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Armistice LARP system

Introduction

1st Principle:

Players are *strongly* encouraged to negotiate outcomes based on relative strength levels, with reference to the principle that a cost free victory is really only likely when there is a gap of more than 4 levels of ability (NB: not dice bonus, ability) between the participants, and often not even then. This system only exists to supplement those occasions on which players cannot reach an agreement on what would be interesting and dramatic to have happen.

Basic System

System is a straightforward D6+ a modifier, contested - that is each player rolls a D6 and adds their relevant modifier. The defending player's total is subtracted from the attacking players total. A positive score of 2 or greater represents an attacker victory, a negative score of 2 or less represents a defender victory. +1 to -1 represents a tie.

Character Creation

Characters begin the game with 6 points to split between the following things:

Uptime skills.

There are only two uptime relevant skills - Combat and "Anything else you might want to do in uptime that is not combat". Players are expected to play fairly with this second broad category of skill, and designate a couple of particular things this represents, based on the character's background and general imagined skill set, and not simply use this as an excuse to be good at everything under the sun.

Each point spent on one of these represents one modifier rank. Characters may not start the game with a modifier rank of 4 or 5.

Downtime skills

These represent realms of knowledge, contacts and practical skills that are unlikely to be uptime useful, but that will help characters gather information and accomplish tasks in downtime. These do not have modifier ranks, but can be purchased multiple times with XP. (See downtime section.)

At character creation, each realm costs one point. Realms cannot be purchased multiple times at character creation. No more than three points may be spend in this category at character creation.

Supernatural abilities

These represent either innate abilities or learned magical skills that allow characters to perform feats that a normal human being simply could not do. Each power purchased costs one point. Some unusually powerful abilities are designated as master level powers. These may not be purchased at character creation.

Uptime Rules

Modifiers

Uptime skills are split into six ranks, representing various levels of skill.

Rank	Skill Level	Modifier
0	Untrained, normal human	+0
1	Basic training - first aid, evening self defence classes	+2
2	Advanced training - qualified doctor, trained soldier	+3
3	Highly specialised training - consultant neurosurgeon, special forces soldier	+5
4	Supernaturally good - remarkable power, or skill a plus supernatural edge	+6
5	Godlike - phenomenal power and skill.	+8

Players are entirely free to decide the source of their character's rank/modifier up to rank 3 - a rank 2 ability might be the result of training, or it might just be supernatural talent. ranks 4 and 5 represent levels of ability that are simply not accessible to normal humans, and require an element of supernatural talent.

In addition to the modifiers above, a small number of supernatural powers will provide situationally specific bonuses to a maximum of +2 in any given situation.

Negative Modifiers

As characters become injured, their rolls are penalised slightly.

Other sources of negative modifiers

Rank	Injury Level	Modifier
0	Uninjured	-0
1	Bruised - simple contusions and mild pain	-1
2	Lightly Injured - sprains, dislocations, significant physical discomfort	-2
3	Seriously Injured - broken bones, major bleeding, serious pain	-4
4	Crippled - barely able to stand, covered in blood, in agony.	-6
5	Unconscious/Dead	Unable to roll

Some supernatural powers can impose penalties of varying duration. Additionally, the refs may impose penalties as the result of events in downtime if appropriate.

Healing

If a character receives treatment from a character with first aid skills then they will, at minimum, recover enough to continue participating in current uptime session, regardless of level of injury, although players are encouraged to role-play the seriousness of the injuries.

Otherwise characters heal at a basic rate of 2 levels of injury per month. Various supernatural powers can affect this rate.

Combat:

Core principle: No matter how much of an ultra-ninja you are, combat is confusing, messy, and not safe.

Secondary Principle: Being the aggressor - making conflict (drama) happen - is a good thing, and should offer a (very slight, often risky) advantage over defensive play.

Determining Sides

Combat begins when one party declares their intention to cause physical harm to another. This party is automatically the attacker as combat begins.

The attacker states the level of damage they wish to inflict on the defender with reference to the injury levels above. The defender then has the option to one-up them, offering to inflict greater damage on them instead, usurping them and becoming the attacker in their own right. This continues until neither party is willing to up the ante, or until one party declares their intent to kill the other.

Basic mechanic:

Dice are rolled, bonuses added and the defender's total subtracted from the attacker's, as normal.

Outcomes

Combat outcomes are expressed in terms of consequences, which are relative to the level of damage the aggressor has declared their intent to inflict.

Severe consequences are anything up to declared level of damage.

Minor consequences are anything up to two levels less than the declared level of damage. This may mean "no consequences".

Bonus outcomes vary depending on the situation - they are "soft" bonuses, to be agreed between players.

Dice total	Victory type	Outcome
+13 (or higher)	Overwhelming attacker	Defender suffers severe consequences. Attacker gains a situationally appropriate bonus outcome.
+7 to +12	Attacker	Defender suffers severe consequences.
+2 to +6	Narrow attacker	Defender suffers severe consequences. Attacker suffers minor consequences.
-1 to +1	Tie	Either: Both suffer severe consequences, or both suffer minor consequences. Defender's choice which to accept.
-2 to -6	Narrow defender	Defender unharmed. Attacker suffers minor consequences.
-7 to -12	Defender	Defender unharmed. Attacker suffers severe consequences.
-13 (or lower)	Overwhelming defender	Defender unharmed. Attacker suffers minor consequences. Defender gains a situationally appropriate bonus outcome.

The defender always has the option to decide how much damage the attacker receives, up to the specified maximum. The attacker must inflict the maximum declared outcome on the defender.

Group Combat:

Group combat is by necessity more system-intensive than one-on-one conflict, but it still operates in a broadly similar manner.

Determining Sides

Assuming this the conflict is a simple one - each side wishing to inflict a certain amount of damage on the other, the combat totals on both sides are added up, dice are rolled and the totals subtracted as normal.

The following chart determines the number of injuries to be handed out on both sides, based on the outcome and the number of participants.

Victory/Combatants	3	4-5	6-7	8-9	10+
Overwhelming Attacker	D: 1S 1M	D: 2S 1M	D: 3S 3M	D: 3S 4M	D: 4S 4M
Attacker	D: 1S 1M	D: 2S 1M	D: 3S 3M	D: 3S 4M	D: 4S 4M
Narrow attacker	D: 1S 1M A: 2M	D: 2S 1M A: 1S	D: 3S 3M A: 1S 2M	D: 3S 4M A: 2S	D: 4S 4M A: 2S 2M
Tie	D: 1M A: 1M	D: 2M A: 2M	D:1S 3M A:1S 3M	D:2S 4M A:2S 4M	D:3S 5M A:3S 5M
Narrow Defender	A: 1S 1M D: 2M	A: 2S 1M D: 1S	A: 3S 3M D: 1S 2M	A: 3S 4M D: 2S	A: 4S 4M D: 2S 2M
Defender	A: 1S 1M	A: 2S 1M	A: 3S 3M	A: 3S 4M	A: 4S 4M
Overwhelming Defender	A: 1S 1M	A: 2S 1M	A: 3S 3M	A: 3S 4M	A: 4S 4M

Use common sense where appropriate - so major targets on either side should obviously receive more serious injuries, and then assigning them randomly on both sides, handing out any leftover severe first, then minor, alternating types until the limit is reached, or all participants on a side have been affected - these numbers represent the *maximum* number of injuries that should be handed out, not the number that *must*. In the event that “serious consequences” means death, players are strongly encouraged to limit the number of deaths to at most 2, with others merely being unconscious, unless there is a very strong reason not to.

Multiple Agendas

If a multi-person combat breaks out that is more complex than “We want to beat Bob up/we want to stop Bob getting beaten up by beating up the people who are trying to beat Bob up” then you will need to get a ref. The ref will do a quick go-around asking people to declare their agendas, and decide either if they can reasonably be grouped into multiple opposed rolls, or if some of them can be made contingent on the outcome of others, reducing the various sides to the minimum number of dice rolls.

For example, if there were to add an extra agenda of “while Bob is getting beaten up I steal his briefcase”, that might reasonably be grouped into the “aggressor victory” conditions (the briefcase stealer’s stats getting added to that side, and the thief participating in risk of damage). It does not follow that Bob’s victory will automatically prevent the theft, unless someone breaks off from the main fight to actively oppose it, but if he wins, he might at least know who nicked it...

That said, if someone else *were* to declare that they wished to prevent the theft of the briefcase, then that and the briefcase theft might become a separate contested roll.

Supernatural powers

These are not generally contested - if a character possesses the power, then they can do what it says on the tin, successfully (subject to the same standards of negotiation as in physical conflict - it is always reasonable for the defender to suggest a qualification to the attackers outcome if it will be more fun...). If the players feel it is important to contest a roll for some reason, then the powers are contested by the attacker rolling D6+4 while the defender rolls a simple D6.

There are a number of powers for which “defensive” powers exist. If a player has the appropriate defensive power, then the balance of power for this roll shifts to favour the defender with +3 advantage. (The roll for power use effectively always becomes D6 vs D6+3.)

Rationale: this encourages “Yes, and...” play, while still allowing players who particularly object to having certain agency-affecting powers used on them to more-or-less opt out. It is not a 100% blanket opt out, because people take these powers so their character can use them, and a blanket veto on them is as unfun for the player with the power as having the power used on them might be for a player who objects. Ultimately, if someone *really* game-destroyingly objects to having a power used on them, it is up to them to discuss it OOC with any player who might do so, and ask them *not* to do so.

Power use outcomes:

Dice total	Outcome
+1 or better	Attacker gets what they want, defender is unaware of having had a power used on them (if appropriate)
0 to -3	Defender is unaffected, but has no idea that anyone has used a power on them.
-4 to -6	Defender is unaffected, knows someone has used a power on them, but not what or who.
-7 to -8	Defender is unaffected, knows exactly what the attacker is and what they tried to do.

In the event of two supernatural powers that are not directly designated as opposed coming into conflict in a way that can't simply be negotiated, one player will be designated the attacker and the other the defender and a straight D6-D6 roll will be made, referencing the following.

Dice Total	Outcome
+4 to +5	Solid attacker victory, their power overwhelms the defender, and has full effect.
+2 to +3	Partial attacker victory - their power takes about 50% effect.
-1 to +1	Tie. Neither power takes effect
-2 to -3	Partial defender victory - their power takes about 50% effect.
-4 to -5	Solid defender victory, their power overwhelms the attacker, has full effect.

For example: Powers like Create Light/Create Darkness are usable in and of themselves, and are not directly opposed like “Crush Will”/“Resist Crush Will” would be, but they are obviously opposed in their effect, as would, say, two people using “Control Shadows” to opposing effects.

Downtimes

Skills

Downtime skills are split into the following realms:

Technology - covers computers and science

Business - covers corporate law, finance etc.

Bureaucracy - covers the machinery of local government and daily life

Academic - covers literature, history/humanities

Occult - covers mystic knowledge, local weird cults and general esoterica

Artistic - covers the art world, art history, artists of all sorts.

Criminal - covers criminal enterprises, organised crime

Legal - covers the machinery of justice, from police to courtroom

Medical - covers both medical know-how, and contacts in the practical and administrative fields of the profession.

Media - covers TV and newspapers.

Resource contention

Each downtime skill has multiple ranks - these do not confer additional abilities, they are used for resource contention. Each downtime resource has a finite availability per month, and higher level ability call down resource before lower levels.

For example, if there are 5 levels of Technology resource available in a given month, and 4 players all attempt to use it, with resource levels 3,2,1 and 1, then the players with resource levels 1 fail to achieve their goal. If in a future month, the player with resource level 3 does nothing, then all the other players would be able to achieve their goal.

Resource levels in a given downtime pool may vary from month to month - if for example, someone with Bureaucracy were to funnel money into the police, then the legal influence might have more availability in the following month or months. If someone with media influence were to focus coverage on the underworld, there might be less criminal influence to go around in the following months, as the criminals have to waste time staying out of the spotlight.

Actions

Downtime actions are split into two groups.

1. Plot/Personal goal
2. Spend XP/Gather magic resource

Each group will sustain 2 actions per month.

(Magical resource: each use of *any* supernatural power costs between 1 and 2 magical resource. XP spend time will vary between 2 and 4 spend XP actions. Plot/personal goal actions will vary depending on the difficulty of the task - the refs will let you know how long a given task will take when you attempt it.)

Experience

Characters can will receive 4 XP per session.

Item Purchased	XP	Downtime Weeks required
Rank in Uptime Skill	16	2
Rank in Downtime Skill	16	2
New Supernatural Ability (normal)	16	2
New Supernatural Ability (master level)	32	4