can range from skills (you are a computer hack playing a biker) you have but your character would not, to information gathered in a way (SL tags, SL client, character profiles, etc.) that your character would otherwise have access too. This is illegal. Try to RP any information gathering.

Keep in mind that a character is a character and the player is a player. Keep issues between characters in the game. Do not take them out of the game. Do not let issues with a character's player come into the game if you can help it.

Turning your CCS off or removing it does not mean you are OOC. You must act or indicate in some way that you are OOC. You may not abuse OOC by trying to listen into conversations, interfere in RP or hang around factional bases. If you are OOC and asked to leave are due to RP going on then you must do so.

3.2.2 Meta-gaming

From Wikipedia: <http://en.wikipedia.org/wiki/Metagaming>

A broad term usually used to define any strategy, action or method used in a game which transcends a prescribed rule set, uses external factors to affect the game, or goes beyond the supposed limits or environment set by the game. A player is meta-gaming when they use knowledge that is not available to their character in order to give them an advantage within the game, such as knowledge of the mathematical nature of character statistics or OOC information the character does not have. This also includes things such as "hearing" a conversation through walls, a building roof or other objects because SL lets you hear everything in a 20 m radius.

3.2.3 Godmodding

From Wikipedia: <http://en.wikipedia.org/wiki/Godmodding>

There are two type of Godmodding.

Passive Godmodding—Godmodding can occur when a character describes an event or a series of events he or she has taken against another character or interactive object, most often with the purpose of rescinding negative effects previously encountered or granting some other effect inconsistent with an innocent view of the narrative. Godmodding is thus often used like a "Get Out of Jail Free card" when things don't go the way a player wants, rather than

working with previously unfolded events. It is also used to describe the act of creating or playing with an invincible character or unbreakable armor, limitless power, etc. Some players will create a brand new character, and that character is automatically gifted with skills, and nearly impossible to take on right from the start. This happens when a newer character goes against an established one, and the newer character god-modes themselves as if they've been around the same length of time.

Active Godmoding—Godmoding can also refer to the case where a player definitively describes the outcome of their own actions against another character or interactive object. For example, if player A states, “A strikes B and B takes damage”, they could be considered to be godmoding. Another example of this might be where a character is facing multiple enemies, and they redirect one foe's attack onto another. For example, Player A states, “B misses A completely, and strikes C instead.” It is always best to state your intention and let the other player dictate their response.

Remember always that this is a GAME. Everyone is here to have fun. This is not a game about winning or losing. Any such apparent “wins” or “losses” are fleeting. This is about the stories being told. Accept that both good and bad things will happen to your character. Do not take insults or negative actions done to your character personally. Look up the things that happen to your character as a chance to allow the character to grow and develop.

3.2.4 Chat

Main chat in RP area is considered to be In Character (IC). Any conversation that takes place out of character (OOC) must be in [brackets] or (parentheses) of some kind. All OOC conversation has no bearing on IC interactions.

Keep in mind that because a character is doing something to you, that does not mean the player is. Keep the two separate.

3.2.5 Net speak

Do not use net speak if you can help it. N3+sp34k iz 4 luzrz.

3.3 Freeform character abilities

The city is based on free form role play, and as such, as long as it is a valid ability that can be demonstrated through action, words, gestures or abilities, it is allowed, provided it does not break the already established rules of CoLA. Keep in mind that other characters may have their own abilities that counter or negate your own. Both deserve equal respect and consideration and should be allowed for during RP.

Invisibility, for example, is a tough ability to RP. There are devices that allow you to go invisible. As long as it is for RP it is fine (not during or to initiate combat). You should RP some hint that there is someone lurking about so others have a chance to respond. If another character present has an ability to detect an invisible person (e.g. heightened sense of hearing or smell, magic spells, psychic

ability, the ability to detect living beings, etc.) then that person should RP using said ability to try to detect the invisible person.

Work together to make it a fun RP. Do not engage in brinkmanship! If a person uses an ability to counter yours then don't immediately claim it won't work for X reason. That just leads to frustration and anger. If there are certain abilities you know will not work then RP it out before hand.

For example, Damia emotes something like “Damia Savon sneaks into the Lycan Den using her invisibility spell, trusting it to negate their superior sense of smell and hearing.” Any Lycans present know Damia is there and that its doubtful their enhanced sense will work. Notice, Damia has not stated that their sense “will not” work. Its possible her spell is not perfect. She is trusting that if a Lycan wishes to use smell or hearing to detect her that they will RP a reason why that sense is stronger than her spell. Damia has also not stated other abilities will not work. If a response comes “The Lycan Shaman senses a disturbance in the magic field of the Den” then that is a legitimate ability and needs to be accepted as such. From there Damia and the Lycan Shaman can IM each other and work out any issues.

3.4 Role-Player's Creed

Originally written by Calista of Dark World By Night, with liberties taken for CoLA. Find the original document here:

<http://www.darkworldbynight.com/creed.html>

- I will maintain the illusion of the game by staying in character whenever possible. I will withhold out of character comments until absolutely necessary and even then I will whisper or ICQ them to the other players.
- If I discuss the game with other players out of character, I will not allow my character to be influenced by this knowledge without express permission of the other players. I will take the time to allow my character to learn these things on his or her own during the course of the game.
- I will separate myself as a player from my character as much as possible. While I understand that a lot of myself goes into my character and because the game is so very intense often real emotions will be drawn from me as a player, I also understand that my character is not me.
- If I am not in the mood to play, I won't interrupt other people's games by coming into it out of character. I will find others who are not in character and go somewhere meant for out of character discussion.
- If I, as a player, feel that my character has been treated unfairly or that another character has overstepped the bounds of their abilities, I will approach the other character's player privately and discuss the situation in a calm adult manner and try to come to a resolution or compromise.

- I will accept the hand that is dealt me in the game, understanding that it is a game and it's not about winning or losing, but about playing.
- I will not allow setbacks in the game to be blown out of proportion. If I am overly emotional about what is happening, I will step back and not play until I can compose myself.
- I will not carry grudges against fellow players. My character might not like another character, but again, I am an adult and understand that they are 'characters' and not the player that portrays them.
- If I find that I simply can not get along with another player, I will avoid playing with them. But I will do so in a way that does not draw attention to this and I will not badmouth or otherwise slander the other player as such actions only makes myself look bad.
- If my character is killed, I will obviously grieve for the loss, but I will also view the situation as an opportunity for me to grow as a player. By starting anew with a fresh identity, I will be able to leave all the negatives of that character behind - any grudges, dislikes or just plain bad habits- and take away the good, thus making my next character even better and more interesting.
- I, as a player, will keep an open mind and allow people to play their characters the way their imagination leads them regardless if their interpretation matches that of some book, guideline...or creed.External role play resources

3.4.1 External Resources

This website has five lessons on role playing:

<http://htp.wikispaces.com/>

- What IS Role Playing?: Yes, there's one or two people who haven't even heard of role playing.
- Terms used in Role Playing Areas: Ok, time for all that role play slang some people just don't seem to understand to well.
- Role Playing Styles: role play styles are several types/ways of role playing.
- How to make a decent Character for role play: There are 2 kinds of Profiles you can make.
- Races for role playing: Ok, you've got the Template and basic ideas. Now what should you be?!

3.5 Overview: role playing

- CoLA game masters award experience at their judgement based on good role playing.
- GMs theoretically can also remove experience points for bad role play, but this is not as typical.

3.6 Playing a role in CoLA

3.6.1 Playing a Freeform Role

Freeform role play is a system of play in of which there are very few actual static rules and the actual role play occurring is unscripted, spontaneous, and not pre-planned.

Freeform role play requires maturity, cooperation, and a quick mind. But once you get used to it, you should enjoy it.

Freeform itself is about self-determination. You decide your own role, personality, and background. You decide who your characters are, what compels them, repels them.You decide the stories and interactions you're going to have.

3.6.2 Thoughtful consideration

Unscripted role play requires a fairly experienced and self constrained player. In self definition it is very easy to make yourself unkillable...godlike, the most powerful force in the known universe....it takes a GOOD role player to NOT do this.

Vulnerabilities—Taking some time to consider your vulnerabilities and play with them in mind is important. Your character may not be mortal of course...but being omnipotent is very boring to play against and tends to frustrate people and make them shut out your character.

Concession—Freeform also requires you to be willing to concede to other characters their abilities and strengths....so when interacting with others, it's best not to immediately assume you are the most powerful character in the room.

3.6.3 Mechanics of Role Play in CoLA/Second Life

Chat vs. IM—Chat in role play areas is generally considered in character (IC). Any chat that is Out of Character (OOC) is generally inside of some kind of brackets or parentheses, for example

Molly Switchblade smiles fiendishly and slices open your stomach with a glint in her eye. ((oh shit i just spilled wine on my cat))

Instant messages are considered by some to be always OOC and by others to be IC (telephone, telepathy, or electronic communications). If you are unsure, ask the other person IC or OOC, and avoid nasty surprises.

In character vs. out of character (OOC)—All interaction between characters that is considered in character has NO BEARING on OOC commentary. So while a character may be verbally abusing you...that does not usually mean the player behind the character is. Please keep this in mind when dealing with confrontational role play.

Note *If you show your role play sessions to others you could get banned from Second Life.* The Linden Labs terms of service (TOS) explicitly states that distributing

copies of chat logs or pasting snips of chat from one person to another is a violation unless all parties in the chat log agree that it can be distributed.

4. Understanding the Community

Even before you delve into specifics of combat and role play in CoLA, you should understand the community rules, things you need to know just to hang out without making trouble.

Everyone is assumed to have read the rules. Ignorance is no excuse.

This chapter contains the following sections

- [Summarizing critical rules](#)
- [Summarizing general rules](#)

4.1 Summarizing critical rules

Break these rules and you can be kicked out forever, first offense.

Absolutely no combat without CCS enabled.—•Period. No arguments.

Absolutely no sex-based age play is allowed.—•Period. No arguments. Child avatars are not allowed to have weapons or participate in any violent act such as combat. Breaking this rule is grounds for an immediate permanent ban!

Experience camping is expressly forbidden.—•Camping means you are idling in the SIM with active CCS, not participating in role play either openly or in instant messages (IMs).

4.2 Summarizing general rules

- **No one has the right to be an asshole.**
- **Ambiguous rules are subject to determination by the SIM administration.** If the CoLA in a Nutshell PDF disagrees with the website, the website overrules the PDF.
- **Vehicles:** You may not rez any vehicles in the city. A vehicle is defined as any object that uses the physics engine to drive it, such as cars, motorcycles, trucks, chocobos, magic carpets, hover platforms, etc.

Vehicles are NOT attachments to the avatar, regardless of their appearance. Items such as horses, skateboards, bicycles, et al. may be worn by an avatar to give the appearance of being ridden. If you are uncertain whether or not the object you wish to use is a vehicle, please contact a GM for help in determining the difference!
- **Flying:** CoLA is a no fly zone. Do not use flight defeating gadgets in the SIM.
- **Factions:** Factional groups include both the general CoLA racial groups (Humans, Undead, Demons, etc.) and faction- or function-specific groups (Syndicate, Coven, Brood, Blood Angels, etc.)

- **Faction recruitment:** Only CoLA factions are allowed to recruit members in the city. No other factions can actively recruit members.
- **Multiple Factions:** Characters are allowed to be members of only one faction at a time to prevent deliberate or accidental meta-gaming. It is permitted for a character to be in both the general racial group and the race's faction group, but you cannot be part of a racial group and a different race's faction group. For example, a vampire can be a member of the Undead group and the Coven group but cannot be in the Undead group and the Syndicate group.
- **Vendors:** No one is allowed to rez vendors or otherwise sell products in the city without administrative approval. See "FAQ: CoLA FAQs" for information on the availability of vendor space in CoLA.
- **Away from keyboard:** If you must go away from keyboard (AFK) for a short period (10 to 15 minutes) then set your CCS off with the command /9 OFF. Alternately you can set yourself to AFK or BUSY within the SL client, which stops you from earning experience.

If you are unavailable for a longer period than 15 minutes, it is better to log out, especially if the SIM is near capacity.
- **No Hiding Avatars:** Avatars may not hide someplace generally inaccessible within the build such as in walls, underground, or up in the sky.
- **No Hiding CCS Tags:** You may not attempt to hide or obscure your CCS meter in the SIM.
- **Renters:** You are free to chill out in your apartment but if you are not going to be role playing or doing CoLA-related things for an extended period then please turn your CCS off
- **Combat and Weapon Selection:** Everyone is assumed to have read the rules on [Understanding CCS Combat](#). Ignorance is no excuse.
- **Wear Community Combat System (CCS),** which is available in the subway for free, to engage in combat in CoLA. You do not need it if you just wish to role play. However, it is encouraged to wear one all the time since combat can break out at any point as a result of role play. Do not try to use the lack of a CCS as an excuse to avoid the consequences of your actions. You reap what you sow.
- **Faction Bases:** a CCS must be worn and active while you are in any factional base, yours or otherwise. There is no scouting a base non-combat and returning to combat later.

If you are asked to leave a faction base, then you must comply. You may not remain when you are not wanted.
- **Gestures and Sounds:** Do not SPAM gestures or sounds repeatedly. This disrupts role play and is annoying. Please use them appropriately in character and rarely.

Never use gestures or sounds for out of character (OOC) discussions within the SIM.

- **Shouting:** Keep shouting only in conjunction with ongoing role play, and rarely. OOC shouting is disruptive to role play and the mood of the SIM.
- **Harassment:** Do not harass people in-character (IC) or OOC. If someone makes it clear OOC that they do not wish to pursue something, you must honor that request.
- **Know the Difference between Role Play and Harassment:** CoLA is a dark role play simulation. Activities many regard as evil are typical in CoLA. Slavery, rape, murder, theft and random violence are all appropriate in a post-apocalyptic world. Demons, vampires, lycanthropes, creatures from other planes, rapists, serial killers and similar creatures all roam the streets.

This means that characters often act in aggressive, predatory, criminal and/or plain uncomfortable ways. This is to be expected given the nature of the simulation.

- **In-character (IC) protests** do not always deter aggressive activity, because many players come to the SIM looking for such things, regardless of that their character might want.
- **Out of Character (OOC) protests** must be made with unambiguous clarity by the giver, and must be honored by the receiver. See "Ending Combat with Fade-to-Black" to learn how to resolve OOC protests of RP.
- **Being Banned:** If you are banned for violating these rules you can only contact another GM if you feel the ban was unjust or abusive. Trying to get your ban lifted by contacting various GMs will only get your ban time increased.
- **Reporting Problems:** Any issues, questions, instances of rules violations or any other problems can be brought to the GM staff. These are players with "GM" above their meter. Please be polite and straight forward with your issue so it can be addressed quickly. If you have a problem with a GM then bring it to the attention of She Juniper or Suzanna Soyinka.
- **Rezzing Objects:** Rezzing objects is permitted in CoLA because RP sometimes requires various props, objects, poseballs and so forth to be added to the SIM. Objects left lying around the SIM count against the overall prim limit of the SIM and reduce the amount for others to use. Renters, of course, can leave items in their apartments within their prim limits. Persistent disregard of this rule or rezzing a large number of objects will result in disciplinary action. CoLA is not a building zone.

5. Understanding Metagaming

This chapter contains the following sections

- [Metagaming overview](#)
- [GM Administrators](#)
- [GM Coordinators](#)
- [In-Game Operations](#)

5.1 Metagaming overview

The City of Lost Angel's is designed, owned, and operated by Suzanna Soyinka. She is also a co-developer for the CCS system, and manages the SIM around 10 - 18 hours a day. As you can imagine that makes her a very busy person.

She has a Second Life family and people that are dedicated to the vision of CoLA to help her. Please resolve your situations/questions/problems with others to ease her workload.

Problems or issues or suggestions may be forwarded to:

- Ashes Arizona
- Digital Enigma
- Faye Gelfand
- Ivy Nakamichi
- Kiriel Soleil
- Naimerra Neurocam
- Seleil Poutine
- She Juniper
- Wendy Scalia

5.2 GM Administrators

Its come to my attention that the populace isn't really sure what ROLE PLAY/ Coordinators/GMs are and what they're capable of, who to go to if there's a problem.

5.2.1 Staff

The staff in CoLA are here to help you, there are essentially two types of staff.

- Blood Angels
- GM Coordinators

Blood Angels—The Blood Angels are Suzanna's internal family group. These people have full parcel administration rights and have the ability to eject and ban problem children, as well as access for adding people to some—if not all—the CoLA groups. They also have full access to CCS administration features.

- Charissa Korvin
- Cheinara Sachertorte

- Digital Enigma
- Faye Gelfand
- KaySlay Christensen
- Kuro Oe
- Lani Dagger
- Naimerra Neurocam
- Raina Walcott
- Seleil Poutine
- She Juniper
- Thirty Caliber
- Wendy Scalia

5.2.2 GM Coordinators

Role play Coordinators are Game Master (GM) staff that volunteer their time to try to help factions create role play and give factions some leadership. These coordinators have CCS administrative access allowing them to assist you with CCS related problems as well as IC and OOC problems but they do not have the ability to eject and ban troublemakers or return objects on the property.

Some factions have more coordinators than others. CoLA is always looking for motivated individuals that would like to help.

Angel Faction (Heavenly Choir):

- Faye Gelfand - Arch Angel of Heaven
- CherryFizz Maltz - Heaven's Connection
- Echo Kendal - Choir Ambassador

Demon Faction (The Brood):

- Charissa Korvin - Arch-demoness
- Odoriko Aleixandre - Arch-demoness

Lycan Faction (The Desh'mirai):

- Krankheit Spaatz - Pack Alteister
- Stormy Wilde - Pack Lietwolf
- Donovan Janus - Pack Beta

Neko Faction (The Tribe):

- Cin Palen - Nebet-Seger

Supernatural Faction (The Clan):

- Speyeder Farina - Prime
- Terry Toland - Prime

Human Faction (The Syndicate):

- Kala Vixen - Syndicate Chief
- Su Ponte - Syndicate Commander

Human Faction (Unaffiliated):

- She Juniper - Hooker/Stripper

Vampire Faction (Coven):

- Suzanna Soyinka - Regent (Do Not Disturb)
- Wendy Scalia - Prisci
- Angel Nohkan - Cardinal of Night
- Damia Savon - Hand of Night

Unaffiliated Faction (The Vanguard):

- Jag Aquacade - Vanguard Commander
- Digital Enigma- Vanguard Captain.

5.3 In-Game Operations

5.3.1 SHOP SPACE:

Shop space and mall space are not rented. Suzanna allows free shop space to vendors from the CoLA community that she personally feels fit the theme.

5.3.2 Developers

See “CCS Development team needed!” on page 90.

5.3.3 CoLA Dancers:

5.3.4 See “Strippers” on page 62.

5.3.5 CoLA Sex Workers

Hookers can work the SIM but it must be ROLE PLAY realistic. Lost Angel's is not the kind of place you find a girl that charges 1000L per half hour in. Keep your prices between 25L and 200L. Hookers MUST be willing to participate in free sex-based role play if it occurs. You cannot charge a rapist

Human Faction (Strippers):

- She Juniper - Hooker/Stripper

5.3.6 CoLA Disk Jockeys

See “DJs (Metagaming)” on page 61.

6. Understanding Character Abilities

Under CCS, your character has three traits:

- [CCS statistics](#)
- [CCS Class](#)
- [CCS Race](#)

You must select your race and class at the time you first generate your character. Statistic baseline is determined by your racial choice, with optional points added at generation as well as each level of experience earned.

6.1 CCS statistics

You have direct control of building your character. Manual and racial allocation negates the problems with randomly generated starting statistics.

- [Character Baseline](#)
- [Racial Bonuses](#)

- [Statistic Descriptions](#)

6.1.1 Character Baseline

All characters start with

- Baseline of 15 points in each statistic. See [“CCS statistics” on page 29](#).
- Six points per level to distribute as you like.
- Racial bonuses of twenty points in pre-defines manner, applied AFTER you allocate your six optional statistic

Note During the initial character generation procedure, racial bonuses do not appear until after you assign your optional points.

The following table displays racial bonuses (without optional points added).

	Strength	Fortitude	Endurance	Willpower	Intelligence	Perception
Angels	15	25	15	25	15	15
Demons	20	15	20	20	15	20
Humans	15	20	20	15	25	15
Lycans	25	25	15	15	15	15
Nekos	15	15	20	15	15	30
Supernaturals	15	20	15	25	20	15
The Undead (Vampires)	25	15	15	15	20	20

6.1.2 Racial Bonuses

Racial statistic bonuses are 20-point bonuses that are added at the time of creation. These bonuses invoke race-based advantages.

Angel—+10 to Fortitude/+10 to Willpower

Demon—+5 to Strength/+5 to Endurance/+5 to Willpower/+5 to Perception

Human—+5 to Fortitude/+5 to Endurance/+10 to Intelligence

Lycan—+10 to Strength/+10 to Fortitude

Neko—+5 to Endurance/+15 to Perception

Supernatural—+5 to Fortitude/+10 to Willpower/+5 to Intelligence

Vampire—+10 to Strength/+5 to Intelligence/+5 to Perception

6.1.3 Statistic Descriptions

There are six character stats.

- [Strength](#)
- [Fortitude](#)
- [Endurance](#)
- [Willpower](#)
- [Intelligence](#)
- [Perception](#)

Strength—Strength controls the amount of potential melee damage you do.

Fortitude—Directly affects how many life points you get every time you level up. Your Fortitude base is calculated from your previous level. At level 1, you have 100 Life points, your Fortitude value when you level up determines what your level 2 Life points is.

Endurance—Directly affects how much stamina you get every time you level up. Your Endurance base is calculated from your previous level. At level 1, you have 100 Stamina, your Endurance value when you level up determines what your level 2 Stamina is.

Willpower—Willpower now determines your chance to resist all secondary status effects.

Intelligence—Added with CCS 0.4.0 to determine a player's chance for success at interacting with in-world objects. In-world objects to be introduced are pickable locks, hack-able computer systems, arcane incantations for opening portals....with more to come, expect to start seeing these items after the launch of the new city.

Perception—Added with CCS 0.4.0 to control your base chance to dodge attacks. This affects both melee and ranged damage against you. Perception CANNOT be boosted to 100% damage avoidance. It is hard capped at less than 50% no matter HOW many points you put into it.

Hint In-game statistic benefits are not linear. There is a diminishing return as the statistic grows. It is rumored that statistics increase stop providing meaningful advantages below 50. For example, Sloan McCoy tested his 50 Strength against a 40 strength and found both to be equally effective.

6.2 CCS Class

CCS has three distinct classes, or professions, each with defined roles and abilities.

- **Tank**, offering Medium Damage/High Defense
- **DPS**, offering High Damage/Low Defense
- **Healer**, offering Low Damage/High Support

Classes work on a tier. The higher damage you do, the slower you naturally regenerate hit points and stamina. Support classes regenerate health and stamina the fastest. High damage classes regenerate health and stamina the slowest.

Class descriptions follow.

6.2.1 Tank

A Tank based class is the traditional warrior or fighter class of most RPG games. This class is designed to take a licking and keep on ticking. In the CoLA system, tank based classes can not only take a lot of damage but they're also quite good at dishing out damage as well. Tank based classes regenerate 1 point of stamina and 1 point of health every 15 seconds and have an 80% chance to hit.

6.2.2 DPS

DPS means Damage Per Second, DPS classes are based wholly and totally in the damage output they can do. This class choice has some negative offsets for its high potential damage output. DPS classes have no naturally inherent armor or damage mitigation abilities, they can though buff themselves to increase their melee damage output. And some DPS abilities can render a target's melee damage output useless such as Weakness or Daze effects. DPS classes have the highest percentile chance to hit at 85% and due to the DPS classes high damage output, DPS classes regenerate 1 point of stamina and 1 point of health every 20 seconds.

6.2.3 Healer

Healers in the CoLA system are the advanced medical classes of the game. They have the highest natural regeneration, regenerating 1 point of health and stamina every 10 seconds but have the lowest percentile chance to hit at 75%. Healers in the CCS system have some offensive abilities and are just as capable of dealing ranged and melee damage as the other two classes but their true strengths are in helping their faction mates and allies with their advanced healing abilities and higher end revives.

The following matrix displays CCS classes against CCS races.

Race	Class/Profession		
	Tank	DPS	Healer
Angels	Guardian	Arch Angel	Seraphim
Demons	Warrior	Flayer	MindRender
Humans	Soldier	Assassin	Medic
Lycans	Brute	Stalker	Shaman
Nekos	Tank	Feyblade	Mystic
Supernaturals	Prowler	Mouser	Alleycat
The Undead (Vampires)	Templar	Death-Dealer	Acolyte

6.3 CCS Race

The CCS races have three distinct subclasses, each with defined roles and abilities.

The racial classes work on a tier. Each race has

- a Low Damage/High Support class
- a Medium Damage/High Defense class
- a High Damage/Low Defense class

Also in this vein, the higher damage you do, the slower you naturally regenerate hit points and stamina.

- Support classes regenerate health and stamina the fastest
- High damage classes regenerate health and stamina the slowest.

6.3.1 Angel

Angels are divine beings from heaven, some are righteous, some are twisted or fallen, they serve the light, or their own agendas depending on their demeanor. Angels gain prayers by buffing others.

Special Ability

- Smite

Statistics Bonuses

- +10 to Fortitude
- +10 to Willpower

Angel Skills by Level

Level	Guardian	Arch Angel	Seraphim
1	TBD	TBD	TBD
2	TBD	TBD	TBD
3	TBD	TBD	TBD
4	TBD	TBD	TBD
5	TBD	TBD	TBD
6	TBD	TBD	TBD
7	TBD	TBD	TBD
8	TBD	TBD	TBD
9	TBD	TBD	TBD
10	TBD	TBD	TBD
11	TBD	TBD	TBD
12	TBD	TBD	TBD
13	TBD	TBD	TBD
14	TBD	TBD	TBD
15	TBD	TBD	TBD

6.3.2 Demon

Demons are infernal beings from the plane of hell. They are evil and bent on the domination of the lesser species of CoLA.

Special Abilities

- Wrack
- Malice

Statistics Bonuses

- +5 to Strength
- +5 to Endurance
- +5 to Willpower
- +5 to Perception

Demon Skills by Level

Level	Warrior	Flayer	Mind Render
1	Level 1 Offensive: Malice, Wrack Healing: HealMe-1, Heal-1 Support: TankArmor-1 Triggered Skills: None	Offensive: Wrack, Malice Healing: Healme, Healme Support: None Triggered Skills: None	Level 1 Offensive: Malice, Wrack Healing: HealMe-1, Heal-1, Revive-1, AREAHEAL, HEAL-2 Support: None Triggered Skills: None
2	Level 2 Offensive: Bash Healing: None Support: None Triggered Skills: None	Offensive: Venom-1, Wound Healing: None Support: Luck-1, Luck-2 Triggered Skills: None	Level 2 Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3 Support: None Triggered Skills: None
3	Level 3 Offensive: Bash, PoisonStrike, Warcry-1, Infirm Healing: None Support: TankArmor-3 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1 Healing: None Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1 Support: Strengthen Triggered Skills: None
4	Level 4 Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1 Healing: None Support: TankArmor-3 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1 Healing: None Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 3Level 4 Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1. Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Strengthen, Invigorate-4 Triggered Skills: None

Demon Skills by Level

Level	Warrior	Flayer	Mind Render
5	Level 5 Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: None Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: None Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 5 Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
6	Level 6 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: None Support: TankArmor-3, TankArmor-5 Triggered Skills: None	(No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: None Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
7	Level 7 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: None Support: TankArmor-3, TankArmor-5 Triggered Skills: None	(No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: None Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None

Demon Skills by Level

Level	Warrior	Flayer	Mind Render
8	Level 8 Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: *HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills: Phoenix	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: HealMe-8 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: Phoenix	Level 8 Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, *Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8 Triggered Skills: Phoenix
9	Level 9 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills: Phoenix	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9 Triggered Skills: Phoenix	Level 9 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, *Infusion-8 Triggered Skills: Phoenix
10	Level 10 Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Cannibalize Triggered Skills: Phoenix	Level 10 Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Cannibalize Triggered Skills: Phoenix	Level 10 Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Cannibalize Triggered Skills: Phoenix

Demon Skills by Level

Level	Warrior	Flayer	Mind Render
11	Level 11 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Cannibalize Triggered Skills: Phoenix	Level 11 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Cannibalize Triggered Skills: Phoenix	Level 11 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Cannibalize Triggered Skills: Phoenix
12	Level 12 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Cannibalize Triggered Skills: Phoenix	Level 12 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Cannibalize Triggered Skills: Phoenix	Level 12 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Cannibalize Triggered Skills: Phoenix

6.3.3 Human

Humans are a varied lot. Adaptable and unpredictable the humans of Lost Angel's are making their way in a strange new world where all the nightmares they never believed in came true. Humans regain Spirit points naturally on a timer.

Special Ability

- Human spirit

Statistics Bonuses

- +5 to Fortitude
- +5 to Endurance
- +10 to Intelligence

Human Skills by Level

Level	Soldier	Assassin	Medic
1	Level 1 Offensive: None Healing: HealMe-1, Heal-1 Support: Spirit, TankArmor-1 Triggered Skills: None	Offensive: None Healing: HealMe-1 and Heal-1 Support: Spirit Level 1 Triggered Skills: None	Level 1 Offensive: None Healing: HealMe-1, Heal-1, Revive-1, AREAHEAL, HEAL-2 Support: Spirit Triggered Skills: None
2	Level 2 Offensive: Bash Healing: GENHEAL-2 Support: None Triggered Skills: None	Level 2 Offensive: Venom-1, Wound Healing: GENHEAL-2 Support: Luck-1, Luck -2 Triggered Skills: None	Level 2 Offensive: Entrap, Neurotoxin Healing: Heal-3 Support: None Triggered Skills: None
3	Level 3 Offensive: Bash, Warcry-1, Infirm Healing: GENHEAL-2 Support: TankArmor-3 Triggered Skills: None	Level 3 Offensive: Venom-1, Wound, Garrote-1 Healing: GENHEAL-2 Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1 Support: Strengthen Triggered Skills: None
4	Offensive: Bash, Warcry-1, Infirm, Pummel-1 Healing: GENHEAL-2 Support: TankArmor-3 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Strengthen, Invigorate-4 Triggered Skills: None

Human Skills by Level

Level	Soldier	Assassin	Medic
5	Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 4Level 5 Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
6	Level 6 (No *new* skill selection beyond currently available) Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
7	Level 7 (No *new* skill selection beyond currently available) Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None

Human Skills by Level

Level	Soldier	Assassin	Medic
8	Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills: None	Level 8 Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 8 Offensive: Entrap, Neurotoxin, Neurotox-2, *Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8 Triggered Skills: None
9	Level 9 (No *new* skill selection beyond currently available) Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9 Triggered Skills: None	Level 9 (No *new* skill selection beyond currently available) Offensive: Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, *Infusion-8 Triggered Skills: None
10	Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Stim Pack Triggered Skills: None	Level 10 Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Stim Pack Triggered Skills: None	Level 10 Offensive: Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Stim Pack Triggered Skills: None

Human Skills by Level

Level	Soldier	Assassin	Medic
11	Level 11 (No *new* skill selection beyond currently available) Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Stim Pack Triggered Skills: None	Level 11 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Stim Pack Triggered Skills: None	Level 11 (No *new* skill selection beyond currently available) Offensive: Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Stim Pack Triggered Skills: None
12	Level 12 (No *new* skill selection beyond currently available) Offensive: Bash, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Stim Pack Triggered Skills: None	Level 12 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Stim Pack Triggered Skills: None	Level 12 (No *new* skill selection beyond currently available) Offensive: Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Stim Pack Triggered Skills: None

6.3.4 Lycan

The Lycans are a race of pure brute force, they eschew the use of ranged weaponry over pure brawn and ferocity.

Special Ability

- Rage

Statistics Bonuses

- +10 to Strength
- +10 to Fortitude

Lycan specific skills

- Rage-1
- Channel Rage
- Rage-8

Lycan Skills by Level

Level	Brute	Stalker	Shaman
1	Level 1 Offensive: None Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor -1	Level 1 Offensive: None Healing: HealMe-1, Heal-1 Support: Rage-1	Level 1 Offensive: None Healing: HealMe-1, Heal-1, Revive- 1, Area Heal, Heal-2 Support: Rage-1
2	Offensive: Bash-2 Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1	Offensive: Venom-1, Wound Healing: HealMe-1, Heal-1 Support: Rage-1	Offensive: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, Revive-1, AreaHeal, Heal-2, Heal-3 Support: Rage-1
3	Offensive: Bash-2 Warcry-1, Infirm Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1 Tank Armor-3	Offensive: Venom-1, Wound, Garrote-1 Healing: HealMe-1, Heal-1 Support: Rage-1	Offensive: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, Revive-1, AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1 Support: Rage-1, Strengthen

Lycan Skills by Level

Level	Brute	Stalker	Shaman
4	Offensive: Bash-2, Warcry-1, Infirm, Pummel-1 Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1, Tank Armor-3	Offensive: Venom-1, Wound, Garrote-1, Dervish-1 Healing: HealMe-1, Heal-1 Support: Rage-1	Offensive: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, Revive-1, AreaHeal, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1 Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Rage-1, Strengthen, Invigorate-4
5	Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1, Tank Armor-3 Tank Armor-5	Offensive: Venom-1, Wound, Garrote-1 Dervish-1, Wound-2, Garrote-2 Healing: HealMe-1, Heal-1 Support: Rage-1	Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1 Support: Rage-1, Strengthen, Invigorate-4
6	Level 6 (No *new* skill selection beyond what is currently available) Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5	Level 6 (No new skills are available at this time for this level) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2 Healing: HealMe-1, Heal-1 Support: Rage-1	Level 6 (No New Skill Available At This Level At This Time) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1 Support: Rage-1, Strengthen, Invigorate-4

Lycan Skills by Level

Level	Brute	Stalker	Shaman
7	Level 7 (No *new* skill selection beyond what is currently available) Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5	Level 7 (No new skills are available at this time for this level) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2 Healing: HealMe-1, Heal-1 Support: Rage-1	Level 7 (No New Skill Available At This Level At This Time) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1 Support: Rage-1, Strengthen, Invigorate-4
8	Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5 Tank Armor -8	Level 8 Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2, Garotte-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1 Rage-8	Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1 HealMe-8, SHeal-8, Sacrifice-8 Support: Rage-1, Strengthen, Invigorate-4
9	Level 9 (No *new* skill selection beyond what is currently available) Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5, Tank Armor -8	Level 9 (No new skills available for this level at this time) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2, Garotte-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Rage-8	Level 9 (No New Skill Available At This Level At This Time) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1, HealMe-8, SHeal-8, Sacrifice-8 Support: Rage-1, Strengthen, Invigorate-4

Lycan Skills by Level

Level	Brute	Stalker	Shaman
10	Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5, Tank Armor -8, ChannelRage	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2, Garotte-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Rage-8, Channel Rage	Level 10 Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1, HealMe-8, SHeal-8, Sacrifice-8 Support: Rage-1, Strengthen, Invigorate-4, Channel Rage
11	Level 11 (No *new* skill selection beyond what is currently available) Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5, Tank Armor -8, ChannelRage	Level 11 (No New Skills Available For This Level At This Time) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2, Garotte-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Rage-8, Channel Rage	Level 8 Level 11 (No New Skill Available At This Level At This Time) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1, HealMe-8, SHeal-8, Sacrifice-8 Support: Rage-1, Strengthen, Invigorate-4, Channel Rage
12	Level 12 (No *new* skill selection beyond what is currently available) Offensive: Bash-2, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Tank Armor-1, Tank Armor-3, Tank Armor-5, Tank Armor -8, ChannelRage	Level 12 (No New Skills Available For This Level At This Time) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Wound-2, Garrote-2, Garotte-8 Healing: HealMe-1, Heal-1, HealMe-8 Support: Rage-1, Rage-8, Channel Rage	Level 12 (No New Skill Available At This Level At This Time) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, Revive-1 AreaHeal, Heal-2, Heal-3 Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1 HealMe-2 Resurrect-1, HealMe-8, SHeal-8, Sacrifice-8 Support: Rage-1, Strengthen, Invigorate-4, Channel Rage

6.3.5 Neko

The Nekos of Lost Angel's are cat people, strange hybrid feline humanoids with a generally good nature and no real loyalties to anyone unless they have a bag of Friskies® or some catnip. Nekos regain lives naturally on a timer.

Special Ability

- 9 Lives - A neko on death, returns to life. Nekos have a total of 9 lives and thusly they have the largest potential to escape death in the game.

Statistics Bonuses

- +5 to Endurance
- +15 to Perception

Neko Skills by Level

Level	Alleycat	Mouser	Prowler
1	Level 1: Offense: none Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2 Support: none Triggerred: 9Lives	Level 1: Offense: none Healing: HealMe-1, Heal-1 Support: none Triggerred: 9Lives	Offense: none Healing: HealMe-1, Heal-1 Support: TankArmor-1 Triggerred: 9Lives
2	Level 2: Offense: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3 Support: none Triggerred: 9Lives	Level 2: Offense: Venom-1, Wound Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2 Triggerred: 9Lives	Offense: Strike-1, Bash Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1 Triggerred: 9Lives
3	Level 3: Offense: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1 Support: Strengthen Triggerred: 9Lives	Level 3: Offense: Venom-1, Wound, Garrote-1 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2 Triggerred: 9Lives	Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1, TankArmor-3 Triggerred: 9Lives

Neko Skills by Level

Level	Alleycat	Mouser	Prowler
4	Offense: Curse-1, Entrap, Neurotoxin Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Strengthen, Invigorate-4 Triggerred: 9Lives	Offense: Venom-1, Wound, Garrote-1, Dervish-1 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggerred: 9Lives Level 5:	Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1, TankArmor-3 Triggerred: 9Lives
5	Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggerred: 9Lives	Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggerred: 9Lives	Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1, TankArmor-3, TankArmor-5 Triggerred: 9Lives
6	Level 6: (No *new* skill selection beyond currently available) Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggerred: 9Lives	Level 6: (No *new* skill selection beyond currently available) Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggerred: 9Lives	Level 6: (No *new* skill selection beyond currently available) Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1, TankArmor-3, TankArmor-5 Triggerred: 9Lives

Neko Skills by Level

Level	Alleycat	Mouser	Prowler
7	Level 7: (No *new* skill selection beyond currently available) Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered: 9Lives	Level 7: (No *new* skill selection beyond currently available) Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered: 9Lives	Level 7: (No *new* skill selection beyond currently available) Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: HealMe-1, Heal-1, GENHEAL-2 Support: TankArmor-1, TankArmor-3, TankArmor-5 Triggered: 9Lives
8	Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4 Triggered: 9Lives	Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garotte-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4 Triggered: 9Lives	Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: TankArmor-1, TankArmor-3, TankArmor-5, TankArmor-8 Triggered: 9Lives
9	Level 9: (No *new* skill selection beyond currently available) Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4 Triggered: 9Lives	Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garotte-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9 Triggered: 9Lives	Level 9: (No *new* skill selection beyond currently available) Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: TankArmor-1, TankArmor-3, TankArmor-5, TankArmor-8 Triggered: 9Lives

Neko Skills by Level

Level	Alleycat	Mouser	Prowler
10	Offense: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: HealMe-1, Heal-1, AREAHEAL, Revive-1, Heal-2, Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, LickWounds Triggered: 9Lives	Offense: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garotte-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, LickWounds Triggered: 9Lives	Offense: Strike-1, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: HealMe-1, Heal-1, GENHEAL-2, HealMe-8 Support: TankArmor-1, TankArmor-3, TankArmor-5, TankArmor-8, LickWounds Triggered: 9Lives

6.3.6 Supernatural

Supernaturals are an incredibly diverse racial faction. They have everything from human psychics and witches to dragons and naga and drider. Supernaturals regenerate mana naturally on a timer.

Special Ability

- Shock - A 10 m range AOE electrical attack that hits all targets in range of the user for up to 50 points of health damage. This ability has a 90% chance of causing a weakness status effect on the targets and costs 3 Mana points to use.

Statistics Bonuses

- +5 to Fortitude
- +10 to Willpower
- +5 to Intelligence

Supernatural Skills by Level

Level	Tank	Feyblade	Mystic
1	Offensive: Shock Healing: HealMe-1, Heal-1 Support: TankArmor-1 Triggered Skills: None	Offensive: Shock Healing: HealMe-1 and Heal-1 Support: None Triggered Skills: None	Level 1 Offensive: Shock Healing: HealMe-1, Heal-1, Revive-1, AREAHEAL, HEAL-2 Support: None Triggered Skills: None
2	Offensive: Shock, Bash Healing: GENHEAL-2 Support: None Triggered Skills: None	Offensive: Shock, Venom-1, Wound Healing: GENHEAL-2 Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin Healing: Heal-3 Support: None Triggered Skills: None
3	Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm Healing: GENHEAL-2 Support: TankArmor-3 Triggered Skills: None	Offensive: Shock, Venom-1, Wound, Garrote-1 Healing: GENHEAL-2 Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1 Support: Strengthen Triggered Skills: None
4	Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1 Healing: GENHEAL-2 Support: TankArmor-3 Triggered Skills: None	Level 4 Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Strengthen, Invigorate-4 Triggered Skills: None

Supernatural Skills by Level

Level	Tank	Feyblade	Mystic
5	Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
6	Level 6 (No *new* skill selection beyond currently available) Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
7	Level 7 (No *new* skill selection beyond currently available) Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: GENHEAL-2 Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: GENHEAL-2 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None

Supernatural Skills by Level

Level	Tank	Feyblade	Mystic
8	Level 8 Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, *Bash-8 Healing: GENHEAL-2, *HealMe-8 Support: TankArmor-3, TankArmor-5, *TankArmor-8 Triggered Skills: None	Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, *Garrote-8 Healing: GENHEAL-2, *HealMe-8 Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2, *Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8 Triggered Skills: None
9	Level 9 (No *new* skill selection beyond currently available) Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills: None	Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, *Luck-9 Triggered Skills: None	Level 9 (No *new* skill selection beyond currently available) Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, *Infusion-8 Triggered Skills: None
10	Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, *EnergyVortex Triggered Skills: None	Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, *EnergyVortex Triggered Skills: None	Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, *EnergyVortex Triggered Skills: None

Supernatural Skills by Level

Level	Tank	Feyblade	Mystic
11	(No *new* skill selection beyond currently available) Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, EnergyVortex Triggered Skills: None	Level 11 (No *new* skill selection beyond currently available) Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, EnergyVortex Triggered Skills: None	Level 11 (No *new* skill selection beyond currently available) Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, EnergyVortex Triggered Skills: None
12	(No *new* skill selection beyond currently available) Offensive: Shock, Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: GENHEAL-2, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, EnergyVortex Triggered Skills: None	Level 12 (No *new* skill selection beyond currently available) Offensive: Shock, Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: GENHEAL-2, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, EnergyVortex Triggered Skills: None	Level 12 (No *new* skill selection beyond currently available) Offensive: Shock, Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, EnergyVortex Triggered Skills: None

6.3.7 Vampire

The Undead of CoLA are the risen dead, sustained on the living blood of their victims, they are a very powerful force unto themselves. The vampires believe the new world is theirs, but cannot, largely, agree with each other on who actually runs it all.

Special Abilities

- **Feed**-This ability is the basic vampire feed. It damages a target for 25 damage and heals the vampire for 50 points of damage per level of the vampire feeding. It has a 60 second timer on reuse. This ability gains the vampire 1 blood racial power pool point.
- **Vampire Revive**-This ability is a self resurrection ability, using 1 blood point a vampire will naturally recover from death within 60 seconds of dying, they return to life with 10+1 to the level of the vampire of health.

Statistical Bonuses

- +10 to Strength
- +5 to Intelligence
- +5 to Perception

Vampire Skills by Level

Level	Templar	Death Dealer	Acolyte
1	Offensive: Feed Healing: HealMe-1, Heal-1 Support: TankArmor-1 Triggered Skills: Vampire Revive	Level 1 Offensive: Feed Healing: HealMe-1 and Heal-1 Support: None Triggered Skills: Vampire Revive	Offensive: Feed Healing: HealMe-1, Heal-1, Revive-1, AREAHEAL, HEAL-2 Support: None Triggered Skills: Vampire Revive
2	Offensive: Bash Healing: Genheal Support: None Triggered Skills: None	Offensive: Venom-1, Wound Healing: Genheal Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3 Support: None Triggered Skills: None
3	Offensive: Bash, PoisonStrike, Warcry-1, Infirm Healing: Genheal Support: TankArmor-3 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1 Healing: Genheal Support: Luck-1, Luck-2 Triggered Skills: None	Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1 Support: Strengthen Triggered Skills: None

Vampire Skills by Level

Level	Templar	Death Dealer	Acolyte
4	Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1 Healing: Genheal Support: TankArmor-3 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1 Healing: Genheal Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Curse-1, Entrap, Neurotoxin Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2 Support: Strengthen, Invigorate-4 Triggered Skills: None
5	Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: Genheal Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: Genheal Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
6	Level 6 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: Genheal Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: Genheal Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 6 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None
7	Level 7 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2 Healing: Genheal Support: TankArmor-3, TankArmor-5 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2 Healing: Genheal Support: Luck-1, Luck-2, Luck-4 Triggered Skills: None	Level 7 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1 Support: Strengthen, Invigorate-4 Triggered Skills: None

Vampire Skills by Level

Level	Templar	Death Dealer	Acolyte
8	Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: Genheal, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills:	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: Genheal, HealMe-8 Support: Luck-1, Luck-2, Luck-4 Triggered Skills:	Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, *Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8 Triggered Skills:
9	Level 9 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: Genheal, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8 Triggered Skills:	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: Genheal, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9 Triggered Skills:	Level 9 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, *Infusion-8 Triggered Skills:
10	Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: Genheal, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Black Regeneration Triggered Skills:	Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: Genheal, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Black Regeneration Triggered Skills:	Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Black Regeneration Triggered Skills:

Vampire Skills by Level

Level	Templar	Death Dealer	Acolyte
11	Level 11 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: Genheal, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Black Regeneration Triggered Skills:	Level 10Level 11 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: Genheal, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Black Regeneration Triggered Skills:	Level 11 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Black Regeneration Triggered Skills:
12	Level 12 (No *new* skill selection beyond currently available) Offensive: Bash, PoisonStrike, Warcry-1, Infirm, Pummel-1, Warcry-2, Bash-8 Healing: Genheal, HealMe-8 Support: TankArmor-3, TankArmor-5, TankArmor-8, Black Regeneration Triggered Skills:	Level 12 (No *new* skill selection beyond currently available) Offensive: Venom-1, Wound, Garrote-1, Dervish-1, Garrote-2, Wound-2, Garrote-8 Healing: Genheal, HealMe-8 Support: Luck-1, Luck-2, Luck-4, Luck-9, Black Regeneration Triggered Skills:	Level 12 (No *new* skill selection beyond currently available) Offensive: Curse-1, Entrap, Neurotoxin, Neurotox-2, Neurotox-8 Healing: Heal-3, Restore-1, Antidote-1, Clarity-1, Jolt-1, Heal-4, Rejuv-1, HealMe-2, Resurrect-1, SHeal-8, SelfHeal-8, Sacrifice-8 Support: Strengthen, Invigorate-4, Infusion-8, Black Regeneration Triggered Skills:

7. Understanding CCS Skills

This section contains the following topics

- [Overview](#)
- [Skill Descriptions](#)
- [Skill Reference Tables](#)

Note Although skill descriptions are not secret, specifics are not widely available. Email mollyswitchblade@soundmark.net with additions or corrections.

7.1 Overview

Characters acquire special abilities based on race and class.

However, all characters begin with three skills.

- [Heal-1](#) to heal other people
- [HealMe-1](#) to heal yourself as long as you're not defeated.
- [Revive-1 to bring a character back from defeat. \(Deprecated\)](#)

There are four types of skills

- [Offensive](#)—Things that hurt the other team.
- [Healing](#)—Things that heal you and your team
- [Support](#)—Things that help you and your team
- [Triggered](#)—Automatic racial things.

For example, nekos and vampires come back to life automatically (at minimal health) after defeat.

7.2 Skill Descriptions

Skills are identified by a number indicating the level at which they become available. However, a high-numbered skill does not indicate lower numbered skills of that type are available.

For example, existence of a skill called [Shave Lycanthrope-8](#) does not guarantee the existence of skills [Shave Lycanthrope-1](#) through [-7](#).

Luck and healer damage-increase buffs can be stacked or combined legally and technically. This is perfectly in line with the concept of the abilities.

This list of skills is followed by skill descriptions.

- [AngelBuff \(Racial\)](#)
- [Antidote](#)
- [AreaHeal](#)
- [Aura](#)
- [Bash](#)
- [Clarity](#)
- [Curse](#)
- [Dervish](#)

- [Entrap](#)
- [Feed \(Racial\)](#)
- [Garrote](#)
- [Healing](#)
- [HealMe](#)
- [Infirm](#)
- [Invigorate](#)
- [Jolt](#)
- [Luck](#)
- [Malice \(Racial\)](#)
- [Neurotoxin](#)
- [Nine Lives \(Racial\)](#)
- [PoisonStrike](#)
- [Pummel](#)
- [Rage \(Racial\)](#)
- [Rejuv](#)
- [Restore](#)
- [Resurrect](#)
- [Revive](#)
- [Sacrifice](#)
- [SelfHeal-1](#)
- [Shock \(Racial\)](#)
- [Smite \(Racial\)](#)
- [Spirit-Human Spirit \(Racial\)](#)
- [StimPack \(Racial\)](#)
- [Strengthen](#)
- [TankArmor](#)
- [Vampire Revive \(Racial\)](#)
- [Venom](#)
- [Warcry](#)
- [Wound](#)
- [Wrack \(Racial\)](#)
- [Skill Template](#)

7.2.1 AngelBuff (Racial)

Angelbuff	-1					Racial
Skill Detail						
Race Availability	Angel					
Cost	Prayer					
Chance of Success						
Area of Effect						
Range						
Duration						
Cooldown						
Target Health						
Target Stamina						
Target Other						

7.2.2 Antidote

Antidote	-1					Healing
Skill Detail	This skill offers a minor heal, but primarily this skill cleanses the target of poison					
Class Availability	Seraphim, Medic, Allycat, Acolyte, Shaman					
Cost	3					
Area of Effect	1 target					
Duration	Instant					
Cooldown	20 sec					
Target Health	+(5+LVL)					
Target Other	Cleanse Poison					

7.2.3 AreaHeal

Areaheal	-1	-2				Healing
Skill Detail						
Class Availability						
Cost						
Chance of Success						
Area of Effect	Yes					
Range						
Duration						
Cooldown						
Target Health						
Target Stamina						
Target Other						

7.2.4 Aura

Aura	-1					Support
Skill Detail	This skill is an Area of Effect Stat Buff. Like all AOE, one must be careful as it could affect the enemy as well as an ally					
Class Availability	Guardians and Seraphim					
Cost	3					
Area of Effect	Yes					
Range						
Duration	120 sec					
Cooldown	30 sec					
Target Other	+30% stats					

7.2.5 Bash

Bash	-1	-8				Offense
Skill Detail	This skill causes both LIFE and STAMINA loss to the target. In addition it has the chance of inducing a Daze effect on the target.					
Class Availability	Tanks, Warriors, and Brutes					
Cost	10					
Chance of Success	80%+LVL					
Area of Effect	1 target					
Duration	30 sec					
Cooldown	30 sec					
Target Health	-(10+LVL)					
Target Stamina	-(10+LVL)					
Target Other	Daze					

7.2.6 Clarity

Clarity	-1				Healing
Skill Detail	This skill causes a minor Stamina heal on the target. It is primarily used to lift the effects of a Curse				
Class Availability	Seraphim, Alleycat, Acolyte, Shaman, Medic, MindRender, Mystic				
Cost	1				
Chance of Success	90%+LVL				
Area of Effect	1 target				
Cooldown	30 sec				
Target Stamina	+(10+LVL) ? +(30+LVL) ?				
Target Other	Lift Curse				

7.2.7 Curse

Curse	-1				Offense
Skill Detail	Curse represents a lesser Gypsy curse, able to inflict minor life damage of 10 + level of the user. It also has the chance of inflicting a curse status upon the victim				
Class Availability	Assassins, Death Dealers, and Brutes				
Cost	1				
Chance of Success	Curse 80%+LVL				
Area of Effect	1 target				
Duration	60 sec				
Cooldown	30 sec				
Target Health	-(10+LVL)				
Target Other	Curse				

7.2.8 Dervish

Dervish	-1				Offense
Skill Detail	DescriptionThis skill is a close range melee AOE that causes 15 damage + 1 point per level of the user on all targets within a 5m range. Like all AOE attacks this attack can hit allies as well as enemies if used irresponsibly.				
Class Availability	Assassin, Death-Dealer, Feyblade, Mouser, Flayer, Arch-Angel				
Cost	7? 5?				
Area of Effect	Yes				
Range	5 m				
Duration	Instant				
Cooldown	30				
Target Health	-(15+LVL)				

7.2.9 Entrap

Entrap	-1					Offense
Skill Detail	This skill is used to mass stop a group of targets, giving the caster a chance to deliver severe damage. It does moderate life damage to the victims. In addition, it can cause the Daze ability.					
Class Availability	Assassin, Templar					
Cost	7					
Chance of Success	80%+LVL					
Area of Effect	Yes					
Duration	Stop 60 Daze 30					
Cooldown	30? 60?					
Target Health	-(15+LVL)					
Target Other	Daze					

7.2.10 Feed (Racial)

Feed						Racial
Skill Detail	This ability is the basic vampire feed. It damages a target for 30 damage and heals the vampire for 15 points of damage per level of the vampire feeding. This ability gains the vampire 1 blood racial power pool point					
Race Availability	Vampire					
Cost						
Chance of Success	Weakness 75%					
Area of Effect	1 target / caster					
Cooldown	60					
Target Health	-30 target / +15 caster / +1 blood caster					
Target Other	Weakness, +1 Blood Caster					

7.2.11 Garrote

Garotte	-1	-2	-8			Offense
Skill Detail	This skill is a high damage direct melee attack that causes damage on a single target. Additionally, Garotte has a chance to effect the target with weakness.					
Class Availability	Stalker, Assassin, Death-Dealer, Feyblade, Mouser, Flayer, Arch-Angel					
Level Available	1	5	8			
Cost	5					
Area of Effect	1 target	1 target				
Range		Line of Sight				
Duration	Weak 10	Daze 10				
Cooldown	15	15? 60?				
Target Health	-(20+LVL)	-20				
Target Stamina	-(20+LVL)	-20				
Target Other	Weakness	Weakness Daze				

7.2.12 Healing

Healing	-1	-2	-3	-4	-8
Skill Detail	Heals target creature				
Class Availability	Seraphim, MindRender, Medic, Shaman, Alleycat, Acolyte				
Cost			15	15	50
Chance of Success					
Area of Effect	1 target	1 target	1 target	1 target	1 target
Range				20 m	
Cooldown			10	15	25
Target Health			+(20+LVL)		+100

7.2.13 HealMe

Healme	-1	-2	-8	Healing
Skill Detail	This ability allows support classes to heal themselves for more HP than the general base self heal.			
Class Availability	Seraphim, Alleycat, Acolyte, Shaman, Medic, MindRender, Mystic			
Level Available	1	4	8	
Cost		5? 10?	50	
Cooldown		30	60 sec	
Target Health		+25? +50?	Heal 50	

7.2.14 Infirm

Infirm	-1	Offense
Skill Detail	This skill causes target stamina loss of 15 + level points of the user. In addition it has the chance of inducing a weakness effect on the target.	
Class Availability	Death-Dealers, Warriors, and Tanks	
Cost	10	
Chance of Success	Weak 80%+LVL	
Duration	Weak 120	
Cooldown	45	
Target Stamina	-(15+LVL)	
Target Other	Weak	

7.2.15 Invigorate

Level	-4	Support
Skill Detail	This is an attack power buff that can be granted to a single target	
Class Availability	Seraphim, MindRender, Mystic, Medic, Alleycat, Acolyte, Shaman	
Cost	15	
Area of Effect	1 target	
Duration	120	
Cooldown	30 sec	
Target Other	Attack +20%	

7.2.16 Jolt

Jolt	-1	Healing
Skill Detail	This skill is an Area of Effect Mass Stamina heal. Like all AOE skills, one must be careful that it might affect enemies as well as allies. In addition, this has the ability to cure Daze on the targets	
Class Availability	Seraphim, MindRender, Medic, Shaman, Alleycat, Acolyte, Mystic	
Cost	3	
Area of Effect	Yes	
Range	25 m	
Cooldown	60	
Target Stamina	+(25+LVL)	
Target Other	Cure Daze	

7.2.17 Luck

Luck	-1	-2	-4	-9	Support
Skill Detail	This skill creates a minor attack power increase for the caster. While two Luck skills cannot stack for greater effect, Luck and healer damage-increase buffs do stack.				
Class Availability	Assassin, Death-Dealer, Feyblade, Mouser, Flayer, Arch-Angel				
Level Received	1	2	4	9	
Cost	25	25	25	25	
Area of Effect	caster	caster	caster	caster	
Duration	120	120	180	60? 180?	
Cooldown	60	60	30	30? 60?	
Target Other	attack +3%	attack +10%	attack +15%	attack +25%	

7.2.18 Malice (Racial)

Malice	-1	Racial			
Skill Detail	This is an area of effect causing damage to all creatures within range				
Race Availability	Demon				
Cost	3 Soul				
Chance of Success	Curse 90%				
Area of Effect	Yes				
Range	20 m				
Duration	Curse 45 sec				
Cooldown	30				
Target Health	-50				
Target Other	Curse				

7.2.19 Neurotoxin

Neurotoxin	-1	-2	-5	-8	Healer
Skill Detail					
Class Availability					
Cost					
Chance of Success					
Area of Effect					
Range					
Duration					
Cooldown					
Target Health					
Target Stamina					
Target Other					

7.2.20 Nine Lives (Racial)

9 Lives	Racial			
Skill Detail	A neko on death, returns to life. Nekos have a total of nine lives, and thusly have the largest potential to escape death in the game. Note that CCS refers to this skill as "9 Lives."			
Race Availability	Neko			
Cost	100			
Area of Effect	caster			
Range				
Duration				
Cooldown				
Target Health				
Target Stamina				
Target Other				

7.2.21 PoisonStrike

Poison Strike		-1				Offense	
Skill Detail	This skill causes target stamina and life loss of 15 + level points of the user. In addition it has the chance of inducing a poison effect on the target						
Class Availability	Tanks, Warriors, Templars, and Prowlers						
Cost	3						
Chance of Success	Poison 80%+LVL						
Area of Effect	1 target						
Duration	150 sec						
Cooldown	60 sec						
Target Health	-(15+LVL)						
Target Stamina	-(15+LVL)						
Target Other	Poison						

7.2.22 Pummel

Pummel		-1				Offense	
Skill Detail	This skill is a direct damage single target melee attack that does 30 damage to the target and has a 50/50 chance of creating a dazed state on the target for 60 seconds.						
Class Availability	Warrior, Templar, Brute, Guardian, Soldier, Prowler, Tank						
Cost	15						
Chance of Success	Daze 50%						
Area of Effect							
Range							
Duration	Daze 60						
Cooldown	30						
Target Health							
Target Stamina							
Target Other	+17						

7.2.23 Rage (Racial)

Rage		-1				Racial	
Skill Detail	A self only ability, a Lycan, once they take 15 points of damage, generates Rage. Once triggered, the Lycan receives a huge bonus to melee damage, making a raging Lycan one of the most brutal melee opponents in the game. Note: Future development may include a modifier to Rage that increases base damage buff as the lycan levels up						
Race Availability	Lycan						
Cost	15						
Area of Effect	Caster						
Duration	60						
Cooldown	45						
Target Health	Melee +17						
Target Other	+1 Rage						

7.2.24 Rejuv

Rejuv		-1				Healing	
Skill Detail	This skill causes a Stamina heal all targets in a 20m radius. It costs 35 stamina to cast.						
Class Availability	Alleycat, Acolyte, Shaman, Medic, MindRender, Mystic						
Cost	35						
Chance of Success							
Area of Effect	Yes						
Range	20 m						
Duration	Instant						
Cooldown	30						
Target Health							
Target Stamina	25+LVL						
Target Other							

7.2.25 Restore

Level	-1					healing
Skill Detail	Description This skill is an improved revive ability, restoring health to a fallen comrade and returning them to the living.					
Class Availability	Seraphim, MindRender, Medic, Shaman, Alleycat, Acolyte, Mystic					
Cost	1					
Area of Effect	1 target					
Range						
Duration	Instant					
Cooldown	30					
Target Health	+30					
Target Stamina						
Target Other	Return to Life					

7.2.26 Resurrect

Ressurrect	-1	-2				Healing
Skill Detail	Characters resurrected via the healer advanced Resurrect ability return to the living with stamina and life.					
Class Availability						
Cost	100					
Chance of Success						
Area of Effect						
Range						
Duration						
Cooldown						
Target Health	+50					
Target Stamina	+50					
Target Other	Return to Life					

7.2.27 Revive

Level	-1					healing
Skill Detail						
Class Availability						
Cost	100					
Chance of Success						
Area of Effect	1 target					
Range						
Duration						
Cooldown						
Target Health	+10					
Target Stamina						
Target Other						

7.2.28 Sacrifice

Sacrifice	-8				Healing
Skill Detail	Sacrifice Life points to heal all nearby targets for the same amount.				
Cost	100				
Chance of Success					
Area of Effect	Yes				
Range	10 m				
Duration					
Cooldown					
Target Health					
Target Stamina	+100				
Target Other					

7.2.29 SelfHeal-1

SelfHeal	-1	-8	Healing		
Skill Detail	Heals Life points on the caster				
Class Availability					
Cost		25			
Chance of Success					
Area of Effect					
Range					
Duration					
Cooldown		25			
Target Health		+100			
Target Stamina					
Target Other					

7.2.30 Shock (Racial)

Shock	-1	Racial			
Skill Detail	An AOE electrical attack that hits all targets in range of the user for health damage.				
Race Availability	Supernatural				
Cost	3 Mana				
Chance of Success	Weakness 90%				
Area of Effect	Yes				
Range	10 m				
Duration					
Cooldown					
Target Health	-50				
Target Stamina					
Target Other					

7.2.31 Smite (Racial)

Smite	-1	Racial			
Skill Detail	Smite is a 20 m range AOE spell that hits all characters within range for up to 50 points of damage. It costs 3 prayer racial power pool points to use. And has a 90% chance of creating a dazed state on targets for a period of 10 seconds				
Race Availability	TBD				
Cost	3 Prayer				
Chance of Success	Daze 90%				
Area of Effect	Yes				
Range	20 M				
Duration	Daze 30				
Cooldown					
Target Health	-50				
Target Stamina					
Target Other					

Usable by **Angels**

Description Smite is a 20m range AOE spell that hits all characters within range for 50 points of damage.

Cost 3 prayer racial power pool points

Cooldown TBD

Type Triggered

Chance 90% chance of creating a dazed state

Duration 30 seconds dazed state

Level available 1

7.2.32 Spirit—Human Spirit (Racial)

Human Spirit		-1				Racial
Skill Detail	This ability is a self only ability that armors the character using it for a total mitigation of 5 damage per hit for two minutes. It costs two spirit points to use. The Human Race is the only race in the game in of which all character classes can mitigate damage via armor					
Race Availability	Human					
Cost						
Chance of Success						
Area of Effect						
Range						
Duration						
Cooldown						
Target Health						
Target Stamina						
Target Other						

Usable by	Humans
Description	Human Spirit is a self-only ability that armors the character for a total mitigation of 5 damage per hit.
Cost	2 spirit points
Cooldown	TBD
Type	triggered
Chance	TBD
Duration	2 minutes
Level available	TBD

7.2.33 StimPack (Racial)

Stimpack		-10				Racial
Skill Detail	Use a stimpack to trigger enhanced regeneration. Human Heal On Tick (HoT) rate is lower because humans regenerate Spirit points on a timer.					
Race Availability	Human					
Cost						
Chance of Success						
Area of Effect						
Range						
Duration	60					
Cooldown	60					
Target Health	25/tick					
Target Stamina						
Target Other						

7.2.34 Strengthen

Strengthen		-1				
Skill Detail	Gives a buff which increases melee damage. It gives a buff which increases melee damage by a factor of +5 for 90 seconds					
Class Availability						
Cost						
Chance of Success						
Area of Effect						
Range						
Duration	90					
Cooldown						
Target Health	+5 damage/hit					
Target Stamina						
Target Other						

7.2.35 TankArmor

TankArmor	-1	-2	-3	-5	-8
Skill Detail	This skill creates a medium armor increase for the target. Base armor is enhanced with reduction per hit, or a percentage, at higher levels. <ul style="list-style-type: none"> • Characters with heavy strength stats, DPS Classes using damage enhancing self buffs, and Characters buffed by Healing class damage enhancement buffs can hit through with severely reduced damage. • Equal-level characters with high strength can hit, but damage is mitigated. • Lower level characters do not have much of a chance to damage through unless they are DPS classes using their damage enhancement abilities. 				
Class Availability	Brute, Guardian, Templar, Prowler, Soldier, Tank, Warrior				
Cost		20	20	20	50
Chance of Success					
Area of Effect					
Range					
Duration		120	120	120	120
Cooldown		120	120	120	
Target Health					
Target Stamina					
Target Other	Mitigation -3 pts/hit	Mitigation -4 pts/hit	Mitigation -5 pts/hit Armor +25%	Armor +50%	Mitigation -20/hit Ranged= 1pt/2-4hits

7.2.36 Vampire Revive (Racial)

Vampire Revive	-1	Racial			
Skill Detail	DescriptionThis ability is a self-resurrection ability. The vampire has an option to naturally recover from death within 60 seconds of dying, returning to life with (10+1 per level) health.				
Race Availability	TBD				
Class Availability	TBD				
Cost	1 Blood				

Vampire Revive	-1	Racial			
Chance of Success					
Area of Effect					
Range					
Duration					
Cooldown					
Target Health					
Target Stamina					
Target Other					

7.2.37 Venom

Level	-1	Offense			
Skill Detail	This skill causes target stamina loss of 10 + level points of the user. In addition it has the chance of inducing a poison effect on the target				
Race Availability	Demon, Supernatural				
Cost	2				
Chance of Success	80%+LVL				
Area of Effect					
Range					
Duration	Poison 120				
Cooldown	60				
Target Health					
Target Stamina	-(10+LVL)				
Target Other	Poison				

7.2.38 Warcry

Warcry	-1	-2	Offense		
Skill Detail	This skill causes the user to emit a horrifying war cry, damaging the stamina of surrounding targets with a chance of causing a berserk state on affected targets				
Class Availability	Warrior, Templar, Brute, Guardian, Soldier, Prowler, Tank				
Cost	10	10			
Chance of Success	Berserk 50%	Berserk 75%			
Area of Effect	Yes	Yes			
Range					
Duration	Berserk 30	Berserk 60			
Cooldown	30	30			
Target Health					
Target Stamina	-10	-25			
Target Other					

7.2.39 Wound

Wound	-1	-2	Offense		
Skill Detail	This skill causes target life and stamina loss of 15 + level points of the caster. In addition it has the chance of inducing a weakness effect on the target				
Class Availability	Assassin, Death-Dealer, Feyblade, Mouser, Flayer, Arch-Angel				
Level Available	1	6			
Cost	2	20			
Chance of Success	85%+LVL	85%+LVL			
Area of Effect					
Range					
Duration	240 sec	240			
Cooldown	60	60			

Wound	-1	-2	Offense		
Target Health	-(15+LVL)	-(40+LVL)			
Target Stamina	-(15+LVL)	-(40+LVL)			
Target Other	Weakness	Weakness			

7.2.40 Wrack (Racial)

Wrack	-1	Racial			
Skill Detail	Wrack is a single target attack power that allows the demon to steal a part of the targets soul. It costs 10 stamina to use, but damages the enemy target for 25 health and 25 stamina gaining the demon 1 soul point. This skill has a 30 second delay on reuse.				
Race Availability	Demon				
Cost	10				
Chance of Success					
Area of Effect	1 Target				
Range					
Duration					
Cooldown	30				
Target Health	-25				
Target Stamina	-25				
Target Other	Soul Stealing 1 Soul point earned				

7.3 Skill Reference Tables

- Skills Available by Race
- Skills Available by Class
- Skills Available by Level

Race	Skills
Angels	Angelbuff (Racial), TBD
Demons	Malice (Racial), Wrack (Racial), TBD
Humans	Spirit (Racial), Stimpack
Lycans	Rage (Racial), TBD
Nekos	9 Lives (Racial), TBD
Supernaturals	Shock (Racial), TBD
The Undead (Vampires)	Feed (Racial), Vampire Revive (Racial), TBD

Class	Skills
Tank/Sentinel	TBD
Damage per Second (DPS)	TBD
Healer/Medic	TBD

Level	Skills
1	TBD
2	TBD
3	TBD
4	TBD
5	TBD
6	TBD
7	TBD
8	TBD
9	TBD

7.3.1 Skill Template

Skill	-1				Type
Skill Detail	TBD				
Race Availability	TBD				
Class Availability	TBD				
Cost					
Chance of Success					
Area of Effect					
Range					
Duration					
Cooldown					
Target Health					
Target Stamina					
Target Other					

8. Understanding Factions

There are many organizations within CoLA, generally identified as factions. There is at least one SL group associated with each official faction.

- You can be a member of only one faction at a time.
- Faction membership is not required.
- While factions tend to be race-based, no faction is required to be one race, nor are factions required to accept every character of their racial tendency.

This chapter contains the following sections.

- [City of Lost Angel's Group \(Metagaming\)](#)
- [CCS Group \(Metagaming\)](#)
- This group IM is for problem-solving, not for casual banter.
- [The Brood](#)
- [CoLA Medical Staff](#)
- [CoLA Welcome Committee \(Metagaming\)](#)
- [Coven](#)
- [The Desh'mirai](#)
- [DJs \(Metagaming\)](#)
- [Heavenly Choir](#)
- [Hunters](#)
- [Inner Circle](#)
- [Police](#)
- [Strippers](#)
- [The Syndicate](#)
- [The Tribe](#)
- [The Vanguard](#)
- [Establishing a new faction](#)

8.1 City of Lost Angel's Group (Metagaming)

Membership in this group is an excellent way to stay up to date on the news on the city, what is going on. It brings you into our unique and interesting community as soon as you arrive!

This group IM is open for banter and chatting on any CoLA topic.

We encourage questions. If it's CoLA based, someone in this group knows the answer.

Ask for a GM to clarify a rule or to report transgressions.

This is a metagaming group, used for announcements and requests for GM assistance. There is no in-game role playing representation of this group.

Group Information

A public group for the citizens and predators of Lost Angel's

JOIN OUR WEBSITE

<http://www.cityoflostangels.biz/wiki>

Lost Angel's is a city theme Dark RP/Combat/Sex community. Vampires, werewolves, predators, crazies, homeless people, druggies, whores and gangsters, schoolgirls, street people...all are welcome.

Role play in Lost Angel's is CASUAL and CONSENSUAL, respect the RP of others and join in! Its fun!

Number in group: 1078

8.2 CCS Group (Metagaming)

The CCS group is where you can ask questions about the CCS system and get help with any problems you are having.

This is a metagaming group, used for CCS announcements and requests CCS assistance. There is no in-game role playing representation of this group.

Group Information

TBD

This group IM is for problem-solving, not for casual banter.

8.3 Blood Angels (Metagaming)

See "Blood Angels" on page 27.

This is a metagaming group, used for CoLA [GM Administrators](#) and [GM Coordinators](#). There is no in-game role playing representation of this group.

Group Information

Not to be confused with the Second Life - Warhammer group of the same name.

Known Group Tags

- TBD

Number in group: TBD

8.4 The Brood

The Brood is the faction of the [Demons](#). However, all Demons are not in the Brood, and all in the Brood are not Demons.

The Brood are organized demons from hell. They appeared in the City after the appearance of a dark portal in the sewers of the city. They are a potent and evil force bent on the subjugation and domination of the lesser races.

Tanya Fratica Posted on 21-03-2007 07: 40

In my eyes the strongest ties between the brood and other factions could lie with the vampires, for they are creatures somewhat alike. With the humans, for their

curiosity and hunger for power is matched by nothing else. And with non-human mystics and mages for they, too might need the demon's power and might be able to bind them to their services.

Damia Savon Posted on 21-03-2007 08: 48

Sent by the Lords of Hell to secure the world for evil. The Brood is true evil in every way. They wish to conquer and destroy. It may be through direct violence and torment but primarily through subterfuge and deception. Their biggest delight is getting others to destroy themselves.

There is no Second Life group for the Brood separate from the group for demons.

8.5 The Clan

The Clan is a faction of the **Supernatural** race. However, all Supers are not Clan, and all Clan are not Supers.

The Clan – Institutionalized

by TerryToland, on 06-12-2007 07:28

Through madness comes vision, and vision begets understanding; through magic or technomancy, hallucinations of lunacy and flights of creativity, the Clan walks its own, unseen path. This path, while influenced by all three elements, carries three perspectives: physical, mental, and spiritual. Each leans toward a particular way of viewing - and interacting with - the world. Each perspective also has three levels: juvenile, geriatric, and crisis.

Levels

- **The juvenile level** defines those that have progressed beyond the initial title of 'Supernatural' and recognize which perspective they may fall into; they may or may not be interested in pursuing development of their skills in their category. It should also be noted that members who are beyond the entry-level status may be accepted fully within the Clan, but they do not have to pick a perspective.
- **The geriatric level** defines members that are advanced in their fields, carrying the skills and experiences of factional elders. They have a fair understanding of what it means to 'look' and 'feel' the world in their area, and they may help others should they choose to pass on their knowledge.
- **The crisis level** defines the chosen few who watch over each perspective branch. They are well rehearsed in factional and area-specific information, as well as how the perspectives are interconnected. Along with designated Clan officers, they maintain the order naturally found in chaos.

Elements

- Physical
 - Associated Senses: Touch, Taste
 - Basketcase -> Scizzorhands -> Leatherface

The world is felt, with action being the focus. Thought is second to doing, with members often acting-out randomly. They are not necessarily aggressive, though they may go to disturbing extremes to understand through feeling. These individuals are the doers and actors, having those who may randomly hug strangers, flail out in the street spontaneously, or grabbing a victim off the street for a 'game' with no reason.

- Mental
 - Associated Senses: Sight, Sound
 - Mannequin -> Puppeteer -> Jigsaw

The world is contemplated, with thought being held in high-regard. Actions, even those that seem impulsive to an outsider, are deliberate, even calculated at times. They are the thinkers and planners of the faction, and some may spend their time jotting their thoughts down on spare napkins, writing more detailed histories on rare parchment, or drawing-up intricate puzzles on a concrete wall with a piece of chalk.

- Spiritual
 - Associated Senses: Smell, 6th Sense
 - Lunatic -> Schizo -> Zodiac

The world is sensed, with instinct being the key. What is seen and felt is not all there is to know, and those choosing this area play with ambiguous subjects such as other realms of reality. These are the interpreters and soothsayers of the group, with some that meditate quietly, enter psychological trances, or convene with those beyond this mortality.

8.6 CoLA Medical Staff

This group runs the hospital/clinic in a neutral manner. They cure any who come for aid, attempting to move violence and confrontation outside.

Group Information

This is the Official medical staff for CoLA while wearing your clothing please abide by the hospitals rules and regulations.

Thank you.

Known Group Tags

- CoLA Doctor
- CoLA E.M.T.
- CoLA Intern
- CoLA Nurse
- Member

Number in group: 17

8.7 CoLA Welcome Committee (Metagaming)

Group Information

City of Lost Angel's-Welcome Committee

This group is designated for volunteers who wish to aid noobs as they first arrive to CoLA.

Being a member involves various tasks such as helping noobs setting up their CCS for the first time and using their skills, introducing them to our faction system and who to seek to join each faction, showing them around CoLA and introducing them to our basic RP/Combat rules to prevent problems.

Known Group Tags

- ++CoLA 1st AID++
- ++CoLA AID++

Number in group: 19

8.8 Coven

The Coven is the faction of the **The Undead (Vampires)**. However, all Vampires are not in the Coven, and all in the Coven are not Vampires.

The Coven is run by a matriarch, Wendy Scalia, who is rarely seen. She speaks through a representative who is most often treated with supreme respect. The daughter of the matriarch is less well-treated.

Damia Savon Posted on 21-03-2007 08: 48

Perhaps the dominant power structure in the city, the Coven vampires sit a top the food chain and regard the city as theirs. Cunning, manipulative, vicious they are responsible for much of the suffering that goes on because it keeps the humans weak. They brook no interference in their affairs. If you are Family then you are protected as long as you follow the rules. Otherwise you are killed without mercy. The Coven are vampires and proud of it. Let the unaligned vamps worry about lost humanity. These vampires kick ass and expect you to kiss it.

Tanya Fratica Posted on 21-03-2007 07: 40

The curse given unto them makes the angels naturals enemies of the coven. Their light literally opposes and offends them.

The Coven has hosted dance parties, and in general seems a friendly lot. While the Coven Mistress has an undeniably strong following in fear, there are many who think the Coven is not as powerful in CoLA as the Coven think of themselves.

There is no Second Life group for the Coven separate from the group for undead.

8.9 The Desh'mirai

Desh'mirai means Guardians in elven tongue.

The Desh'mirai is a faction of the **Lycans** race. However, all Lycans are not Desh'mirai, and all Desh'mirai are not Lycans.

There is no Second Life group for the Desh'mirai separate from the group for the Lycans.

8.10 DJs (Metagaming)

This is a metagaming group, used for DJs for the SIM. There is no in-game role playing representation of this group.

The bar has a sound booth which is frequently used by a metagame DJ to broadcast live on the Second Life SIM audio.

Group Information

Those who bring you the tunes in the City of Lost Angel's

Interested in being a DJ? Contact Digital Enigma for an application.

Not a faction group.

City of Lost Angel's - DJs Group Tags

- +++CoLA DJ+++
- +++DJ On The Air+++

Number in group: 6

8.11 Heavenly Choir

There is no Second Life group for the Heavenly Choir separate from the group for **Angels**. However, all Angels are not in the Choir, and all in the Choir are not Angels.

Damia Savon Posted on 21-03-2007 08: 48

....Hope and Vengeance. There are those angels that want to succor the populace and protect them. Most of these would be in the Vanguard or unaligned. My vision of the Choir was that angel's are "God's Hitmen". They were sent here to punish evil and unbelievers. They are cold and self righteous, instruments of divine will without a lot of sympathy and little mercy. They represent the evil that can be done in the name of good. The repressive good that knows it is doing the right thing and is blind to the actual cost. They set the rules and expect everyone to obey them or pay the price. Rigid conformity to their beliefs is a must.

Faye Gelfand Posted on 07-04-2007 03:37

Angels of the City of Lost Angel's

Your Commanding Officers

The officers are here to keep everyone informed and to lead the Choir when I happen to be away on business, tied up with something else, or whatever other reason. Respect the officers ((OOC at least))... but they should respect you in turn so if there are any disrespecting at all, it should come to ME. They also usually have my approval in their actions unless I specifically say otherwise. If you're unsure, GO TO ME about it instead of creating a shit storm of... shit.

Remember, respect is a two way street, stay on your side and keep in mind the others around you so you don't get into a head on collision.

Stand in Leaders

Sharda Mirabeau is the angel stand in leader in my absence. I have given her express permission to lead under me if the need calls for it. However, if neither of us are on, you should seek out the other officers.

The Seven Seal Guardians of the Lord

The number of the Seal Guardian does not note ranking within the officers, all bear equal position and authority.

- *Lucas Bright: The First Seal - Religious Deception and Persecution*
- *Sharda Mirabeau: The Second Seal - War*
- *Open: The Third Seal - Famine*
- *Elhaym Keynes: The Fourth Seal - Pestilence*
- *Echo Kendal: The Fifth Seal - Tribulation and Martyrdom*
- *Open: The Sixth Seal - Signs In The Heavens*
- *Kintrya Kincess: The Seventh Seal: Also the NoR Angel Ambassador/ Representative, she leads the angels in NoR whereas I lead in CoLA.*

8.12 Hunters

The Hunters Circle is a faction of **Humans**. However, all Humans are not Hunters, and all Hunters are not Human.

This is an older faction, not often seen or discussed.

8.13 Inner Circle

The Inner Circle is a faction of the **Supernaturals**. However, all Supernaturals are not in the Inner Circle, and all in the Inner Circle are not Supernaturals.

Group Information

The inner circle is the group for Ambassadors, Elite Guard and Commanders of the CoLA group the Supernaturals.

City of Lost Angels - Inner Circle Group Tags

- +++Ambassador+++

Number in group: 4

8.14 Police

Group Information

None

CoLA Police Group Tags

- +++LAPD Captain+++

Number in group: 3

8.15 Strippers

Group Information

If you're a dancer and wish to dance in our club, it is tip work only, the jars work on an 80/20 split, you get the largest part and CoLA gets a small amount from it to help with purchases for the build.

To get an invite to the dancers/strippers group, contact one of the following

- Suzanna Soyinka
- Wendy Scalia
- She Juniper

Known Group Tags

- Lost Angels Slumlord
- +++Stripper+++

Number in group: 41

8.16 The Syndicate

The Syndicate is a faction of the **Humans**. However, all Humans are not in the Syndicate, and all in the Syndicate are not Humans.

The Human Syndicate is the remnants of the human race in the City. They have banded together to attempt to survive the sudden reality of all the myths of darkness they ever believed were not true.

The Human category in Lost Angel's tends to apply to thugs, gangsters, drug dealers, rapists, crazy people and homeless folks, as well as the organized group known as The Syndicate. It can also apply to human characters with slightly abnormal character abilities. They're a variable group within the city and not really a faction in so much as they are a classification.

Suzanna Posted on 03-04-2007 08:35

She Juniper took over the Human faction and between her and Valentijn the Syndicate was born. Overall I was very pleased with her work because she not only revitalized the human faction but she damn near turned it into one of the most powerful factions in the city in only a few weeks time. To top it off, she played the Syndicate the way I wish the factions were all played...morally ambiguous, or just down right amoral after awhile. The Syndicate became almost feared in city affairs because of their numbers and their willingness to torture, rape and kill anyone that messed with them.....overall it was a great chapter in the RP of the city that unfortunately had to come to an end due She becoming severely overstressed in regards to the weight of leadership and dealing with the meta-drama that comes along with the RP in the city at times...and this chapter of the city history was fairly full of minor meta-dramas in regards to the war between the Syndicate and the demons and the war between the Syndicate and more or less the entire city. Devi came into the Syndicate around this time.

Anyways She Juniper had to step down, overall the RP was fantastic, but the amount of petty drama cropping up was too much for me to ask her to endure. The Syndicate "betrayed" her to the demons and she was killed and her soul reincarnated as a demon for her sins.

Devi took over the Syndicate at that time with Grimble Quality in the background to help out. Not a lot really happened after that, some problems between the Syndicate and the demons that never really panned out due to meta issues between coordinators and other than that the Syndicate has been pretty static in role play since then. Grimble has disappeared for all intents and purposes, Kala

has come in to help give the faction focus and direction and has been doing a good job, and Devi is back from a hiatus but again, not much seems to be going on other than the status quo.

Tanya Fratica Posted on 21-03-2007 07: 40

Syndicate. That doesn't sound like good guys. It sounds like an efficient, economic organization who doesn't mind stepping across the borders of law. A band of people drawn together to achieve something. Something in the style of the Yakuza. They might be dealing drugs, financing or drawing on illegal business. They will defend their cause and extend their turf. Not victims. Not evil. But willing to do what is necessary. I think good or evil doesn't matter to them.

Damia Savon Posted on 21-03-2007 08: 48

[The Syndicate are] A cross between the Aryan Brotherhood and the IRA. A group formed with a noble purposes (protecting humans) that fell into corruption. A group that put "humans" first and regarding anything inhuman as something to be exterminated or enslaved. In time it descended into little more than a crime cartel that used murder, torture, rape to deal with the other factions. To supply their never ending war they turned to crime. Drugs, prostitution, weapons, loansharking and so forth all became the way they stayed in business. Eventually the group threatened and preyed upon the humans they were supposedly protecting.

The "Gang Slut" role really emphasized this view for me because I saw them as survivors who really didn't want to join the gang but needed pro

Group Information

Group Charter

Known Group Tags

- Owner
- Officer
- Syndicate: Chief
- Syn Officer
- Syn Specialist

Number in group: 29

8.17 The Tribe

There is no Second Life group for the Tribe separate from the group for **Nekos**. However, all Nekos are not in the Tribe, and all in the Tribe are not Neko.

8.18 The Vanguard

This vigilante group accepts all races, tending to acquire the disillusioned self-righteous folks who were kicked or fled from other groups, yet remain in need of an external purposes.

The Vanguard tends to be whimsical anarchists, who correct offenses to their varying senses of personal justice, while ignoring problems that are difficult or

unpleasant. While they claim to uphold a high code of justice invariably, in reality they are not consistent.

Tanya Fratica Posted on 21-03-2007 07: 40

Supernaturals? Everyone who doesn't fit in? Everyone willing to fulfill a role: Justice. Balance. Blind justice and balance over everything. They could serve to even out the differences between "light" and "darkness". Friends do not matter as much as the cause. Caring about fixing a broken balance and fighting a desperate battle here. If there is honor, you might find it here. The Vanguard might know of secrets which better would be lost to the world.

*The vanguard should stay on the side of those who seem to be losing the battle. I see strong ties to the **Lycans**, for they are "cursed" with lycanthropy which might put them beyond their own control. I see strong ties with the vampires as long as they fight their inner demons.*

*They fiercely oppose those who give in to one side of a power too easily, be it **Angels** who don't question their cause, be it **Demons** who follow orders blindly, be it lycans who embrace the rage or **The Undead (Vampires)** who value blood above all else or humans who abandon all good reason to achieve a goal. As **Humans** have over time proven to be a great source of trouble, there might always be some distrust here.*

Damia Savon Posted on 21-03-2007 08: 48

The Vanguard isn't run by the Supernaturals. With its angel membership I saw this as the group that the Syndicate should have been or originally was. They are to protect the human survivors and any unaligned monsters from the predations of the other groups in the city.

Jag Aquacade Posted on 21-03-2007 12: 36

...The Vanguard was originally about protecting people, no matter the race or affiliation, but as of late, mostly due to the politics, there's a growing idea in it that they need to step up and do more, make things happen, etc. Of course not everyone feels that way, including Roland. But yes, we were originally formed in response to the church, not the brood, and helped people escape from religious persecution.

Group Information

We will uphold Justice at all costs.

Help any in need whose cause is just.

Help any whose lives are in danger.

Race does not EVER matter.

The man shooting at you one day may be the one you save the next.

Hold no grudges.

All beings deserve compassion.

Do not steal.

Do not murder.

Do not rape.

You will defend your fellow Guardsmen and women.

If you break this mandate, you will expelled.

Known Group Tags

- +Vanguard Commander
- +Vanguard Captain
- +Vanguard Command
- +Peacekeeper

Number in group: 28

8.19 Establishing a new faction

Independent gangs and player associations are invited to supply information, but not guaranteed to be recognized.

We are constantly entertaining ideas for expanding available factions and may expand to three separate groups to more fully accommodate law enforcement factions, independent research groups, individual human gangs and many other ideas and suggestions.

The differences between new factions and the old established ones is the established factions have GM admin support and are able to coordinate role play together and create far more interesting role play in general. Alternately any newly-established gangs and player associations do not have that GM interface. While new groups can be factored into city role play, they won't have any direct way to actually create it at the mass level without a GM interface.

Over time, as newer factions become solidly established, the leaders of them are added to the GM council and receive a GM interface. Not all independently formed gangs and factions are instantly given a GM interface.

9. Understanding Experience Points

Traditional role playing games award experience points based on opponents defeated and proper role play.

Combat wins and losses have no affect on experience in the way they do for paper-and-pencil RPGs. Defeating an opponent gives the victor an advantage only for role playing the consequences.

Like most online role playing games, CCS emulates the learning process by awarding experience points that enable new abilities and make a character more robust against the harsh environment.

This section covers the following topics

- Automatic CCS Awards
- Manual GM Awards
- Experience points required per level

9.0.1 Automatic CCS Awards

Your participation in combat does not increase or decrease the rate of Experience Point accrual. Experience points are accrued by

- Spending time with CCS on, while located in a CCS_enabled SIM.
- GM awards
- Spending Time

, but rather the location you are in determines the rate of experience accrual. Characters earn experience points based on the time you spend in the SIM with the [Using CCS and the SL Client](#) turned on.

A tick is a unit of time on the CCS timer. The CoLA tick for XP is 120 seconds. So every two minutes you gain one tick of XP. How much that tick is depends on where you're at. A realtime tick can approximate the equivalent of an RP hour.

- 3xp per tick in the main cities
- 1xp per tick in all non-merged CCS sims

9.0.2 Manual GM Awards

GMs award experience for good role play, but the definition of good varies with every GM.

Tanya Fratica Posted on 03-04-2007 09: 52

A good role play should always be worth something, a good event or story, anything that can further the atmosphere and anything that works for the community could and maybe should be rewarded. And as I said, since an XP reward should be worth something, it should reflect the character's level somewhat.

Giving 100 XP is a nice reward for a newbie, but for an eighth level character it is nothing.

On the other hand: Fending off a single aggressive... (lycan/vampire/neko/demon/human) with words alone is quite an achievement for a level 1 character, but not so much for an eighth level character. So this should also be taken into account...

Note It doesn't matter how good your role play is, you won't get bonus experience awards when a GM is not involved in the scenario.

9.0.3 Experience points required per level

Character Level	Experience Required	Hours Required	Days Required
1	0-199	-	-
2	201-399	6.7	0.3
3	401-799	13.3	0.6
4	801-1,599	26.7	1.1
5	1,601-3,199	53.3	2.2
6	3,201-6,399	106.7	4.5
7	6,401-12,799	213.3	8.9
8	12,801-25,599	426.7	17.8
9	25,601-51,199	853.3	35.6
10	51,201-102,399	1706.7	71.1
11	66,200-81,199		
12	81,200-96,199		
13	96,200-111,199		
14	111,200-141,199		
15	141,200-???,???		

10. Understanding CCS Combat

The Community Combat System (CCS) is the tool for legal combat within CoLA.

Often Quoted:

It's an RP sim with combat, not the other way around.

This topic contains the following sections

- [Before Combat](#)
- [Starting/Initiating Combat](#)
- [During Combat](#)
- [Ending Combat](#)
- [After Combat](#)
- [Combat Tactics](#)

10.1 Before Combat

When you are not yet in combat, remember three rules.

- **CCS ON = You are a Target!**
- **CCS OFF = No combat!**
- **There Are No Safe Zones!**

CCS ON = You are a Target!

Combat is part of life in CoLA. If you have a CCS on then you are a target. You can be engaged in combat at any time. Role Play is **not** required prior to initiating combat (although it is *strongly* preferred).

Some SIMs have rezzing-forgiveness, but Lost Angel's does not. It is a courtesy that is not a rule.

CCS OFF = No combat!

Without an active CCS, you cannot fight or act in a hostile manner, period.

- Even if you are role playing combat with only chat words, your CCS must be on.
- Even if you are flinging insults at passers by, you must have CCS on.

Use /9 off *prior to engaging in combat* to deactivate your CCS unit when you wish to avoid combat. Use /9 on to turn it on again.

There Are No Safe Zones!

There are no safe zones in CoLA. Factions and characters may try to designate area "in character" as "safe zones", such as "no fighting in the Zodiac Lounge" but that does not prevent combat from taking place.

Location-based Combat Caveats:

- Refrain from fighting in the subway (SIM entrance), so people can rez and enter the city in peace.

- Vampires are NOT permitted to enter private apartments without an invitation. A noob was banned for this. You have been warned.

10.2 Starting/Initiating Combat

Regardless of your wishes, you are in combat when you:

- make a melee attack
- shoot someone
- are yourself shot or melee attacked
- use an offensive CCS skill

You may not turn off your CCS once combat is begun.

10.3 During Combat

Once you are in combat all the rules in this section apply. Ignorance is no excuse.

10.3.1 CoLA's Permanent and Non-negotiable Rules

The first rules here are non-negotiable. Breaking these gets you banned without any discussion.

You must have your CCS on to fight: —No exceptions! No CCS then no fighting. You get a ban if you try to fight without your CCS.

You must never engage a child avatar in combat or sex—No exceptions! Child avatars are forbidden to:

- Attach, carry, display, equip or hold any weapon
- Engage in any violent action
- Engage in any sex

There is no negotiation on this topic. Suzanna forbids age-play in her SIM. You will get a permanent ban if you try to fight or fuck as a child avatar.

10.3.2 Firm Rules

You must leave CCS on until the combat is over—Once you are in combat it is illegal to turn off or detach your CCS. You should also not detach your CCS after combat in an attempt to regain your health or avoid defeat. Once all RP associated with the combat is over then you can remove your CCS if you wish. Violators will be punished.

You must have an IC reason for combat—You do not need to role play before combat, though it is preferred and leads to fewer misunderstandings and hard feelings. Naturally, circumstances sometimes dictate sneak attacks, or acting on the results from a previous role play encounter. You do not need to

repeat a previous encounter before attacking in another session. However, if asked, you must have an IC reason, even if it is not a GM asking.

You must not fight based on OOC information—Do not engage a fight for OOC reasons.

You must have animations or sounds to indicate attack—You cannot engage in melee without some indication you are actually fighting. If you are a melee fighter, armed or unarmed, then you need to have animations that shows your character is attacking.

You must not teleport away from combat—Once you are in combat it is illegal to teleport to any location. This ban prevents all teleports, whether to escape or to achieve strategic position. You can use building-based teleports (e.g. climb pipe) to reach roof tops and the like.

You must never use movement enhancers in combat—Use teamwork or run away from the combat. The following devices are explicitly forbidden in CCS combat, including but not limited to:

- Flash Steps
- Jump assists
- Samurai Island blade special moves
- Flight assists
- Wall climbers

Even if an attacker is not in a place you can reach normally, you are forbidden to use these methods to reach them. Using these enhancements results in disciplinary action.

TEMPORARY Rooftop Sniper Exception to Movement Enhancers: —*In the initial Lost Angel's build, movement enhancers are explicitly allowed to close on a (combat initiating) sniper on a rooftop. You may also use a movement enhancer to close with the (combat initiating) sniper if that sniper runs from you.*

The Two Weapons Rule—Strictly two hands per avatar may be armed for combat. Strictly one weapon is permitted in each of these two hands. This means ONE of the following applies per hand:

- **One two-handed weapon** that encumbers both hands. This includes
 - One long firearm such as assault rifle, sniper rifle, mortar, bazooka

OR

- One two-handed melee weapon such as a two-handed sword, two-handed axe, or polearm
- Not both.
- **A melee weapon in one hand, and a small firearm in the other hand.** For example. one might use a strap-on claw in one hand, and a machine pistol in the other hand.
 - **Two of the same type of weapon, one in each hand.** Examples include dual sidearms, dual short swords, or sword-and-dagger, etc.

GMs do not care if you are role playing a spider or octopus. You can equip only two weapons. Any weapons equipped beyond two is grounds for disciplinary actions.

You get no time outs—Once combat has started, combat continues until one side wins or surrenders. There is no stopping combat otherwise.

You must not visit the Hospital during combat—Using a hospital or private healing ball removes you from a fight until that combat ends.

- You cannot re-enter a combat once you activate healing from an object.
- You cannot continue a fight while you are on a hospital bed.

You can engage in combat if you are attacked anew in the hospital (before or after you heal), but you cannot return to the same fight.

You must use only CCS-approved healing—To heal during and after combat, you may use only the following:

- CCS-based skills
- CCS healing balls in a Hospital
- Approved CCS-enhanced third party items, such as Wendy Scalia's line of personal healing balls.

Compatible non-CCS healing devices are strictly disallowed.

You must not be invisible—Do not use any device that turns you invisible during combat. You must remain visible to your opponents within line of sight.

You must not corpse camp—*This is where you stand around a body and wait for the person to revive so you can defeat them again. It does not matter if the revive is due to a timer, a racial skill, or another person's skill. When a person revives, the victor must continue with role play, not CCS combat. Only if the defeated character attacks are you free to attack and kill them again immediately.*

You must not continue fighting when revived after single combat—

Suzanna says

In today's atmosphere of group oriented combat, players revived and healed by other players in combat are just as viable as combatants as people that haven't died, after all that's what healers are for. If you don't want your enemies getting back up to fight again....Kill the healer first.

First law of PvP actually....and it applies here. The role play period of defeat is only really applicable in 1 vs. 1 combat where the loser has no available option of resurrection available and is less often the case than it used to be back when we were using RCS and DCS.

You must not continue fighting when revived UNLESS part of group combat—During one-on-one combat, you should RP being hurt after you have been defeated. (See **RP after Combat** for expectations.) During ongoing group-combat scenarios, such as when a faction is at war with another faction, a

player can rejoin combat when they are resurrected by a healer, and healed to combat-level statistics.

[What are combat level statistics? 10%?]

[What about racial revives (vamp and neko) in group scenarios?]

10.4 Ending Combat

There are approved ways to end combat, including:

- Ending Combat by CCS Defeat
- Ending Combat with Fade-to-Black

10.4.1 Ending Combat by CCS Defeat

When your CCS hit points reach zero, you are defeated. You have sustained disabling damage such that you are helpless. You are at the mercy of your opponents.

Victorious opponents control the story 100% at this time with one exception. CCS defeat does not mean you are dead, unless you agree to that direction of the story.

10.4.2 Ending Combat with Fade-to-Black

When you are uncomfortable with the direction a story takes after combat, *Fade-to-black* is an option of last resort. You may call *fade-to-black* under these circumstances:

- Upon CCS defeat in combat.
- If you need to log off before combat is resolved.
- If the RP following your defeat makes you uncomfortable.

You and the combat victors should agree on the story of what happens to your character, even though you do not RP it out. These events are dictated by the combat victor, but you are not required to RP them.

Misuse—Abusing *fade-to-black* rules results in disciplinary action. The *fade-to-black* rule is not a way to avoid the consequences of a defeat. It is not a get out of jail free card.

Re-engaging the enemy—If you *Fade-to-black* is an option of last resort. you must not engage in combat again with the party for 24 hours. Try to set your limits with the victor in advance to avoid this.

Roleplay limits—One of the ways to prevent *fade-to-black* scenes is to establish limits in your SL Profile > Picks, or on your CCS profile page. This way others have better chance to redirect stories that you are unwilling to RP.

10.4.3 How not to end combat

There are explicitly banned methods of ending combat, including but not limited to:

- Removing CCS.
- Teleporting away from combat.

Ending combat with one of these methods gets you banned temporarily or permanently.

10.5 After Combat

This topic includes the following sections:

- RP after Combat
- Disputes
- OOC Comments

10.5.1 RP after Combat

When you lose combat you must properly roleplay defeat and recovery. You are not dead, but you can be unconscious or otherwise helpless. Your body is not capable of astounding feats in this state. You can RP defiantly, but are still basically at the mercy of the victorious party.

Immediate Heals and Helplessness—Even if you are healed immediately to full power after combat defeat, you must RP being injured. You are just back from near death after all. That means you may not bounce back and attack or shoot like a maniac. There is an **TEMPORARY Rooftop Sniper Exception to Movement Enhancers**: if you are fighting in a group with healers still in combat.

Role Playing Injury after Revive—When a healer revives you after single combat, you should still RP being injured. Even if your character has a racial revive ability, you should RP some sort of injury. You must not revive and attack someone. Racial revives allow you to recover early, which is intended to allow escape, not retribution.

No Self-moving Corpses—Once you are defeated then you are helpless. You must wait until you revive normally (five minutes) or are revived by another character. You are not permitted to move unless you are being dragged or moved by another as part of an RP, unless you RP crawling as a fully-disabled character.

Death or Permanent injury—You can only inflict death or permanent injury with the consent of the other party. Trying to do this without consent is Godmodding, and not allowed.

[Note- Amputation of body parts is not considered permanent injury in a city where magical healing exists. RP your recovery.]

10.5.2 Disputes

If you disagree with the outcome of a fight or suspect your opponent of cheating, remain calm. Remember that mistakes happen and lag can cause really weird things to go on during a fight. Not everyone treats CCS combat as a game to be won. Mistakes happen.

- Do not take combat disputes OOC.
- Do not take combat disputes into the general community

- Do not make public accusations of cheating. Contact a GM and discuss your suspicions. Offer any proof that you have. It is the GM's job to determine if a rule has been broken, not yours
- [Do not appeal one GM's ruling to a second GM, unless the dispute is with the first GM's behavior (and not a ruling). Mom and Dad are both in agreement: you can't have the car tonight]
- [Do not resolve your own disputes when you are a GM. Take the matter to another GM for resolution]

A GM has the authority to resolve disputes. Accept the ruling and do not complain about it. Move on.

10.5.3 OOC Comments

OOO rudeness, whether from the victorious party gloating or the loser complaining is not tolerated. OOC insults and rude comments will result in disciplinary action. This includes negative comments or insults made in IMs as well as in the open.

This chapter discusses the technical aspects of CCS combat. For role play in a combat situation, refer to "Role Playing combat" on page 19.

10.6 Combat Tactics

10.6.1 Basic tactics

Use your advantages to your advantage

- If you're a **melee fighter**, find a place where the opponent cannot run away to use ranged weapons.
- If you're a **gunslinger/archer/wizard**, find an obstacle or a team that can be placed between you and the opponents, preventing them from reaching you to engage in melee

10.6.2 Tips from the experts

This section is comprised of quotes from those who have kicked my ass. or else look so damn formidable that I avoid them. Their experiences can help out the perpel new to CCS. MS

- Combat in a ever growing bullet infested world. SMC

Blocking

Press PageDown to block under CCS.

- Nobody ever uses blocking. People don't realize they can block while dazed. MB

Closing with the enemy

- First and foremost, you must get in close to your enemy, especially a gunner. Get right on top of them. Bullets will fly by you without harming you. SMC

- in melee get in close. Try to side step them. Get behind them when possible. They can not harm you if their back is to you (oh well yeah they could use a skill, but you know what I mean). SMC

Daze, Garotte

- to be honest.. I don't really have any combat secrets. It's Daze.. hit hit hit hit .. daze.. hit hit hit hit. ... Ok .. then yeah.. throw in a Luck -9 once in a while and that's pretty much what I do. SMC
- Garrote, daze those running buggers! SMC
- Make sure to use those skills like weaken , venom, daze and what ever you have. SMC

DPS and Surprise

The DPS class is designed for the surprise melee attack, the first strike that ends the fight.

- Damage as a dps is staggering to some. Invigorate if you can get it. Strengthen and luck-9 will bring your enemies crumbling to the ground. SMC
- If you are gonna fight someone of possible difficulty , make sure to curse them as soon as possible and render their skills useless. But in turn watch out for this as well being performed on you. SMC

Location

- If you can choose the fighting grounds, make sure you do it indoors DPS will slay and pown indoors, because your enemies have no room to run around. SMC

Luck

- Hit fast and hit hard, make sure to use luck-9 as soon as possible or luck 4 what ever you have, the added damage is a must for those run and gunners. SMC
- daze.. hit hit hit hit. ... throw in a Luck -9 once in a while. SJ

Healers must die

- Nuetralize your biggest threats first, this also means the healers of your enemies. Healers buff up enemies with stats they normally dont have. Kill 'um fast and your enemies lifeline is severed ... and they soon follow. SMC

Get a Ranged Weapon

- All melee fighters should have some form of ranged weapon, because even a dazed combatant can still fire a weapon and continue to do damage. Either stand there until the daze wears off and get beaten, or fire some shots of your own. Most run away to do their run-and-gun thing, but at least you are not a sitting target. SMC

Stamina watch

- just remember to keep an eye on your stamina cause if you go to the negative as a melee, dps, you are useless absolutly useless. SMC

Combat in Sloans eyes by Sloan McCoy

well here it goes, this is my opinion fully and if anyone doesnt agree with it , fine you got that right

Combat in a ever growing bullet infested world. First and foremost, you must get in close to your enemy especaly a gunner, get right on top of them bullets will fly by you with out harming you , in melee get in close try to side step them get behind them when possible , they can not harm you if their back is to you (oh well yeah they could use a skill but you know what I mean) make sure to use those skills like weaken , venom, daze and what ever you have. Damage as a dps is staggering to some , invigorate if you can get it , strengthen , and luck9 will bring your enemies crumbling to the ground, just remember to keep an eye on your stamina cause if you go to the negative as a melee dps you are useless absolutly useless. Hit fast and hit hard, make sure to use luck9 as soon as possible or luck 4 what ever you have, the added damage is a must for those run and gunners

Garrote, daze those running buggers! , if they wanna use guns bob and weave if you jump and someone has a high rate of fire gun you will just get stuck in the air as a target , so stay on your feet and bob and weave , Jump? yeah your dead bottom line. If you are gonna fight someone of possible difficulty , make sure to surse them as soon as possible and render their skills usless but in turn watch out for this as well being performed on you . All melee fighters should have some form of ranged weapon, cause even a dazed combatant can still fire a weapon and continue to do damage, so its either stand there until it wears off and get beaten , or fire some shots of your own , most will run away to do there run and gun thing but at least you are not a sitting target.

If you can choose the fighting grounds , make sure you do it indoors Dps will slay and pawn , indoors cause your enemies have no room to run around neutralize your biggest threats fits, this also means the healers of your enemies , healers buff up enemies with stats they normaly dont have , kill um fast and your enemies life line is severd and they will soon follow

+Combat Tips+ by Jag Aquacade

-General Tips-

-Know your skills, know what they do. Don't use a skill that boosts your melee damage if you're using two guns, and don't use a skill that weakens an opponnent if they're using two guns.

-Know your enemy. This goes with knowing your own skills, that is, know what your enemy is capable of and anticipate. For example, if up against a tank as a healer, know that almost all tank attacks are short to medium ranged, so you'd be best off staying at range and hitting them with DoT attacks and guns.

-Don't be afraid to play to a style. If your character wouldn't use guns or swords, don't! Don't feel like you need to play to the flavor of the month. Keep in mind that most of those fads are started by people experimenting with what they like best, not by following what others do.

-Racial Skills. Know what yours do and use them. They're usually among your best skills and are often free to cast with almost no recharge time (smite, malice, shock). Still others may seem boring but are actually incredibly powerful (Feed, Spirit, Angelbuff).

-Know your class and know what it's good at before you even pick a class.

DPS Damage dealers that usually use melee attacks to capitalize on short range special attacks and incredible melee boosting powers. For the DPS, the best defense is a good offense.

Tank Tanks are all about being the center of attention. They can take more damage than DPS classes and have combat skills unlike healers. The most undervalued, tanks tend to come into their own in massive street brawls where their area of effect weaken and bullet nullifying armor rule over the masses.

Healer More "defenders" than healers, this class makes it's teammates into monsters. Capable of casting the other two classes' buffs on their teammates, as well as hitting with effective if not neccisarily damaging long range attacks, healers can be the best class in the game if used right with a teammate.

An example of skill choices reminds me of a fight I once had with a dps 1 level higher than myself. I was a level 11 tank at the time and thankfully got a bash8 off while their garotte failed. I had them down to the lower 30's in health and decided to go with a good hit and a feed for a dramatic kill. Well..I got the hit off, and the feed, problem was they stil had 2 health and about that time they recovered and got a garotte off on me and i was dead in seconds. Had I saved the feed I could have used warcy and probably lived. Ive always said one on one fighting is alot of luck and who has the better computer.

Combat Notes from Animus by Animus Asylum

Bash, garotte, entrap- When you use any skill that dazes the enemy try to move behind them for an attack so that your'e out of range of any skill they maytry to use on you. Attack hard and fast. Entrap and Garotte are ranged while Bash8 requires melee range to be effective

Curse- Is useful to stop that high powered dps. Always good to wait until they buff and waste a little stamina or the chance to use another support classed skill while cooling down from a now useless Buff. (if curse works)

Weakness- Again try to use this skill after a dps has wasted a luck skill, especially if you are a tank and can absorb regular damage well. War cry is a useful skill to have a tank run in to a group of enemy and cast before backing off as your dps rush in for the kill.

Clarity- healers. when you see your people cursed clarity will dispell it. If you are in the backline I find it useful to clarify your tanks after they have armored to give them some stamina back..I say this about tanks because all of their good skills(tank8, bash8) cost 50 stamina (i even think warcy is like 30 stamina). The armor last a good long time. One of the major problems i had as a tank was running out of stamina.

CCS Melee Pointers by Sedyne Bracken

-First, get a good weapon. So long as the scripts are low-lag, you should be fine. I personally like to use Siege Guild scripts/animations in my weapons, they're fast and reliable. If you buy a Siege Guild weapon, you can transplant the scripts into any stack of primes you want (though said stack of primes would need a new hide/show script)

-Second, buttonmashing. Do not use the arrow keys if you're a righty, use WASD. Note that you should use all four keys and your ring, middle and index finger all at once to hit the WASD keys as fast as you can. All of them do the same amount of damage. Your character might look like they're jerking left, right, back and forward, but if you hit them in a fairly even ratio, you shouldn't move far from your target.

-Third, movement. If you get pretty good at attacking fast, another good thing to know is movement. Practice switching from holding your mouse down off your character (so you can attack) and on it (for turning). Using A and D to turn is incredibly slow and leaves you open to attack. Being able to swap from quickly turning, changing your angle to attacking can give you oodles of extra time for you to attack without worrying about getting hit in return.

Another crucial part about being mobile is jumping. Given the wide variety of jumping animations (even though everyone's physical presence on the server is the same) it is very hard to predict a jump arc. Since SL allows you to change the direction you are jumping midair, you can use jumping heavily to your advantage. While you're in the air, you can still attack. So, if you're jumping past or over someone (which is a great way to throw them off... Just make sure you spin around to face them again when you land) you can toss in a few WASD's and do a chunk of damage. Since bullets in SL also move slowly (thanks in part to lag), jumping continuously can allow you to dodge a large portion of their bullets.

-Fourth, stats. If you want to be a dedicated melee fighter in CCS, I can suggest a few things involving stats. First, health and stamina are your friend. Give yourself a decent amount of fortitude and endurance from the start. Once you have around 30-35 of each and you've got around 25-30 strength, stack will. If you're a melee or any type (DPS, tank, healer) a very large portion of your fights will be determined by how many times you can resist a garrote or curse. If you can use skills like garrote and your opponant is effectively shut off, it becomes a one-sided fight. As of right now, you don't need to put all that many points into will for it to have a noticeable effect (not that you shouldn't put a lot). Considering many important skills can already miss on their own without taking will into account, you can make your chances of getting hit by skills pretty low. The only slight change I suggest is for non-DPS, non-lycans who want to melee, put a few additional points into strength.

Class-Specific Information:

-Tanks:

A tank has a few advantages in melee. First, of course, armor. Simply having that damage reduction ups your survivability against DPS classes and gives you an advantage over healers that are using melee.

*Bash-1 is a cheap, 10 second daze to the nearest person within five meters of you (so be sure your target is the nearest person). It has a thirty second cooldown (which isn't as good as garrote-1's 15 seconds, but it isn't bad).

*Bash-8 has a stam cost between 10 and 60 and does between 10 and 60 damage to your target's health and stamina. It has a 10 meter radius and hits the person nearest to you, much like Bash-1. The key difference is that it has a chance to daze the target for a whopping 20 seconds, meaning they are rooted and unable to melee. If you're a lycan tank or a master of WASD button mashing, you should be able to knock out even the toughest opponents in 20 seconds.

*Warcry is a good weaken (the afflicted do no damage but can still move) though being a ten meter AoE, you can piss people off who aren't fighting. It costs 25 stamina, lasts 60 seconds and activates a 30 second offensive still cooldown.

*Pummel-1 is the same as Bash-1... Yeah...

*Tank armors 5 and 8 are similar. 5 costs 20 stamina and 8 costs 50, both last for two minutes. 5 reduces damage taken by 15 and 8 by 20. If either of them would reduce the damage taken to below 1, it is defaulted to 1. Keeping this on and blocking are one of the few things that will help you outlast a DPS class and will force a healer to use neurotox and curse.

-Healers:

Healers may seem like they'd make poor melee fighters, but they can be fairly effective, especially lycan healers. Healers have two things going for them.

*Healme-2. This skill is dirt cheap stamina-wise and heals a very nice amount of damage with a decent cooldown.

*Curse is, by far, though, a healer's best weapon. Curse doesn't root the target (like garrote) but it makes them entirely unable to use melee attacks for an entire minute. Given that it has a 30 second cooldown, you can theoretically apply curse continuously, making your opponent unable to use melee at all. Now, this seems great (and it is) but there's two major drawbacks. First, the cooldown, while short enough to enable you to apply continuously, is pretty long, meaning if it were to be resisted, a skilled DPS would knock you down in no time at all. Second it costs a blood/soul/prayer etc, meaning you can only use it a limited number of times.

*Neurotox-8 is a tough one. It does 40 damage initially and then 40 more every time the target's health 'ticks' (the slow auto-regen). Using this when fighting a DPS class pretty much ensures you instant death (doing anything but keeping curse on them ensures instant death) but against an armored tank, it can be very effective, seeing as it ignores their armor's damage reduction. When you

use it on a tank, your best bet is to run away from them and let it tick their heal down so they can't use any of their skills against you (many of which are very short range). Using it against another healer is so-so. The big problem with it is that it activates the offense skill cooldown for 60 seconds, meaning you can't tox again OR curse OR wound-2 for the next 60 seconds.

*Wound-2 is interesting. Once again, you can't really use it against a DPS class, but if you manage to get it on a tank or healer (mainly tank, since a healer can healme-2 themselves frequently and negate most of it), you can just run away and wait for them to die. Wound-2 hits the nearest person within five meters, costs 25 stamina, does 25 initial damage and does 25 damage to the target each time their health ticks for FOUR MINUTES. This means that if you stick it on a tank at the beginning for a fight, you can wait out the 60 second cooldown and then use other moves on them while it ticks their health down. Also, if they beat you, they still need to get to the hospital before wound kills them.

-DPS:

DPS classes are, fairly obviously, the best melee weapon users there are. Their fight tactics are the easiest and they don't need more than the three CCS hotkeys. Your three important moves are:

*Garrote-1, the ultimate melee killer. Costs a mere 10 stamina, but it roots any target of your choice within 20 METERS of you for 15 seconds and disables their melee. It activates a 30 second cooldown on your offensive moves, but since this is the only one you need to use, you can keep people rooted for a large portion of the time. Also, since they can't attack when you use it, run up and wait away for 12 or so seconds before backing off (unless they're a gunner). I don't think I can stress this enough: Use garrote-1 every time it's up. Every time you see the little message that says you can use it again, hit the hotkey and use it. Garrote is also good for countering other dazes. If someone dazes you and makes you unable to melee, you can daze them back and prevent them from hurting you. It also lasts 5 seconds longer than bash-1 or pummel, making it useful even when tanks try to counter-daze you.

*Luck-4 and 9 are the other class-specific move that gives melee-ers a huge melee advantage over others. Luck-4 lasts 60 seconds, has a 60 second cooldown and costs 35 stamina to use. It adds a solid 15 damage to each attack. Luck-9 lasts 60 seconds, has a 60 second cooldown and costs 25 stamina to use. It adds a whopping 25 melee damage to your attacks, pretty much ensuring you'll be ripping chunks out of your opponent. Luck should be used at the very beginning of each fight and again the moment it wears off each time. It is crucial to have it on so long as you're fighting.

*Healme-1, while accessible to all classes, is very, very, very, very useful for DPS classes. Most people overlook it seeing as the healing is minimal, but so is the stamina cost. It is worth it to use it every time the cooldown is up so long as you've got some damage on you.

Non-class-specific tips:

*If you want to fight with melee weapons and be as effective as possible, use one gun and one melee weapon. Using a second melee weapon does no extra damage, so having a ranged weapon should you get cursed or dazed is pretty crucial. It takes a bit of practice to switch back and forth from melee to mouselook effectively, but it is a very useful technique.

*Make sure the type of melee script you are using is Suz-approved (i.e. not banned) and that it isn't the type of script that you need to go into mouselook to swing the sword. Anything like that that rezzes an object in front of you seriously gimps how much damage you can do and creates quite a bit more lag.

*Don't run. Running burns stamina and doesn't move you that much faster. If you run out of stamina, your melee attacks stop hurting people and you can't use your oh-so-important skills.

*For DPS classes, don't get luck-2, just wait for luck-4 and don't waste a skill point.

*Remember that just because you are facing directly at your target doesn't mean you won't hit others in your cone of attack. Try not to make others mad because they will yell at you OOC or some other bit of nonsense.

*Don't cheat, use banned weapons or weapons and such that cause lots of lag. If you do any of these, not only will you probably be less effective, but I will hate you.

11. Understanding Weapons

Weaponry in CoLA is restricted. This is to create a balanced system of combat and maintain a somewhat realistic atmosphere. Generally only melee weapons, medieval bows, and realistic firearms are permitted in CoLA.

Explosives, shields, lightsabers, ray guns, combat bots, protection devices, and gadgets that attack or defend are forbidden.

This chapter describes weapons that are permitted and those that are banned, as well as how to enable weapons that are on neither list. This chapter contains the following sections:

- [Selecting a Weapon within Roleplay](#)
- [Melee Weapons](#)
- [Range/Projectile Weapons](#)
- [Choosing a bullet for CCS/CoLA](#)
- [Approved weapon designers](#)
- [Banned Weapons](#)
 - [Banned Melee Weapons](#)
 - [Banned Range Weapons \(Guns\)](#)
 - [Weapon Systems](#)
 - [Cagers, Orbiters, Explosives, Mass-killing Devices](#)
- [Unlisted Weapons](#)
- [Combat Tactics](#)

11.1 Selecting a Weapon within Roleplay

Don't pick weapons simple because they inflict the most damage.

Weapon Availability—Before you use a machine gun in CoLA, consider how your character could have acquired let alone learned to use modern, automatic weapons? Most people encounter automatic weapons only in films or military service. Despite their prevalence at most SL weapons vendors, automatic weapons are not abundant in a post-apocalyptic ghetto like CoLA. This is a post-apocalyptic environment, mostly without military and film.

Character Selection—When choosing weapons for a character, please be faithful to roleplay what your character could really carry. For example, a thousand-year old vampire just risen from torpor would probably feel more comfortable using swords and axes over a MAC-10 or M-60.

In-game Advancement—If you really want to use something extreme, then make it plausible by acquiring and learning the weapon within your RP story. Find a teacher. RP missing or fumbling, and so forth. Use the extreme weapon as an excuse to grow your character within the story.

11.2 CCS Weapon types

There are two categories of weapon under the CSS.

- [Melee Weapons](#)
- [Range/Projectile Weapons](#) with bullets discussed in [Choosing a bullet for CCS/CoLA](#).

11.2.1 Melee Weapons

Hint Unlike a projectile from a ranged weapon, base damage for a melee hit can be increased by a high strength and application of skills.

Melee weapons defined—Melee weapons are handheld items that do not leave the possession of the character to inflict damage. Examples include:

- Cutting, Stabbing Blades such as knives and swords
- Bashing weapons such as fists, nunchucks, clubs, baseball bats, two-by-fours
- Pointy sticks such as spears, halberds, lances (handheld, not thrown)

CCS melee attacks—CCS has a built in melee attack with no animation. This is used for all melee combat. All non-CCS melee scripting is ignored.

The critical factor in a melee weapon is rate of fire. Fast key action is essential for successful melee.

Range of melee weapons—All melee weapons in CCS are treated equally in terms of range and damage. Regardless of prim dimensions, CCS provides you a conical attack pattern of approximately two meters. A spear has the same reach as a fist, same as a knife, same as a word

Melee weapon damage—Under CCS you inflict the same 5-life damage with a fist as a two-handed sword. Regardless of the prim or script design, CCS provides the same base damage for a melee hit.

See also [Approved melee weapon designers](#).

11.2.2 Range/Projectile Weapons

This section covers the following topics.

- [Range/projectile weapons defined](#)
- [CCS range attacks](#)
- [Range of projectile weapons](#)
- [Rate of Fire](#)

Range/projectile weapons defined—Ranged weapons are items that leave the possession of the character to inflict damage. Examples include:

- Arrows and crossbow bolts
- Bullets from firearms

- Thrown rocks, daggers, and debris.
- Caltrops, mines, and traps—objects that are dropped in the victims' path to inflict damage when touched. While explosives are illegal, caltrop-dropping weapons have been CCS approved and available in the store within CoLA.
- Fireballs and magical spells—There are strong restrictions on particle weapons. However, certain magical energy bolt weapons have been CCS approved and available in the store within CoLA.

CCS range attacks—Unlike melee, CCS has no built in ranged attack system. Ranged weapon design and scripting affects your combat success. The critical factors in range/projectile weapons are range and rate of fire.

Range of projectile weapons—Designers offer ranged weapons with widely varying degrees of range, from thrown weapons that can hit from only a few meters, to sniper weapons that can hit (illegally) from outside the CoLA SIM. When you select a ranged weapon for use in CoLA, pay attention to the range it offers.

Rate of Fire—Fast fire rate is essential for successful shootouts. Don't bring a crossbow to a gunfight. Yet to remain realistic and to preserve game balance, a ranged weapon with a high rate of fire must have a reload time and finite-sized clips.

Note A the time of this writing, a pistol clip must have less than 50 rounds before reload. (This does not apply to sub-machine guns or long guns). See also [Approved firearm/projectile weapon designers](#).

11.2.3 Choosing a bullet for CCS/CoLA

- [Projectile damage](#)
- [CCS API projectiles](#)
- [Firearms with RP mode](#)
- [Configuring non-RP mode firearms](#)

The damage bullet (DB round) and training rounds (TB) are the best bullet for CCS/CoLA performance. Unlike a melee weapon, a projectile from a ranged weapon is not affected by strength.

Projectile damage—Under CCS you inflict the same base damage with an arrow, as a pistol, as a bazooka. Regardless of the prim or script design, CCS records 5 points of damage for each unique hit.

For example

If a shotgun blast is grouped as one prim by the designer, together they count as one hit for 5 points of life damage. If the weapon creates five separate prim for five pieces of buckshot, then each can inflict 5 life damage for 25 total potential points.

CCS API projectiles—Although ranged weapons in CCS are treated equally in terms of base damage, designers using the CCS API can enhance damage above base. Examples of API use include:

- Bullets that inflict more damage to one race than others
- Sniper weapons that inflict more damage when the shooter is prone

Firearms with RP mode—Using firearms with RP mode is strongly encouraged, because weapons that come with an RP mode usually set all features appropriately for low lag and realism.

Configuring non-RP mode firearms—If there is no RP-mode in your firearm, then you need to set the following:

- Turn off particle effects
- Turn on reloads
- Turn off shell/magazine ejection
- Turn off radars
- Choose standard damage (sometimes called safe or training) rounds.

Hint Avoid tracers and DCS rounds, because they use unneeded script cycles, and thus offer a slower rate of fire due to requiring unneeded resources.

All other rounds are forbidden, including tracking, smoke, foam, orbit, nuke, phantom, etc. Banning these rounds reduces the lag in the SIM and keeps the weapons balanced.

11.3 Approved weapon designers

This topic has the following sections:

- [Approved melee weapon designers](#)
- [Approved firearm/projectile weapon designers](#)

11.3.1 Approved melee weapon designers

Unless listed below melee weapons in general are ok to use as long as they have animations to show you attacking (or you have something else that animates you). All melee damage is controlled by the CCS system.

Recommended Melee Weapons Dealers

- Bitter thorns
- Mekan
- Samurai Island
- Siege Guild

11.3.2 Approved firearm/projectile weapon designers

Guns are more problematic because freebie gun scripts are easily available and tossed into most anything. Avoid free guns because they tend to be laggy and offer poor realism.

Here is a list of gun manufacturers that use the CCS 3rd party API (which allows better interaction with the CCS system) or have guns that meet the basic requirements of the CCS system.

11.3.3 Approved/recommended/CCS-enhanced designers

- ATek

- Black Ops Weapons
- Breach
- C-Tech
- Carlos
- KAC Arms
- Miller
- Novum
- Ordinal Arms
- RWS Weapons
- S&C Arms

11.3.4 Blowing Things Up with Explosives

CCS-approved or CCS-compatible explosive devices are allowed, but they must be previously approved by the SIM administrators.

One example is the 203 grenade on the Black Ops M4 over/under model.

11.4 Banned Weapons

This topic has the following sections:

- [Banned Melee Weapons](#)
- [Banned Range Weapons \(Guns\)](#)
- [Weapon Systems](#)
- [Cagers, Orbiters, Explosives, Mass-killing Devices](#)

11.4.1 Banned Melee Weapons

The following melee weapons are banned.

- Any melee weapon designed specifically to work with the DCS system.
- AV the black Predator Claws “bloodbath” - it has a special attack mode that pushes.
- Light sabers

11.4.2 Banned Range Weapons (Guns)

- [Armory Overstock Guns](#)
- [Aubretec Black Widows](#)
- [BloodDoll Lulu’s Sinistar Guns](#)
- [Carducci Arms Guns](#)
- [DCS Specific Guns](#)
- [Freebie Guns](#)
- [G36 Assault Rifle](#)
- [Gorilla Arms \(Los Altos\)](#)
- [Seburu Guns](#)
- [Weapon Systems](#)
- [Cagers, Orbiters, Explosives, Mass-killing Devices](#)
- [The Novum Inc. Baikal Shotgun](#)

Armory Overstock Guns—This designer is well known to be one of the biggest freebie resellers in the game. While these guns have gotten better over the last year in overall design, they have been banned from the SIM because they are not designed to realistic standards. Their rate-of-fire is obscenely high and their ammo count is in the 1000 bullets per reload range, thusly due to these considerations they are not compatible with our system of relatively balanced combat and are banned from the SIM in total.

Aubretec Black Widows—Multiple safe zone pushes, sensor targeting so they never miss, no reload cycle, this gun is designed for grief and thusly it is not allowed for combat in CoLA.

BloodDoll Lulu’s Sinistar Guns—While the Sinistars are manufactured by BloodDoll Lulu, and the guns are nice, the Sinistars are much too powerful to fit into our idea of realistic combat in the SIM. All their bullets have a degree of push, and there is no reload feature present in their design.

Carducci Arms Guns—Carducci Arms weapons are designed for hostile combat and are built for heavy push and designed to cause major problems for the people that are their targets. Even if you set them to safe zone damage, some Carducci arms guns still push and cause general havoc for others. We’ve had to ban this weapon line from the SIM until such time as the designer designs some safe zone weaponry that isn’t built with grief in mind.

DCS Specific Guns—Any guns exclusive for the DCS system.

Freebie Guns—Freebie weapons in general are banned. This is not because we’re mean. It is because freebie weapons are, in general, horribly scripted, badly designed, and tend to cause all kinds of SIM level resource issues, leading to SIM crashes and to degradation of SIM performance.

Rule of thumb is that nothing good is cheap, easy, or free, and in SL that’s just as real as it is in real life.

G36 Assault Rifle—There are many rifles out there, free and otherwise, that use the poorly written scripts from the free G36. If you rez a gun and it has 10000 rounds of ammunition and you see “Script Error 100: Too Many Listens” that means the gun you just rezzed is using the banned freebie G36 assault rifle script. Even if it does not say it is a G36, is still banned.

GMs recognize that script on sight, and warn people using it.

Gorilla Arms (Los Altos)—They’re not designed for safe zone damage at all. You have two options...push(non-shield breaker) and shield breaking push when buying these weapons. They also, in general, have no reload cycle and have infinite ammunition. Thusly making them unqualified for combat in CoLA.

Seburu Guns—This is an excellent gun designed by well-known designer Francis Chung. Unfortunately the gun just is not built to realistic standards. It is built to spray lead as fast as possible, and causes lag.

Weapon Systems—This includes HUD, Bots, and non-realistic devices that can be used for combat. Most are not designed for realistic combat and/or use a lot

of primitives or laggy particle effects. If it pushes, nukes, orbits, buries in the earth, mass kills, cages, or so forth, then it is not legal.

The following list is not comprehensive, but should give you an idea if your device is permitted.

Banned weapons systems include but are not limited to:

- Apocalypse HUD
- Eye of Horus
- Force Prophecies
- Jadesoft
- Loki Reaper of Souls
- Nasty HUD
- Omicron
- Psitec
- Souls of the Damned

Cagers, Orbiters, Explosives, Mass-killing Devices—Other devices which are not weapons but devices that rez a lot of primitives or use a lot of scripting.

Shields: no shields of any type are allowed.

AV scanners: whether on their own or part of a multi-tool (e.g. multi-gadget, MystiTool, etc.), these are banned due to the lag they cause.

Kifuraito Jetpack: lovely device but way too script-heavy.

Followers: Any object that is set to follow your AV uses up a lot of resources. For a brief period as part of an RP the use of a follower is acceptable. However, constant use is forbidden.

The Novum Inc. Baikal Shotgun—This ban refers to one particular weapon from this designer. Other weapons from Novum have been permitted. The Baikal is a beautiful gun, but a complete SIM destroyer as far as physics-related and scripting-based lag.

11.5 Unlisted Weapons

If you do not see your weapon listed as banned or approved, contact a GM and arrange for a test. GMs can determine if your weapon is legal in CoLA.

The following criteria can help you determine whether a weapon can be approved.

- Does it have an extremely high rate-of-fire? If it does, does it have infinite ammunition? If both, its not allowed.
- Do you have to reload the weapon? If not, it is probably not going to be good for combat here unless its rate-of-fire is realistic.
- Does it use extremely laggy explosive/particle based rounds? If so, it is probably not allowed.
- Does it cage/push/orbit people? If so, it is not allowed.

12. Understanding CCS Weapons

There are two categories of weapon under the CSS.

- **Melee Weapon**
- **Ranged Weapon**

Bullets are also discussed in a separate heading from ranged weapons.

12.0.1 Melee Weapon

Melee weapon overview

Melee weapons are handheld items that do not leave the possession of the character to inflict damage. Examples include:

Cutting, Stabbing Blades—such as knives and swords

Bashing weapons—such as fists, clubs, baseball bats, two-by-fours

Pointy sticks—such as spears, halberds, lances (not thrown)

Range of melee weapons

All melee weapons in CCS are treated equally in terms of range and damage. Regardless of prim dimensions, CCS provides you a conical attack pattern of approximately two meters. A spear has the same reach as a fist, same as a knife, same as a word

Melee Damage

Under CCS you inflict the same 5-life damage with a fist as a two-handed sword. Regardless of the prim or script design, CCS provides the same base damage for a melee hit.

Unlike a projectile from a ranged weapon, base damage for a melee hit can be increased by a high strength and application of skills.

Note The critical factor in a melee weapon is rate of fire. Fast key action is essential for successful melee.

12.0.2 Ranged Weapon

Ranged weapons are items that leave the possession of the character to inflict damage. Examples include:

- Arrows and crossbow bolts
- Bullets from firearms
- Thrown rocks, daggers, and debris.
- Caltrops, mines, and traps—objects that are dropped in the victims' path to inflict damage when touched. While exploding mines are illegal, caltrop-dropping weapons have been CCS approved and available in the store within CoLA.

- Fireballs and magical spells—There are strong restrictions on particle weapons. However, certain magical energy bolt weapons have been CCS approved and available in the store within CoLA.

All ranged weapons in CCS are treated equally in terms of damage.

Ranged Weapon Damage—Under CCS you inflict the same 5-life damage with an arrow, as a pistol, as a bazooka. Regardless of the prim or script design, CCS provides the same base damage for every unique hit.

For example, if a shotgun blast is grouped as one prim by the designer, together they count as one hit for 5 points of life damage. If the designer has separate primms for five pieces of buckshot, then each does 5 life damage.

Note Unlike a melee weapon, a projectile from a ranged weapon is not affected by strength.

The critical factors in a ranged weapon are range and rate of fire.

Range of Weapon—Designers offer ranged weapons with widely varying degrees of range, from thrown weapons that can hit from only a few meters, to sniper weapons that can hit (illegally) from outside the CoLA SIM. When you select a ranged weapon for use in CoLA, pay attention to the range it offers.

Rate of Fire—Fast fire rate is essential for successful shootouts. Don't bring a crossbow to a gunfight. Yet to remain realistic and to preserve game balance, a ranged weapon with a high rate of fire must have a reload time and finite-sized clips.

Note At the time of this writing, a pistol clip must have less than 50 rounds before reload. (This does not apply to sub-machine guns or long gun weapons).

12.0.3 Bullets

Use the damage bullet (DB round) as best for use in CoLA. Training rounds (TB) also work.

Avoid tracers and DCS rounds, because they use unneeded script cycles, and thus offer a slower rate of fire due to requiring unneeded resources.

Illegal rounds include

- Push
- Tracker
- Orbiters
- Explosive
- Cagers and Foam trappers

12.1 Use of Multiple or Special Weapons

Due to abuse, explicit rules are drawn regarding weapons use.

- **An avatar may have only two weapons equipped.** This is not upgradable for any reason. You must content yourself with two weapons even if you are a creature with more than two hands, or own weapons with unusual attachment points.
- Dual weapons used in tandem, such as dual machine guns or dagger boots, are not permissible with another weapon. You cannot wield a pair of claws and a firearm, nor can you wield a pair of gloves and a spike coming from your boot.
- **Dual two-handed weapons may not be wielded.** While Arnold Schwarzenegger and Sylvester Stallone may have been able to wield two assault rifles in the movies, this is a Hollywood fiction that CoLA does not support.
- Weapons without animations or otherwise have an attack that is not detectable, are illegal.
- Explicitly Illegal Weapons

If it causes lag, cages people, pushes people, messes with SIM performance in ANY way it's not allowed. This means a folder of guns someone gave you your first day at the welcome area is NOT ALLOWED.

AS ALWAYS ANY SYSTEM OR WEAPON NOT COVERED IN THESE RULES IS STILL SUBJECT TO THE FINAL DETERMINATION BY SIM ADMINISTRATIVE AND ROLE PLAYSTAFF.

IF A STAFF MEMBER QUESTIONS A WEAPON YOU'RE USING PLEASE TREAT THEM WITH RESPECT AND CONSIDER THE FAIRNESS OF ITS USE UNTIL IT CAN BE RULED ON BY AN ADMIN. THANK YOU.

12.2 Explicitly Legal Weapons

12.2.1 Is explicit permission required?

No. Anything not explicitly banned is permitted.

However, if a GM asks to examine your weapon, don't get snooty. Be courteous and cooperative. You may be banned for behavior, even if the weapon is permitted.

The following explicitly-approved weapons and vendors are a safe choice if you're really cautious/conservative about your Second Life purchases.

12.2.2 Examples of Explicitly Approved Firearms

The following weapons have attracted the attention of CoLA GMs and have been explicitly approved.

- Black Ops Mac 10
- [At \$700 L for a pair, the stainless Black Ops Dual Mac 10 is the best CoLA firearm value on the planet.—MS.]
- Black Ops M4 Carbine
- Breach Carbine
- Carlos Carbine

12.2.3 Examples of Approved Firearm Vendors

Future weapons designed by these vendors are likely to remain approved, based on historical performance.

- Black Ops Weapons
- Breach Guns
- Carlos
- C-Tech

Suzanna Posted on 25-03-2007 03: 02

I won't be banning Breach.

Their guns are a bit slow in the area of rezzing. Not just texture lag really there's just a godawful amount of prims in the weapons. But overall their performance is no worse than weapons from C-Tech so I've no intention of banning them.

Suzanna on April 09 2007 13:32:44

Carlos Back on the Recommended List

The problem inherent that was pushing me towards a slow ban and replacement has been addressed so we'll keep Carlos on the recommended list instead... Since the situation was resolved there's no reason to ban the weapons any longer.

Purchase considerations for CCS weapons

The following factors should help you to decide if a weapon can be useful in CoLA

Rate of fire—Does it have an extremely high rate of fire? If it does, does it have infinite ammunition? If both are true, the weapon is not allowed.

Reload—Do you have to reload the weapon? If not, it's probably not going to be good for combat here unless its rate of fire is semi automatic or burst (in other words, no fully automatic no-reload weapons are going to be approved).

Particle based rounds—Does it use extremely laggy explosive/particle based rounds? If so, it's probably not allowed.

Cage / Push / Orbit—Does it cage/push/orbit people? If so, it's not allowed.

Combat Tactics

Suzanna says

In today's atmosphere of group oriented combat, players revived and healed by other players in combat are just as viable as combatants as people that haven't died, after all that's what healers are for. If you don't want your enemies getting back up to fight again....kill the healer first.

First law of PvP actually...and it applies here. The role play period of defeat is only really applicable in 1 vs. 1 combat where the loser has no available option of resurrection available and is less often the case than it used to be back when we were using RCS and DCS.

12.2.4 Use your advantages to your advantage.

- If you're a melee fighter, find a place where the opponent cannot run away to use ranged weapons.

- If you're a gunslinger/archer/wizard, find an obstacle or a team that can be placed between you and the opponents, preventing them from reaching you to engage in melee

12. Understanding CoLA Weapons

Weaponry in CoLA is restricted. This is to create a balanced system of combat and maintain a somewhat realistic atmosphere. Generally only melee weapons, medieval bows, and realistic firearms are permitted in CoLA.

Explosives, shields, lightsabers, ray guns, combat bots, protection devices, and gadgets that attack or defend are forbidden.

This section lists weapons that are permitted and those that are banned, as well as how to enable weapons that are on neither list.

This topic contains the following sections:

- [Selecting a Weapon within Roleplay](#)
- [Approved Weapons](#)
- [Unlisted Weapons](#)
- [Banned Weapons](#)
 - [Banned Melee Weapons](#)
 - [Banned Range Weapons \(Guns\)](#)
 - [Weapon Systems](#)
 - [Cagers, Orbiters, Explosives, Mass-killing Devices](#)

12.1 Selecting a Weapon within Roleplay

Don't pick weapons simple because they do the most damage.

Weapon Availability: —Before you use a machine gun in CoLA, consider how your character could have acquired let alone learned to use modern, automatic weapons? Most people encounter automatic weapons only in films or military service. Despite their prevalence at most SL weapons vendors, automatic weapons are not abundant in a post-apocalyptic ghetto like CoLA. This is a post-apocalyptic environment, mostly without military and film.

Character Selection—When choosing weapons for a character, please be faithful to roleplay what your character could really carry. For example, A 1,000 year old vampire just risen from torpor would probably feel more comfortable using swords and axes rather than MAC-10s or an M-60.

In-game Advancement—If you really want to use something extreme, then make it plausible by acquiring and learning the weapon within your RP story. Find a teacher. RP missing or fumbling, and so forth. Use the extreme weapon as an excuse to grow your character within the story.

12.2 Approved Weapons

This topic has the following sections:

- [Allowed Melee Weapons](#)
- [Allowed Firearms/Projectile Weapons](#)

12.2.1 Allowed Melee Weapons

Unless listed below melee weapons in general are ok to use as long as they have animations to show you attacking (or you have something else that animates you). All melee damage is controlled by the CCS system.

Recommended Melee Weapons Dealers

- Bitter thorns
- Mekan
- Samurai Island
- Siege Guild

12.2.2 Allowed Firearms/Projectile Weapons

Guns are more problematic because freebie gun scripts are easily available and tossed into most anything. Avoid free guns because they tend to be laggy and offer poor realism.

Here is a list of gun manufacturers that use the CCS 3rd party API (which allows better interaction with the CCS system) or have guns that meet the basic requirements of the CCS system.

12.2.3 CoLA Approved/Recommended/CCS Enhanced

- ATek
- Black Ops Weapons
- Breach
- C-Tech
- Carlos
- KAC Arms
- Novum (Coming soon)
- Ordinal Arms
- RWS Weapons
- S&C Arms.

12.2.4 Configuring Firearms (without RP Mode)

Using firearms with RP mode is strongly encouraged, because weapons that come with an RP mode usually set all features appropriately for low lag and realism.

If there is no RP-mode in your firearm, then you need to set the following:

1. Turn off particle effects
2. Turn on reloads
3. Turn off shell/magazine ejection
4. Turn off radars
5. Choose standard damage (sometimes called safe or training) rounds.

All other round types are forbidden, including tracking, smoke, foam, orbit, nuke, phantom, etc. Banning these rounds reduces the lag in the SIM and keeps the weapons balanced.

12.2.5 Blowing Things Up with Explosives

CCS Approved Compatible explosive devices are allowed, but they must be previously approved by the SIM administrator.

One example is the 203 grenade on the Black Ops M4 over/under model.

12.3 Unlisted Weapons

If you do not see your weapon listed as banned or approved, contact a GM and arrange for a test. GMs can determine if your weapon is legal in CoLA.

The following criteria can help you determine whether a weapon can be approved.

- Does it have an extremely high rate-of-fire? If it does, does it have infinite ammunition? If both, its not allowed.
- Do you have to reload the weapon? If not, it is probably not going to be good for combat here unless its rate-of-fire is realistic.
- Does it use extremely laggy explosive/particle based rounds? If so, it is probably not allowed.
- Does it cage/push/orbit people? If so, it is not allowed.

12.4 Banned Weapons

This topic has the following sections:

- [Banned Melee Weapons](#)
- [Banned Range Weapons \(Guns\)](#)
- [Weapon Systems](#)
- [Cagers, Orbiters, Explosives, Mass-killing Devices](#)

12.4.1 Banned Melee Weapons

The following melee weapons are banned.

- Any melee weapon designed specifically to work with the DCS system.
- AV the black Predator Claws “bloodbath” - it has a special attack mode that pushes.
- Light sabers

12.4.2 Banned Range Weapons (Guns)

The following weapons are explicitly banned. Use of any of these is grounds for an instant expulsion or ban from the sim.

- [Armory Overstock Guns](#)
- [Aubretec Black Widows](#)
- [BloodDoll Lulu’s Sinistar Guns](#)
- [Carducci Arms Guns](#)
- [DCS Specific Guns](#)
- [Freebie Guns](#)
- [G36 Assault Rifle](#)
- [Gorilla Arms \(Los Altos\)](#)
- [Novum Inc. Baikal Shotgun](#)
- [Seburu Guns](#)
- [Weapon Systems](#)
- [Cagers, Orbiters, Explosives, Mass-killing Devices](#)
- [Nn mass area-of-effect weapons are allowed](#)

Armory Overstock Guns—This designer is well known to be one of the biggest freebie resellers in the game. While these guns have gotten better over the last year in overall design, they have been banned from the SIM because they are not designed to realistic standards. Their rate-of-fire is obscenely high and their ammo count is in the 1000 bullets per reload range, thusly due to these considerations they are not compatible with our system of relatively balanced combat and are banned from the SIM in total.

Aubretec Black Widows—Multiple safe zone pushes, sensor targeting so they never miss, no reload cycle, this gun is designed for grief and thusly it is not allowed for combat in CoLA.

BloodDoll Lulu's Sinistar Guns—While the Sinistars are manufactured by BloodDoll Lulu, and the guns are nice, the Sinistars are much too powerful to fit into our idea of realistic combat in the SIM. All their bullets have a degree of push, and there is no reload feature present in their design.

Carducci Arms Guns—Carducci Arms weapons are designed for hostile combat and are built for heavy push and designed to cause major problems for the people that are their targets. Even if you set them to safe zone damage, some Carducci arms guns still push and cause general havoc for others. We've had to ban this weapon line from the SIM until such time as the designer designs some safe zone weaponry that isn't built with grief in mind.

DCS Specific Guns—Any guns exclusive for the DCS system.

Freebie Guns—Freebie weapons in general are banned. This is not because we're mean. It is because freebie weapons are, in general, horribly scripted, badly designed, and tend to cause all kinds of SIM level resource issues, leading to SIM crashes and to degradation of SIM performance.

Rule of thumb is that nothing good is cheap, easy, or free, and in SL that's just as real as it is in real life.

G36 Assault Rifle—There are many rifles out there, free and otherwise, that use the poorly written scripts from the free G36. If you rez a gun and it has 10000 rounds of ammunition and you see "Script Error 100: Too Many Listens" that means the gun you just rezed is using the banned freebie G36 assault rifle script. Even if it does not say it is a G36, is still banned.

GMs recognize that script on sight, and may not warn people using it before they are expelled from the SIM.

Gorilla Arms (Los Altos)—They're not designed for safe zone damage at all. You have two options....push(non-shield breaker) and shield breaking push when buying these weapons. They also, in general, have no reload cycle and have infinite ammunition. Thusly making them unqualified for combat in CoLA.

Novum Inc. Baikal Shotgun—This is a particular weapon. Other weapons from Novum have been permitted. Beautiful gun, but a complete SIM destroyer as far as physics-related and scripting-based lag.

Seburu Guns—This is an excellent gun designed by well-known designer Francis Chung. Unfortunately the gun just is not built to realistic standards. It is built to spray lead as fast as possible, and causes lag.

Weapon Systems—This includes HUD, Bots, and non-realistic devices that can be used for combat. Most are not designed for realistic combat and/or use a lot of primitives or laggy particle effects. If it pushes, nukes, orbits, buries in the earth, mass kills, cages, or so forth, then it is not legal.

The following list is not comprehensive, but should give you an idea if your device is permitted.

Banned weapons systems include but are not limited to:

- Apocalypse HUD
- Eye of Horus
- Force Prophecies
- Jadesoft
- Loki Reaper of Souls
- Nasty HUD
- Omicron
- Psitec
- Souls of the Damned

Cagers, Orbiters, Explosives, Mass-killing Devices—Other devices which are not weapons but devices that rez a lot of primitives or use a lot of scripting.

Shields: no shields of any type are allowed.

AV scanners: whether on their own or part of a multi-tool (e.g. multi-gadget, MystiTool, etc.), these are banned due to the lag they cause.

Kifuraito Jetpack: lovely device but way too script-heavy.

Followers: Any object that is set to follow your AV uses up a lot of resources. For a brief period as part of an RP the use of a follower is acceptable. However, constant use is forbidden.

Nn mass area-of-effect weapons are allowed—Nukers, particle lagers, and people using avatar blocking weapons that clear the SIM is dealt with very harshly and pursued to the point of hard code ban from Second Life through the Lindens.

13. Location, Location, Location

This chapter describes the Lost Angel's SIM geography. While there are other CCS SIMs, they are beyond the scope of this manual.

- Apartments
- Faction Headquarters
- Neutral or Contested Grounds
- Healing places

13.1 Apartments

Rumor suggests that vampires who attack apartment dwellers without an invitation to enter can be banned instantly and forever.

13.2 Faction Headquarters

- Brood HQ
- Clan HQ
- Coven HQ
- Heavenly Choir HQ
- Pack HQ
- Strippers HQ
- Syndicate HQ
- Vanguard HQ

13.2.1 Brood HQ

TBD

13.2.2 Clan HQ

TBD

13.2.3 Coven HQ

TBD

13.2.4 Heavenly Choir HQ

TBD

13.2.5 Pack HQ

TBD

13.2.6 Strippers HQ

TBD

13.2.7 Syndicate HQ

TBD

13.2.8 Vanguard HQ

TBD

13.3 Neutral or Contested Grounds

TBD

13.3.1 CoLA streets and alleys

The alleys have various sex balls to use and be used.
Don't look in the dumpsters if you've just eaten.

13.4 Healing places

13.4.1 The Hospital

To heal in the CoLA hospital you must lie down on a gurney. There is a seating ball that activates the healing system. When you get up the healing system turns off.

13.4.2 Private Healing Places

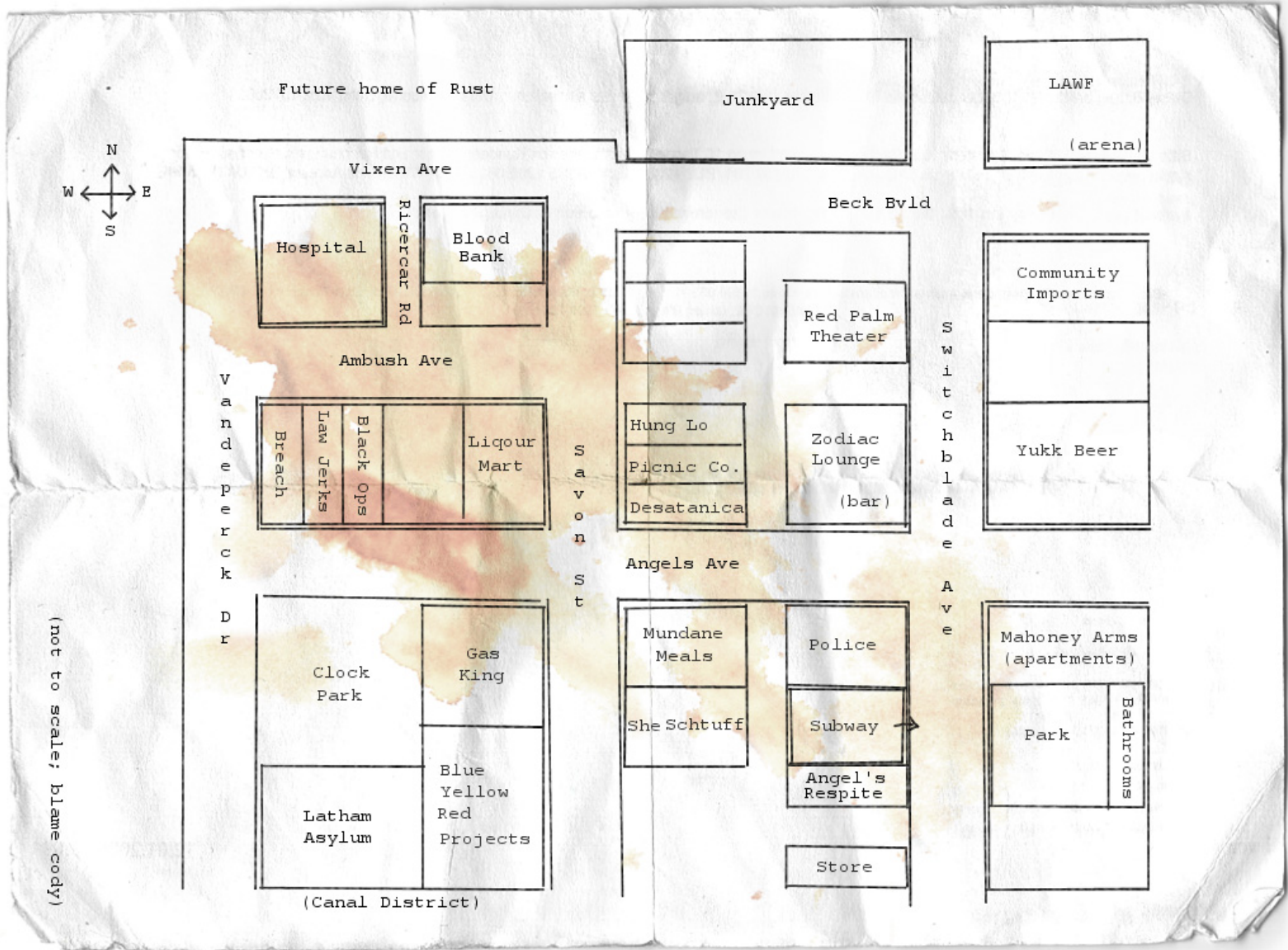
TBD

13.5 Maps

- Placeholder
- City Map discovered byCody Woodhen
- City Map Discovered by Aigil Gustafson

13.5.1 Placeholder

13.5.2 City Map discovered by Cody Woodhen



13.5.3 City Map Discovered by Aigil Gustafson



14. Using CCS and the SL Client

This chapter includes the following sections

- [Global CCS Rules](#)
- [Configuring CCS](#)
- [Client Lag Reduction Hints](#)
- [Hardware recommendations](#)

14.1 Global CCS Rules

- Absolutely no combat allowed without CCS enabled.
- Going AFK with a CSS active gets you banned from the SIM.

14.2 Configuring CCS

- [Global CCS Rules](#)
- [Command reference](#)

- [Bug Reporting](#)

Hint: Order is important when attaching CCS. You must attach the HUD before the Meter to synchronize properly to the CCS database.

14.2.1 Command reference

CCS commands are case-sensitive, and typed into the main chat field.

Second Life RGB colors are three numeric values separated by commas: <R,G,B>. You can use different scales for the numbers:

- 1-255
- 0.0 to -1.0

For example, to display floating text in cyan, type

```
/9 color <128,0,64>
```

CCS must be on to change its settings.

CCS Command Reference

Command	Name	Description
/9 color <RGB color>	Set Color	Sets CCS meter floating text color.
/9 healing	Open Heal Menu	Opens healing skills menu.
/9 hidestats	Hide Statistics Float Text	Hides character information in floating text. Meter displays only Health and Stamina.
/9 hudcolor <RGB color>	Set CCS HUD Color	Sets CCS HUD background color. (Deprecated?)
/9 level	Check for Level	Opens menu button to allocate points and choose skill (only if experience is appropriate for new level).
/9 menu	Open Main Menu	Opens menu to select one of the above options.
/9 off	CCS off	Turns off CCS without de-attaching HUD or Meter. Used for non-combat role play or AFK.
/9 offense	Open Offensive Menu	Opens offensive skills menu.
/9 on	CCS on	Enables legal combat, CCS skill use, and experience accumulation.
/9 profile	Open Profile	Opens menu button to edit your CCS profile or destroy character to restart character from zero experience.
/9 report	Send Bug Report	Opens menu button to send a CCS bug report directly to the CCS database.
/9 showstats	Show Statistics Float Text	Displays class/level information in meter above your character (default state).
/9 skills	Open Skills Menu	Opens skills menu. Also activated by clicking the red button on the HUD.
/9 statfix	Fix Statistics	Change character from 4-stat system to 6-stat system. Deprecated due to abuse (CCS 0.4.4).
/9 support	Open support menu	Opens support skills menu.
/9 textcolor <RGB color>	Set HUD Text Color	Sets CCS HUD text color. (Deprecated?)
/9 title <text>	Set Floating Title Text	Sets title line in meter floating text. To remove title: Type /9 title followed by a space.

14.2.2 Bug Reporting

Your bug reports help add features and fix problems for you. You can report bugs via /9 report, via Second Life notecard or via the website forum.

Note Do not report bugs in IM to anyone. This does not provide appropriate tracking to ensure the bug is noticed.

Reporting by Notecard—To submit a bug report via Second Life notecard: Create a notecard with the following TITLE format.

CCS BUG: TIME/DATE - YOUR NAME

1. In the body of the notecard describe the bug and the steps it takes to reproduce it. And then drop a copy of the notecard
2. Offer the notecard to the inventories of both developers.
 - Suzanna Soyinka
 - Jora Welesa

Reporting by website forum—This is the absolute BEST way to ensure your problem isn't lost in the Second Life system. To submit a bug report via the website:

Register on the CoLA Website

<http://www.cityoflostangels.biz/wiki>

3. Use the CCS Bug Reporting forum.

14.3 Client Lag Reduction Hints

Suzanna Posted on 20-03-2007 01: 49

Dimentox used to ask me what we could do about the lag...I told him...well...we could kick out all the people. Cause that's basically what it comes down to.

Avatars = lag...I start telling people to take off their attachments...I might as well hand everyone a Ruth avatar at the door and be done with it. Because a person's character is their avatar, and their avatar is defined by their attachments....take that away, what's the point really?

These anti-lag Hints are for Second Life in general, and are not specific to CoLA and CCS.

- No radar systems allowed
- Bandwidth reduction hints
- Causes for lag

14.3.1 No radar systems allowed

Avatar radars and other age detectors cause massive amounts of lag. They also disrupt combat and give metagaming information that characters are not likely to have available within honest role play.

Use of radar leads to a seven-day ban. Further infractions leads to a permanent ban.

14.3.2 Bandwidth reduction hints

- Reduce your bandwidth to 500 or less
- Turn your draw distance down between 64 -90
- Remove weapons and scripted objects you aren't using.
- All shields **MUST** be turned off.
- Remove Sex HUDs and body sensors
- Remove animation override (AO)

Reduce your bandwidth to 500 or less—go to: edit - preferences - network.

This setting is super important because it effects everyone around you as well as yourself. If you ever walk by someone and lag out, its probably because their bandwidth is too high. Turn around and mention it to them or IM them, they will end up thanking you for it.

Setting your network bandwidth to 500 won't do shit unless you have a connection speed of 1 megabit or more.

Network bandwidth works on this scale.

- 128k - 256k DSL Modem = Network bandwidth set to 64 or 128
- 512k - 768k DSL Modem = Network bandwidth set to 256 - 384(512 max with a 768kbps connection)
- 1mb - 3mb DSL/Cable Modem = Network bandwidth to 500 - 1mb
- 3mb and above = Network bandwidth to 1mb. Setting to 1.5 mb does not markedly change your performance regardless.

The way bandwidth works is you should always allocate one half to two thirds of your available bandwidth to the client. If you're on a low speed DSL and set it to 500 you're choking out your bandwidth and overloading with packets. If you're on a high speed 3 megabit or higher connection and you set it to 500 you're throttling yourself.

Turn your draw distance down between 64 -90—go to: edit - preferences - graphics

The lower the setting the faster it is. Imagine your computer having to draw an entire SIM at one time, ouch, that's a heavy strain.

Remove weapons and scripted objects you aren't using.—All those scripted objects slow you down. Do you really need to carry five weapons? Do you really need your kiss and hug attachments when raiding?

All shields **MUST be turned off.**—Shields are banned in CoLA.

Remove Sex HUDs and body sensors—Xcite and Sensations are major scripted objects (and can be a bit embarrassing if you accidentally leave one on). Unless you were ordered to wear it constantly by your Mistress, remove your sex hud when you are not fucking. Detach it, don't just turn it off.

Remove animation override (AO)—Detach it, don't just say "ao off". AOs are one of the biggest lag monsters out there.

Got ZHAO II?—If you must use an AO, get the ZHAO II (not the first ZHAO, this is the ZHAO II released October 207). It uses half the resources of other animation overrides.

Miscellaneous Hints—Other hints include (which may make the world not quite as pretty)

- Lower your particle count (lower the better, should never go over 1500)
- Set your terrain detail to low
- Make sure your outfit composite is not over 2 and could be at 0
- Set cache at 200
- Deselect Anisotropic Filtering

14.3.3 Causes for lag

Second Life lag comes from three factors.

- **Server side time dilation**
- **Server side network lag**
- **Frame rate problems associated video cards**

Server side time dilation—Time dilation comes from adverse server performance created by collisions, physics and object creation. Time dilation fluctuates regularly for minor hiccups because as people teleport in the server is having to rez all their items and avatar so the server performance takes a very tiny dip there while doing that.

The really noticeable time dilations come from mixes of object creation, physics errors and collision errors. Now collision errors don't always mean bullets hitting stuff. Collision errors can come from something as mundane as you walking on a prim. If the server is not calculating your position correctly due to minor time dilation issues or other network based lag, it creates a collision error and the server has to recalculate that, get a lot of them going on and server cycles get overloaded doing collision recalculations.

Physics are the big killer and are the reason vehicles are not allowed in CoLA. Objects moving other objects and physical objects in general are huge problems for the server environment because of the archaic use of Havok 1 physics in the platform. Its SIMply not stable nor has it ever been stable. That's largely why vehicles are mostly a vanity in Second Life and not an every day thing.

Server side network lag—Server side network lag is actually quite common these days, it has absolutely nothing to do with you. Its the routing through the Dallas co-location facility that most of Second Life's network goes through now. Overall there's not a lot anyone can do about this, the server administrators for Linden Labs have the ability to switch the network through another co-location facility that they use for redundancy and emergencies but the main network is the one they've metered to carry their bandwidth and that's where a lot of the actual network lag comes from.

Frame rate problems associated video cards—Many people who complain that Second Life lags so bad for them have no bloody idea what video

card they have. **Overall video card for Second Life is incredibly important just as important as physical ram.**

April 2007 recommendations on what to get.

- **NVIDIA Cards:** Any video card 6600 or above. You'd be best served at this time with a 7600GS with 256megs of DDR2 (or 512megs of standard DDR) video memory, which is very competitively priced at around 120 bucks these days. Don't buy the 8800 line yet. Its DX10 compatible but DX10 isn't out yet and just like Windows Vista the 8800 line of cards are intensely buggy at this time especially with Second Life. Regardless if you're using onboard video or a GeForce 4400MX or something really low tech that cost you around 50 bucks...the reason you're lagging isn't Second Life at all.
- **ATI Cards:** Overall anything X1300 or above will run Second Life very competently I highly suggest investing in the X1800 or X1900 Pro cards at this time though because their prices are coming down in the face of new technology releases.

14.4 Hardware recommendations

14.4.1 Processor

- 2 GHz or higher

14.4.2 Video card

- NVIDIA GeForce 7600 or greater
- ATI Radeon xt1300 or greater

14.4.3 RAM

- 1 GB strongly recommended

14.5 Developing for CCS

See “NOTE FROM THE CREATOR” on page 93.

14.5.1 Third party CCS weapons development

14.5.2 Suzanna Posted on 25-03-2007 03: 02

.... I don't need a CCS mode added to weapons. If people want to add a “mode” to their weapons to make them effective for safezone combat in role play SIMs...then they should call the mode role play Combat mode or something.

Co-branding is all about ego. And I don't splatter my ego around the whole of Second Life just because we've created one of the most advanced game systems in SL.

14.5.3 CCS Development team needed!

Jora on March 03 2007 03: 34: 22

I have to admit that when I first created the CCS I never expected it would get quite this large. So much so that it has now grown so complex that I can no longer meaningfully maintain it by myself, so this is a shout out. We need a development team to infuse fresh ideas and take it to the next level. If you're interested, here are the requirements:

Moderate to high skill in LSL.

- *Willingness to work in a team environment.*
- *Trustworthy and dependable*

HTML and PHP knowledge isn't required but it'll surely help.

If you're interested in helping out, please PM me some details about your experience so I can get an idea if you'd fit our needs.

14.5.4 CCS Animations

In order to make sure there is the most compatibility with animations, there must always be two animations present when a skill calls for the use of an animation. Specifically, they must be named the same with either a capitol 'M' or capitol 'F' at the beginning. These represent the two gender types.

Example

If a skill calls for the animation wrack, the CCS needs both Mwrack and Fwrack.

15. CSS Release Notes

This chapter is organized with the most recent release notes first.

15.1 Changes in 0.4.0

15.1.1 Statistic Additions/Stat Revamp

Two new statistics have been added to the system. As well as a total revamp of how character statistics work. They're now far more integral to building your character in regards to how you want to play. All characters now start with a base 15 points in each statistic +20 points in racially divided bonuses throughout the statistic base, then receives 6 points per level to distribute amongst their stats. This negates the problems we were having with randomly generated starting statistics affecting character development and give the player direct control of how they want to build their character.

Strength—Strength controls the amount of potential melee damage you do.

Fortitude—Directly affects how many life points you get every time you level up. Your Fortitude base is calculated from your previous level. At level 1, you have 100 Life points, your Fortitude value when you level up determines what your level 2 Life points is.

Endurance—Directly affects how much stamina you get every time you level up. Your Endurance base is calculated from your previous level. At level 1, you have 100 Stamina, your Endurance value when you level up determines what your level 2 Stamina is.

Willpower—Willpower now determines your chance to resist all secondary status effects.

Intelligence—A new statistic that's been added to determine a players chance for success at interacting with in world objects. In world objects that is being introduced are pick-able locks, hack-able computer systems, arcane incantations for opening portals....with more to come, expect to start seeing these items after the launch of the new city.

Perception—The second new statistic added controls your base chance to dodge attacks. This affects both melee and ranged damage against you. Perception CANNOT be boosted to 100% damage avoidance. It is hard capped at less than 50% no matter HOW many points you put into it.

15.1.2 Racial Statistic Bonuses

Also added in this release are Racial Statistic Bonuses. These are base racial bonuses that are added at the time of creation (or Respec...see below) that give racial benefits to each race based on what I believe their strengths would be. Each race has 20 bonus points assigned variably depending on racial strengths.

Angel—+10 to Fortitude/+10 to Willpower

Demon—+5 to Strength/+5 to Endurance/+5 to Willpower/+5 to Perception

Human—+5 to Fortitude/+5 to Endurance/+10 to Intelligence

Lycan—+10 to Strength/+10 to Fortitude

Neko—+5 to Endurance/+15 to Perception

Supernatural—+5 to Fortitude/+10 to Willpower/+5 to Intelligence

Vampire—+10 to Strength/+5 to Intelligence/+5 to Perception

15.1.3 Current Player Re-Spec

We do have a system that we're going to implement that resets all characters to the statistics of a level 1 the first time they rez 0.4.0. This resets your stats to the base 15 points per stat across the board. It then assigns you 10 points + 6 points per level you have on record.

Example—So take me for example. My character is level 9. Adding the 10 starter points a new character gets, that's 64 points to distribute through my stats.

At the Respec page I'd see the following:

64 Points Available [RESET]

- 15 [+] Strength
- 15 [+] Fortitude
- 15 [+] Endurance
- 15 [+] Willpower
- 15 [+] Intelligence
- 15 [+] Perception

I would go through and add those 64 points to my statistics until I was satisfied with them then I'd hit the Continue button at the bottom of the page. Once I did that, I'd be shown a new page showing my stats with the racial bonuses for my race added. Once I hit continue on that, everything is set in stone and I keep my level, abilities and experience, but my stats change.

You can NO LONGER remove points from your statistics once they are applied.

15.1.4 Also added in 0.4.0

- * Web Based Registration System - CCS character registration is now done completely on the web side of the system. When you register a new character or have your record reset you are no longer be asked your race/class/sex choices via a dialog system but be given a drop down that loads the web registration system to your browser.

- * ROLE PLAY Title Meter - To clean up people taking guesses at what you are based on what your CCS unit says. We've added a function to the CCS meter. Typing /9hidestats hides all information on your CCS Display except the CCS version information and your Life points and Stamina. This can be toggled back to normal display by typing /9showstats, or by taking damage from being shot or hit.
- * Web Character Sheet Title - You can now save your CCS title on the website, that way you don't have to retype it all the time. Use the command /9 profile to customize your character profile.
- * Web Character Sheet Photo Upload/bio information - You can now save a photo of your character on your web character sheet and save a small biography about your character there as well so it can be read in world by others. Use the command /9 profile to customize your character profile.
- * Added Interactive Object Support - CCS now has the back end support for interactive in world objects, be on the look out for challenges in this area in the near future.
- * Triggered Revives now drop down a choice menu asking you if you wish to revive, the power pool point is used either way and if you choose NO you will have to be revived by another player or wait five minutes to regain consciousness on your own, this is to facilitate capture scenes and/or role playing defeat.

15.1.5 Bug Fixes

Tank Armor—should no longer heal the user when being hit for negative damage that cannot damage above the Armor base increase.

Resurrect-1—changed from 50 point Life and Stamina revive to 100 point life Revive due to incompatibilities in the way the system handles revives. We will make adjustments to this system in the future to allow for more flexibility

Berserk—Status effect fixed releasing unit controls.

Title bug—caused loss of XP; also title function moved to web profile.

15.2 Changes in 0.3.7.4

Minor communication change to stop the CCS Title from being saved to the database. We believe the long title strings some people were using were actually contributing to experience loss.

15.3 Changes in 0.3.7.3

Another script based adjustment to attempt to compensate for bugs introduced to the LSL system by Linden Labs. This should further reduce the chance of phantom experience loss occurring.

15.4 Changes in 0.3.7.2

- Minor change to http_request handlers in response to a Linden change to the function. We believe this will fix the random experience loss bug we've been seeing in a few cases over the last few days.

15.5 Changes in 0.3.7.1

- BETA Unit changed to METER to avoid confusion between the HUD and the METER itself when instructing people to remove their BETA unit.
- Fixed bug with database connection failing breaking a CCS unit.
- Fixed blocking while at 0 stamina
- Fixed Select skills system, using heals or other skills using the Select menus will no longer cause stack heap collision errors. Select menu will now only target the 12 closest targets to you within the range of the skill.
- Feature Addition: Races that have a self revive ability will now lose 100 stamina for each revive used. This is to force these races to use their self revive for what its designed for. Level 1 characters reviving once will place them at 0 stamina, higher level characters will have more stamina remaining making them somewhat more resilient to death but even the highest level characters will only be able to survive 2 or 3 deaths before they have no more stamina and are thusly no longer singularly effective.
- GM Tagging is now regional, some GMs have multi-region authority due to the amount of work and support they do for players in both regions, but most GMs in the system are now set to GM in their assigned region.

15.6 Changes in 0.3.7

- Fixed bug with daze deactivating attached weaponry, dazed targets will still be able to shoot and attack but will not be able to move for the duration of the daze effect. We feel that the stopping power of the daze is enough for the status effect to remain quite powerful.
- Targets continuing to be able to attack is a side effect of the way Second Life control systems work and we can either stop them and let them continue to shoot, or can stop them and deactivate their attached weaponry as well forcing people to have to rearm in the middle of fights which we feel is unacceptable in the game mechanic.
- An adjustment to your daze tactics will offset this though since while a target CAN still attack for the duration of the daze they cannot turn around to attack you while dazed.
- We are still tracking a bug in regards to daze causing loss of skill functionality, we believe the above fix should address it, if it does not, please write up a bug report and submit it to Suzanna Soyinka or Jora Welesa

- Enhanced security functions within the script itself. DO NOT remove the scripts from the CCS unit or you will have a dead CCS unit. Period.
- Minor fix to Vampire Feed ability, it is now a DIRECT ability. Meaning you must be facing your chosen target within 10m of them, best use is direct line of sight.
- We may change this again but the selection system was top heavy and allowed vampires to feed from 10m away. The new feed attack forces a vampire to get in close.
- Added function to update package, update packages will now delete themselves if left out for more than five minutes. Unfortunately litter bugs do not pick up their boxes and frankly its not a SIM administrator's job to clean up after slob.
- So please transfer your units from the update package to your inventory quickly. After 5 minutes you'll lose it and have to use your old unit to get another one.

15.6.1 NOTE FROM THE CREATOR

Due to an rather unpleasant incident, I have been forced to postpone the release of the CCS 3rd Party API. One of the testers whom I shall not name, took it upon himself to use the API to exploit and cheat, which broke the trust I had with him.

Until I am able to implement better security into the script, it remains un-release-able. I do apologize for this problem and regret that it has come to this.

15.7 Changes in 0.3.6

- Triggered Skills Vampire Revive and Neko Nine Lives should now properly deduct power pool points.
- Supernatural Shock ability should correctly deduct mana for use.
- Fixed problem with armor and buffs not giving correct mitigation or damage increase.
- Fixed problem with statistic reporting (We are moving the database to a high speed datacenter this weekend so there may be continued anomalies while we make this move.)
- Blocking at 0 stamina will now no longer cause the blocking ability to stick.
- As stated, the CCS database is being migrated to a high speed datacenter this weekend, this should give us increased performance and stability for the system. Please bear with us as the system is in transition, we should not lose any data in this transition.
- Also there is now a CCS Support Group in SL, the group is open enrollment and joinable via the search function, please join that group if you have any technical problems or CCS related questions.
- Coming Soon: <http://www.cityoflostangels.biz> - A community portal and informational website on the CoLA Game System, Community and Role Play.

15.8 Changes in 0.3.56

- Finalized fixes for 0 stamina bug.
- Added CCS update system, all releases after CCS v0.3.56 should automatically update.

15.9 Changes in 0.3.5

Major system optimization, the system should be far more responsive and reactive now.

- Increased sensor for DIRECT line of sight attacks, this will give a 90 degree cone in front of the user to land melee abilities, making it much easier for melee based characters to land a status effect on kites.
- Fixed Dazed status effect, the effect will now stop characters on every successful daze strike.
- Fixed problem with GM system commands, GM XP reward now works! Good role play will be rewarded!
- Increased damage and duration for healer Neurotoxin attacks. Base hit for Neurotoxin and Neurotoxin-2 are now higher, and poison duration lasts longer for both attacks.
- Increased Healer HealMe-2 to 50 points of life for 10 stamina.
- Added Level 8 non-healer HealMe-8 which heals 50 points of life for 50 points of stamina, this power has a 60 second timer, making it ineffective for in battle mitigation but more effective for after battle regeneration/self first aid.
- Added Daze status effect to DPS class Garotte-2, Garotte-1 still weakens. This is to give melee based characters an even chance to put a stop to running targets.

15.10 Changes in 0.3.4

CCS reaches BETA phase! Woohoo! Thank you everyone for all your help and input so far!

NEW FEATURES/HUD REWORK: READ THIS ITS IMPORTANT!!!

1. New HUD is a single panel unit, due to differences in screen size from user to user. it may not be properly positioned on your screen. The HUD is designed to sit in the upper right corner of your screen, but can be moved at the bottom right or middle right as well. When you click on the white X button on the HUD, it should slide over off the screen to the right, leaving the life meter bars visible, if the info panel is still visible just edit the HUD by right clicking on it and choosing EDIT, then use the green arrow to move the HUD to the right until only the Life and Stamina meters are visible.
1. DO NOT CHANGE THE HUD ATTACHMENT POINT UNLESS YOU ARE EXTREMELY FAMILIAR WITH HOW TO MOVE OBJECTS IN SL. WE DO NOT HAVE TIME TO GIVE BUILD SYSTEM LESSONS TO PEOPLE WHO HAVE

DECIDED THAT WEARING THEIR XCITE HUD AT ALL TIMES IS MORE IMPORTANT THAN WEARING THEIR CCS HUD WHILE IN COLA.

2. Clicking ANYWHERE on the meter bars will expand the HUD information menu.
3. NEW FEATURE: Hot Keys - The Hot key system for CCS works between the HUD and the three new gestures provided with the system, you can now Hot key one ability to the F3, F4 and F5 keys. To Hot key an ability do the following.
 - Expand the HUD to the info panel by clicking anywhere on the meters.
 - Click on any of the F key buttons on the HUD. It will present you with the categories menu.
 - Click the category to open the skills menu. (Offensive, Support, Healing)
 - Click the skill you wish to assign to that key. You will get a message that the skill is now assigned to that key.
 - Activate the CCS Hot Key F3 - F5 gestures.
 - Press the associated F key to immediately execute the Hot key power without having to use any menu interactions at all.
4. To reassign a Hot Key's assigned power, SIMPLY click the Hot Key you want to reassign and go through the previous steps again. It will clear the currently assigned power and replace it with the new one.
5. DO NOT CLICK IGNORE ON THE Hot Key ASSIGNMENT MENU OR YOU WILL GET LOCKED OUT OF THE SYSTEM FOR A SMALL PERIOD OF TIME. IF YOU DECIDE YOU DO NOT WISH TO Hot Key A POWER FROM THAT MENU CLICK CANCEL NOT IGNORE.
6. New HUD system is designed for as much speed as possible and to use up as little screen real estate as possible. The meter though is susceptible to client side and server lag, just like any HUD based damage meter, so at times it may not be actually keeping up second to second with the damage you're taking. Melee damage is more or less instantaneous, but ranged damage can at times cause the HUD meter to lag about a second behind.
7. Keep this in mind, if your life is getting low on the meter its probably a good time to run. We're constantly attempting to gain the maximum amount of response time we can out of the system but there are SIMPLY things we cannot work around and server lag is one of them. In

relatively good conditions though, the HUD should be extremely responsive to damage.

8. New Buttons: The buttons have changed but still coincide to functions that were on the 3.3 HUD.
9. Red Crosshair: Skills button ((The CCS Main Menu gesture on F2 still works as well))
 - Blue World: Bring your web character sheet up in a browser window.
 - White X: Close the HUD info panel and just display the meter bars.
10. F3 - F5: Self Explanatory, Hot Key keys.
11. Clicking ANYWHERE on the meter while the info panel is hidden will expand the HUD to show the info panel.

15.10.1BUG FIXES

- Fixed a bug causing the unit to not properly reset when leaving a CCS enabled region and returning. Systems will now reset to combative and active properly when users return to CCS enabled SIMs without having to detach the Beta unit and re-attach it.
- Optimized scripts for efficiency.

15.10.2POWER CHANGES

- Healer class HealMe-2 changed from 15 points of life healed for 5 stamina to 50 points of life healed for 10 points of stamina. The healer HealMe-2 can be gained at level 4, and has a 30 second delay on reuse. This should make healer based classes a bit more able to tend to themselves effectively.
- New Power added at level 8, HealMe-8 is a non healer class power, it costs 50 points of stamina and heals 50 points of damage, this skill has a 60 second delay on reuse and should give non-healing classes the ability to tend to their own wounds more effectively, but will not allow them to over heal themselves during battle. This power was added to supersede the original HealMe-1 skill that all classes get at level 1 and is in response to the greatly increased life points of classes above level 5.

15.10.3KNOWN ISSUES

- At times it appears CCS loses the information for your skills in the menu system. At this time we are unsure what is causing this and we think it is lag related. If this happens to you, SIMPLY detach and reattach your CCS unit and it will replace the data. We are working on a fix for this.
- HUD life bar drops off the meter slightly before disappearing at 0 life. We're working on a fix for this as well.

15.11 Changes in 0.3.3

- HUD completely reworked, not only should it react faster, but its also much more compact and takes up less screen real estate. HUD Features:
 - Black Button: Opens bottom panel and closes it.
 - Green Button: Triggers the level up function.
 - Blue Button: Opens your web character sheet in a browser window.
 - Red Button: Opens the skills menu, skills menu can still be accessed using the CCS Main Menu Gesture.
- Life points /Stamina recalibrated, on detaching your CCS unit and attaching this one, players above level 1 will see a marked increase in their base Life points and stamina, this is to offset the amount of damage melee combat is doing for higher level players.
- Fixes to the animation system should allow for smoother animations even in laggy conditions.
- Registration process reworked, CCS should no longer allow laggy characters to send a NULL_UUID to the server while logging in, thusly ignoring duplicate character records. This will mean that there may be a delay of around 20 seconds while your CCS syncs to the database.
- Armor is now working
 - Tank Armor - 1 is giving a 3 point damage mitigation,
 - Tank Armor - 3 is giving a 5 point damage mitigation.
 - These values will be under review and adjusted as we watch how they affect live play.
- Buffs are now working as well, damage increases from the buffs in the system will properly increase damage output.
- Poison status effect damage increased to 5 damage per regeneration tick. Values for attacks with poison as their status effect have been adjusted to compensate for this increase in damage.
- Multiple changes for efficiency and system speed.

15.12 Changes 0.3.2

- Fixed howl sound not working on level up.
- Several minor code optimizations

15.13 Changes in 0.3.1

- Database wiped, you will have to re-register when this version goes live, barring major disasters, all experience gained from here is for real.
- Feed and Wrack animation sticking fixed.
- Fixed offensive skills not being able to be used more than once.
- Fixed persistent death animation.
- Fixed kick in Melee on back key.

- Leveling system revamped, character sheet removed, leveling is now done via website, when you level you will be given a dialog prompt asking you to open a webpage, access the webpage to increase your statistics and level up.
- added the /9 sheet command, this will also prompt the user to open a website that shows your character sheet.
- Added multiple new powers for levels 1 - 4, more powers on the way.
- Website power and information manual is in the works.
- Added GM reset function, to have your CCS wiped so you can start over, contact a CoLA GM and they will delete your character record so you can re-register. NOTE: ALL EXPERIENCE IS LOST WHEN A CHARACTER RECORD IS DELETED PLEASE DO NOT ASK FOR THIS IF YOU EXPECT TO RETAIN YOUR CHARACTER LEVEL OR EXPERIENCE THROUGH THE RESET BECAUSE IT WILL NOT HAPPEN PERIOD.
- Region Lock re-added to system. This is to lower bandwidth considerations and to ensure people aren't sitting AFK in their houses somewhere else leveling up. Experience can ONLY be gained in CoLA, Remembrance and the upcoming Gamora SIM in Brithys at this time. We may find a way around this restraint at some point but for now its the only effective way to manage AFK grinders and keep database bandwidth at a reasonable level.

15.13.1 Note from Jora:

As we all know, sometimes things just do not work, and this is one of those times. The character sheet HUD was a bad idea from the beginning. It navigated like crap, took up too much space, and just looked awful. Due to those things, I have moved the level up system outside of Second Life and into a web-based application. It is my hope that this will streamline and ease the leveling up process.

Note from Suz:

The HUD has been completely redesigned and I expect we'll be updating it in the weekend release/push. Its shrunk its screen real estate down to about half what its currently using and has integrated much of its functionality into a smaller, sleeker unit, heres a preview of the new unit in action.

15.14 Changes in 0.3

- Entire system overhauled for expanded game mechanics, read the manual for specific changes and new racial subclass options.
- Added HUD unit
- Added experience point system, experience is gained by time PLAYED in Combative Mode, Experience is NOT gained while your system is logged off, not attached or in non-combative mode. The ratio is 200 points x current level, at level 1 your character will require 200 experience points to level.

- Added three racial subclasses per faction more details on this in the class manual.
- Added several new abilities, with more on the way! All current available abilities are available at character creation or level 0, higher level abilities will be added in later updates that will give you the ability to truly expand your characters power.
- Update server enabled! New changes to the actual units and scripting will now be delivered to you when the system is updated.
- CCS now has its own INTERNAL melee combat system. You SIMply hold down the main mouse button anywhere on the screen and then use either the directional keys or WASD to punch. You may still use melee weapons, but CCS allows you to fist fight by default if needed.

A

AFK 3, 87
ammunition 80
angel
 stat bonus 29
animation override 88
anisotropic filtering 89
Antidote
 skill 46
AO 88
AreaHeal
 skill 46
attaching CCS 3
Aura
 skill 46
avatar
 blocking weapons 83

B

background 15
backstory 14, 15
ban 23, 27, 83, 88
 radar 88
 vehicles 89
 weapon 80
bandwidth 88
base damage
 weapon 75, 79
Black Ops 80
Blood Angels 59
Breach 80
Brood 59

bug report 3, 87

C

Cable Modem 88
cage 80
cager 80
carbine 80
Carlos 80
cause for lag 89
CCS 13
 attaching, wearing 3
 color 3, 87
 command 3
 database 3
 FKey 3
 floating text 3, 87
 hidestats 3, 87
 hidestats command 3, 87
 HUD 3
 hudcolor 3, 87
 RGB color 3, 87
 showstats 3, 87
 skills menu 3
 textcolor 3, 87
 title 3, 87
 weapon 79
chat logs 24
Chat vs IM 23
City of Lost Angel's 13
Clarity
 skill 47
clip 76, 79
CoLA 13

CoLA Combat System 13
CoLA Medical Staff
 group 60
color
 CCS 3, 87
Colt 1911 Pistol 5
combat
 victory 65
command
 CCS 3
Coven 61
C-Tech 80
Curse
 skill 47

D

damage
 melee 75, 76, 79
 weapon 75, 79
dancers 62
database 3
demon
 stat bonus 29
Dervish
 skill 47
Desh'mirai 61
DJs 61
draw distance 88

E

endurance
 statistic 30

Entrap
 skill 48
experience
 display 3

F

F Key
 CCS 3
Factions 64
fade to black 13
floating text
 CCS 3, 87
fortitude
 statistic 30
free CCS weapons 5
free form role play 13
freebie weapon
 permitted 5
freeform role play 23

G

Garrote
 skill 48
GM 65
group 59, 61, 62, 63, 64
 Blood Angels 59
 Brood 59
 CoLA Medical Staff 60
 Coven 61
 Desh'mirai 61
 DJs 61
 Factions 64

- Heavenly Choir 61
- Inner Circle 62
- Police 62
- Strippers 62
- Syndicate 62
- Vanguard 63
- guest 14

H

- Havok engine 89
- healing 3, 87
 - skills 45
- Heavenly Choir 61
- hidestats
 - CCS 3, 87
- history 15
- HUD
 - CCS 3
- hudcolor
 - CCS 3, 87
- human
 - stat bonus 29

I

- IC 23
- illegal
 - weapon 80
 - avatar blocking 83
 - nukes 83
 - particle ladders 83
- in character vs. out of character 23
- Inner Circle 62

- instant messages 23
- intelligence
 - statistic 30

J

- join 14
- Jora Welesa 13

K

- knuckle sandwich 5

L

- lag 80, 89
 - causes for 89
 - explosives 80
- life 3
- luck
 - skill 50
- lycan
 - stat bonus 29

M

- Mac 10 80
- melee weapon 75, 79
 - range 75, 76, 79
- menu 3, 87
 - skills 3
- Modem 88

N

neko
 stat bonus 29
new 64
new factions
 factions 64
nukers 83

O

observer 14
offense 3, 87
offensive
 skills 45
OOC 23
orbit
 weapon 80
outside observer 14
overview 13

P

particle count 89
particle ladders 83
particle weapon 80
pedophilia 14
perception
 statistic 30
pistol 76, 79
Police 62
push 80
push weapon 80

R

racial bonuses 29
radar
 banned 88
Rage
 skill 51
range
 melee weapon 75, 76, 79
rate of fire 75, 76, 79, 80
reload 76, 79, 80
RGB color
 CCS 3, 87
role 23
roleplay 13
RPG 13
rules 13

S

scripted objects 88
Second Life 13
SelfRevive
 skill 55
Seraphim 46
sex 13
Sex HUDs 88
Sex Workers 62
shields 88
shop 14
shotgun 76, 79
showstats
 CCS 3, 87
skill

- Antidote 46
- AreaHeal 46
- Aura 46
- Clarity 47
- Curse 47
- Dervish 47
- Entrap 48
- Garotte 48
- luck 50
- Rage 51
- SelfRevive 55
- TankArmor 55
- Venom 55
- Wound 56
- skills 3
 - healing 45
 - offensive 45
 - support 45
 - triggered 45
- skills menu
 - CCS 3
- stamina 3
- stat bonus
 - angel 29
 - demon 29
 - human 29
 - lycan 29
 - neko 29
 - supernatural 29
 - vampire 29
- statistic
 - endurance 30
 - fortitude 30
 - intelligence 30

- perception 30
- strength 29
- willpower 30
- strength
 - statistic 29
- Strippers
 - group 62
- sub-machine guns 76, 79
- supernatural
 - stat bonus 29
- support 3, 87
 - skills 45
- Suzanna Soyinka 13, 15, 19
- Syndicate 62

T

- TankArmor
 - skill 55
- Tanya Fratica 65
- textcolor
 - CCS 3, 87
- The End of the Beginning 15
- tick 65
- time dilation 89
- title
 - CCS 3, 87
- triggered
 - skills 45

V

- vampire
 - stat bonus 29

Vanguard 63
vehicles 89
vendors 28
Venom
 skill 55
visitor 14

X
Xcite 88

W

weapon
 ammunition 80
 ban 80
 cager 80
 carbine 80
 CCS 79
 ccs 5
 damage 75, 79
 illegal 80, 83
 melee 75, 79
 melee damage 75, 76, 79
 melee range 75, 76, 79
 orbiter 80
 particle 80
 push 80
 rate of fire 80
 rate of fore 75, 76, 79
 reload 80
 sub-machine gun 76, 79
willpower
 statistic 30
Wound
 skill 56