

This Wiki is Incomplete - a large number of pages are not exposed for playtesting



"Explorer Unit Delta: dropship entering atmosphere now. Be advised that local flora and fauna are undocumented and may prove hostile. Mission parameters are to make contact with Altarian Survivors and establish communication with the Orbital Station. Decay readings are high: be prepared for significant technological malfunction. Landing site approach commencing: Planetfall in 3... 2... 1."

- Transmission from the Drop Pod "No Time Like The Present"

In the Altarian Federation, a civilisation driven by the need to expand and connect people across the stars, the idea of a Star System being cut off and isolated is unimaginable. For a borderland system reliant on imports and communications from the Central Systems it's unthinkable. And should the unimaginable or unthinkable happen? Well, to take advantage of that for political or material gain? That would be unconscionable..."

- Private log of X. Grace, Mystic Divine, Chaplain of Orion Station, Keter System

SYSTEM ERROR - Hypergate offline. Cause of error: Unknown. Divining cause of error...
ERROR UNDIVINED. SEEK MYSTICAL INTERVENTION. ERROR CODE
8A8E9C2451FFA2445544.

- Repeating message from the "Orion Station" Gate Heart aboard the sole Hypergate into Keter system

Introduction

Welcome to **Planetfall**, a proposal for the [Oxford LARP Society](https://planetfall.oxfordlarp.com/) weekly linear LARP in 2022 in which Players play stranded explorers a borderlands space system cut off from the rest of their home. Alone, they must keep alive until rescue can be achieved, and combat the threats - both wrought by themselves and from the planets themselves - on vastly unmapped and inhospitable planets.

Linears will take the form of missions foraying from the safety of the orbiting fleet of ships into the depths of the worlds, with Players actively establishing the rules and structure of their community of Survivors while seeking rescue and survival.

For Playtesting, please take a look at:

- [Combat Rules](#)
- [Character Creation](#)
- [Backgrounds](#)
- [Abilities](#)
- [Energy Regimens](#)

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