

# Rules Cheatsheet

## Player versus Player Approach and Tone

*The Equinox Institute LARP:*

- will focus primarily on collaboration rather than conflict between various groups; and
- envisions that PvP conflict can occur but will never be the main focus of the game.

## Character Creation

Here are the basic steps for creating a character for *The Equinox Institute LARP*:

- **Step One:** Decide on a Character Concept you'd like to play
- **Step Two:** Pick a Class (and in doing so, gain that Class Skill)
- **Step Three:** Pick a Specialisation (from your Class)
- **Step Four:** Pick a Background

## Violence and Character Death

- Each character has two hits per body location (these being the head, torso, right and left arms and right and left legs).
- When a character's arms or legs are reduced to zero then that limb is no longer functional without appropriate, in-character medical attention.
- When a character is reduced to zero hits on the head or torso then they are '*Wounded*' and can no longer use any skills or abilities including attacking or defending others.
- If a character on zero hits on their head or torso is struck again then they become '*Critical*'. While '*Critical*', a character becomes unconscious and cannot move or make any noise.
- Immediately upon becoming '*Critical*', a character starts to die from their wounds. If they are not stabilised within 2 minutes/120 seconds then the character will die ("death count").
- At the end of a death count, a character receives a fatal wound and cannot be saved. The character may regain consciousness for long enough to have a few last words before passing. They may not use skills, fight or take any significant in-game action.
- Characters who are '*Wounded*' or '*Critical*' may receive a Condition Card which provides details for the player on the location of the injury, any mechanical effects as a result of this and roleplay prompts.
- Condition Cards can take many forms including mental, physical or paranatural wounds. These can be treated by physicians.

## Combat - General

- All characters are considered to be untrained in the use of melee weapons larger than 12" or firearms unless they have a Class Skill or Specialisation that says otherwise.
- Characters do not enter play with any weapon unless a Specialisation or Cell Classification says otherwise.
- Melee weapons do a single point of damage unless accompanied by a damage call.

## **Combat - Firearms and Explosives**

- All firearms have a range dictating how far a shot can be made. To target use a firearm, the target must be in range and any location targeted should not be in cover.
- All firearms have an aim time between one and five seconds which represent the time that must be taken before the first shot and any subsequent shot. While aiming a character may not move at a pace faster than a slow walk.
- Firearms use '*Clips*' which are assigned to each firearm type and represent ammunition. This allows a character to make a set number of calls before the Clip is expended and the firearm must be reloaded. Reload times vary depending on the firearm.
- Anyone untrained in the use of firearms can use a firearm to do a "*Bang*" call within 10ft at the cost of a full clip of ammo, representing wild firing until a bullet hits its mark.

## **Touchstones**

- Characters start play with two Touchstone Lammies tied to members of their Cell or, if the player does not have a Cell, other members of Equinox One (the default player cell).
- A character may use a Touchstone lammie for the following purposes when they are in the close physical proximity of one of their Touchstones or undertaking a meaningful other interaction with them, such as a tearful phone call or a live video feed:
  - Recover if the character is '*Wounded*', '*Critical*', or has a '*Fatal Wound*' they immediately regain consciousness, and after thirty seconds regains one hit on every location;
  - Resist a Show-Me Lammie, and may call "*Resist*" if targeted again for the next 10 minutes;
  - Reject, or in other words ignore the effect of a Condition Card for 10 minutes unless the Condition Card says otherwise;
  - React to certain Condition Cards or items.
- Each Touchstone Lammie contains a Condition Card inside which applies to the character once the Touchstone lammie is used.

## **Damage Calls and Effects**

*The Equinox Institute LARP* uses the following damage calls:

<b>Call</b>	<b>Effect of Damage Call</b>
<b>Stun</b>	The location struck is immediately reduced to zero hits. If the location is the head or the torso, the character becomes ' <i>Wounded</i> '.
<b>Rend</b>	The location struck is immediately reduced to zero hits. If the location is the head or torso then the character immediately becomes ' <i>Critical</i> '.
<b>Bang</b>	Represents a gunshot. A character targeted by this call takes the ' <i>Rend</i> ' effect to a location of their choice unless stated in the call (for example ' <i>Bang Head</i> ').
<b>Boom</b>	Represents an explosive force. In a confined space all characters take the ' <i>Rend</i> ' call to the chest and head and are knocked to the ground. If outside this range is changed to within 20ft of the source of the explosion.
<b>Doom</b>	Regardless of where struck, the character receives a ' <i>Fatal Wound</i> ' and dies.
<b>Resist</b>	Said in response to a damage call - the character either ignores the damage call made against them or takes an alternative effect.