**RULES SUMMARY**

**Rules in LARPing:**

In a LARP, most normal activity is simply acted out, with roleplaying and common sense determining the effectiveness of social interactions. The rules exist as a means to simulate characters’ actions and capabilities that cannot be safely or effectively acted out.

**Function Levels:**

Each character, by default, starts at Function Level 5. A character’s FL represents the condition the character is in and their ability to act, both physically and psychologi­cally, and can increase or decrease over the course of the larp as a result of harm or recovery.

In general, a character at FL 5 is essentially unharmed and in good shape, at FL 4 is in an unpleasant but not particularly disabling state, at FL 3 is somewhat disabled, at FL 2 cannot perform most activities, and at FL 1 can do little other than speak. If a character is ever reduced to FL 0, s/he is out of the game and completely unable to affect the plot thereafter. It is impossible to go higher than FL 5 or lower than FL 0.

**Damage and Recovery:**

Decrease of FL is called Damage, but represents any long term harm to effective­ness, not just physical injury. Increase of FL is called Recovery and represents either fixing or making up for previous harm to the character. Change in general is abbrevi­ated DR.

DR is mostly done to a character through Abilities. Each Ability causes DR in a slightly different way, so It iis important that each player keep track of what specific injuries/recoveries his character’s DR represents, as well as what FL the character is at.

In most cases, DR is explicitly called for by the rules, but if a player decides that his character would be seriously affected either way by what has happened, he can change his character’s FL accordingly, subject to Director approval.

**Removal from the Game:**

A character that is taken to FL 0 is removed from the game. Specifically, he is removed by the type of damage dealt in that last blow. All previous damage is simply interpreted as making it easier to deal the last blow. Thus, if a character is removed by being punched, he is probably unconscious, but if he is removed by being intimidated, he is probably hiding in a corner unable to do anything.

Abilities:

Abilities are actions that a character can take with success determined by rules rather than roleplaying. Abilities are divided into Conflict Abilities and Non-Conflict Abilities. Non-Conflict Abilities always work; Conflict Abilities start Conflicts in which other characters can use other abilities to oppose them.

Abilities are given in the following format:

Examples:

Intimidate 3 (4-5) 1: Make someone back down (-FL3) (S)

Flatter 1 (3-5): Make someone feel unduly proud of themselves (+1) (E)

Spark (1-3): Briefly create a tiny flame by magic

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| # of uses | The number of times that ability may be used during the LARP. If none is listed, the ability may be used as many times as the opportunity rises. |
| Range of FLs | The range of the user’s FLs at which the ability may be used. If a character’s FL is outside the range, they may not use that ability. |
| Bonus | A number between -3 to +3 that represents the character’s effectiveness at using that ability against opposition.   * ±1 = significant * ±2 = extraordinary * ±3 = world class (Conflict abilities only)   This will modify the character’s chance of success when using the ability. |
| Amt DR | DR caused by the ability, if applicable. ±FL# indicates that it takes the target up/down to that FL, respectively. ±# indicates that the target gains/loses that number of FLs. |
| Resist Type | Type of Resist required to block the ability.  P = Physical  S = Social  E = Emotional  NR = Not Resistible  P/S = Physical or Social, whichever is higher. |

Special exceptions to abilities are given in the Special section of the character sheet.

**Conflicts:**

A conflict occurs when two or more people use opposing abilities. Conflicts need not be physical; two people attempting to intimidate each other also counts.

Whenever anybody uses an ability listed under Conflict Abilities, everybody able to participate in the conflict is invited to do so simultaneously. To participate is not necessary to be directly involved in the action that starts the conflict—one simply has to be taking an action in reaction to other actions taking place.

If a player thinks that his/her character would be too surprised to immediately respond, he should wait until after the conflict to respond, though he still Resists.

Conflict Resolution

Declaring Actions:

Conflict resolution works as follows: First, participants state their intended actions. All other characters are allowed to participate, stop participating, or change their own intended actions in light of the intended actions of others. (In the rare case that this causes an endless circle, everybody should choose actions simultaneously in secret.)

A participant can declare his/her intended action as contingent on the success or failure of another action (e.g. running away only if his partner dies.). He can also declare that he is not acting, and simply focusing on Resisting as a primary action.

**Bidding:**

After all intended actions are established, all participants simultaneously Bid Damage. Bidding means secretly choosing an amount of damage (in FLs) that the player is willing to risk his/her character receiving in order to increase the character’s action’s chance of success.

Regardless of the character’s dedication, bid sizes are limited by the amount of damage the character could plausibly get in the conflict, and each participant is responsible for determining a plausible IC reason to take the amount of damage he bid. For example, in most cases it is implausible to take more than 1 damage in a petty argument, but any amount of damage is possible in a gun fight. Keep in mind that los­ing an FL is significant; a player’s default bid should be 0.

Bids only apply to a character’s primary action. This means that if a character is doing a normal primary action, a bid does not increase his chances of Resisting. However, if he is only Resisting, then a bid will increase the chance of all of his Resists succeeding. Damage that was bid only actually occurs if the action is in any way successful.

When bids are decided, participants hold out 0-5 fingers behind their backs corre­sponding to the size of their bids. All participants then show their bids at the same time.

**Ranking:**

Participants calculate totals by adding their ability bonus and bid. (We recom­mend then holding out fingers for totals, for efficiency.) If a character is primarily Resisting, any bid he made is added to all his Resist totals.

At this point, all actions are ranked by their totals, from highest to lowest, with ties broken randomly (such as with rock-paper-scissors).

Actions take place in order, starting from the highest. If a previous action causes a character to have too low an FL to perform his intended action, or simply prevents that action from occurring (e.g. a Resist), that action is cancelled. A Resist cancels all lower-ranked effects of the relevant Resist type on that character.

If any part of an action succeeded, then the bid goes into effect immediately after the action executes.

It’s important to note that when an intended action gets cancelled because of effects of earlier actions, any limited-use abilities spent to attempt the action are still used up, but any damage bid does not occur.

**Artifacts**

Artifacts are items that make it easier for a character to cause DR, often as a con­flict action. The most common type of artifacts are weapons, which obviously cause damage. However, artifacts like drugs may cause recovery.

Certain PCs may have abilities that make them good at using an artifact, but by default, PCs simply use artifacts with their General Physical ability. If an artifact use action succeeds, then the target is DRed an amount according to the DR amount of the artifact (exactly the same as using an ability that normally causes DR on its own).

Specific artifact use abilities may override DR amounts on an artifact, either by the description, or by being themselves fixed DR (i.e. ± FL#). Artifact use abilities that are themselves unfixed DR (i.e. ± #) stack with the artifact’s own DR amount.

By default, knives are (-1) and guns are (-2).

**After Resolution:**

After the above process is complete, characters may elect to use more abilities in response to the results. This opens a new round of the conflict in which anybody involved can use abilities and the rules for resolution are the same.