

Social Contract

General Principles

- LARP is something in which we participate to have fun. Above all else, out of character, participants should be kind and respectful and seek to create a positive environment in which all participating can have a good time.
- LARP is a high-adrenaline activity that deals heavily with issues of conflict both emotional and physical. We encourage all participants to check in with each other periodically OC to help ensure their comfort.
- Sometimes players may be uncomfortable with roleplaying around certain subjects. If someone asks you to stop roleplaying around a certain issue, then you should do so in order to maintain an environment in which all participants are comfortable. The [safety call 'TESCO'](#) may also be used in circumstances where a participant feels uncomfortable in this way and needs some space immediately.
- In combat, different players are comfortable with different levels of force. If someone says you are hitting them too hard, then you are hitting them too hard, and should begin pulling your blows more.
- Costume, makeup and other phys-repping is usually not compulsory, but can increase enjoyment of the game, and is thus encouraged. The club has some basic costume that can be borrowed on request.

IC/OC divide

- Participants should be familiar with the [OLS Conduct and Themes Policy](#)
- During time in, both Players and Monsters should attempt to behave in an appropriately IC manner when IC. Participants may raise two fingers in the air if matters need to be discussed OOC, or use one of the appropriate safety calls.
- Defeated monsters who do not wish to continue roleplaying should move to one side, and refrain from activities that would break player immersion.
- *Planetfall* has a relaxed attitude to Players discussing IC events OOC.
- So long as there is an IC justification, Players can assume that they may IC know about the outcomes of Missions that publicly affect the game world.
- Participants are encouraged to update Shared Resources to improve availability of information.
- Refs and GMs may have access to hidden information about the setting or metaplot. This information should not be discussed or shared with participants without prior approval of the Ref Team.

Rules Queries

- If someone asks a question about the rules of the game, answers that are provided should be given in a respectful and neutral manner. There is nothing shameful about asking questions or not knowing the rules.
- If you suspect that someone is not taking their hits correctly, or interpreting the rules (e.g. for a call) incorrectly, you should raise this with them in a private and respectful manner between

encounters (or with a GM if you feel uncomfortable doing so).

- The chances are that they are simply having a difficult time keeping track of things, or have made a genuine mistake, rather than trying to gain an unfair advantage.
- GMs are responsible for the rules on their Missions. Their decisions may be politely challenged once (with the co-GM present for a second opinion) but after that must be taken as final. Discrepancies can be brought up with the Refs after the Mission (even if one is present at the time).

Player versus Player (PvP)

- We recognise that, generally speaking, Missions are most enjoyable for Players and Monsters alike when a party works together for the sake of achieving a common goal, despite natural differences that will occur.
- In addition, *Planetfall* is not designed to facilitate Player vs Player combat.
- As such, we encourage participants to handle PvP through social conflict, political maneuvering, and snark, which are better supported by the setting.
- However, sometimes the most appropriate thing for a Player Character to do is to respond to an IC event with violence against another Player Character. This kind of action is entirely acceptable.
- We would ask, however, that our Players are careful to not generate characters specifically with the goal of PvP combat in mind, and, furthermore, if they do seek to participate in PvP, to find participants who would enthusiastically enjoy the prospect rather than Players who dislike it.
- When putting together the Player party for an Missions, including characters between whom PvP is inevitable will be avoided as much as is possible.
- If a character becomes inevitably a source of PvP or “becomes a villain” then we would expect that character to be retired as a Non-Player Character threat to be brought into future Missions. This is a perfectly normal progression for some stories!

Character Death and Injury

- We foresee character death and injury as an inevitable part of a high-combat linear system.
- Character death and taking [Severe Injuries](#) are IC events, and should lead to no OOC recriminations.

Monstering

- The Monster party exists primarily to create fun game for the Players, whether this be through providing appropriate challenge through encounters, playing compelling NPCs, or just generally bringing the Mission to life.
- This is the guiding principle on which all Monster behaviour should be based.
- That said, Monstering should be fun and enjoyable as well, and the GMs should facilitate this as one of their primary concerns.
- Be careful when choosing weapons that the set-up you have will provide an enjoyable fight for both sides. In particular, polearms and shields should be chosen with care, as they are hard to fight against with some weapon combinations.
- Unless you have been specifically briefed otherwise, Monsters should never attack or execute a PC who is unconscious.

- Monsters should try to make their actions understandable and predictable to the Players so that they can understand what they are doing and how to defend themselves.
- If Monsters feel that the Players are having a tough time of things, or if they are not being challenged sufficiently, they should discuss this matter with the GM in charge of the Monster party.
- The GM in charge of the Monsters has ultimate call over stats and decisions about Monsters and should be listened to by the Monsters.
- Everyone who attends Planetfall is expected to Monster as much as they play (one week Monstering, one week Playing, generally speaking, though this may have to be a higher ratio when we have lots of people who would like to play).

Running a LARP

- Anyone can run a LARP, as long as they organise a slot with the Ref Team.
- A participant should study the [Running a Mission](#) guide before pitching a LARP, and should adhere to the guidance within.
- The GM should take care that the Mission fits appropriately with the setting, themes, and overarching narrative of *Planetfall*.
- A GM should not run a LARP that advantages one of their own PCs, or features them in any major role (unless they have become an NPC). As such it is often best to avoid running Missions in areas of the game where you have an active character.
- The Ref Team would greatly appreciate seeing Mission plans in advance to minimize any potential issues and additional downtime on the day.

Player Slots

- The nature of linear LARP means that sometimes, everyone who wants to play cannot.
- When a GM sends out the Brief for a Mission, those who wish to play should express their interest to the GM. This does not guarantee you will get to play (particularly if you have played recently) but gives the GM an idea of what their Player Party will look like, and to help them decide who should get to play if there are too many interested.
- As a rule of thumb, those who monstered last time they attended LARP should be given preference, as should those who informed the GM they were interested in playing, with due consideration given to whether or not someone has not played for a long time.
- On a character-request LARP, the requesting character's preference should also be taken into consideration.
- Ultimately assigning Player slots should be a negotiation between all participants to reach an outcome everyone is comfortable with, but the GM running a Mission has the final say.

Infrequent Players

- Although those participants who are able to attend every week will have an advantage (in terms of XP), we do not want the inability to attend LARP every week, or only at certain times of the year, to form a barrier to participating meaningfully in *Planetfall*.
- To this end, we are happy to catch any infrequent Players up on the current status of the world, as well as suggesting hooks to keep their characters relevant. Please feel free to reach out to the Ref Team about this.

- We will also endeavour to reach out to Players proactively if we see a Mission coming up which appears to be useful for that character's goals.

Retired Characters

- It is possible for PCs to be made unplayable in such a way as not to kill them or remove them from the setting.
- Such retired characters may feature in the game setting, or on subsequent LARPs.
- Characters retired in this way are effectively NPCs.
- Where it becomes impractical for the original person who played that character to always be present to play the NPC, others may have to do so for them.

Feedback and Accountability

- If a participant has an query or issue with something that has happened to one of their PCs, they should speak to the Ref Team.
- In addition, the Ref Team may always be approached if a Player is ever having problems with a person or element of the game making them uncomfortable.
- If a player feels there is an issue with the Ref Team, they should feel free to speak to the other Refs, or with the Chair of OLS directly.
- The LARPOs can be reached by email at planetfall.larp@gmail.com.
- All feedback will be listened to, discussed, handled with due seriousness and confidentiality, and actioned and/or responded to accordingly.

Credit to Star and Matthew who wrote most of this for Animus

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