

READINESS

THE LARP

Readiness is a Chamber LARP for 8-16 Players and a Game Master that takes place inside the "Encampment", a fictional campsite constructed by the Preppers to protect themselves against an upcoming apocalypse of mysterious origins. Readiness is informed by current global turmoil and the attitudes of survival, alienation and vigilance built around it. It combines elements of gaming culture, performance, lyric theater and post-media art.

The LARP will play out over 4 days, including an introduction and character building workshop and 3 Acts played in real time over 3 days. Players of Readiness will be assigned to one of 3 Clans (Preppers, Horde, Boogaloos, Neutral) and given a Character Outline, who they can further design and refine. The LARP will be broadcasted as a Live Stream and recorded for further editing.

The world of Readiness is a bleak apocalyptic dystopia where madness, misery and toxic personalities have won over reason. It takes place within the Encampment. We are unsure what lies beyond. The Encampment consists of a series of Key Locations. These are The Egg, the Tunnels, the Firepit, the Lab, the Throne, the Cage, the Armory and the Wall.

Readiness is not a combat based LARP. But when needed the following rules can be used: First hit gets you wounded. Second gets you unconscious and bleeding. Third gets you dead. Light armor gives you 1 point of resistance, heavy armor 2 points. Entire body is 1 armor zone, so wherever you get hit your protection is weakened. You only get protection where you are covered by armor. 2-handed weapons will ignore light armor. Shields are unusable after 10 strikes by a 2-handed weapon. Don't hit the head, neck or groin areas. Getting hit, wounds and unconsciousness need to be roleplayed. When you're reduced to unconscious, you bleed for 15 minutes – if no one starts healing you by then, your character dies and can no longer be played. Safety is the first rule – call a hold if there's any danger. LARP is a physical activity and you play at your own risk and responsibility. Roleplay good, play nice and have fun.

Bring a starting attire that matches your character. Additional accessories, props and weapons will be provided. Wear sports shoes. Additional Costumes, Props and Weapons will be provided. Items can be Traded or Looted during the game. Upgrades and Special items can be acquired at the Armory and the Lab. Players can also Craft custom items during the game.

Meta Techniques: The Game Master will be intervening minimally, to help guide the main plot using a few meta techniques that will be explained during the intro.

Play to Lose - Play to Lift : A technique to create better drama by not trying to win, but letting your character lose. It is used in a collaborative play style rather than a competitive play style. Play to Lift means that the responsibility for your drama and your character also rests on all your co-players. You have to lift each other.



The Clans

Boogaloos

Far-right, pro-gun, anti-government, and extremist militia group born out of 4chan memes. Inspired by right wing accelerationist ideas.

Goal: Ignite a Civil War

Special: Meme Magick. Force Neutral Characters to take a side for 5 minutes.

Preppers

Organized and obsessed with self-reliance, stockpiling supplies, and survival knowledge.

Goal: Protect their Property.

Special: Survival Skills. Can Craft new objects and Escape tough situations.

Horde

The mass of the unprepared and unorganized turned animalistic in their agony for survival.

Goal: Loot.

Special: Strength of the Night. The Horde is 50% Invisible during nighttime.

Neutral

Neutral Characters are in this either for personal gain or for the greater good. It's hard to say.



The Characters

Oracle (Neutral) - Psychic that has insights on the catastrophe. Skill: Psy Spells & Potions

Messiah (Neutral) - Elevated Spiritual Being. Skill: Release Civil Tension

Bard (Neutral) - A true artist of the community, respected by all Clans. Skill: Messenger

Operator (Prepper) - Controls the Security System at the Encampment. Skill: Assign Cam

Sensei (Prepper) - Martial Arts Expert. Skill: Teach Melee Combat

Bunker Bitch (Prepper) - Previously Privileged Alpha Female. Skill: Persuasion

Herbalist (Prepper) - Bonsai Hydroponics gardener. Skill: Heal / Revive

Boi 1 (Boogaloo) - Ideologically Confused Beta Haiwaian Tactical. Skill: Games

Boi 2 (Boogaloo) - Ideologically Confused Beta Haiwaian Tactical. Skill: Firearms

Batu (Horde) - Retired Warrior Leader of the Golden Horde. Skill: Art of War

ExCop (Horde) - Former SWAT cop with PTSD. Conspiracy Theorist. Skill: Combat

Activist (Horde) - Dancer Medic Protester. Skill: Heal / Revive

Looter (Horde) - Here to loot for fashion brands and resell on ebay. Skill: Traps/Lockpick

