

Consequence LARP - Expectations

Logistics

Consequence is a Weird West LARP campaign, set to begin in Wellington on November 1st 2019. Please direct all official communication to consequencelarp@gmail.com.

Game Format:

Five Weekend Games (Friday Evening to Sunday Afternoon)
Day or Evening Games if required by story

Participants:

Up to 40 Players
Up to 50 Crew/Support Staff

Game 1 Date:

1-3 November 2019

Location:

Brookfield Scout Camp,
562 Moores Valley Road,
Wainuiomata,
Wellington, NZ

Project Team:

GMs: Toby Stewart, Callum Upton

Writing: Sarah Daymond, Toby Stewart, Callum Upton, Liz Haynes, Jaron Peek, Serena Owen, Courtney Parnell

Logistics: Serena Owen, Toby Stewart, Callum Upton

Shadow GMs: Jaron Peek, Elizabeth Haynes, Courtney Parnell

Out of Character Expectations

Accommodation

Brookfield Scout Camp has plenty of cabins on site for accommodation, but attendees are welcome to bring personal tents if they prefer. We will be designating an area for in-character & set-dressed tents, and one for out of character tenting.

Food

At this stage we anticipate Breakfast and Dinner will be served out-of-character in Fletcher Hall, with Lunch being served in an in-character space consisting of easy-to-eat foods such as sandwiches so as to not interrupt afternoon roleplay. Fletcher Hall will always be available as an out-of-character space for those who need a break from the action.

Alcohol

We will be allowing the responsible and legal consumption of alcohol during the evenings in the Casino/Saloon area (Maire Hall.) We ask that players who have been drinking alcohol refrain from live combat. If a combat situation breaks out around you, please excuse yourself from the situation and move to the side, narrating your character's involvement in the scene afterwards if necessary.

Fires

Unless there is a fire-ban in effect, we are happy for players to use the designated fire pits and BBQ areas responsibly. Please inform the GMs before lighting any fires, and designate one person who is responsible for starting the fire & dousing it afterward. We encourage players to run their own scenes around campfires, however an actual fire is not necessary for any mechanical abilities that require a campfire to use.

There will be absolutely NO live combat in any scene that includes an actual fire, and the caution call should be used to remind people of this. If you feel your character would initiate combat in such a situation, either use narration or wait until the next opportunity after the fire has been safely doused.

Character Creation & Advancement

At Character Creation, Players must choose 2 Archetypes for their Character. They then receive 2 XP to spend on additional Archetypes or Class Levels.

Players will receive 2 XP after each Weekend game to advance their character, again purchasing either archetypes or class levels. New characters joining after campaign commencement will receive full XP from previous games to bring them in line with the larger playerbase, and players will not forfeit their XP if they miss a session.

There are seven Hidden Class options (one for each Archetype) which must be unlocked through discoveries made during play. If you have met the prerequisites for one of these classes the GMs will offer advancement in that Class to you after the game.

Our XP system is designed so that players who unlock a Hidden Class in one game will be able to use the abilities of that Hidden Class in the next game, even if your character does not yet have the required Archetype.

Prerequisites for Hidden Classes will be hinted at through plot. It is our goal as GMs for each player to have the opportunity to complete a Hidden Class before the end of the campaign.

Character Concepts

We have released a chart detailing the various character Archetypes and Classes to guide character concepts. As a rule, new Player Characters should not have any knowledge of or connection to the supernatural before arriving in Consequence. Earth in our setting follows real-world history but for a few key events as noted in our Timeline. We are happy to discuss concepts with potential players through our email.

Gameplay

Game Structure & Plot Delivery

There are four Player Factions in the world of Consequence; the Vanguard Consortium, the Carnival of Wonders, the Smithsonian Expedition and the Chain Gang. There are 10 player slots per faction, and each faction will be lead by one or more Non-Player Characters. Factions are intended to influence & flavour character concepts and act as a mechanism for plot delivery, however the game is designed to reward players for forming relationships & sharing information between factions.

Personal Plot

We intend where possible to provide personal plot tailored to each player character's story. Our ability to do this is contingent on players filling out their character sheet comprehensively, and completing character updates and the post-game questionnaire diligently and promptly.

Combat

Our combat system is designed to facilitate both swift and decisive combats and longer more protracted gunfights that may make use of cover. Any character is expected to be able to pick up and use any weapon, but certain classes unlock the ability to use Calls with certain weapons, representing training, experience & specialisation with that equipment. We will be providing opportunities for Wellingtonians to playtest the basic combat rules, and hope for a full rules release in January 2019 at the latest.

Weapons

Consequence uses NERF Blasters and Rubber Band Guns to represent firearms. Players should use whichever they prefer. Guidelines for acceptable models of NERF Blaster and specifications for custom-made Rubber Band Guns can be found in our [Weapon Policy Document](#).

Most characters are assumed to be able to use a pistol with between 1 and 6 shots. More exotic weapons (NERF Blasters or Rubber Band Guns with more than 6 shots, magazine loaded NERF Blasters, or battery-operated NERF Blasters) will introduced to the game via characters with Gunsmithing abilities.

Melee weapons should be represented by foam weapons with a rigid core, in the style of those found at paddywhack.co.nz. Not all characters are expected to carry a melee weapon, however for those that do please consider that medieval swords do not feature heavily in our setting. We recommend players consider their character concept when choosing an appropriate melee weapon. Profession-based tools (such as shovels, pickaxes, wrenches or bowie knives), improvised weapons (such as chair legs, bottles, etc) are appropriate for most characters, while Soldier characters might use a period-appropriate military sabre. There are

many talented producers of custom LARP weapons in NZ who could help create a unique & characterful piece of equipment.

We will not be allowing thrusting with melee weapons at this game.

Coreless thrown weapons (preferably knives or axes) will be allowed, dealing 1 damage per hit as per other weapons.

Bows and crossbows are not permitted.

Because of the non-standard weapon options in this game, we will be diligent with weapon checks at the beginning of each game. We welcome documentation of weapon-crafting via email to assist us in the process of evaluating individual weapons and to minimize the chances of a weapon being rejected on grounds of safety.

Magic

Supernatural magical abilities in Consequence are represented by Calls, delivered through a Touch, Point or Blast. These will not be available to player characters through the basic classes, but may be unlocked through hidden classes. These may inflict Call conditions on characters, but will not deal damage (hitting people with sticks or shooting them with guns is the best way to do this!).

Sleight of Hand & Manual Dexterity

Some mechanics in the game may require some degree of manual dexterity to engage with, however these will either be optional or be a challenge with multiple solutions. Examples include:

Magic Tricks - We encourage interested players to practise card tricks, coin tricks, palming objects, etc, to add to their roleplay of certain classes & archetypes.

Musical Instruments - We welcome players who are proficient in a musical instrument to bring theirs along to the game. There will be opportunities to perform whether the character is of the Performer archetype or not.

Cheating - Our Gambler class has a mechanical ability to aid at cheating in games of chance, but anyone is welcome to try good old fashioned sleight of hand to gain an edge while playing cards or dice. Keep in mind however that being caught cheating will have in-character repercussions.

Lockpicking - Locked doors in Consequence will be represented by transparent padlocks with visible tumblers. Any character may attempt to pick these locks, regardless of their character build, so we encourage players who want to give it a go to practise their lockpicking in the lead up to the game. Resources detailing where to learn lockpicking and where to obtain practise locks will be provided by the GM team. Players who do not wish to engage in lockpicking but would still like to access locked rooms may find less subtle means such as shotguns or dynamite will allow them to do so.

Pickpocketing - Pickpocketing or stealing items from players without their knowledge is not permitted play in Consequence. There are other mechanisms in the game that allow a character to demand an item from another character, but they are written in such a way to create interesting roleplay and avoid Out of Character confusion or distress.

Player VS Player

As Consequence includes factions that may not always have common goals, PVP is one of the ways in which conflict could be resolved, but it will not ever be the only way. We have considered carefully the reasons our factions could come to conflict and the reasons they have to cooperate. As GMs we will not be sending out plot that requires one Player Character to end the story of another. In instances where players find themselves in seemingly irreconcilable conflict we expect those players to be able to negotiate both in and out of character for the outcome that creates the best story for all parties.

Character Death & Story

Consequence is a small frontier town with a limited population, therefore outright murder of its citizens is usually frowned upon. While settling conflicts with gunplay is far from rare, it is also not uncommon for both parties to wind up back at the bar or the casino for a drink afterwards. Grudges and rivalries grow like weeds, and bruised egos are just as common as bruised ribs.

Sometimes, however, things do get out of hand and someone dies. In Consequence, death isn't always the end of the story. If a Player Character is killed during play, the GMs will consult with that player about what the next course of action should be. Sometimes the Player may decide that their Character's death was a good one, and that their story is complete. Other times the Player may feel that their Character has some amount of unfinished business and the GMs will offer them a chance to resolve it. Finally, fate may have something more interesting in store for a dead Character, the exact nature of which the GMs will discuss with the Player (but will usually involve the Player spending their Fate card for the weekend.) Just remember, a Character's story is not over until their Player is satisfied with the ending.

Downtime

Time in the Consequence setting passes in real-time, minus 150 years, meaning there will be approximately 6 months between games. While your character will certainly be active during this time we will have no interactive downtime mechanics beyond our post-game survey. Answering this survey will be very important, as it allows us to get a sense of your character's goals and accomplishments. We will not be restricting players from roleplaying amongst themselves between games, however any roleplay between PCs and NPCs will be at the discretion of the GMs and the individual crew members.

Themes

Romance, Sex & Pregnancy

As GMs we will not be sending out any plot relating to these themes, but we will provide mechanical guidelines to players who wish to roleplay amongst themselves. We ask that players are discrete with such roleplay, as not every attendee may be comfortable with such themes.

Players may attempt to have their characters initiate romance with NPCs if they wish (with an appropriate Welfare check,) but any response will be entirely at the discretion of the individual crew member.

Gambling

Consequence is intended to have an in-character Casino area where characters can play Poker and Blackjack using in-character credits; betting, wagers and risk will be major themes of the campaign. It is the recommendation of the GM team that potential players who have been affected by problem gambling (either directly or indirectly) should consider very carefully if Consequence is the game for them. As with any scene, players are encouraged to leave scenes involving gambling at any time if they find themselves feeling uncomfortable. If you are considering participating in Consequence but are unsure about this element please feel free to email us at consequencelarp@gmail.com.

Religion & Faith

While we will be using real-world faiths & folklore as inspiration for some plots in Consequence, the setting does not set out to confirm or deny the veracity of any one faith. There will be no "Holy" powers granted to characters in any of our hidden classes, and playing a religious character will not affect your build in any mechanical way. Playing a religious character in Consequence should be thought of as a roleplay challenge and nothing more.

Crime, Punishment & Imprisonment

The setting of Consequence allows for players to create and have characters who have been or may currently still be a criminal. However, no character can have in their backgrounds crimes that involve any of our off-limit themes (detailed below.) Players who wish to have their characters still serving prison sentences will have this opportunity by joining The Chain Gang faction, and there will be in-game events to ensure that these players are not restricted in their choices and roleplay, and any labour work required of them as part of their sentence will be assumed to be done off-screen between games, or as part of special scenes for plot reasons.

Off-Screen Themes & Off-Limits Themes

The American West is a difficult setting to adapt due to a number of highly charged and problematic themes. Our guiding principle was to create a fun and safe environment for our players and crew without causing offence to any minority groups. Our method of doing so was to remove themes we felt would detract from the enjoyment of our game. There is a fine line to walk between offensive misrepresentation and erasure, however we hope by avoiding certain themes altogether we can have an enjoyable game at no one's expense.

The following historical events & the themes surrounding them are acknowledged as being a part of the wider setting, but will not be a part of the plot of the game:

Slavery & the American Civil War - We acknowledge that the American Civil War is very recent history in our setting and that players may want to submit characters that were involved in the conflict. Please be advised that we will be scrutinising these characters closely for potentially disruptive themes.

Abuse and Mistreatment of Real-World Indigenous Peoples - Native American & First Nations people have been horrifically abused, oppressed and discriminated against throughout history. We would appreciate players not submit backstories or introduce plot that refers directly to this, however it will be common knowledge in the setting. Some potential players have expressed interest in playing Native American or First Nations characters, and as GMs we will work closely with these people to ensure their character concept is appropriate.

The following themes are off-limits for welfare reasons either as in-game plot or as part of character backstories:

Sexism
Racism
Queerphobia
Sexual Violence
Violence against Children

The following themes may appear in the game in some capacity:

Rampant Capitalism
Exploitation of Natural Resources
Convict Labour
Body horror
Bloody, gory or otherwise icky special effects (especially in surgical scenes.)
Public Executions
Torture
Prostitution

Welfare

Code of Conduct - Consequence abides by the NZ LARPS Code of Conduct. Players who disregard the welfare of other participants will be asked to leave the event.

Gender - Please respect people's pronouns both in and out of character.

Touch - We have a Touch mechanic for delivering certain magical effects. This is to be a light, open-handed touch to the shoulder only. Preventing a character from bleeding out requires placing pressure on the wound, however should either of the players be uncomfortable with touching on the actual site of the wound a hand on the shoulder is sufficient mechanically. Please refrain from all other physical touching unless you have explicit consent.

Leaving a Scene - As Consequence may deal with themes that some participants find uncomfortable, we must reiterate that it is always permissible to leave any scene for any reason, no explanation necessary. Simply place your hand on your head, lower your eyes and exit the scene respectfully.

Costuming Expectations

Consequence commences in the year 1869, and while we appreciate attention to historical detail absolute accuracy is not a requirement; Coolthentic Western aesthetic should be the guiding principle.

- Costuming for Consequence is not tied to gender; wear what is comfortable or what you think looks cool.
- Denim jeans, while not yet patented, are already in widespread use.
- NERF Blasters should be painted with at least a coat of black and silver. Tutorials for painting NERF blasters will be made available on Facebook and Diatribe.
- Horses will not feature heavily as a part of the Consequence setting, so please avoid costume pieces associated with horse riding such as spurs or chaps.

Please find a link to our Pinterest board for costume inspiration on either the Consequence Facebook page or the Consequence Diatribe thread.

