

CONSEQUENCE

LARP CAMPAIGN RULES

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Welcome to Consequence, a Weird West LARP set in the fictional town of Consequence, Colorado, in 1869. This set of Rules for Live Action Role Play has been designed to evoke the feeling of the Weird West frontier simply while providing you the tools to accomplish interesting things during each Game Session. While Consequence may occasionally be dark in tone, it is our goal as GMs that all participants have a safe and enjoyable time at our events. If you have any questions about the rules or the game in general, please email them to consequencelarp@gmail.com

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SAFETY & 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 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.

PLAYER VERSUS 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. Occasionally, 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.

- POTENTIAL THEMES -

Romance, Sex & Pregnancy

The GMs 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.

We suggest players who wish to roleplay kissing do so by linking their little fingers together. Likewise, sex should be represented by two or more characters playing a clapping game. 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.

While diseases are common on the frontier, sexually transmitted diseases or infections will not feature in the campaign.

In the same vein as sex or romance, the act of prostitution will not be used as fodder for plot. It is our hope that, should characters who are sex workers appear either as PCs or NPCs, their profession will not be the defining element of their character.

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. 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.

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.

Horror

At times, through the actions of everyday people or some supernatural occurrence, the spectre of horror may rear its ugly head in Consequence. Participants should ideally expect the occasional bloody special effect, public execution, horrifying monster, scene of torture or eruption of body-horror. These scenes, however, are likely to take place in special circumstances and warning will be given before things get too squicky.

Capitalism

The Vanguard Consortium are a ruthless grouping of business interests who have joined together to get as rich as possible. In doing so they have employed convict labor, are exploiting the natural resources of the land around Consequence and keep order with armed guards and the rule of law.

OFF-SCREEN & OFF-LIMIT 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.

OFF SCREEN THEMES

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.

OFF LIMIT THEMES

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
 Domestic Violence

GAMEPLAY

COMBAT

HP, WOUNDS & RESISTS

All player characters have a base HP of 2, and a maximum possible HP of 5.

Each hit from a melee or ranged weapon deals 1 damage.

After combat, if a character has received at least 1 damage, that character has received a **Flesh Wound**. This Wound must be treated by a **Doctor** or **Field Medic** before HP can be regained. HP is typically refreshed after a **Short Rest**, unless that character has an untreated **Wound**.

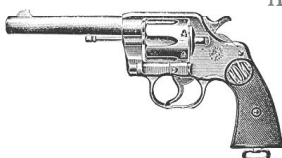
Flesh Wounds should be treated by performing the **Bullet Removal** (for gunshot wounds) and **Stitch Flesh Wound** medical procedures by a **Field Medic** and/or **Doctor**. The **Complications** section outlines what happens if a character fails to seek treatment for a **Flesh Wound**.

If a player is reduced to 0 HP, they immediately receive a **Lethal Wound** and they fall into the **Dying State**. Likewise, if a player receives a **Lethal Call**, they are immediately reduced to 0 HP, receive a **Lethal Wound**, and fall into the **Dying state**.

DYING

Dying characters may not move, but they retain consciousness and may speak or yell for help. A character in the **Dying state** has 1 minute before they bleed to death. Within that minute, any other character may place pressure on their wound, stopping the bleeding. This can be done by appropriate roleplay of placing hands on the affected character as long as both participants are comfortable. Removal of pressure will cause the character to begin the 1 minute dying timer again.

A character must receive **First Aid** from a **Physician** (or a **Tourniquet Application** from a **Field Medic**) within 5 minutes of pressure first being applied to their wound or they will die. Beginning the **First Aid** or **Tourniquet Application** procedure stops this countdown.



FOUNDRY'S

ILION, N. Y.,

Also Manufacturers of Cast Steel,
Stubs-twisted and Refined Iron
Rifle and Shot Gun Barrels, Gun
Mountings, &c.

POCKET AND BELT SIZE REVOLVER

SPIRIT OF COMBAT

Combat in *Consequence* has been designed to allow for both swift and decisive encounters as well as protracted fights that make use of the environment. Above all, the goal of the system is not to detract from the fun. Occasionally participants may hit too hard, strike an unsafe area or lose count of their HP total. Mistakes are okay, as long as you take responsibility and learn from them. If you ever feel unsafe in a combat scenario, please seek out a **GM** or **Welfare Representative** to address your concerns.

AMMUNITION

There are no restrictions on the amount of ammunition able to be carried by a character. We only ask that unless you are an **Engineer** you do not load weapons using ammunition that has been fired during the current encounter. Spent ammunition will "refresh" over a **Short Rest** and can then be returned to your ammunition supply. Loose ammunition without any distinguishing marks that is left at the end of each **Game Session** will be added to the **Crew supply**. Ammunition with a distinctive mark will be placed in the lost property for collection.

MAGIC

Supernatural magical abilities (should they appear) in *Consequence* will be represented by calls, delivered at **Touch**, **Point** or **Blast** range. Magical abilities are typically subtle, and therefore may inflict **Call** conditions on characters but will not typically deal damage (hitting people with sticks or shooting them with guns is the best way to do this!).

TOUCH [CALL]

Touch another character on the shoulder with an open palm and deliver the associated call.

POINT [CALL]

Point at the target with your index finger and loudly deliver the associated call.

BLAST [CALL]

Each character (excluding the caller) within 3 metres of the caller (or the source of the call,) suffers the effect of the accompanying **Call**.

A SHILLING'S WORTH
of

MAGIC

PROFESSOR ANDERSON
GREAT WIZARD OF THE NORTH

WEAPON SPECIFICATIONS

FIREARMS

- LARP-safe firearms in Consequence will be represented by NERF Blasters or Rubber Band Guns (as popularised by the Auckland Musketeers LARP) as per individual player preference.
- All characters have the ability to load and fire firearms, but some classes will be able to perform Calls with certain weapon types to indicate increased proficiency.
- All weapons deal 1 damage on a successful hit; there are no multiple damage calls.
- There is an expectation that all firearm props used in the game will be costumed appropriately with NERF Blasters requiring at least a coat of black paint and some metallic detailing. The GM team has decided at this stage to allow aesthetic modifications only for NERF weapons.
- Only official NERF darts (or approved alternatives) should be used at the game, and ammunition should not be modified in any way, aesthetic or otherwise.
- We will not be requiring aesthetic modifications to retain the orange tip on NERF Blasters, however please be sensible with your props should members of the public be present during play. We will be posting signs at the entrance of the venue and advising the neighbours of the camp, but please use your common sense when playing with imitation firearms.

THROWN WEAPONS

Coreless rubber weapons designed to be thrown are permitted in Consequence. They deal 1 damage on a successful hit and must be submitted alongside other weapons for weapon checks at the start of each game.

MELEE WEAPONS

Melee weapons in Consequence are largely represented by mundane tools (hammers, wrenches, bowie knives, etc.) however Soldier characters may use the occasional military-style sabre if appropriate. Weapons are differentiated by whether they are usually wielded one-handed or two-handed.

FIREARMS CATEGORIES

PISTOLS

Pistols can carry up to six shots and must be manually reloaded after each salvo.

RIFLES

Longer guns that can carry up to six shots internally or may be reloaded with a single six shot magazine. You may not carry additional magazines.

SHOTGUNS

Guns that can load 1-2 salvos at once, consisting either of a single shot or several shots fired simultaneously. If a shotgun fires several shots simultaneously, a character can only take 1 damage maximum per salvo fired.

ADVANCED FIREARMS

Advanced Firearms are able to be introduced to the game through the Engineer class and are separated into several grades. Within those grades however, firearms may still correspond with the three firearm categories. Please consult with a GM if you are unsure whether your Advanced Firearm counts as a Pistol, Rifle, Shotgun or something else.

GRADE I - A NERF blaster or Rubber Band Gun that fires between 1 and 12 shots. Grade 1 firearms may be magazine loaded, but you may only use one magazine per weapon. Grade 1 firearms may not be battery-operated.

GRADE II - As Grade I, but Grade II weapons may have a capacity of up to 25 shots.

GRADE III - No upper limit on capacity, and may be battery operated.

NON-PERMISSABLE WEAPONS

The following are not permitted in Consequence:

LARP Archery with Bows or Crossbows
Thrust-Safe & Stab-Safe Spears
Shields

If you are unsure if your weapon is permitted, please contact the GMs consequencelarp@gmail.com

WEAPON SAFETY

WEAPON CHECKS

It is expected that all participants will present their weaponry for a safety inspection prior to the start of the game. Broken weapons will not be allowed, nor will homemade variants which we deem unsafe. If your weapon is deemed unsuitable or unsafe, please leave it in a vehicle for the duration of the Game Session.

SAFE RANGES

Each NERF Blaster and Rubber Band Gun has its own optimal range for safe firing. Please take some time practising with your weapons before bringing them along.

UNSAFE STRIKES

Combat in Consequence involves both boffer combat with foam melee weapons and ranged combat with NERF Blasters or Rubber Band Guns and sometimes both at the same time. To ensure participant safety, melee strikes to the Head, Groin and Breast should be avoided, as should ranged shots to the Face or Groin.

If you receive an unsafe strike in combat, please ignore any damage or effects from the hit and use the INVALID and CAUTION calls to advise the person who hit you.

CALLS

RESIST

The caller resists one instance of damage, receiving no wound. Resist has no effect against other Calls.

KNOCKDOWN

A character is knocked down to the ground for 5 seconds. Participants at minimum must take a step back and take a knee to represent this call having an effect on their character. For safety reasons, we do not expect participants to get on the ground, but encourage if it is safe and comfortable to do so.

CRIPPLE

Melee

Strike the target's arm, then call CRIPPLE. That arm is now crippled, rendering it useless. If the target is holding an object in their hand, they may stow it rather than dropping it (for OOC safety reasons.)

Ranged

Score a valid hit to your target (anywhere on their person) with a ranged weapon, then call CRIPPLE. When this call is delivered at range, the targeted player should opt to cripple the hand that is currently in use. If the target is holding an object in their hand, they may stow it rather than dropping it (for OOC safety reasons.)

HOBBLE

Melee

Strike the target's leg, then call HOBBLE. That leg is hobbled, rendering it useless. The character should limp or hobble at half-pace. If the character receives a second Hobbled Leg, they will be unable to walk.

Ranged

Score a valid hit to your target (anywhere on their person) with a ranged weapon, then call HOBBLE. When this call is delivered at range, the targeted player chooses one of their un-Hobbled legs and Hobbles it. The character should limp or hobble at half-pace. If the character receives a second Hobbled Leg, they will be unable to walk.

NOTE: HOBBLE and CRIPPLE calls will often be delivered after valid a hit (to any area) with a ranged weapon. If you as the targeted player feel the ranged hit was invalid, please use the INVALID call to notify the other player.

NOT TODAY!

When used in response to a call, "Not Today!" Indicates that in this one instance the call has no effect. If the call was delivered through a damage source such as a firearm shot, melee strike or dynamite blast, the caller still receives 1 point of damage.

YOU THERE!

This call followed by an instruction means the target character must follow the instruction until the task is completed, they receive a hit in combat, they receive another "You there!" call, or 30 seconds have elapsed, whichever is sooner. The target of this call must be a sentient being that you can see and who can see you. (The target will call invalid if they are not representing a sentient being.)

KABOOM!

Each character (including the caller) within 3 metres of the caller, or of a point designated by the caller (such as a thrown stick of Dynamite,) suffers the effects of the Knockdown call and receives a Lethal Wound (falling immediately to 0 HP and into the Dying state.) Objects and structures caught within a Kaboom! may be damaged or destroyed.

AGONY

The target suffers sudden & excruciating pain for 5 seconds, during which time they may take no other action. Characters who suffer repeated or prolonged instances of Agony may suffer long term health issues.

SLEEP

The target has been rendered unconscious. Characters affected by this call must (safely) go to the ground and fall asleep. This call ends after 2 minutes, or until you receive a point of damage, whichever is sooner.

LETHAL

A character receiving this call receives a Lethal Wound, falling immediately to 0 HP and into the Dying state. Please keep in mind the call signifies that the effect is lethal to humans; other creatures may be able to receive multiple "Lethal" calls before they take effect.

BLAST [CALL]

Each character (excluding the caller) within 3 metres of the caller (or the source of the call,) suffers the effect of the accompanying Call. If the Blast call is followed by a verbal instruction, such as "Kneel" or "Flee from me," this instruction functions the same as a "You there!" call.

IMMUNE

Signifies that a call or damage appears to have no effect whatsoever on the caller, indicating that another tactic should be employed.

INVALID

Used to signal that a call or source of damage has no effect out-of-character.

DELIVERING CALLS WITH A RANGED WEAPON

Calls in combat can be delivered in several ways, most of which are explained under the call themselves. The most important however is the way calls work when delivered through a firearm shot. To deliver a call using a firearm, a target needs to be hit anywhere on their body with a shot from a firearm. Characters can deliver their choice of call (if applicable) for example "Cripple Arm" or Cripple Leg," and the target character will either accept the call and roleplay the results, or call "Invalid" if they believe they were not hit. If characters ever deliver a call that is met with an "Invalid", they retain the use of the ability that granted them the call.

MANUAL DEXTERITY & SLEIGHT OF HAND

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 cheating is a crime and being caught will have in-character repercussions.

LOCKPICKING

In Consequence, the mechanic of locking doors, boxes and objects uses real padlocks (either clear or with picking windows) that will need to be unlocked with keys or picked with lockpicks in order to unlock them. The ability to pick locks or own lockpicks is not tied to any skill in the game but is a personal character choice to do so, but remember: lockpicking is usually viewed as a crime and will be treated as such if you are caught. For the safety of all participants, nothing will be actually locked Out of Character. The padlocks will be affixed to the locked door or object and closed. If you wish to engage with lockpicking in the game you will need to carry a set of lock picking tools; if you plan on playing an experienced thief, we recommend you take the time to practise the skill OOC. One last thing to consider: in Consequence, there are always other ways to get things open! You just might need to resort to harder (or louder) means than the stealth and subtlety lockpicking provides.

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.

FATE IN CONSEQUENCE

Fate is very important in the setting of Consequence, and as such several of our mechanics use playing cards to represent the concept of both Chance and Destiny.

FATE DECK

A standard deck of playing cards including Jokers. One Joker should be clearly identifiable as Red, and the other as Black. Players whose character abilities require Fate Draws should carry their own decks with them, but supplementary decks will be on hand should they be required. A Fate Deck is not considered a Game Item.

FATE DRAW

Some risky or skill-intensive abilities or circumstances require a Fate Draw to determine their outcome. To perform a Fate Draw, name a Card Suit (Spades, Clubs, Diamonds or Hearts,) then draw a card from a Fate Deck. The chance of success is as follows:

LOW RISK (~75% chance of success):

You are successful as long as a card you have drawn is not of the suit you named.

MODERATE RISK (~50% chance of success):

You are successful as long as a card you have drawn shares a colour with the suit you named.

HIGH RISK (~25% chance of success):

You are successful as long as a card you have drawn matches the suit you named.

The one exception to these rates of success are the Joker cards. A Re Joker is usually an indication of exceptionally good luck, while the Black Joker is generally the inverse. A Joker takes effect **ANY TIME IT APPEARS** in a fate draw, even if the player is able to choose with card to use. Any time either of the Joker cards appear in a Fate Draw, please consult a GM.

FATE CARDS

At the beginning of each weekend game session, each player will be dealt a Fate Card from a Poker deck upon signing in. This card can be used at any time during the game to "cheat fate" by gaining an edge during a scene or to attempting to make things go your way. If you wish to use your Fate Card in a scene, you should negotiate a solution with the other players and crew members and then play out the scene accordingly. If another character has conflicting goals to your own, they have the opportunity to spend their Fate Card as long as it is of a higher face value than yours. When a card is spent, it must be physically destroyed by tearing it in half. A Fate Card is only spent if it is not opposed by another character spending their Fate Card.

If a character dies, their method of returning to the game is likely to require the expenditure of at least one character's Fate Card.

TIME, DURATIONS & RESTS

DURATIONS

Many class abilities in Consequence, such as medical procedures or crafting, have a listed duration. We have carefully chosen these durations to not be so arduous as to take players out of the action. It is our hope that players treat durations as an opportunity to enjoy their roleplay rather than a bothersome hoop to jump through. We suggest players whose character build involves durations to invest in a small sand-timer to help keep track of longer durations.

STANDOFF

A situation of escalated tension before or after combat indicated by at least one character having a weapon drawn. A standoff ends when at least one character attacks, or when all weapons are put away safely.

SHORT REST

A period of at least 5 minutes during which you may take no actions other than to sit, eat, drink and/or play cards. (This allows Gamblers to use their *Feelin' Lucky* ability once every 5 minutes during a long game of cards.) During a Short Rest, characters regain their HP as long as they do not have an untreated Wound, and also regain any spent Resists or "Once per Short Rest" abilities.

LONG REST

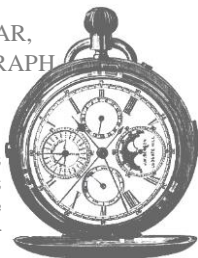
A period of approximately 8 hours during which you must sleep, shower, eat and drink.

DOWNTIME

Time in the Consequence setting passes in real-time, minus 150 years, meaning there will be approximately 6 months between Game Sessions. While your character would 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.

FOUNDRY'S PERPETUAL CALENDAR,
MINUTES AND SECONDS CHRONOGRAPH
MINUTE REPEATER WATCH

Gold Keyless Half-Chronometer Minutes and Seconds Chronograph Minute Repeater Calendar Watch, Best American Make. Finest workmanship and close adjustment. In massive 18-ct Gold Hunting or Half-Hunting Cases.



PLOT & FACTIONS

PLOT

There are a few ways plot can be delivered in Consequence. The first is random encounters that take place in the world. Consequence is largely a "what you see is what you get" setting, so if you can hear or see a ruckus in progress, something is probably going down and you can go get involved.

Some characters will have a map of Consequence that will be marked with places they might be keen to explore. Some of these places can be visited immediately, but others will require the GMs be notified first so we can set up an encounter. Locations that require GM notification will be clearly marked.

Occasionally, your character may receive plot through the post. Make sure to visit the Quartermaster each morning in order to collect any letters that might be waiting.

Finally, plot will be delivered through the NPC faction leaders, who will have tasks to assign to groups or individual players.

FACTIONS

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. The next few pages contain information about each player faction and their assortment of colourful characters.

VANGUARD CONSORTIUM

INVEST – CONTROL – PROFIT

The Vanguard Consortium is a self-governing mercantile organization founded by five wealthy individuals, known to most only as The Partners. Vanguard have a smattering of frontier towns to their name earth-side and have been in operation in North America since the start of the Civil War.

When the Rift was discovered, Vanguard were quick to establish their claim. They mobilised the resources they had at their disposal to found the town of Consequence, collecting tolls & duty from those who would come through the Rift looking for work. While they maintain a public face of peace, justice and protection, most are under no illusion that these are actually their primary focuses. The Vanguard's objective is first and foremost profit. Consequence represents a huge gamble for Vanguard, but the steady stream of prospectors and settlers buying claims in the area go a long way to mitigating the risk.

The person who has final say on most matters of law, trade, money or work in Consequence is Governor Fiorenza Acerbi. With the help of her enforcer and right-hand-man Walter Cain Jr, Fiorenza ensures the day-to-day running of the town is as smooth and as profitable as possible. Those who oppose Vanguard, get in their way, or otherwise become a nuisance in Consequence are dealt with swiftly and sometimes ruthlessly by Fiorenza and Walter.

Most are satisfied with the conditions in Consequence, as without Vanguard there would be no town, and also because trade is entirely conducted in Vanguard credits, which are generously issued upon entrance to the town in exchange for United States Greenbacks. Those who abide by Vanguard law are offered protection and various forms of employment or contract work - a life that is good for most folk in the world.



Most open Vanguard representatives are identifiable by their blood-red attire or Steer-Skull emblems. Rank-and-file foot soldiers (referred to affectionately as the Blood & Bone) are uniformed, but Vanguard does employ plainclothes agents, who instead may identify themselves by using code phrases or hidden insignia. Vanguard has eyes everywhere, so probably best to stay out of trouble.

FACTION LEADER

GOVERNOR FIORENZA ACERBI

The task of managing a new frontier town is not a simple one, requiring the balancing of the dreams and needs of its inhabitants against the precious resources available and harsh realities it often entails. The Partners of the Vanguard Consortium have assigned this imposing task to an equally imposing woman, Fiorenza Acerbi, and since its inception she has built the town up with a firm hand and a shrewd eye.

Governor Acerbi takes pride in her role as overseer of Consequence and has worked hard to ensure that the town on the Rift remains profitable. Though she is viewed by most of the populace as a strict, meticulous woman with deep personal ambitions, no-one can deny that she has done excellent work in establishing Consequence.

THE CHAIN GANG

STRENGTH – SOLIDARITY – SURVIVAL

After the American Civil War, a rise in crime rates led to overcrowded prisons. The Thirteenth Amendment had outlawed slavery, but sentencing convicted criminals to hard labour was perfectly legal. This was fortunate as extensive repairs were needed on infrastructure and there was a distinct shortage in alternative labour. Thus began the convict lease system, in which prisoners in the custody of the state were leased to private enterprises.

This type of involuntary labour was big business in the South, though Northern institutions such as the Vanguard Consortium weren't above taking advantage of this lucrative opportunity either. Enterprising individuals would broker these arrangements, taking custody of convicts and delivering them to private companies in return for a fee.

After founding Consequence in 1865, Vanguard made extensive use of convict labour to achieve the initial construction. This had the dual benefits of being relatively inexpensive and minimizing the danger or risk to more permanent settlers. As a show of good faith, Governor Acerbi has offered reduced sentences and paid work once their time is served to any convicts who exhibit high productivity and good behaviour. Word spread amongst the American prison population that being transferred to Consequence was a chance for a new life, and soon Vanguard was being approached by prisons directly with offers of sending their prisoners where they could be of some use.

Player Characters in the Chain Gang faction are criminals, convicted justly or otherwise, and form part of a new expansion to the labour force in Consequence. Abiding by Vanguard's law and staying on the good side of the Governor is most people's ticket to freedom.



GM NOTE

Players in this faction will start as incarcerated characters arriving in Consequence for the first time, but game events will lead to players having freedom with their roleplay. Any hard labour expected of player characters in this faction as part of any prison sentence served will be assumed to be off screen, between games, or part of interesting scenes for roleplay and discovery. Consequence is a game about changing fortunes, so Chain Gang players may find the opportunities to rise above their station as convicts.

FACTION LEADER

WARDEN HOLTZ

Warden Holtz is in charge of the current wave of "recruits" en-route to Consequence. They are harsh and don't suffer fools gladly. Those who have had guts to talk back to them have been met with immediate disciplinary action. While not officially a member of Vanguard, they have communicated very closely with Fiorenza over the past year to arrange the continued supply of affordable labour.



THE CARNIVAL OF WONDERS

BEGUILE – UNBURDEN – BEHOLD

Madame Opal's Carnival of Wonders is a new arrival in Consequence and a new kind of entertainment and glamour for the young town. They aim to bring colour, mystery and laughter to a place that's otherwise far too much about the harsh struggles of day-to-day life. If its performers and various hangers-on happen to do well for themselves in the process, well, isn't it nice when everybody wins?

The travelling circus is a popular form of entertainment in the United States, spurred on by the development of the railroad to help transport a show's entire set-up across the country. Most circuses rely heavily on trick riding acts and exotic animals, and given horses refuse to cross through the Rift the conventional wisdom is that taking a lion or an elephant near it is asking for trouble. Madame Opal's has taken the gamble of investing in other acts in order to bring the carnival through the rift and corner a market of bored workers with money in their pockets and a thirst for something more exciting than the local casino and bar.

The Carnival of Wonders was founded in 1868 by Madame Opal herself, with the express intention of bringing her show to Consequence. Its members are variously picked up from other shows, street performers and wherever else people can be tempted to run away and join the circus. Incentives include travel through the Rift for those with a sense of adventure, and a distinct lack of competition once they get there. Not everyone is a performer of course (although they're the ones who get their names on posters). Even without animals to tend there is room for side shows, carnival games, and the people who just help keep the business running behind the scenes.



'Carnies' are known to be a tight-knit group, always strangers in a new place and needing to watch each other's backs for protection. Although they're all smiles while on the job, most are more than ready to leap into the fray if one of their own is threatened. As travellers they are often mistrusted; sometimes the accusations of theft or deception levelled at carnies may even be accurate. It's a long way from Consequence to anywhere else without a train line, however, so the carnival folk can't rely on skipping town this time.

FACTION LEADER

MADAME OPAL

Leader and founder of the Carnival of Wonders, she has pinned her hopes on travelling to Consequence to set up shop in the Vanguard Consortium's town and have convinced quite a few others to come with her. She knows the business as she has a background in the circus, though she doesn't talk much about what made her leave her former employers to strike out on her own. Her own act, which she pulls out now and then, is as a fortune teller and card reader.

SMITHSONIAN EXPEDITION

DARE – DISCOVER – DOCUMENT

The Smithsonian Institution had been aware of rumours regarding the existence of the Colorado Rift from as early as 1865, but the Board did not believe that the three month wagon trip each way was worth the risk and investment needed for a large enough expedition party. In the years intervening there was always very vocal opposition whenever the matter was raised again. It was only last year that after a vote was held with the new Board of Regents members from Congress on the matter, the naysayers were defeated nine to six. The completion of the transcontinental railroad, which cut travel time to weeks rather than months, was the main factor that convinced the Board of the expedition's viability.

On January 19th 1869, at the behest of the Board of Regents, the Secretary of the Smithsonian Institution drafted the charter to form an expeditionary party that would explore, sample, and catalogue this new frontier. The team was to be led by Professor Mary MacKillop, who would assemble the team for the expedition and hire anyone that she determines to be of potential value in the field. Her first addition to the team was Artemus "Art" van de Laar, a highly skilled artist, anatomist and horticulturalist (and also, coincidentally, her husband.)

The Smithsonian Institution is an Establishment for the Increase & Diffusion of Knowledge among Men (and Women, as Professor MacKillop likes to remind people.) The mandate for this expedition is to travel to the Colorado Rift phenomenon and undertake a thorough sampling survey of the geology, flora and fauna, and to return any and all samples or artefacts to the Institution for further study.



As this expedition is the largest the Smithsonian has ever undertaken, it is not just employees of the Institute who will be taking part. Scientists and professionals from all walks of life are sought for their skills and knowledge, skilled and unskilled manual labourers employed to carry and dig, and soldiers and rangers are being employed to guide and protect the rest of the expedition from the inevitable dangers of the frontier.

FACTION LEADER

PROFESSOR MARY "POLLY" MACKILLOP

Though Australian by birth, Polly MacKillop has the heart of a true enterprising American. She is absolutely committed to her work, and does not suffer fools lightly if they dare come between her and her research.

Before joining the Smithsonian Expedition she travelled the world in pursuit of her studies (primarily in geology and palaeontology), but after a lifetime of studying what *is* known in nature, the opportunity to go beyond the Colorado Rift to study what is *not* known has become her greatest obsession.

CHARACTER CREATION

CREATING A CHARACTER

1. Choose 2 Archetypes.
2. Spend 2 XP either on additional Archetypes or Class Levels at 1 XP each.

If you have a concept and you are uncertain whether it is suitable for the Consequence Campaign, please email a brief (no more than one paragraph) summary of your character for us to consider.

Please select the Faction you wish to play when you purchase your ticket for the game. Our system is designed so that most character concepts can fit in any faction with minimal tweaking.

GM NOTE

We will not be accepting character submissions from anyone who has not bought a ticket for the game. Any questions about character creation should be directed to consequencelarp@gmail.com.

CHARACTER ADVANCEMENT

After each Weekend Game Session, players will receive 2 XP to advance their character, by purchasing either archetypes or class levels at 1 XP each. 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 XP if they happen to miss a session.

RESISTS

Some archetypes or class levels grant a Resist. If a character already has a Resist and they would gain another, they instead gain +1 HP, to a maximum of 4. If a character already has 1 Resist and 4 HP, they gain no further benefit.

HIDDEN CLASSES

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. Players should not expect to make use of any Hidden Class abilities until Game 3.

DRIFTER

Players who select the Gambler Class will be expected to engage with plot involving the town Casino, and should find it difficult to refuse a game of chance. Players who choose the Outlaw Class should be advised that most of their abilities are considered illegal by any upstanding person. Because the Outlaw Class abilities are quite aggressive, we ask that players use them with careful consideration of the enjoyment of their fellow participants.

PERFORMER

Players choosing the Performer Archetype will be expected to prepare several short performances should they wish to use their Archetype ability or those of the Troubadour Class. It is our suggestion that players who do not feel like Performance is something they would enjoy should consider choosing a different option.

PHYSICIAN

The Doctor Class is intended for players who enjoy intense scenes of surgery, preferably with a bunch of bloody special effects. Doctors will also be involved in diagnostic puzzles and the treatment of disease. Field Medics on the other hand are more likely to be involved in combat and will be the first on scene for swift triage.

PIONEER

Prospectors and Rangers may be called upon to lead groups into the wilderness surrounding Consequence, and should have a good idea of the available locations on their map.

RESEARCHER

While not mentioned specifically under the Classes themselves, it is our intention to allow Academics and Journalists to produce and distribute publications to circulate amongst the town of Consequence. Players wishing to participate in publishing should ideally coordinate with each other to bring along a computer and a printer so they can design and print their publications during the Long Rest periods.

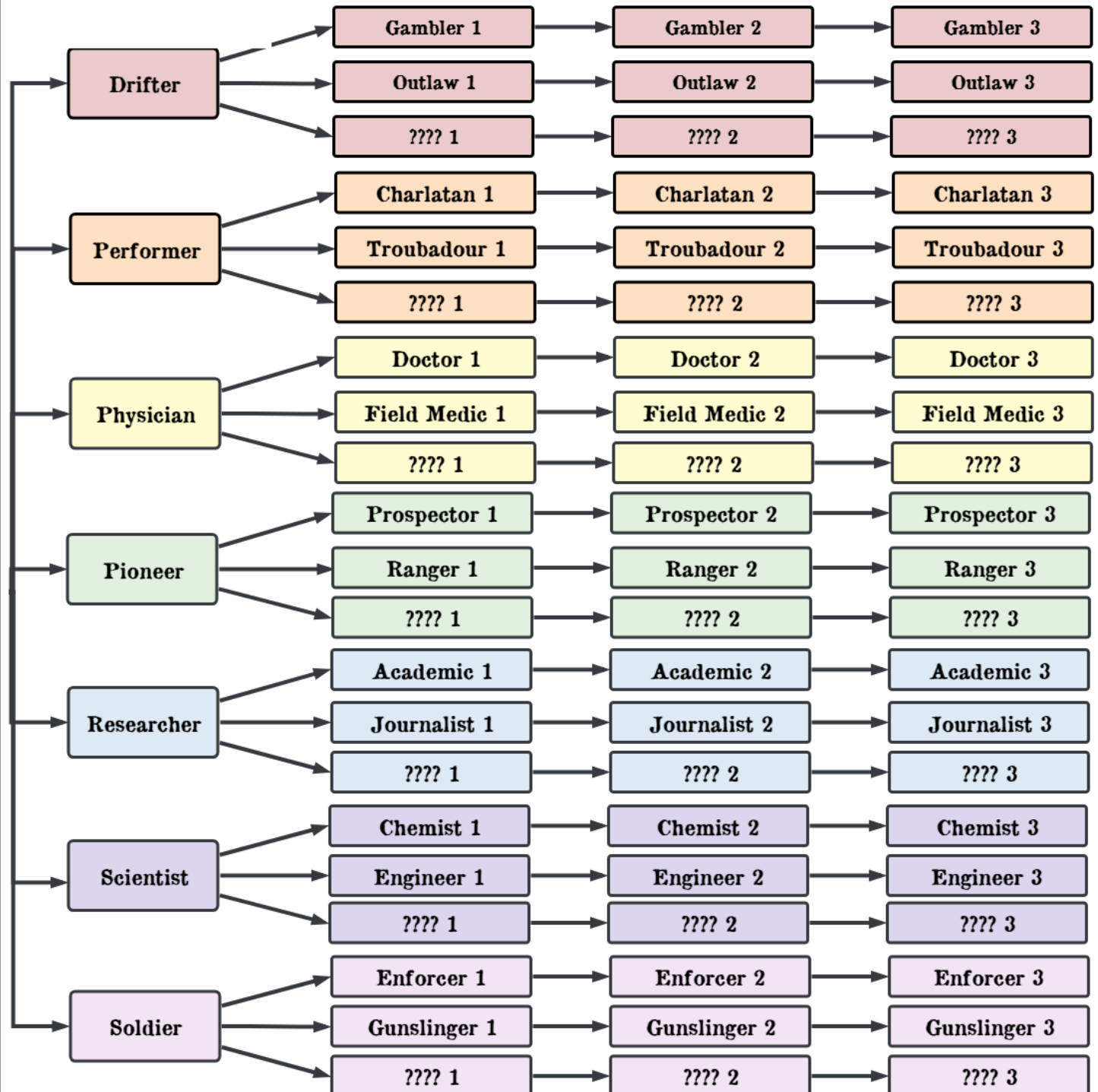
SCIENTIST

When crafting Devices or creating Concoctions over a Long Rest, characters are not expected to roleplay the process, but should provide an appropriate physical representation of the resulting Device or Concoction. A Forge, Still and Laboratory will be available in the town, but players are welcome to bring their own props and tools to represent their own if they desire.

SOLDIER

Ideally, all Soldier characters will have some degree of military training, and are expected to follow the commands of their Faction Leaders.

Fig. 1 – ARCEHTYPES AND CLASSES: AN OVERVIEW



DRIFTER

ARCHETYPE ABILITY: YOU KNOW I'M GOOD FOR IT

1/short rest – Outside of combat you may call “You There! – Lend me 5 credits.” The target is free to consider this a loan, and report you to the authorities if it is not repaid.

GAMBLER

GAMBLER I

Against Small Odds

X/short rest – You may call “Not Today!” in response to a “Knockdown” call, ignoring its effect. (You will still receive a wound from the associated hit unless you also call Resist.) You may use this ability X/short rest where X is equal to your Gambler level.

Feelin' Lucky

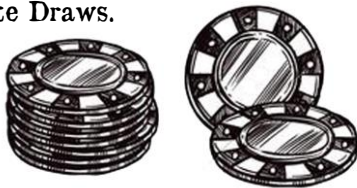
Any time you would draw a card during a game of chance, you may flip a coin. If you win the flip, draw an additional card and choose which to use.

GAMBLER II (+1 HP)

Against Tall Odds

You may call “Not Today!” in response to a “Cripple” call, ignoring its effect. (You will still receive a wound from the associated hit unless you also call Resist.)

Your “Feelin' Lucky” ability may now also be used during Fate Draws.



GAMBLER III

Against All Odds

1/long rest you may call “Not Today!” in response to a “Kaboom!” call, ignoring its effect. You still receive 1 point of damage.

Fortune's Favor

You draw an additional Fate Card at the start of each weekend game session.

WHAT IS A STANDOFF?

A situation of escalated tension before or after combat indicated by at least one character having a weapon drawn. A standoff ends when at least one character attacks, or when all weapons are put away safely.

OUTLAW

OUTLAW I

Fearsome Reputation

X/short rest – During Combat or a Standoff you may call “You There! – Get out of my sight!” (You may initiate a standoff by drawing a weapon.) You may use this ability X/short rest where X is equal to your Outlaw level.

Get Outta Dodge

If you see Crew preparing for an encounter or approaching the play-space out-of-character, you may “have a bad feeling” in-character, allowing you to prepare, move away or warn others.

OUTLAW II (+1 HP)

Stickup

1/short rest – During a Standoff, you may call “You there! – Hand over the [Game Item].” If the character claims to not have the item you have asked for, you may touch them on the shoulder and call “Search” after which they must list any items they are carrying, with the exception of any they have concealed using Legerdemain.

OUTLAW III

Shoot First...

1/long rest – During a Standoff that has lasted at least 30 seconds, you may fire a firearm and call “Lethal” if you hit. (This action ends the Standoff).

...Ask Questions Later

1/short rest – You may call “You There! – Answer me truthfully” on a character that is either dying, restrained, or stable with a lethal wound. You may then ask them one question and receive one answer which is truthful to the best of their knowledge. You may not use this ability on the same character twice in the same game session.



PERFORMER

ARCHETYPE ABILITY: BRAVADO

When you conclude any performance, you may become Inspired and may call Resist once within the next combat encounter. A character can only benefit from one instance of Inspiration at a time.

CHARLATAN

CHARLATAN I

Easy Mark

X/short rest - At any time, you may call "You there! - Come here." You may use this ability X/short rest where X is equal to your Charlatan level.

Legerdemain

If you are searched, you may choose one object, no larger than the palm of your hand, to conceal.

CHARLATAN II

Misdirection

You may now also call "You there! - Look behind you!" using your "Easy Mark" ability.

Escape Artist

If you are restrained and you remain unobserved for 30 seconds, you may escape your bonds.

CHARLATAN III

Base of Operations

You have a regular haunt or performance venue where people in your line of business know to look for you. When you take this ability you must define the nature and location of your Base of Operations. You may relocate your Base of Operations between game sessions by informing the GM team.

Vanishing Act

1/long rest - When you receive a hit in combat, you may call "Not Today!" and disappear dramatically from the battlefield. If applicable you may use a "puff of smoke" effect before putting your hand on your head and moving quickly to your Base of Operations. Upon arrival you "reappear" and suffer any effects the hit may have inflicted.



TROUBADOUR

TROUBADOUR I

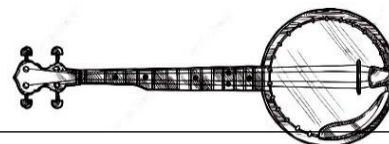
Hearts & Minds - Inspiration

X/short rest - When you conclude a performance outside of combat, you may choose up to X other characters, where X is your Troubadour level, to inspire. Those characters may call Resist once during the next (or current) combat encounter. A character can only benefit from one instance of inspiration at a time. You may use this ability X times per short rest where X is equal to your Troubadour level.

TROUBADOUR II

Hearts & Minds - Incitement

When you use your "Hearts & Minds" ability, rather than Inspiring those characters, you may Incite them. Point and call "You There! (for each target) - Come get me!"



TROUBADOUR III

Standing Ovation

1/long rest - When you conclude a performance, you may call "Blast - Applaud!" You may then point at any number of applauding characters and call "You there - Short rest!" giving them the effects of a Short Rest.

WHAT IS A PERFORMANCE?

A *performance* is an act such as stage magic, singing, dancing, storytelling, sales patter or playing a musical instrument that continues for at least 30 seconds and is witnessed by at least one other character. At the completion of a *performance* you should **bow and say "Thank you,"** explaining any mechanical effect it may have or delivering any associated calls. As a general rule a character cannot be mechanically affected by the same *performance* twice in the same game session.

PHYSICIAN

ARCHETYPE ABILITY: ANATOMICAL KNOWLEDGE

You may Put Pressure on your own wounds to prevent yourself from bleeding out. You also can perform the First Aid Medical Procedure.

ARCHETYPE ABILITY: PATHOLOGY

You may examine a Medical Investigation tag for 30 seconds before reading its contents. You may also spend this time observing signs of illness or injury in a patient. If there is no tag present but you believe there should be, you may consult the crew member or GM running the scene for any relevant information.

DOCTOR

DOCTOR I

Medical Procedures

You are able to perform the "Stitch Flesh Wound", "Excise Infection" and "Splint Limb" medical procedures.

Diagnostic Medicine

You will be provided with a list of signs, symptoms, diseases and cures to aid you in diagnosis and treatment of your patients.

DOCTOR II

Medical Procedures

You are able to perform the "Life-Saving Surgery" medical procedures.

Ideal Operating Conditions.

When making a Fate Draw to avoid Complications during a Medical Procedures, as long as you are operating indoors with clean hands and tools, you can draw cards equal to your Doctor level and choose which card to use instead of the usual 1. If a Joker is drawn at any time, its effects occurs immediately (see a GM.)

Medical Histories

1/long rest - Over a long rest period, you are able to research a character's medical history. Submit the character's name to the GM box with a brief explanation of the sort of information you are looking for. This information, along with anything else interesting you may find, will be provided to you the next morning.

DOCTOR III

Medical Innovation

You may now design your own experimental and High Risk Medical Procedures. Submit a description of your proposed method, contingencies to be employed (if any,) and the desired outcome to the GM box. After the next Long Rest you will receive a copy of your procedure with a sealed envelope of complications, to be opened only if the Fate Check for the procedure indicates.

DOCTOR MEDICAL PROCEDURES BY LEVEL

PHYSICIAN ARCHETYPE

First Aid

Duration: 2 minutes

Risk: Low

Potential Complications: Patient goes into shock (Sleep 2 minutes.)

Result: Stabilization

DOCTOR I

Stitch Flesh Wound

Duration: 2 minutes

Risk: Low

Potential Complications: Infection

Result: Flesh Wound Treated

Notes: Moderate Risk if Bullet remains in wound.

Excise Infection

Duration: 2 minutes

Risk: Moderate

Potential Complications: Crippled Limb

Result: Infection removed.

Notes: Inflicts Agony unless patient is sedated.

Splint Limb

Duration: 2 minutes

Risk: Low Risk

Potential Complications: Procedure fails and may not be attempted again until after the next Long Rest.

Result: Crippled or Hobbled Limb is repaired.

Notes: None.

DOCTOR II

Life-Saving Surgery

Duration: 2 minutes

Risk: Moderate

Potential Complications: Infection

Result: Lethal Wound Treated

Notes: Inflicts Agony unless patient is sedated.

High Risk if Bullet remains in wound.

SIGNS vs SYMPTOMS

Signs & Symptoms are abnormalities that can indicate an illness or injury. A Sign is objective evidence observable by others, for example a skin rash or a lump, whereas a symptom is subjective and apparent only to the patient, such as back pain or fatigue.

FIELD MEDIC

FIELD MEDIC I

Medical Procedures

You are able to perform the "Tourniquet Application," "Bullet Removal" and "Improvised Splint" medical procedures.

Quick and Dirty

X/short rest - During combat, you may touch another willing target and call "Agony!" to immediately perform a Medical Procedure on them, delaying the associated Fate Draw until the combat is resolved. If complications arise as a result of this Fate Draw, they take effect immediately. You may use this ability X/short rest where X is equal to your Field Medic level.

FIELD MEDIC II

Medical Procedures

You are able to perform the "Gunpowder Cauterization" and "Battlefield Amputation" medical procedures.

Finish the Job

While you are performing a Medical Procedure on another character during combat, if you would suffer a Lethal Wound, you may complete the current procedure before falling into the Dying State.

FIELD MEDIC III

Heal Thyself

You may perform Medical Procedures on yourself.

Surgical Strike

1/long rest - You may use your Quick & Dirty ability on an unwilling target, delivering the "Agony!" call using an appropriate melee weapon or LARP-safe physrep. You must still perform a Fate Draw for that character after combat has been resolved.



RESOLVING A MEDICAL PROCEDURE

To represent the ever-present risk of complications, medical procedures require a Fate Draw. At the end of the medical procedure's duration, name a suit and draw a card from your Fate Deck. For a Low Risk procedure, drawing any card other than the named suit means you successfully avoid any complications. For a Moderate Risk procedure, the drawn card needs to be of the same colour as the suit you named. For a High Risk procedure you need to match the suit exactly. If the Red or Black Joker is drawn, a GM should be summoned immediately. Complications from a medical procedure take effect straight away.

FIELD MEDIC MEDICAL PROCEDURES BY LEVEL

PHYSICIAN ARCHETYPE

First Aid

Duration: 2 minutes

Risk: Low

Potential Complications: Patient goes into shock (Sleep 2 minutes.)

Result: Stabilization

FIELD MEDIC I

Tourniquet Application

Duration: 30 seconds

Risk: Moderate

Potential Complications: Patient goes into shock (Sleep 2 minutes.)

Result: Stabilization

Notes: None

Bullet Removal

Duration: 30 seconds

Risk: Low

Potential Complications: Infection

Result: Bullet Removed

Notes: None

Improvised Splint

Duration: 30 seconds

Risk: Low

Potential Complications: Limb is damaged, and may not be permanently repaired until after the next Long Rest.

Result: Crippled or Hobbled limb is repaired until the end of combat.

Notes: Can only be performed on a fresh injury (within current encounter)

FIELD MEDIC II

Gunpowder Cauterization

Duration: 30 seconds

Risk: Moderate Risk

Potential Complications: Infection

Result: Flesh Wound Treated

Notes: Inflicts Agony unless patient is sedated. High Risk if Bullet remains in wound.

Battlefield Amputation

Duration: 30 seconds

Risk: High

Potential Complications: Lethal Wound

Result: Limb Amputated

Notes: Inflicts Agony unless patient is sedated. Leaves patient with a Flesh Wound that must be treated separately.

PIONEER

ARCHETYPE ABILITY: SURVIVAL INSTINCTS

You may examine a Wilderness Investigation tag for 30 seconds before reading its contents. If there is no tag present but you believe there should be, you may consult the crew member or GM running the scene for any relevant information.

ARCHETYPE ABILITY: LAY OF THE LAND

You have a map of Consequence and its known surroundings which may include buildings, dangerous areas and points of interest. If you have heard about an area that is not mapped that you would like to visit, please inform a GM.

PROSPECTOR

PROSPECTOR I

Mineral Resource Harvesting

X/Short Rest - You may Harvest and identify basic mineral resources. Draw cards from a Resource deck, resolving any Incidents as you draw them, until you draw a basic mineral resource (represented by a resource card of the Diamonds suit.) Keep that resource card and reshuffle all other cards drawn (including resolved Incidents, unless they say otherwise) back into the resource deck. You may use this ability X times per short rest where X is equal to your Prospector level. Harvesting mineral resources is a different draw to harvesting organic resources, and vice versa.

Crack the Safe

When attempting to open a locked box or chest you may strike the locking mechanism with a melee weapon, making a loud noise. Make a Fate Draw. If you draw a red card, the lock is broken open. If you draw a black card, the lock is damaged and cannot be opened until it is repaired.

PROSPECTOR II (+1 HP)

Advanced Mineral Resource Harvesting

You may now Harvest and identify advanced mineral resources (represented by a resource card of the Hearts suit,) in addition to basic ones. You still harvest the first applicable resource you come across during each draw.

Kneecapping

1/short rest - You may call "Hobble!" when you strike a leg with a melee weapon.

PROSPECTOR III

Blast "Mining"

You start each weekend game with three sticks of Dynamite. (*See: Dynamite in the Game Items page*)



BUY & SELL RIFT-SIDE ITEMS

Vanguard Rift-Side Offices, Colorado, U.S.,

Vanguard Consortium will buy or sell any items found in Consequence and the greater Rift-Side area for a competitive market rate!



ENQUIRE WITHIN VANGUARD OFFICES

RANGER

RANGER I

Organic Resource Harvesting

X/Short Rest - You may Harvest and identify basic organic resources. Draw cards from a Resource deck, resolving any Incidents as you draw them, until you draw a basic organic resource (represented by a resource card of the Spades suit.) Keep that resource card and reshuffle all other cards drawn (including resolved Incidents, unless they say otherwise) back into the resource deck. You may use this ability X times per short rest where X is equal to your Ranger level. Harvesting organic resources is a different draw to harvesting mineral resources, and vice versa.

Animal Husbandry

You have experience dealing with animals & livestock. You may treat animals as sentient for the purpose of delivering "You There!" calls. If your character can perform medical procedures, you may now also perform those procedures on animals.

RANGER II (+1 HP)

Advanced Organic Resource Harvesting

You may now Harvest and identify advanced organic resources (represented by a resource card of the Clubs suit,) in addition to basic ones. You still harvest the first applicable resource you come across during each draw.

Marksmanship

1/short rest - You may call "Hobble!" when you hit with a thrown weapon or a shot from a rifle. (The thrown weapon must be thrown.)

RANGER III

Sniper

1/short rest - If you have remained still while observing a target for 30 seconds or more you may call "Lethal" when you hit them with a thrown weapon or a shot from a rifle.

Trick Shot

1/long rest - With 30 seconds of preparation and a GM present, you can use a thrown weapon or rifle to perform a trick shot to affect the environment in some way, such as hitting a small but vital target. A Fate Draw may be required depending on the difficulty of the shot. This ability may not be used as an attack.

RESEARCHER

ARCHETYPE ABILITY: TEXTUAL ANALYSIS

You may examine a Literary Investigation tag for 30 seconds before reading its contents. These tags reveal contextual information about an object or piece of writing concerning its creation, themes or relevance to history. If there is no tag present but you believe there should be, you may consult the crew member or GM running the scene for any relevant information.

ACADEMIC

ACADEMIC I

Fact Check

If another character makes a declaration or a statement of fact, you may call "You There! - Is that the truth?" You may not use this ability on the same character more than once between short rests.

Field Work

You have experience handling fragile artefacts and avoiding hazards. If you would suffer the effect of a trap or if an object in your care would be damaged, make a Fate Draw. If you draw a red card, you do not suffer the effect. If you draw a black card, the effect occurs as normal.

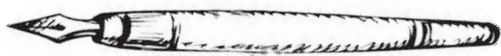
ACADEMIC II

Perfect Recall

You may spend 2 minutes memorising a written document. If you submit the titles of documents you have memorised in this way to the GM box you will be provided with a copy of the full text after the next long rest.

I'm Very Busy

You may call "Not Today!" to avoid or end the effects of a "You There!" call. You may not use this ability on another call from the same character until completing the next short rest.



ACADEMIC III

Burning the Midnight Oil

1/long rest - You may submit a question to the GM box, representing an evening of intense study. You will receive an answer to your question after the next long rest.

More Things in Heaven and Earth

If you encounter a phenomenon which you are having trouble explaining, you may ask a GM or Scene Runner if it is a supernatural occurrence.



JOURNALIST

JOURNALIST I

Ear to the Ground

You have an ear for the best scoop. At the start of each game you will be given rumours or potentially interesting stories to follow up on.

Care to Comment?

You may call "You there! - Answer Me This!" Then ask a question. (The target must respond, but their answer need not be truthful.) You may not use this ability on the same character more than once between short rests.

JOURNALIST II

Photographer

You have access to a portable, flash-capable camera. To represent scarcity of resources, you may only develop one photograph over each long rest.

Human Interest

You have spent time getting to know the people that live in Consequence. You can be expected to recognise locals by sight, and to recall information about their relationships with their neighbours, their trades and their skills. You may consult with the crew member running the scene or a GM to learn any of this information.

JOURNALIST III

Background Check

1/long rest - You may conduct an in-depth investigation into a specific character, either by researching them or by staking them out. Submit their name, what you want to find out, and the level of risk you are taking (Low Risk, such as staking them out, or High Risk, such as breaking into their home or office) to the GM box and you will receive your findings after the next long rest.

Voice of the Masses

Your stories have developed a loyal following amongst the citizens of Consequence, and your voice holds some sway over public opinion. You may be able to influence the views of the town through what you decide to publish.

SOLDIER

ARCHETYPE ABILITY: DRESSED FOR BATTLE

As long as you are wearing some form of protective clothing, you gain +1 HP (to a maximum of 5.)

ENFORCER

ENFORCER I

Heavy Hitter

X/short rest – You may call “Knockdown” when you hit another character with a two-handed melee weapon or a shotgun shell. You may use this ability X/short rest where X is equal to your Enforcer level.

ENFORCER II (+1 HP)

Got My Orders

1/short rest – You may call “Not Today!” to avoid or end the effects of a “You There!” call.

Bringing You In

If you restrain a character who has suffered a lethal wound, they are considered stable as long as they are under your supervision.

ENFORCER III

True Grit

1/long rest - During combat, you may summon a burst of determination, represented by gaining the effect of a short rest as if you had not received any wounds (although any physical injuries such as crippled or hobbled limbs remain.) At the end of the current combat you receive a lethal wound and immediately fall into the dying state.

GUNSLINGER

GUNSLINGER I

Crack Shot

X/short rest – You may call “Cripple” when you hit another character with a pistol shot. You may use this ability X times, where X is equal to your Gunslinger level.

GUNSLINGER II (+1 HP)

High Noon

Outside of combat you may call “You There! - It's time to duel!” as a challenge to another character. Terms and stakes should be agreed upon by both parties before the duel takes place.

GUNSLINGER III

Practiced Duellist

1/long rest – If you are engaged in combat with exactly one assailant, you may call “Lethal” when you hit with a pistol shot.

Trick Shot

1/long rest - With 30 seconds of preparation and a GM present, you can use a trick shot from a pistol to affect the environment in some way, such as hitting a small but vital target. A Fate Draw may be required depending on the difficulty of the shot. This ability may not be used as an attack.

J. SHIELDS & CO.

WHISKY BROKERS,

97 Main Street, Denver City, Colorado Territory.

CASH – ADVANCES – MADE – ON – BONDED – AND – FREE – WHISKIES

SCIENTIST

ARCHETYPE ABILITY: SCIENTIFIC ENQUIRY

You may examine a Scientific Investigation tag for 30 seconds before reading its contents. These tags reveal information about a Device or chemical Concoction such as methods, tools or components required to repair the Device, or the properties or effects of the Concoction. If there is no tag present but you believe there should be, you may consult the crew member or GM running the scene for any relevant information.

ENGINEER

ENGINEER I

Basic Gunsmithing

You may introduce one Grade 1 Advanced Firearm to the game. This weapon may be used by others with your consent.

Repair Device

With 2 minutes of roleplay (using any appropriate components, methods or tools,) you may repair a mechanical Device that has been broken or fallen into disrepair.

Repack Ammunition

You are able to load firearms using ammunition scavenged from the ground during combat (without needing to wait until the next short rest.)

ENGINEER II

Advanced Gunsmithing

You may introduce one Grade 2 Advanced Firearm to the game. This weapon may be used by others with your consent.

Device Schematics

You may craft a Device by using the methods, tools and components described in a Schematic. Additional Schematics may be uncovered over the course of play.

Known Schematics

Improvised Battery, Padlock & Keys, Wire

ENGINEER III

Expert Gunsmithing

You may introduce one Grade 3 Advanced Firearm to the game. This weapon may be used by others with your consent.

Patented Invention

You have invented some kind of unique and ingenious Device. You must consult with the GMs between game sessions to design the Schematic for your device and decide on an appropriate physical representation. You will be given opportunity to craft your Device at the next game session.

CHEMIST

CHEMIST I

Moonshiner

As long as you have access to a still, you are able to create alcoholic Concoctions that you have the recipe for.

By the Batch

X/long rest – As long as you have the necessary quantity of ingredients, you may create multiple doses of a single concoction over a long rest (or 8 hours). You may create X batches of distinct concoctions, where X is your Chemist level.

Known Recipes

Alcoholic Spirits (Moonshine, Rum & Gin)

CHEMIST II

One I Prepared Earlier

You may start each game session with a single dose of a Concoction that you have the ability to make.

Laboratory Work

As long as you have access to laboratory equipment, you are able to create chemical Concoctions that you have the recipe for. (Most chemical Concoctions require less than 10 minutes to create, however you may use By the Batch to prepare them over a long rest if desired.)

Known Recipes

Laudanum, Sulfuric Acid, Activated Charcoal, Tonic Water

CHEMIST III

Patent Medicine

You have created your own Concoction with a legal patent. Submit a description of your intended recipe and/or your desired outcome to the GM box, and we will provide you a full recipe, risk and result document after the next long rest.

Known Recipes

Ether, Digitalis

AVAILABLE CONCOCTION RECIPES**Alcoholic Spirit**

Mash the desired ingredients together with Water.
Ferment & Distil over the next Long Rest.

RESULT - 3 doses of Alcoholic Spirit

DIFFERENT BASE INGREDIENTS:

Moonshine (White Whiskey) - 1 bag each of Corn,
Barley and Rye.

White Rum - 3 bags of Sugar.

Gin - 2 bags of any Grain, Juniper Berries.

Laudanum

Extract the Latex from Poppy Pods. Dry the Latex,
then Grind into powder. Mix with 1 dose of any
Alcoholic Spirit.

RESULT - 1 dose of Laudanum

1 dose treats Diarrhoea

2 doses sedates a patient

WARNING - ADDICTIVE.

Sulfuric Acid

Add Green Vitriol to Water, then Distil. Make a
Fate Draw (*See: Working with Acid*).

RESULT - 1 Dose of Sulfuric Acid

1 dose can be used to destroy a Document or
damage a Device

Activated Charcoal

Add 1 dose of Sulfuric Acid to Coal, then
Carbonize.

RESULT - 1 dose of activated Charcoal

1 dose treats poisoning

2 doses induces vomiting

Tonic Water

Dry Chinona Bark, then Grind into Bitter Quinine
Powder. Mix with Sugar and Water

RESULT - 1 dose Tonic Water

1 dose treats Malaria

Ether

Distil 2 doses of any Alcoholic Spirit in to Ethanol.
Combine with Sulfuric acid and Boil. Make a Fate
Draw (*See: Working with Acid*).

RESULT - 1 dose of Ether

1 dose produces intoxication/hallucination

2 doses can be used to inflict Sleep or as an
anaesthetic by application of cloth (applied
through shoulder touch of cloth)

Digitalis

Dry Foxglove leaves, then Grind. Add Water.
Ferment, then Heat through Water and Ethanol
(*Ethanol - Distil 2 doses of any Alcoholic Spirit*).

RESULT - 1 dose of Digitalis (Digoxin)

1 dose treats heart conditions

2 doses inflicts cardiac arrest if ingested.

AVAILABLE DEVICE SCHEMATICS**Padlock & Keys**

DURATION - Long Rest

COMPONENTS - 2 Iron, 1 Copper

TOOLS - Force, Metalworking Implements

PROCESS

Over the next Long Rest, you are assumed to have
performed the following process:

Form the copper into the cylinder, pins and springs that
form the core of the padlock. Form one piece of Iron into
the shank and body casing for the lock. Form the other
piece of Iron into the keys.

RESULT - 1 Padlock, 2 Keys.

Wire

DURATION - Long Rest

COMPONENTS - 3 of any one Metal resource, Oil.

TOOLS - Force, Metalworking Implements,
Extruder Mould.

PROCESS

Heat metal until extremely malleable. Pull it through the
extruder mould, forming a long single strand of wire.
Allow to cool slightly before coiling and placing in to a
bucket of oil. Repeat three times then braid together to
create a strong but thin cable.

RESULT - 1 piece of Wire (3 Metre length,
represent with white rope).

Improvised Battery

DURATION - 2 Minutes

COMPONENTS - 2 Lead, 1 Copper Wire, 1 Dose
Sulfuric Acid

TOOLS - Container

PROCESS

Over the next 2 minutes, approximate performing
the following process:

Take the Lead and form it into several plates. Affix the
plates to your Container. Fill this container with a
mixture of White lead paste and Sulfuric acid. Make a
Moderate Risk Fate Draw (*See: Working With Acid*). Seal
your Container but leave the ends of the lead plates
exposed. Use the Copper wire to attach each of the plates
to the machine or device you wish to power.

RESULT - 1 Improvised Battery

WORKING WITH ACID

Acid is a highly volatile substance that is risky to use. To represent
this risk, a Moderate Risk Fate Draw must be made during any
attempt to craft a concoction involving acid. If this Fate Draw fails,
receive a Flesh Wound. If you do not have a neutralizing agent on
hand, your dominant hand is also Crippled.

*GM Note: For out-of-character welfare reasons, we have made the
decision not to allow the use of Acid as a weapon.*

READING A CONCOCTION RECIPE

FERMENT - Heat over the next 8 hours in a Large Pot.

MASH - Squash together for 2 minutes in a Large Pot.

HEAT or DRY - Present for 2 minutes over a Controlled Flame.

GRIND - Crush for 2 minutes using Mortar & Pestle.

DISTIL - Heat for 2 minutes in a Small Still.

BOIL - Present in a Flask for 2 minutes over a Controlled Flame.

CARBONIZE - Burn for 2 minutes in a Crucible using a
Controlled Flame.

GAME ITEMS

Game Items include credits, props, items and documents originating from the GM team. They largely exclude players' personal gear, with the exception of props used to represent Devices or Concoctions crafted during game sessions. If a player tries to use their character abilities to take something from you that is not a Game Item, you are within your rights to call "Invalid."

CONCOCTIONS

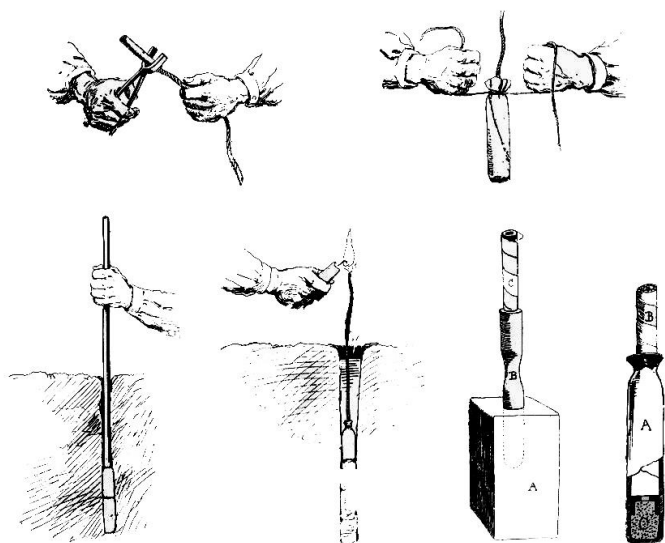
Chemical Concoctions will be represented using physical props with accompanying Science tags, readable to characters with the Scientist Archetype, and will have an Effect tag detailing what happens if it is used or ingested.

Concoctions have a variety of uses, and may even have varying effects depending on the number of doses administered at once. Concoctions should not be actually ingested under any circumstances. Concoctions remaining at the end of a Game Session should be noted on your character sheet, as these will carry over between sessions.

DYNAMITE (CONCOCTION)

Represented by a red piece of pool noodle with a fuse attached, Dynamite should be either dropped or thrown. When it lands, point at it and loudly call "Kaboom!"

After use, the Dynamite is destroyed (probably along with quite a few other things.)



See the Chemist Class for more Concoctions and recipes.

DEVICES

Mechanical Devices will be represented using physical props with accompanying Science tags, readable to characters with the Scientist Archetype. Devices often will have the potential to degrade or become damaged after use, the chance of which will be represented by a Fate Draw as detailed in either their Schematic or Science tag. Portable Devices may be recorded on your character sheet and retained between games.

TRIPWIRE (DEVICE)

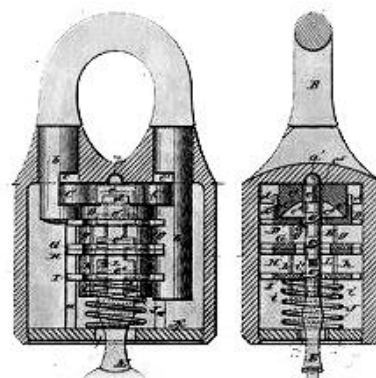
Using 1 Wire resource of any kind, represented by a 3m piece of white rope laid out in a straight line, you may deploy a simple Tripwire. To use the wire, a character must be positioned near it to point and call "Knockdown" if another character crosses it. Upon collecting a deployed Tripwire, make a Moderate Risk Fate Draw. If you fail the draw, the Tripwire is destroyed. If successful, the Tripwire is intact and may be deployed again.

IMPROVISED BATTERY (DEVICE)

Represented by a small container or box with protruding strands of copper wire, an Improved Battery can be used in a pinch to provide power to a device that requires it. After using a device powered with an Improved Battery, make a Low Risk Fate Draw. If you fail the draw, the Battery is destroyed. If successful, then the next time the device is used, make a Moderate Risk Fate Draw, and the third time a High Risk Fate Draw.

PADLOCK & KEYS (DEVICE)

Represented by a real padlock (either clear or with picking windows,) padlocks can be used to lock either a box or door that has the appropriate fixtures. Locks can be picked manually, or bypassed by a Prospector of the appropriate level. Locked doors can be knocked down using the Knockdown or Kaboom! Calls. There should be two keys in the game for each Padlock.



ECONOMY

CURRENCY

Vanguard has established their own unit of currency for use in the town of Consequence. Upon entering Consequence, all outside currency should be exchanged for Vanguard Credits, as vendors inside the town usually will not accept anything else.

WEALTH

Fortunes rise and fall on the frontier, and characters have the ability to gain wealth and influence as the game goes on. At any time, characters can cash in 1000 Vanguard Credits to receive a level of Wealth. Characters with a high level of Wealth may find that they are treated differently than their less affluent peers. Characters may cash out Wealth for Credits, or use it to purchase Real Estate in the town of Consequence.

REAL ESTATE

Certain characters may wish to stake their claim to a piece of the town of Consequence or the lands surrounding it. Vanguard has made several 5m x 5m plots available for purchase at the cost of 1000 Credits or 1 Wealth each. Owning a plot of land has no mechanical benefit for your character, but those who do so will be able to set-dress their plot however they see fit. Perhaps some enterprising folks might choose to set up a business or cultivate some crops, or perhaps some prospector might buy up a piece of wilderness to use for mining.

GM Note: Owning Real Estate is an entirely optional part of the game, and is intended to provide those who enjoy set dressing or running an in-character business an avenue to do this within the game.

WAGES

At the start of each weekend game session, each player will receive 100 Credits in their player pack as their assumed income after expenses.

THE QUARTERMASTER

An individual of many talents, the Vanguard Quartermaster will handle the withdrawal and deposit of Credits, the recording of Wealth, the buying and selling of Resources, the delivery of messages and will oversee communication with the GMs through the GM box. Communications to Vanguard leadership can also be handed to the Quartermaster who will deliver them to the Governor regularly. It is usually wise to visit the Quartermaster each morning in case they have something for you.

RESOURCES

Resources in Consequence are represented by physical props tagged with playing cards marked with "RESOURCE". These cards correspond with resource sheets given to Prospector and Ranger characters, as they are the only ones who can harvest resources in the wilderness.

Resources are useful in crafting Devices or Concoctions, or can be sold to other characters or to NPCs. In a pinch, the Vanguard Store will buy anything you happen to find and sell most things you could need.

Resources may not be carried over between game sessions; any Resources left in player packs at the end of a game session will be exchanged for Credits as if they were sold to the Vanguard offices.

WHAT DO I KEEP BETWEEN GAMES?

Credits, Wealth and Crafted Items are all retained between games. Resources left in player packs at the end of each game are assumed to be sold in the downtime, and will be replaced with Credits of equivalent value. Certain Plot Items may be retained between games.

ACKNOWLEDGEMENTS

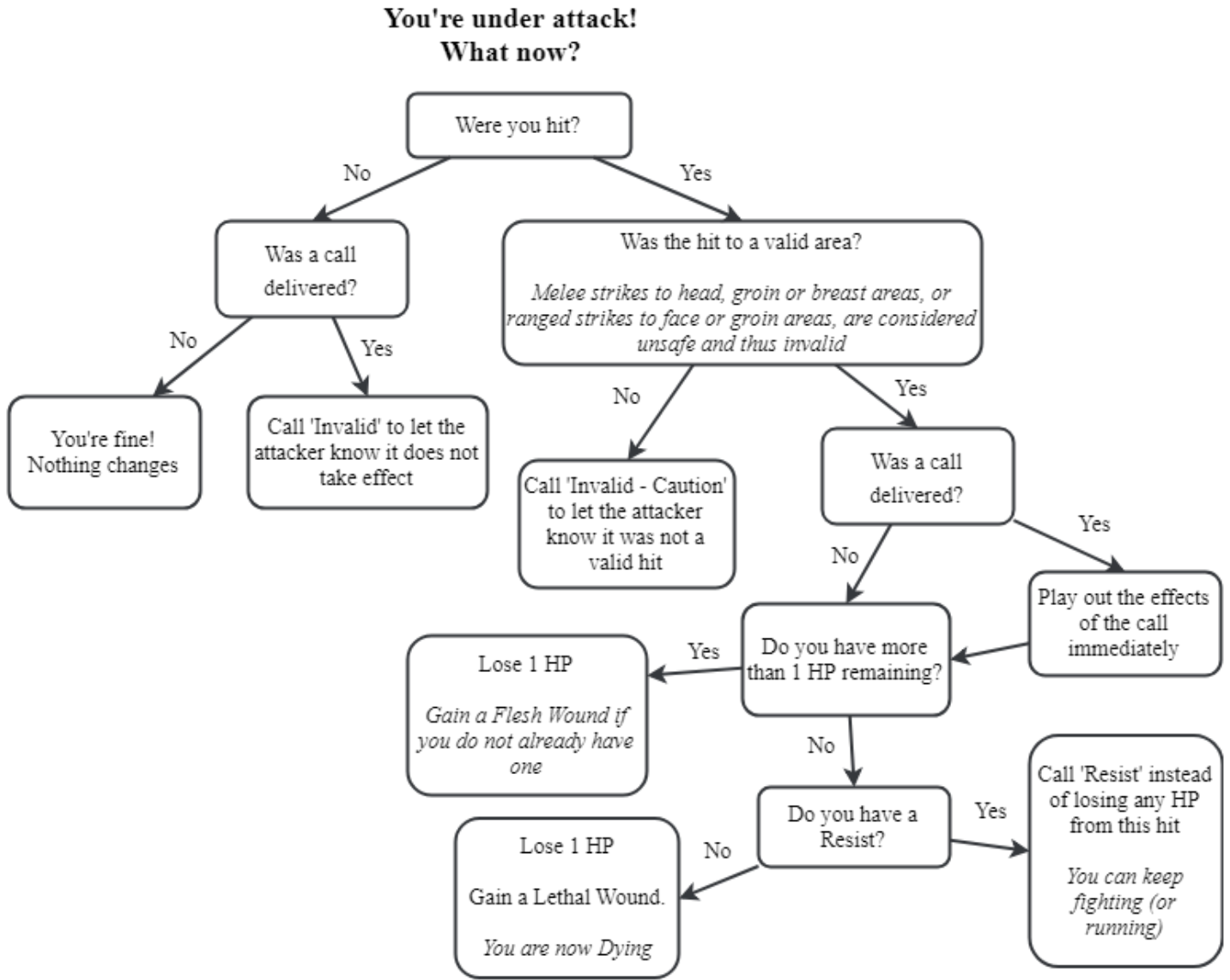
Consequence has been inspired by the many New Zealand LARP campaigns that have come before it, including but not limited to: 33A.R., Crucible, Musketeers, Embers, Saga, Exile and The Dying World.

Rules inspiration has been taken from the Drunken Monkey LiveRoleplay Collective's rules for The Good, the Bad and the Dead Campaign in the UK; You don't know who we are but we thank you.

Consequence itself is inspired in part by Wyrdd Games' Malifaux Tabletop Setting.

A special thanks to those who helped with playtesting.

Fig. 2 – HOW COMBAT WORKS



VANGUARD CONSORTIUM



A TOWN BUILT ACROSS A PHENOMENON

CONSEQUENCE

Want to earn money and live in a growing town... on the other side of a Rift?

Want to be on the RIGHT side of JUSTICE, FAIRNESS, and ORDER?

CONSEQUENCE offers many opportunities!
FERTILE LANDS – MINERALS – SAFETY – GOOD PAY

Now only A FEW WEEKS travel from New York!

MEDICAL PROCEDURE COMPLICATIONS

Not all things go according to plan and sometimes fate has other ideas. Whether it's by bad luck, folly or malicious intent - things can just go wrong for anyone.

COMPLICATIONS

PROCEDURE FAILURE

It is rare for a medical procedure to fail outright. When this occurs, however, the same procedure cannot be performed on the same patient character again until after the next Long Rest.

SHOCK

The patient character has gone into shock, and are immediately affected by the "Sleep" call. (They are rendered unconscious for 2 minutes.)

DAMAGED LIMB

The limb that the current procedure is being performed on is affected by the "Cripple" or "Hobble" call (depending on the limb.) If the procedure is being performed on the torso the patient character must choose which limb is damaged.

LETHAL WOUND

The patient character immediately drops to 0 HP, receives a Lethal Wound and begins Dying. They must be stabilised before any other Procedures can be attempted.

INFECTION

A patient character with an Infection is unable to have their Wounds treated, or regain HP during a Short Rest, until the Infection is successfully removed. If a character fails to get an Infection removed before the next Long Rest they develop a Fever. Failure to treat an infection for a second Long Rest will result in the affected area becoming Gangrenous.

FEVER

A character who has developed a fever is unable to use their Resist or any 1/short rest or 1/long rest abilities. If the character gets the underlying Infection removed, the Fever will pass over the next Long Rest. A character with a Fever but no current Infection may have their Fever treated with Tonic Water.

GANGRENE

Once a limb has become Gangrenous, only one option remains for the patient character; Amputation. Failure to have a Gangrenous limb amputated before a Long Rest or the end of the current Game Session will result in Death.

Fig. 3 - ASSESSING YOUR PATIENT

Assessing Your Patient

