

# ***DARK MOON***



*LRP Combat for the CLS LARP 2021-22*

## *Who Are You?*

Your characters are all normal people who have been transformed into a vampire, shapeshifter, or fey changeling. See the [Setting Document](#).

## *Basic Rules*

- **Social Distancing:** Any skill marked **[Close range]** has a range of 1-3m for **safety**. You should have your hands empty and be pointing at your target.
- Every PC has **4 Hits**. A basic NPC only has 3.
- Lose **1 Hit** each time you are hit with a larp-safe weapon. Don't hit people more often than once a second. Arrows and bolts cause a **WHOMP STUN** if they hit.
- If you run out of **Hits**, you should roleplay incapacitation (fall to the floor/ drop your weapons and sway dramatically etc) and count seconds.
  - After **30s**, you will need to take a **Setback** at the end of the encounter. See a Ref.
- **Doom [Close range]:** You can apply a setback to a downed character with appropriate RP e.g. gloating over their demise, wounding them or robbing their stuff. Call CURSE.
- **Supernatural Revival [Close range] :**
  - Requires 5s of obvious roleplay on how you are going to **REVIVE** the person in question, so they can spot you are doing this.
  - By then holding both hands in the direction of a PC, you can cause them to count back down on the Setback timer until they reach 0. At this point they are fine.
- Your character can restore their own hits after the end of a combat encounter, with appropriate supernatural roleplay
- Your character may suffer **Setbacks**. They are cards with their own rules.
- A character can regain their “per encounter” abilities and hits by **30s of uninterrupted stationary roleplay**.

## *Fight Safely!*

We expect all weapon physreps to be of safe construction, made of foam with a fibreglass or carbon fibre core. The decision of the ref on the day is final.

All blows should land with the least force needed for your opponent to notice they have been hit. Avoid striking the groin, neck or face, avoid the head and breasts if there is another suitable target area.

For our full safety policy, E&D Policy etc, please see the CLS Website.

## *Calls*

If someone shouts these at you and either describes you or hits you with a larpsafe weapon, then you take the effect.

### **Basic Combat Calls**

- **WHOMP:** Lose **three Hits** and stagger back a step or two.
- **HEAL X:** Gain **X Hits**, up to your maximum Hits.
- **REPEL:** Flee from the source of this for **5 seconds**. Takes effect if parried.
- **STUN:** For **5 seconds**, you may not run, make attacks or use skills
- **MASS:** Hits everyone in a **5 meter long, 90 degree arc in front of the user**.
- **RESIST:** The call you made did not take effect. If a target does not either react or call **RESIST**, your use of that ability was not expended.

### **Other calls**

- **Would You Kindly...:** Obey the instruction following this for 30s, or until the instruction is fulfilled. If this is slipped into a conversation, you do not notice you are following the instruction unless you **RESIST** it.
- **BANISH:** Usually a **WHOMP STUN** to Spectral creatures. No effect to most other characters.
- **CURSE:** See a Ref after the fight.
- **EFFECT:** Take the effect following the call for **5 min/1 Encounter**. **EFFECTS** may last longer, in which case a ref or item will tell you when you receive it.

## *OC calls*

- **TIME FREEZE:** Eyes closed, stop roleplaying until **TIME IN** is called.
- **TIME IN:** Start of the event, or end of a **TIME FREEZE** or **STOP THE GAME**.
- **TIME OUT:** End of the event.
- **STOP THE GAME:** Someone is injured or distressed, or someone has noticed an immediate hazard or problem. Stop roleplaying and stay where you are.

## *Tags*

A character wearing a tag or light is obviously unusual, calls affect them different.

- **BLUE tag/light:** This is a **MONSTROUS** creature. It takes reduced effect from **WHOMP/STUN**.
- **PURPLE tag/light:** This is a **SPECTRAL** creature. **BANISH** will hurt it a lot, other calls will likely not. Hitting them will still do some damage.

## Character Generation

- Pick a **Class**, a **Background**, a **Skill** and a **Flaw**.
- Characters gain one new, different **Skill** at the end of each Term
- Characters have one point of **Inspiration** per encounter. They can spend **Inspiration** to look at a **Clue** card, resist a **Would You Kindly** call, or get a **Hint** from a Ref. The **Clue** or **Hint** should be relevant to their **Class** or **Background**.
  - For example a **Fighter** with an **Occult** Background might read Clue cards relating to the military, exotic weapons or the supernatural.
  - A **Hunter** with a **Self-Reliant** Background might read Clue cards relating to bandits, woodland survival, tracking, etc.
- Any PC can have a single **Boon** at a time. These are optional, as they have both benefits and costs. They can be simple passive abilities, or big dramatic rituals. Refs will suggest before a linear if it might be necessary or useful to have a certain Boon to deal with today's problem.

## Stats and the Physical Combat Rules

Your character's tabletop Stats can inspire the Class, Skill and Background you might pick. You might want to represent a high 🍀 Grace by playing a swift **Hunter**, or you might instead be a deceptive, illusionist **Mage**. A high 🩸 Blood character might have the **Unstoppable** Skill or **Military** background, but is unlikely to be **Good-Natured**.

## Class

Each Class is associated with a Stat. Characters who are strong in that stat are more likely to be drawn to that Class (this has no mechanical effect). Courage is not associated with a Class, as it's about choices rather than ability.

### Mage 🌀

*The real draw wasn't immortality, unearthly glamour, or the call of the wild. It was the dread blood magics, the dominion over elements, or the power to blast your problems to dust with a laser-focused moonbeam.*

- You may use a single **one handed weapon up to 42" long**.
- You can cast four **Spells** per Encounter, at 5m range.
- Spells require a short vocal announcement and have a **5 second cooldown** time.
- You must have one empty hand to cast a spell.
- A Spell can call either **WHOMP**, **REPEL**, **STUN**, or **BANISH**
- You may add the **MASS** call to one spell per Encounter.

## Fighter 🩸

*You have become something both more and less than human. Power like never before flows through you. You can now lift bigger pointy sticks than mere mortals, and ram them very hard indeed into threats.*

- Gain **three extra Hits** when wearing visible armour. If the armour is concealed or not obvious, **only gain one extra Hit**.
  - You can use **any melee or thrown weapon** in either or both hands and a shield of any size. You may not wield two one-handed spears.
  - You can call **WHOMP** or **REPEL** by melee attack **twice** per Encounter.
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## Hunter 🍀

*Faster and sharper than you were, a predator among the unnatural. Vampires who flit through a fight like a bat. Changelings of the Wild Hunt, Shifters who ambush like the beasts they take the aspect of.*

- Gain **two extra Hits** when wearing armour.
  - You can use **weapons up to 36" long**, a **shield up to 15" wide**, and thrown weapons.
  - You can use a **Dirty Trick** every 10 seconds.
  - You have one additional free **Dirty Trick** per Encounter.
  - **Dirty Tricks** can do one of:
    - Roleplay a distraction and call **STUN** at 5m range .
    - Call **WHOMP** when striking from behind or starting a fight.
    - Call **RESIST** to a single arrow, bolt, **WHOMP**, **REPEL** or **STUN**.
    - Call **HEAL 1** after 5s of attention at **[Close range]**
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## Devoted 💜

*You have pledged yourself to a higher power, and it grants you some of its eldritch might. Changelings pacted to a true fae. Vampires bound in blood to an elder of their kind. Shifters who howl in prayer to the Moon-as-goddess.*

- Gain **two extra Hits** when wearing visible armour.
- You may use a single **one handed weapon up to 42" long**.
- You may cast **three Prayers** per combat, calling on a deity or a moral ideal.
- You need one hand touching a Holy Symbol of some sort to cast a Prayer. Holy symbols cannot be a weapon or a shield.
- Prayers can do the following, and have a 5s cooldown between uses:
  - **HEAL 3** to another character at **[Close range]**.
  - You or **[Close range]** ally call **WHOMP** or **BANISH** on your next melee, thrown or bow attack.
  - You may call **BANISH** with your **next 2** melee, thrown or bow attacks.

## *Background*

*What did you dabble in when you pass as human, or what did you do before you abandoned mortal society for your new place in the schemes of the eldritch?*

### *Self-Reliant*

Once per Encounter, you may call **HEAL 3** on yourself after 5s of uninterrupted roleplay.

### *Combative/Sportsperson*

Once per Encounter, you may call **WHOMP** on a melee attack.

### *Crime*

You may pickpocket an NPC by calling “**Would you kindly** let me loot you” and then roleplaying theft at **[Close range]**. This will let you convert a Setback on any PC, including yourself, to a Crime Setback of a colour you do not have.

### *Alchemist*

You may remove a Setback from another PC with some **[Close range]** roleplay outside of combat. You will take an Alchemical Setback of a colour that you do not have. You may call **HEAL 1** on the target after you finish a Supernatural Revival.

### *Arcane*

Gain an extra Spell if your Class is Mage. If your class is not Mage, you can call **STUN** at **5m range** once per Encounter, after a short vocal. This needs a free hand.

### *Occult*

Call **REPEL** after a short vocal once an Encounter, as you instil terror of the otherworldly. This does not need a free hand, and has a 5m range.

### *Sociable*

Once per encounter, may call “**EFFECT: Don’t start a fight**” after 10s of conversation.

### *Eye for a Bargain*

Once per Encounter, you may gleefully “rummage on the ground” within **[Close range]** of a Dead or Incapacitated NPC, and find one of the following:

- *Weird Healing Charm* **[Close range]: HEAL 3** once, only useful this fight.
- *Lucky Charm*: You may call **RESIST** to the next harmful call that affects you.
- *Obvious Trophy Item*: One use of “**Would You Kindly** fight me”, this fight.

### ***Good-Natured***

May not use a weapon longer than 18". May not call **WHOMP**.

Count as having another two Backgrounds of your choice when dealing with Clues and Wounds. May use **HEAL 3** at [Close range] once per fight with 5s of roleplay.

### ***Skills***

*Everyone's got one good trick up their sleeve. What's yours?*

#### ***Archery***

You may use a bow or crossbow.

#### ***Polearm Training***

You may use a Polearm up to 7' long, in a two-handed grip. You may use it one handed if the physrep is thrust-safe, but may only stab with a one handed spear.

#### ***Reading The Room***

Gain a second point of Inspiration per encounter. You may spend Inspiration to call "Would You Kindly tell me: Was that answer deceptive?"

#### ***A Colourful Past***

Pick a different additional Background. You may use the Abilities from that, but do not count as having the Background for opening cards or treating Setbacks.

#### ***Knowing When To Duck***

You can call **RESIST** to a single arrow, bolt, **WHOMP**, **REPEL** or **STUN** per combat.

#### ***Reckless Bravery***

Given a few seconds of taunting, call "Would you Kindly fight me" once per encounter.

#### ***Saving My Friends***

Once per Encounter, spend 5s of roleplay and call **HEAL 3** on another character. You may call **HEAL 1** on the target after you finish a Supernatural Revival.

#### ***Being Unstoppable***

Once per Encounter, you can immediately get up from Incapacitated with **3 Hits**.

#### ***Cross-Training***






Pick one of the following

- **+2 Hits**. (Not available if Warrior)
- Pick a **Spell**. You may cast it once per Combat. (Not available if Mage)
- Pick a **Prayer**. You may cast it once per combat. (Not available if Devoted)
- **+1 Hit**. Call **WHOMP** from behind with a 36" or shorter weapon once per combat (Not available if Hunter)

## Setbacks

Setbacks are problems your character picks up from their actions in an encounter.

- Setbacks can represent physical, magical or equipment-related damage, and be caused by running out on your Setback timer or the CURSE call.
- Setbacks can also represent equipment expenditure. Some Clue cards will allow you to solve a problem by taking a related Setback to represent your supply shortage.
- Finally, Setbacks can represent the emotional harm from your PCs actions. Inform a Ref if your PC has killed a human in cold blood, or seen or done anything else that your character might see as very distressing to them.

Setbacks are printed on coloured cards in five colours:  red,  yellow,  green,  blue, and  purple.

If you collect at least one Setback of each colour, your character will cross the rainbow. They will not survive the Linear, but you can keep going until you reach an appropriate point for an epic death scene if you like. Players who want to tone up or tone down the risk to their character's life on the Linear should discuss this with the Refs, and choose the danger level they want to go with.

## Healing Setbacks

If you can heal stat damage (+2 or +1 in the stat), you can heal the corresponding colour of Setback. Setbacks with text on can also be healed by characters with the abilities described in the text. You cannot heal your own Setbacks.

"If your party has a **Safe Rest Break**, they can heal all Setbacks that the party is capable of treating. This takes a total of 5 min of roleplayed Rest Break. Use the Setback Fixes as guidance for your RP". Rest Breaks will be announced by the Ref.

If you have Inspiration, you may apply an improvised fix to yourself via a few seconds of appropriate roleplay at any time to remove the mechanical effects of a Setback. This reduces your Inspiration by 1 until you get proper treatment.

Stat damage converts to the same colour Setback at the start of a Linear. Setbacks convert to the same colour Stat Damage at the end of a Linear. There will always be a **Safe Rest Break** at the start of a Linear.



## Example Setbacks

### SETBACK: Dislocated Arm 🩸

You cannot use one of your arms, and it is extremely painful. Treatable by a character with the **Devoted** class, the **Healer** Skill or the **Self-Reliant** Background.

### SETBACK: Strange Hex 👁

You occasionally feel skeletal hands grasping you. Take a Setback when you reach 20 on your count. Treatable by a character with the **Mage** class, the **Unstoppable** Skill or the **Arcane** Background.

### SETBACK: Damaged Equipment 🍀

Either your main weapon, your armour or your shield is now broken. You cannot use the weapon, or you lose the Hits from your Armour. Treatable by a character with the **Hunter** or **Fighter** Class, the **Polearm Use** Skill or the **Eye for a Bargain** Background.

### SETBACK: Demoralised ★

You are panicked, and will not take hostile action against any character who has not yet damaged you. Treatable by a character with the **Devoted** or **Fighter** Class, or the **Good-Natured** Background.

### SETBACK: Bitter 💔

You feel like others cannot be relied upon to get the job done. You cannot use the call **HEAL** on other characters, unless they are on 0 Hits. Treatable by a character with the **Hunter** class, the **Insightful** Skill or the **Sociable** Background.

## *Boons*

Boons may be passive effects you simply have, or rituals or supplications you must actively perform.

You may always choose the boon associated with your character type, e.g. a Shifter Boon if you are a Shifter. You may always choose the boon associated with the Linear type, e.g. a Vampire Boon on the Rising Moon Linear.

Any Cost of a Boon is paid until the end of the next encounter in the case of an instantaneous Boon, and for the duration of a Boon in the case of one with a lasting effect.

## *Flaws*

Your characters are not perfect, something in their personality always causes them trouble, or conflicts with their goals. This corresponds to your tabletop -1 stat or +2 stat. E.g. a -1 Courage character might be timid or ruthless. A +2 Courage character might be zealous or reckless.

We recommend you choose a Flaw that will be fun to repeatedly grapple with in play. If your PC gives into the flaw, it should raise the narrative stakes. If they resist it, you get to roleplay the struggle from your character's new Setback.

Flaws should be a simple statement of "I will always do this thing" or "I will never do this thing". **By stating a flaw, you signal to the Refs that they should offer some chances for your PC to give into it.** We will not accept Flaws like "I will never murder someone" or "I will never curse someone" as these already have social consequences. A flaw needs to be a struggle that is personal to the character. E.g. "I will never take a risk for someone else" or "I will always heal anyone who is injured".

## *Attribution*

These rules were based on [Minimalist LRP](#) by Jim Blackshaw.

The first version was written by Jim Blackshaw in collaboration with Kes Ward.

Jon Cooper and Corin Jeffcock provided input and feedback on the design.

## *Aims of the System:*

- Provide a simple set of rules for a combat-heavy linear system.
- Give it some meaningful choices and tactical depth. Different characters should fight in different ways, and there should not be one “best” choice.
- Introduce players to enough common LRP concepts that they are familiar with these concepts when they go to new systems.
- Allow for the common larp combat methods of “point and shout damage, movement control effects and other soft-skill tactics”.
- Provide space for Refs to include buffs, curses and mind-altering effects.

## *Design and play notes*

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Classes, Backgrounds and Skills have different purposes.

- **Classes** are a **complete combat role**. After picking your class, you should have a clear role in a fight and a distinct playstyle. They tell you how a character deals with violent conflict, and what Clues and Setbacks that they might be able to deal with as a result of their training.
- **Backgrounds** give you **active, usually combative powers**. They tell you what sort of backstory a character has, and what Clues and Setbacks they may be able to deal with as a result of their life experience.
- **Skills** give you **defensive powers, non-combat powers**, or let you gain **some of the combat role** of another Class.

The reason for having these three different components of a character is it stops players from either:

- Minmaxing to stack up a load of extra Hits, Spells etc.
- Stealing their own fun by producing a character that can't really do much.

Boons don't require a skill, because in a small linear system they can become a skill tax on Solving Plot. e.g. Refs can where necessary hand The Ritual Of Solving Today's Problem out and know SOMEONE will be able to do it.

It is deliberate that you can take “**A Colourful Past**” to get another active power rather than a Skill, but not the other way around. You can't steal your ability to

open Clues and deal with Setbacks. Progression lets you gain Skills but not Backgrounds, so you can always take “**A Colourful Past**” later.

**There is deliberately no generic “Fix Setback” skill.** Sharing the fun around is a core principle. If you could pass all the work to the Designated Medic, nobody else would get to solve the problems.