

# A Beginners Guide

---

A Beginners Guide to the rules or Rules the Basics, it's what you need to know to play Ascendancy LRP. To take part in Ascendancy LRP you need 3 things besides your booking

A character to play  
A costume & Kit  
A rough idea of the rules.

## A character to play.

Within this rules section you will find a link to the PDF of the full rules and character generation system, which are all good to refer to however all you really need is a basic idea, it can be as simple as you like, starting from I want to play a frontiers tribal warrior.

The more detail you add the more interesting the character should be, however sometimes the simple character work best especially if your new to Ascendancy LRP, you can add details later once you get to know the system and background a bit better.

We will offer you plenty of advice on this and also allow you to change and tweak your character in the first games you play as we know how hard it can be get things right without a feel of how they work in play.

Tips:

Playing a menacing dark loner, will result in being lonely and nobody interacting with you.

The system is predominantly player vs the environment not player vs player PvP, so while there are no rules stopping you the aim to avoid PvP.

## Costume & Kit

Put together a costume appropriate for the background of character.

There are plenty of picture's showing examples both here and on the Wiki. In particular look at the background documents these contain lots of info of how your character should ideally look.

For your character you will may also need props, or phys-reps

Examples

Healers may need bandages and perhaps some blunt instruments to represent surgical equipment

Warriors will normally need a latex weapon

Alchemists' bottles for their potions.

Seers/precogs will need cards, stones, runes something to represent the roleplay of trying to see the future

Horologist need a pocket watch

## A rough idea of the rules.

What do we mean by a rough idea of the rules, well it's a tough question everyone has their own opinion, but for me there are several important things

- Know your characters abilities. For instance, if you generate a character and give it the skill portal sense read the rules so you understand that skill and if a ref asks you how you intend to do something you will be able to tell him what skill & talents you are using and to what level. Some people have poor memories so carry a print out of their character around with them as a reminder until they have got used to things.
- Know the 4 basics in game calls. Time freeze, time in, time out and man-down

- Know the combat calls you will need for instance if you have taken the Weapons Master at level 4 you can call "Critical" when you strike with your weapon doing an automatic critical hit to an unarmoured location.
- Know how many hits you can take before you need healing, unless called otherwise most hits do one point of damage.

The 1st thing I will say is never worry about the rules (or world background) confused ask for help, rules are your guide they are not your master. The easiest way to learn any rules in any game is to play them and the same goes for Live role play and Ascendancy LRP.

So what are the basic rules.

### *For Combat*

Each basic character can take 1 hit point to each leg and each arm and 2 hit points to the torso.

One hit from a weapon causes 1 hit point unless called otherwise.

All characters can use melee and missile weapons, they don't need a special skill.

When a hit location is reduced to zero or less it has received a critical hit and will no longer function, it must also be treated within 5 minutes by 1st Aid or other means or the character may die. If the Torso reaches 0 then that person falls unconscious.

Head hits and groin hits don't cause damage since they should not be target in the 1st place for safety reasons.

Armour absorbs damage so 1 point of armour will stop 1 Hit point of damage.

Certain skills, talents and abilities increase the damage you can do with your weapons or damage you absorb before you count the critical hit.

Listen to the calls they are self explanatory, i.e. if someone calls disarm while fighting you, drop your weapon since they have a skill that allows them to make this call. Disarm does not stop you picking it up a few seconds later.

### *Healing*

1st aid will generally keep a patient alive until surgery or some form of magical healing can be applied, patients with minor wounds i.e. down to zero but not below can be treated by the correct level of 1st aid, magical healing, healing potions etc. and need not involve a ref. So long as they are treated in time.

Patient with very severe wounds -1 and below may need a ref and a bead draw, experienced healers or players can usually advise if you need a ref.

Patients passed their death count are not necessarily dead, but will need a ref and bead draw as well as a healer or probably multiple healers.

### *Non-Combat skills*

For easy tasks you just do them.

However, most of the time you are probably trying to do something difficult you will need to find a ref. who says yes this is the result, he may say take a bead draw, he may say I will tell you the results later or come and watch you while you perform the task, informing you what happens at each stage of the process.

### *HAP or Heroic Action Points*

Each player starts with 6 and gains 1 point at end of each event they attend.

HAP is gained by a player but spent on a character, so once spent on a character the HAP cannot be re-allocated to another character and is not gained back when the character dies or retires.

HAP is spent to perform difficult actions or actions in stressful situations such as combat.

Certain skills have a HAP cost against them this is the amount of HAP you must spend to perform this action. You get HAP back at rate of 1 point per 30 minutes of rest, (rest is not using HAP for a full 30 minutes) 2 points for a meal and you gain all your HAP during a full night's sleep. Certain food and resources found in game will also give you HAP back.

## *Karma*

Karma is used to buy your new character their skills and talents, see character generation for starting character Karma.

Karma is also used to improve your character after each event.

Unless stated otherwise a player character/new blood gains 10 Karma per event and a non permanent crew member gains 5 Karma per event.

Karma can be gained in other ways, such gains are awarded by the refs.

Like HAP while Karma is earned by a player it is spent on a character, so once spent on a character the Karma is lost.

Starting characters may only have skills up to level 3 (see Character creation Rules) Talents however can start at level 5 should you wish

## **Note**

There is lot of depth to the rules and system, nobody will ever be penalised for not knowing the background, how world works or the rules, if you do not know ask a ref, they will be glad to help.