

THE HOLLOW WORLD CHRONICLES



RULES ONE PAGER

Welcome to The Hollow World Chronicles. A Live Action Roleplay for those 18+

Are you new to LARP? Hollow World Chronicles uses a play style called 'Players vs Environment'. This promotes players interacting with their environment and through NPCs. When creating your character, choosing skills that reflect your background whilst looking at ways you can help each other and take part in the immersive experience the game has to offer.

Larp combat is quite common in 'The Hollow World Chronicles'. This often happens when players and NPCs fight each other using LARP weapons. We do however accept that this may be something you don't want to be involved in. If you choose not to take part, we will provide you with a Red Cross on a White background. This will signify you cannot be targeted in combat but also may not take part.

This is a PvE system, you will create heroes, this is not a place for anti heroes and Villains will be provided for you, you should not seek to play one.

Larp fighting:

Slow controlled blows with melee weapons, you may not strike a target more than once per second. Loosing an arrow must be in dry weather, in daylight with the target no closer than 4m, aiming to hit center body mass. Using a firearm, you point at a replica firearm and declare

Stagger, so long as the target is less than 20ft with a pistol and 30ft with a rifle.

The head is not a valid target and should be avoided.

Hit points:

If you are struck with a weapon, arrow or 'shot' you lose a hitpoint.

You have 3 global hit points, unless you have a skill or "lammie" that says otherwise

Calls you might hear and what they do:

* The game has two types of Calls. These are In Character (IC) and Out of Character (OC). IC Calls represent an action you must perform as a result of the action of another player or NPC. OC Calls stop play and you must cease all roleplay.

Disarm: You must safely drop your weapon, if it is not safe to do so you must lower the arm the weapon/item is in and not take any action with it for 5 seconds.

Entangle: Your movement is restricted, you cannot run for 30 seconds.

Explode: If you are within the following distances you receive the corresponding effects
5ft - take 6 hits, 10ft - take 4 hits, 20 ft - take 2 hits

Impale: if it strikes any location the receiving character drops to 0 hits and starts to bleed out and will be dead at the end of their bleed out time.

Mass: if this call comes before another it means everyone within 20 ft of the source takes the effect of the call.

Repel: you must move away from the source, till you are 20 feet away. Once there you may act as normal.

Shatter: The item hit is destroyed and must be repaired at a forge (for items, weapons, shield) if it strikes a location it does 1 point of damage.

Stagger: you must stagger as if you have been shot, It does 1 point of damage

Strikedown: Your torso must touch the ground before being able to stand again or you must freeze in place and not move for 10 seconds. It does 1 point of damage

OOC calls:

Safety: This call should be made by the person discovering the first aid incident then everyone hearing the call should sit or take a knee if able, and point to where they heard the call.

Fire: if you discover an OOC fire this should be called so that it can be dealt with, do not attempt to tackle the fire yourself.

Disease, Radiation and Mortal Wounds: there are things out in the game world that will make your characters life harder... if you contract a disease, or get radiation sick, or suffer a Mortal wound, you will be handed a card that states on it what you have and who can fix it. If in doubt please see a ref.

Character progression: After the event (during downtime) you are free to add a point to any level 1 skill or start a new skill.

Or

You can increase a Level 2 skill that you have been mentored at the event.

If you are trained in game by either a mentor or trained NPC you temporarily gain the skill till the end of the event. To make the skill permanent you must spend an experience point, if you do not, the level three skill and benefit will go dormant till you put the point into it.

Theft from other players in or out of character is not part of the game.