

Ascendancy LRP

Basic Rules

Basic Rules

Random Chance

Normally if characters are performing an action suitable for their Skills and Talents they will automatically succeed. However, in order to simulate an element of chance within the game, or when characters attempt to do something which they are not fully able to do, players may sometimes be asked to perform a random bead draw. This usually involves blindly choosing a coloured bead from a bag. The success, or lack of, the player's action will be modified by the bead at the Referees' discretion.

Calls

During the game you will hear a number of calls, these are the main ones:

- **Time in:** Heard at the start of the event or after any period of 'timed out' time. This means the game is active and people should be in character.
- **Time out:** Heard at the end of the game or if a large period of 'timed out' time is needed. This means the game is no longer active and people are out of character.
- **Time Freeze:** Players should shut their eyes and remain stationary and silent. This call is used when the Referees wish to put something in place which happens instantaneously.
- **Man Down:** Used to indicate a serious out of character injury has occurred. When this call is heard all players should stop whatever they are doing and wait for further instruction. This call may only be used for out of character injury.

Hit Points, Wounds and Healing

All characters have two hit points on their torso and one hit point on each limb. Head hits are banned and therefore the head does not count as having any hit points. The purchase of Talents may increase the number of hit points available to your character.

Any body location which takes damage becomes wounded. Any location where the hit points are reduced to zero is considered to be Critically Wounded and is deemed unable to function. If the torso is reduced to zero then the victim becomes unconscious. Critical wounds must be treated within five minutes otherwise death or permanent/long term injury may occur.

If your character is wounded and has no medical attention they will be able to recover from the wounds, however this will take a sizeable amount of time. As long as they have suffered no critical wounds a character is able to recover all their hit points overnight. Alternatively a player can choose to place their character out of play for a few hours e.g. the afternoon or the evening, this allows them to regain one hit point per location.

A character's rate of healing can be affected by some Talents. Equally there are a number of Talents and Skills which can be used upon a character in order to improve their rate of healing.

Some Talents and Skills allow a character to do temporary damage. This is non-lethal damage dealt through brawling, using the flat of a blade, etc. Temporary damage will heal after half-an-hour with no need for medical attention.

Heroic Action Points

All characters have Heroic Action Points, hereafter referred to as HAP. These points are spent in order to activate some Talents and Skills. Some mundane actions may require HAP in order to succeed, but only under extreme pressure.

All characters begin play with 6 HAP, they then gain HAP at the rate of one per event (gained at the end of the event). A character has a maximum number of HAP which they can have, this cannot be exceeded. HAP are normally spent on a temporary basis, i.e. once they are spent, they can be regained over time at the same event. HAP are regained at the rate of one per half an hour, assuming the character is resting during that time. If they spend HAP during this time, they are unable to regain any HAP during the time period. If a character has no HAP remaining they will be exhausted and will need to rest properly until they regain at least one HAP.

A character can attempt to blow all their HAP in a single heroic action, far above and beyond what they are normally able to do. The more dramatic and relevant to the plot this action is, the more likely it is to succeed. The Referee making the call may ask the player to make a bead draw, with a loss of Permanent HAP depending on the success of the bead draw. This does not reduce the total number of HAP a character is allowed, however these lost Permanent HAP can only be replaced as a character gains the single HAP automatically due at the end of each event.

If a character loses more Permanent HAP than they currently have they will die from overexerting themselves.

Mind Points

All characters have a maximum of 5 Mind Points available to them. All characters begin play with 5 Mind Points. These points represent the current level of the character's sanity and mental health. Mind points can be lost during traumatic or horrific moments, or as a result of direct mental attack. They can also be regained after relevant treatment or if a character participates in a successful action which would restore their mental balance.

Any time your current number of Mind Points drops below zero you need to see a Referee immediately.

Karma

All players gain Karma, this can be used for character advancement, being spent on any of the player's characters. Karma is spent to gain further levels in Skills or Talents. Usually Karma is gained at a rate of 10 Karma per event. This is received at the end of the event. There may be further awards for great success or excellent role playing. Some events may be worth more Karma to all players. Karma may also be gained for active role playing on the on-line boards between events.

Combat Style

Combat in Live Action Role Play radically differs from the way combat is portrayed in tabletop games. Instead of melee being a skilled action, in which rolling a handful of dice determines success, it is much more akin to theatrical stage combat. In Ascendancy LRP each player physically acts out every slash, thrust and parry of the combat.

As always in Chimera's systems the more dramatic the combat scene the greater the effect, for example swinging a weapon in a realistic way will yield a far better result than many rapid taps. Therefore a simple set of guidelines are required to give style, reaction, timing and of course safety to the game. After these have been covered the actual rules for the combat system will follow.

- Each weapon strike must be aimed and delivered without force and at no time should upper body strength be used in a strike. This is not intended to restrict the role-playing of blows, however it is necessary in order to ensure safety.
- At no time is it acceptable to strike or aim weapons at or into the faces or genitals of an opponent.
- All melee weapons should appear to be used during combat, as would the real weapon. The only exception to this is spears or other stabbing weapons, there is no stabbing allowed at any point in the game. This means that a sword should be swung fully before contacting with the target i.e. no "drum rolling". Equally, players must react fully to any blow, for example staggering backwards after a heavy hit from a two handed weapon.
- Brawling, i.e. hand to hand combat, is allowed in the system. Before brawling with another player, you must ensure they are happy to do so. Always make sure that punches do not land, this should be theatrical combat, where hits are taken if they are stylish.

Players and crew must never retaliate if an opponent breaches any of the rules of combat. Instead inform a Referee who will take any appropriate action.

Combat Rules

The combat rules have been designed to reflect the grim, brutal world in which the game takes place. Although combat is very dangerous and fatalities will occur, the system has been balanced to encourage a large degree of role playing during a fight. Characters will stand a much greater chance of survival by 'playing the scene' rather than just counting their hit points.

Combat Skills

You do not need special Skills to use weapons, armour or shields. If you have the safe physical representations for them, then you may use them. You will only be able to use these weapons at their most basic unless you purchase levels in the appropriate martial Talents and Skills.

A character with any level of the Firearms Skill may only load and fire a weapon they are familiar with. A character without the Firearms Skill may not load a weapon, but may fire a loaded weapon if given one. You do not receive any shot unless you have at least one Level in the Firearms Skill. If using a firearm your character may only aim and fire a pistol held in their dominant hand.

A character must remain stationary and aim for at least a count of three seconds. Any shot fired is assumed to hit the torso (or nearest equivalent location) of the target, unless the torso is unavailable as a target, in which case the shot is assumed to have missed.

However, only characters with the Talent Combatative are able to do damage when brawling.

Armour

Armour prevents the loss of wounds by absorbing the damage instead. Note that armour only protects the area it covers. The damage that armour can take before needing to be repaired is listed below.

| Armour Type | Value |
|------------------------------------|-------|
| Soft Leather, Padded | 1 |
| Furs, Thick or Studded Leather | 2 |
| Ring Mail | 3 |
| Chain Mail, Brigantine, Scale Mail | 4 |
| Plate Mail | 5 |

Poor quality physical representations will be marked down at the Referees' discretion.

Armour can be stacked up to a maximum of seven points of protection. Damage is deducted from the outermost armour first.

Hits that find a gap in your armour (for example a sword hitting you between a bracer and pauldron) count as having hit an unarmoured location.

Helms

Helms give additional protection when combined with armour. Leather helms will add one point to the torso and metal helms will add two points to the torso. This is in addition to the maximum seven armour points described previously. To gain this benefit you must have at least similar armour on the torso, for example - you must be wearing at least chain mail to gain the two extra points from wearing a metal helm. We feel that this is the best way to reflect the type of protection that helms gave without endorsing unsafe blows to the head.

Weapon Effects and Damage

The effects weapons have and damage they do has been designed to be very obvious to the onlooker so that the need for the shouting of weapon damage is negated.

All one handed melee weapons, spears/staves and ranged weapons do one point of damage. Two handed weapons do two points of damage, but only if wielded safely in both hands. It is possible to purchase Skills or Talents allows you to do more damage. If a Skill or Talent allows you to do more damage and it would not be immediately obvious to the target, please ensure you use an appropriate call e.g. Double or Triple.

Arrows, quarrels and gunshot (except for blunderbusses and double barrelled pistols) will penetrate armour.

At a range of 3ft or less a blunderbuss does 6 points of damage to a single location. Up to 15 ft it does 1 point of damage per location.

Pistols/blunderbuss have a base range of 15ft. Muskets have a base range of 40ft.

If your character has the Talent Combatative they will be able to inflict one point of temporary damage with their fists and feet.