



Blackout

CHAPTER one: THE ITARILIA PROJECT

XX.XX.20XX —

Rulesystem V.0.9

Cyberpunk Larp

Lokation: -



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Code of conduct

We inspire for a larp that is fun and enjoyable for everyone and that means that we have excluded some themes from our game. Things like sexism, slutshaming, homophobia, real like racism etc. doesn't belong in our game. We do not want to see any scenes with elements of sexual violence or coercion, or threats thereof. So keep the game about ideologies, money, jealousy and so on.

It's fine to play on things in the fiction, for example hating all orcs, but keep it to what's fictional. There are many ways your character can be a horrible person, without using any elements that can be hurtful to others out of the game.

So, be a decent human being, it's as simple as that. If perchance any conflict should happen contact a GM and we will sort it out. If we deem that a person has crossed the line of what we find acceptable, that person will be banned from the rest of the event.

Stop and tapout mechanics

If you experience something you are uncomfortable with you are free to stop the scene or leave. You can stop a scene by clearly saying something along the line like "CUT" or "STOP THE SCENE". Use this if you need to stop the game and talk to those present offgame.

If you just want to tap out of the scene quickly and quietly you can use the look down mechanism. It signals that you don't want anything to do with what happens right now or that you are uncomfortable. What you do is that you take your hand over your eyes, like you would cover for the sun and look down. It's always okay to leave a scene!! And remember that if anyone leaves a scene, let them, don't stop them, the person will talk to you if they need it. No one will ever judge you for not doing anything you are not comfortable with!

Safety room

If you ever need a break from the game, for any reason, we have a safety room. In the safety room you can always find someone to talk to, or if you need a quiet place to relax if the game becomes too much, we are always willing to help and support you and make sure that you are okay. We are not psychologists or nurses and we cannot give you professional help, but we are willing to listen and talk if you need it.

Communication is key

Larping needs to be fun for everyone, so make sure that you have your co-players in mind. If you want to do a scene and you don't know if they will take it well, then make sure to ask them first. We want to encourage that you make plans with each other before and during play, so that no one walks away from the game with a bad feeling in their stomachs.



In our world of Cyberpunk

Our vision

We have that idea that rules are meant to improve on the game and therefore it's important to mention that our most important rule is "Make it epic". Feel free to go beyond the rules to create cool scenes for you and the other players, if it fits. It's not an invitation to break or bend the rules at will, but an invitation to improve, improvise and adapt to scenes to make them more fun and immersive.

Could it be fun if your wound got infected? Or did the spell cast on you work a bit differently than expected? We are here to have fun, be creative and use the rules as guidelines.

The Janitors

The Janitors are the GM's little helpers. Offgame they are the crew that help the game flow. They help collecting used bullets, making sure there are toilet paper and so on.

Ingame they are automated humanlike androids that walk around in the background, they don't interact with others and they only understand the most basic commands.

AVA (Ai-Augmented Virtual Assistant)

AVA is your personal AI assistant. That is your primary way of communicating with the GM's regarding ingame questions and so on. We use (Discord) as our chatting platform and there you will have to befriend AVA. Behind the face of AVA sits a GM. So you can ask your question ingame on your phone, for example:

"Hey AVA, How do I open this terminal? (Insert picture)" and the reply could be "I am sorry, but you don't have access to this information"

Or maybe "Sure, this terminal is a BSZ-23114. You have to use a large screwdriver and start at the bottom"

The point of this is to give you a quick and easy way of getting questions answered and in a way that fits with the rest of the fiction.



Game rules

Weapons and Battle

Weapons is of course a thing that exist in a dark dystopian future. Thou advanced weaponry is rare in these parts and is mostly seen in the mega corporations and their soldiers.

When battle starts it's important to note that safety always comes first! We want the fights to be intense and cool, but without injuries. It's therefore prohibited to hit or shot in the head or genitals. Fight in a way that create cool scenes, it's way more fun (and safe) that just rampaging because you want to win.

Nerf

We use Nerf Guns and it's important that you make sure that your weapons are painted and fitted it to the fiction. It's also important to make sure your character can use it.

We do allow modded Nerf weapons, but please mod responsibly.

Ammunition

Bullets/Darts that have been fired can't be reused. After a gunfight someone, either a player or a janitor will collect them and put them out of play, so they can enter play again via trade or other means.

Melee

It's okay to use a classic normal larp weapons made of foam. Axes, swords, bats etc. Make sure that your weapon is secure and without damages.

Fistfights

If you want to have a fistfight with someone, it's important that you agree on it with the other person. No one can be forced into a fistfight if they don't want. There are no clear rules as to whom would win. It's about talking and negotiating with the other person. If you can't agree on a clear winner, the fight might just end in a draw. Also agree beforehand how you want to fight, do you have physical contact or airpunch?

This could be some pointers to help find a winner:

- Is any of you clearly a fighter? Gang Member, mercenary et.
- Is any of you injured?
- Do you have any advantage? Like brass knuckles or any relevant cybernetics.



Health and injury

It's a dangerous world, be prepared to be hurt. We have different stages regarding your character's health. Below in our stages of health are some examples of what type of hit or damage that can influence your characters well being.

There can be other sources out in the game that you can receive damage from, and there might be situations where you need to judge for yourself what kind of damage or how much damage your character receives.

Fine: You are just fine, for now.

Injured: If one of your limbs is hit either by a shot or a melee weapon you are injured. You can't use that limb until you have received medical attention. If you have more than two injured limbs or one of your limbs receive several hits or shots you advance to the incapacitated state.

Incapacitated / seriously Injured: You have been hit or shot in the torso. At this stage you can't fight anymore. You need medical attention before you can fight again. This is a more severe condition and simple first aid won't help you anymore.

Unconscious / Critical: If you have taken several hits or shots to the torso or when you have been in the incapacitated state for roughly 20 minutes without receiving help, you blackout and go Critical until you get medical attention. This is the state where your character fights for its life and only the most skilled doctors can help you now.

Dead: Death comes to everyone at some point. You are your own primary judge as to when your character dies, but we would like to encourage you to keep an open mind about your character dying. Have your rival finally after several attempts succeeded? Or was the environmental trap that hit you effective enough?

Death for your character is not the end of your journey, if your character dies come and see a GM and together we will create your new adventure.

Healing damage

The primary way of getting your damaged healed is through a doctor or some similar character with the ability to mend your wounds. That doctor will ask you about your state and wound, and then maybe examine and treat you. When the doctor is done, you will be told how long you need to recover or what side effects the operation had.

There can be other ways for you to heal damage, but you will discover those out in the game.



Upgrades

You are not alone in the dark future, your most trusted friends are your upgrades and enhancements.

We have a lot of different upgrades you can give your character. Most of them are temporary or have limited uses. Every item that has an effect have a note of some sort on it, that tells you what it does, so you always know.

If you want to make your own cybernetics or armor you are more than welcome and you are welcome to contact us so that we can think it into our world.

Cybernetics

Cybernetics are objects that are installed into your body. Most of them are visible in some way, like a metal plate installed on your arm. They can give you a broad array of bonuses that can last long or maybe permanent, but they are not as potent as for example enhancement drugs.

Enhancement drugs

Enhancement drugs can make you do feats of wonder. They come in little vials and after ingesting the liquid makes you receive a great bonus for a short while. There can be bad or dangerous effects connected to these and they are not permanent like for example cybernetics.

Armor

Some people try to protect themselves behind layers of armor. Armor can come in many forms, most common is probably a bullet proof vest.

Thieving

Slum 41 is filled with criminals and the worst scum of the earth, and among them are of course a good handful of thieves.

And because we don't want any offgame thefts or misunderstanding, we have made a simple thieving mechanic. It's only items that have special mark (PICTURE) that can be stolen, that and our ingame coins. Everything else is off limits. If you want to steal an item that belongs to another player, that isn't marked, you both have to agree on it offgame.

We want to note, that it's only a handful of characters that know where to fence some of these items, so thieving might not be for everyone.



Magic

One of the greatest counterparts to technology is the mysteries and ancient lore of magic.

When it comes to magic we want to make it as simple and intuitive as possible, so when a spell is cast, you are never in doubt about what happens and how you should react. We have to mechanics of magic you need to know about.

Spellweaving - Narrating the spell

Narrating the spell is a simple mechanic, where the effect of the spell is being put into an ingame sentence, for example “I am going to break every bone in your arm”. That way you have been told that the bones break in your arm. You then have to roleplay from here and decide what kind of damage or effect you have received.

To make it clear that someone wants to throw a spell at someone, that person would need to present a magic symbol or an artifact and point it at the target. As a rule of thumb, a spell only lasts for as long as the mage points at his target with his symbol.

The limit of this mechanic is that the spells effect has to be doable to roleplay.

Mindbending - The Really, Really mechanic

This is a mechanic we use when regarding mind affecting spells. How it works is that if someone talks to you and says, “You really REALLY want to..” that means you are being affected by a spell.

The one casting the spell will also include a time frame for example “... want to walk out of the room” When you have done that the spell is done, but it could also be more complex, for example “... feel angry for half and our”.



Character Creation

concept

So you want to be a citizen in Slum 41, better come up with a good concept then.

When creating a character, there are some things we need from you. You need to write us **three** concepts for your character, the concepts can be as short or as long as you want, but we would prefer around half a page each. To make it easier for us, we have created a google form ([Link](#)), you must use when sending in your concepts. In that form we will also ask some questions we need to help get your character into the world, plus a lot of other practical things.

When you create your character concept you are free to be inspired by the different archetypes and skills in our system, but that doesn't mean that you necessarily get the skills that you want. We will have the final say regarding your concept. We will pick the concept and assign skills to that concept. We do it this way to ensure that the game will be as balanced as possible regarding different archetypes, skills etc.

You are allowed to prioritise your concepts and we will try to make sure that you get your first priority. Don't hesitate to contact us if you have any questions or ideas. If we have any inputs to your concept we will contact you.

Limitations

To make the game as simple and manageable as possible there needs to be some limitation. So unless your character sheet, or for example cybernetic upgrade says otherwise, you can't:

- Use any automatic guns or rifles (Only simple single shot weapons go)
- Fight on if you have taken a shot or hit to the body
- Tingle or tamper with any of the stations/props in the game
- Create chemicals and cybernetics and so on
- For that matter use any skill og abilities in the game you don't possess

There are some things you need to know you can do:

- You are allowed to ingest ingame drugs and chemicals with a note on
- Use stimpacks with reduced effect than normal
- Use melee weapons
- Ask your AI about your options

If in doubt about a rule or ability, feel free to contact us



CHARACTER ARCHETYPES

In our cyberpunk world, we don't have character classes that you have to adhere to. We simply have some archetypes, that our ingame mechanics and skills are connected to. Use these to inspire your concept.

When creating your character concept it's important to keep in mind that it needs to fit into the fiction, and by that we mean, try to think one or more of our archetypes into your concept. It's serves a purpose of trying to symbolise your characters way of making a living in the fiction, and the skills your character have learned.

Below you will find our archetypes and the skills associated with them. We have only listed the ones that everyone should know about. There will be skills in our game that aren't listed here, they will probably not be relevant for you, though you might receive such skill if it fits your concept. For example, there could be a game mechanic connected with demon worshipping that are not listed here, but that knowledge would be limited to few characters. A lot of the skills have a deeper text associated with them, but that will be on your character ark.

Fighter	AKA Gangmember / Mercenary / Ex Marine
IT	AKA Hacker / Programer / TechWis
Magician	AKA Wizard / Ritualist / Demon worshipper
Medical	AKA Surgeon / Doctor / Mecanic of the flesh
Merchant	AKA Stockbroker / Mr I know a guy / Clerc
Engineer	AKA Chemicalengineer / Megatronik Operator / EI-Expert

Fighter

Bonk/knockout - The ability to knock another person unconscious for 5-15 minutes.

Gun-mastery - Know how to use more advanced weaponry.

Ammunition contact - You know someone that deals in ammunition.



IT

Virus - Screwing with others AI, etc.

Hacking - Hacking a terminal, etc.

Tracking - Tracking down the last person to use a certain computer or terminal, etc.

Magician

Ritual - You can make rituals to help further your goals.

Mindbend - You know how to bend others will to your own.

Spellweaving - Speaking the spell into life.

Medical

Surgery - You know how to help people with physical injuries.

Cybernetic implants - You know how to operate and implant people with cybernetics.

Toxicology - You know how to treat for drugs and poisons.

Merchant

Friends in high places - You have contacts in one or several of the mega corporations. They might trade with you, but that doesn't mean you are friends, they could be dangerous as well.

Friends in low places - You have contacts in the underworld. They might trade with you, but that doesn't mean you are friends, they could be dangerous as well.

Underworld knowledge - You know some of the secrets of the underworld.

Engineer

Chemist, drugs and poisons - You know how to create and use some different drugs and poisons.

Advanced mechatronics - You have a knowhow about the different electronic devices in our world.