



## **SYSTEM: CORE CONCEPTS**

January 2012

### **Contents**

Introduction	2
Key Rules	3
Our vision	4-5
Design Philosophy	6
Equal Opportunities	7
Other Important Information	7

Please see also our Character Design Rules, Event Rules, Downtime Rules and Mass Combat Rules, all available from <http://www.insurrectionlrp.co.uk>

If you are unclear about any aspect of these rules, please check out the FAQ on our website (<http://www.insurrectionlrp.co.uk/faq>) and contact the Design Team ([DesignTeam@insurrectionlrp.co.uk](mailto:DesignTeam@insurrectionlrp.co.uk)) if you need further clarification.

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**Photograph by:** Oliver Facey

## **Introduction**

Welcome to Insurrection LRP! We aim to provide a dark and difficult LRP experience in a high fantasy game world. Influenced by the cyberpunk genre and conspiracy theory, we hope to have crafted a setting which breaks the mould of standard "old-school" high fantasy, wherein the PCs are all-powerful and all on the same side. The fun should come from the PCs' struggle for triumph against overwhelming odds, with many more (and much more powerful) enemies than allies – and part of that struggle will likely be against those very same allies. We have made every effort to make the setting and system reflect this vision, with combat messy and fatal, and magic dangerous to both target and caster. Ultimately, striking first is the only way to avoid betrayal or death.



## **Key Rules**

The aim of this game, as with all other games, is for everyone involved to have fun. It's often useful, however, to set out some basic ground rules and expectations so that everyone knows what they're getting into.

Character death is a distinct possibility, whether at the hands of NPCs (non-player characters) or other PCs (player characters). Expect it to occur at any given point. Whatever happens, though, make sure it happens for solid in-character (IC) reasons and make sure that the reactions stay IC too.

As that implies, PCvPC (player character vs. player character) is allowed – even encouraged. This won't be all, or even most, of the conflict at events, but it should definitely be part of it. With that in mind, however, please remember that murder is not always a good way to solve your problems.

That said, while we allow PCs to kill other PCs (and NPCs, of course!) we'd encourage you not to play complete sociopaths. If your character's instant reaction to being insulted is to kill someone, they probably won't last long. Try to make sure your character has enough depth to avoid just being a killing machine. And please, please don't create characters to spoil other people's fun.

The other big thing we're keen on is that IC information not be spread out-of-character (OOC). It's much more fun to find something out as your character than it is if your friend told you last week in the pub. The golden rule is simple: "do everything in-character. Take everything in-character. Don't be an asshole."

It is important to note that there are no "secondary characters" in Insurrection. You may retire an existing character and create a brand new one at any time, but all characters have the potential to be as important as any other.

Some documents are watermarked "Privileged Information." These are generally rules documents for abilities about which little is known. We would ask that you do not read such documents unless your character has the ability in question, and also that you get such documents direct from the Design Team rather than another player. We would ask players not to share the information in these documents with other players in any circumstances; it is strictly forbidden for players to use knowledge gained in this way to influence IC decision-making.

Other than that, we just ask that people dress appropriately (i.e. wear costume – somewhere between late Medieval and general fantasy fiction), fight safely (of which more in the Event Rules) and respect the decisions of the refs and Design Team.

## **Our Vision**

We aim to provide a player-led, plot-driven LRP experience where everyone works together OOC to create a story that all have taken part in and can therefore enjoy. We encourage players to design proactive characters, whether they want to clear their name, smash the state, lead an outlaw band, or learn secret magic. We envisage a mix of messy internecine politics, the constant risk of betrayal by those you thought were your allies, and the all-pervasive threat of the Commonwealth, as well as the need to provide economically for yourself and deal with the challenges that arise from having limited resources and extremely powerful opposition.

In Insurrection, we want to give characters the ability to make massive changes to the setting, albeit at great risk and greater potential cost. Your characters are the brave few willing to stand up against oppression, and thus we are keen to work with you to ensure that your character has both goals and plans to achieve them – as well as the grit and determination to carry it through despite potentially insurmountable odds. We will do our best to ensure that your characters' actions affect all aspects of the game world feasible, whether economic, social, geographical, or political, and that all such changes will interact and be communicated to all players as quickly and clearly as possible. Please be aware that this will have the effect that success for one person or group in one goal may make it difficult or impossible for others to achieve some of their goals, adding further to the tension between characters who are ostensibly on the same side.

Your goals need not be restricted to the public arena. We welcome players who wish to pursue more personal, emotional agendas, as long as you recognise that the setting is a dark and brutal one – the tension and conflict between the desire to protect a loved one or learn more about your family and the needs of the nascent revolution may become a key aspect of the Insurrection world. While we are keen that each character is a member of one of the five factions we have detailed, we also welcome the creation of groups within each faction, for example a group of orcs from a particular tribe within the Fangs of Karg, or members of a particular cult within the Dawning Light. We definitely encourage each such group to have further goals, in addition to those of their parent faction.

In particular, it is worth noting that most goals will only be achievable by overcoming challenges. These challenges may come in the form of limited resources, military opposition, competing groups trying to achieve the same goal first, plain bad luck, natural hazards or any one of a number of other adverse factors. One thing we are keen to make clear is that it is desirable for characters in Insurrection to make it hard for other characters (especially of those in other factions) to achieve their goals. This means that we encourage players whose characters have a legitimate reason to oppose another character to do so. In Insurrection, there will never be a situation where everyone gets what they wanted, and so you need to fight to achieve your goals.

As we have said before, ultimately what we want is for everyone to have fun and enjoy playing characters in our game world. We have a story we want to tell, but we want to involve you in that as much as humanly possible, and give you the space and opportunity to tell your own stories, too.

One major way in which we drive the plot and promote conflict is through our XP system. Characters get very few XP (which are used for the mechanical part of character advancement) simply for turning up to the event. The majority of XP are earned by achieving objectives set for you by your faction. These objectives are IC goals you have been set by the NPC leaders of your faction, and can be considered entirely IC information, except insofar as the notion of XP is entirely OOC.

Broadly speaking, these objectives fall into three categories. The first category are Shared Objectives. Ordinarily, at least one Objective will be shared across all six factions. No matter who is actually responsible for achieving it, once it has been achieved, all factions who share that objective will get the XP for it.

The second category are Opposed Objectives. Ordinarily, one Objective for each faction will be directly opposed to another faction's Objective. Only one faction can get the XP for an Opposed Objective; compromise risks neither faction getting the XP. Success for one faction will necessarily prevent the other faction from gaining XP from this Objective.

The third category are Stand-Alone Objectives. These Objectives may well bring you into conflict with other factions' interests, but only one faction has XP riding on the outcome. We will usually not tell you which category a particular Objective falls into; this is something you would need to discover IC. Please note that all of these Objectives, regardless of type, are intended to be binary – you either succeed or fail. Any "partial success" is, in effect, failure, and you will not receive the XP – although the fallout from the plot will be different than if you had completely failed.

IC, Objectives are set by the NPC heads of the various factions. However, they will listen closely to the input of the PCs as their representatives within the Association, and this is one of the ways in which we make our system more player-led.

It is worth noting that the PCs should probably be considered special or unusual within their factions; the majority of members of each of the six rebel factions have little or no involvement in the Association, but Insurrection is the story of the Association and its struggle against the Commonwealth. It is important to realise that you may encounter NPCs from various of the playable factions who have radically viewpoints on the faction's work. In most cases, this can be explained by the fact that the faction's goals within the Association and against the Commonwealth may not be the same as the faction's goals more widely. In general, NPCs from a given faction are more likely to be following the faction's Standard Operating Procedure than PCs are. Over time, this may lead to conflict between PCs and the factions of which they are members.

## **Design Philosophy**

In writing Insurrection, we were keen to draw on our experiences of LRP, both positive and negative, so that we can build on the good ideas, and avoid the mistakes, of other event organisers. The philosophy we've come up with as a result can be summarised as The Four Fs:

### **1. No Faff**

We want to avoid having to stop or slow the action for protracted periods while players seek ref calls, or all the refs are busy with the crew. We aim always to have at least one ref available in the IC area and another at the Games Operation Desk (G.O.D.) to avoid undue delays. Please bear with us if, for some reason, we aren't able to!

### **2. No Flange**

This is probably the most important of the Four Fs. We intend to apply the rules harshly but fairly to everyone at all times. We also intend to keep the world consistent to itself and its values - put simply, that actions have consequences and choices are important. This means that if a significant number of PCs are bleeding to death, we won't be sending in a wandering healer to save everyone's life. Likewise, if a player or group gets themselves in a bad situation IC and severely disadvantages themselves at future events as a result, we won't intervene to balance the situation. We'd rather players "made game" by rising to these challenges and overcoming them through roleplaying.

### **3. No Fuss**

Out Of Character arguments, especially about rules, add very little to anyone's enjoyment. If you disagree with a rules call given to you by a ref, please mention it at the time, but if they don't change their mind then please just go with it and bring it up again after the event.

On the other hand, as outlined in the Event Rules, if you have a concern that another player, or a member of the crew, is cheating or breaking some of the Key Rules then please inform a ref as soon as possible so that we can try to resolve it as quickly and painlessly as possible.

### **4. No Facewank**

Although this one of the Four Fs has a gross-sounding name, it's actually important; it refers to a phenomenon called "NPC Facewank," where an NPC or NPCs arrive and take over, solving the plot, battling one another and otherwise taking opportunities and game away from PCs. It is our intention that the PCs should be the most important characters in the game, although by no means necessarily the most important characters in the gameworld, and thus we aim to avoid situations where NPCs take game away from PCs.

## **Equal Opportunities**

We take equal opportunities very seriously. We aim to create an environment at our events that is accessible to all and free from discrimination and prejudice.

In order to achieve this, we ask that every participant show respect to others, on an OOC level, including using appropriate and respectful language at all times. Obviously this does not apply to participants' characters, and we would ask participants to be mindful of the difference between IC and OOC behaviour. However, references to non-consensual sex or sex with minors should be avoided due to the particularly sensitive nature of these issues and the impossibility of knowing whether another participant has had such experiences in real life.

If behaviour is observed that is found to be unacceptable, a participant could be asked to leave and potentially not be allowed to attend future events.

It is worth noting that racism, sexism, homophobia etc. may exist within the Insurrection world. In particular, racism (based on one's species, rather than skin colour) may be rife within certain groups. We would remind all participants that it is one thing for a character to be prejudiced, but quite another to intimidate another participant on an OOC level.

## **Other Important Information**

We welcome communication with all participants and potential participants. If you have any questions about anything to do with Insurrection LRP, please get in touch:

[DesignTeam@insurrectionlrp.co.uk](mailto:DesignTeam@insurrectionlrp.co.uk)

Anyone wearing a hi-vis vest is not present IC (see the Event Rules). Anyone with a fist on top of their head or in the air is also not present (or at least not visible) IC.

Please note that physical representations (phys. reps.) are needed for armour and weapons, although laminated cards (lammies – see Event Rules) will also be provided to show that the items are valid IC. Poor quality phys. reps. of armour will not provide as much protection as detailed in the Event Rules, for example.

We refer to periods between events as "downtime." Characters are still active in these periods, and we have a full downtime system to support action between games. The downtime rules are available from our website. Armies or slave units raised, trained and controlled under this aspect of the system are not able to appear at events, unless the player controlling them is able to bring along twenty suitably equipped people to play them at the event as characters. Their role is to act off-scene in their controlling character's interests.

Please note that, in compliance with current legislation, there is no smoking indoors at any Insurrection LRP event. This includes all buildings and any tents provided by Insurrection LRP, whether for IC or OOC purposes.

You must be at least 16 years of age in order to play at an Insurrection LRP event.