

# Britannia LARP Rulebook

## Game Themes

Britannia is a rules light role-play forward game. While there will be goals and objectives. Weaving and creating stories with those around you is the primary focus.

## Code of Conduct

Britannia is set in a violent and dark part of history, during this game we will explore themes such as imperialism, nationalism and ancient world slavery. Due to the weight of these themes, it's essential that all players follow the outlined code of conduct. Keep in mind that this code isn't exhaustive and might change as necessary.

**No Ism's:** Even though Britannia is set in a pseudo historical setting, real-world prejudices such as homophobia, transphobia, racism, or sexism will not be tolerated.

**Check In:** For players engaging with the game's darker themes, remember to check in with the other player involved before and after an intense scene.

### Self-Responsibility:

As a game for adults, each player is expected to act as such. Please manage your own limits in and out of game.

**Play to Lift:** Fun for you shouldn't come at the expense of others. Treat players with kindness, even when your characters are trying to kill each other.

**The Roman Salute:** has no place in Britannia, and should not be used.

Britannia is a project born from a diverse group of individuals. We're aware that ancient cultures like Rome have been misappropriated by far-right intolerance movements. *If you're here because of such ignorant leanings, let's be clear: this isn't the place for you.*

## CONTENT WARNING

Attending Britannia LARP means that you consent to witnessing graphic depictions of violence, bigotry, abuse, injury, nudity, and disrespect of fantasy religions that may bear similarities to real world counterparts. It also contains the frequent use of loud noises, fog machines, firework smoke, flashing lights and the absence of light.

*Separated from the mainland by the narrow Menai Strait lies Mona, once the sacred domain of the mighty Druids of Britannia. Less than a decade ago, amidst the backdrop of Boudicca's uprising, a fierce war erupted here between Romans and Druids. The result: devastation on both sides, leaving the island a graveyard.*

*For almost eight years, Mona has been shunned by all as a cursed place of death. But now, as Rome's war drums beat once more and Legions face off against Legion, the island stirs. The scattered and remaining Druids speak of an ancient prophecy—a forgotten relic with the power to reshape history itself.*

## What is Britannia?

Britannia is a Live Action Role Play experience set in an alternate history version of the British Isles in 68CE.

During play players will take on the roles of either Romans or Celts vying for control of resources and land on the island of Britannia during a period of great upheaval and turmoil.

While on the surface, Britannia may appear to be a competitive LARP this is not the case, through conflicting ambitions of the competing factions we aim to weave a compelling story.

Britannia borrows heavily from the Nordic LARP style: focusing on low rules and providing a solid framework that allows the players the freedom to dictate where the narrative of the game goes.

History is not set in stone!

## Historical Fantasy

Though we borrow historical context for timeline and location, the setting is not true to history or reality. In this version of the Ancient World the myths and legends surrounding the isle are all too real to the characters. As such we ask you not to focus overly on deviations from history, but to enjoy imagining how myths came to be and what people may have believed in ages ago!

## Gameplay

The opening announcements for our event will commence at 9:30 PM Friday evening. Character workshops will follow providing a platform for players to introduce themselves, establish character ties, and engage in initial negotiations.

## Verbal Game Calls

**Time Out:** Stops all play in the area. Use this to resolve OOC emergencies, safety issues or to hard stop a scene. Players must stop all RP.

**Time In:** Resumes play in an area. RP resumes as if the OOC timeout never happened.

**EMT:** Called after a Time Out when real world medical attention is needed by an injured person. If you are not first aid trained do not crowd in to help, instead point in the direction of the EMT call.

## Gameplay Gestures

**Fist on Head:** Out of Character - Ignore this person.

**Arms Across Chest in an X:** Invisible/Spirit - Ignore this person unless you have an appropriate special ability.

**Crossed Fingers near Chin:** OOC Negotiation - Used for quick OOC discussions about rules, checking in, scene pacing. Keep your voice low and use sparingly. Others should ignore these OOC conversations in RP.

**Horns of Power:** MAGIC!

Index and Pinky fingers extended from a fist. When someone makes this hand gesture, they're using magic. Please be aware there might also be lights or smoke to make it clear, especially in low light situations.

**Look Down:** If someone looks down and shields their eyes, they are removing themselves from the scene, let them go!

## The Mortal Coil: Health & Dying

All characters begin with Two Health

A player's Health can increase via the purchase of skills.

If these are lost due to actions or combat they become Wounds.

Healers, potions, magic and rest can restore Wounds.

**Wounded:** When half or more of your Health points are Wounds (rounded down) you are severely injured, you may still fight on but are no longer able to run and are in great pain

**Death's Door:** When your Health has all become Wounds, you fall prone, losing consciousness. You may crawl with great pain but require drastic medical attention. You may pass on to Hades if you wish.

**Death is permanent:** (for now) Character death is opt in, requiring the consent of the dying character's player.

*\*In the interest of fun if you are reduced to the death's door condition while alone, you may drag yourself back to an area you will be found so that you aren't laying in the woods by yourself for extended periods\**

## Conditions

**Sickness:** Poison, Disease, or Venom all make your character Sickened. Roleplay extreme discomfort and pain as appropriate to the source of the Sickness. Sickness blocks all other healing until cured first (by a potion, ritual or magic).

**Serious Injuries:** Broken limbs, lodged arrowheads, skull fractures are opt in unless inflicted by a Story effect or Monster. These must be roleplayed and can be cured with appropriate Long Scene of healing roleplay.

**Curses:** Often impairing physical functions (such as sight or strength) or mental states, Curses are inflicted by Story or Ritual Magic and removed by the same.

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## Scene Length & IG Timekeeping

Very Short Scene - about fifteen (15) seconds

Short Scene - 100 count / about two minutes

Scene- about five minutes

Long Scene- about Fifteen Minutes (15) minutes

Very Long Scene- more than twenty (20+) minutes

## Fighting & Combat

**I. CLASH-** Engage your opponent, exchanging dramatic attacks with larp safe weapons.

**II. REACTION-** Step back to assess exchange. If you are struck by attacks you lose Armor then Health. Roleplay this.

**III. RESOLUTION-** Repeat until someone surrenders, retreats, or falls to Death's Door.

### *These things are Forbidden in combat*

*Drum-Rolling & Wrapping:* quick, cheesy rapid strikes made by flicking the wrist or by reaching past an opponent to strike their far side with a flick are always discounted as glancing.

*Face, Head, Fingers, or Groin Strikes:* give your opponent as long as they need to recover. Apologize immediately. These strikes never count in combat.

*Grabbing & Brawling:* You can grab or touch anyone from the shoulder down to the hands, and for unarmed striking; think dramatic play fights; don't connect.

*Ganging Up in Melee.* If you find yourself outnumbering an opponent, take turns clashing with them. Injuries often occur when multiple people rush one person. Never more than Two versus One!

## Exchanging Blows

Combatants make a few attempts to strike at each other, blocking and parrying. Attacks can be quick, but should have very little real impact force. To convey "force" to the attack, make a wind up, grunt or cry as

you strike. When a blow strikes you or your opponent you should make no more than one counter attack or strike in a flurry before backing off for a moment to assess and roleplay.

## Wounds & Armor

Once an exchange is over, take a short moment, a few breaths at least, to allow you and your opponent to roleplay injury, reactions, get better footing, and prepare themselves.

**Strikes to the Torso, Upper Leg (Knee Up), Upper Arm (Elbow Up)** deal 1 Health Point in Damage.

**Strikes to the Lower Arm or Leg** inflict a roleplay injured limb but deal no damage to Health Points.. Wounded Arms cannot wield weapons/shields or carry burdens effectively. Wounded legs cannot run, leap or carry burdens.

## Arms & Armor

**Unarmored**                      **0 Armor Points**  
No or minimal armor.

**Lightly Armored**              **1 Armor Point**  
Mostly Leather or cloth armor.

**Heavily Armored**              **2 Armor Points**  
Mostly metal armor covering at least the torso.

**Helmet**                              **1 Armor Point\***  
Metal helmet of ancient or classical style.

**Body Armor only protects the areas it covers.**

**\*Helmets give 1 AP to the whole body. All armor must be removed to be repaired by a Faber, restoring its AP.**

**Shields:** protect against any melee or arrow attacks hitting them. Shields can be broken and rendered useless by a single hit from a Javelin, and two strikes from a Heavy Weapon.

**Light Weapons** are daggers, swords, hand axes, small clubs, staves and spears. Shields block these. Everyone can wield light weapons

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**Heavy Weapons** are large, two handed axes and clubs used to smash armor, bones and shields. They should be wielded as if they have great weight and stagger opponents hit by them. Shields block heavy weapons, but a sequential second strike from one breaks the shield, which must be discarded.

**Bows and Crossbows** fire arrows that cause a wound. Shields block them entirely. Arrows that you see strike a target are spent, arrows that miss can be reused.

Arrows are resupplied back in your camp. Arrows pierce through armor

**Light Throwing Weapons** cause a Wound. Shields block them entirely. May be used as a Light Weapon in melee. Once thrown may be picked up and used again. Everyone can utilize light throwing weapons

**Javelins** cause a Wound. Once thrown the javelin cannot be used again until it is repaired. Javelins cannot be used in melee combat. Shields block them but are broken when struck by them, and must be discarded. Everyone can utilize javelins.

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## CHARACTERS

**Pick a Culture:** There are two distinct playable cultures in the world of Britannia, each with their own goals

**Pick your skills:** Choose two of the listed skills

**Pick a Trait:** Pick one trait to define your character's reputation

### The Romans

The invaders and colonizers. Perception of the Romans varies greatly. Among the assimilated populations of the empire they are seen as heralds of civilization and progress, while in contrast among their enemies they are seen as brutal and oppressive! Commonly found among the Romans are:

#### Legio

The Legio: composed of Roman citizens by birth or service, see themselves as the embodiment of imperial glory. United by a deep belief in the splendor and righteousness of the empire, they perceive their mission as bringing enlightenment to barbarian lands. With disciplined resolve, the Legio marches as the vanguard of civilization, spreading Roman culture and governance across the known world.

**Suggested Concepts:** Legionnaire, Servant, Scout, Medicus, Politician

#### Populi

The Populi: a diverse and vibrant group, bringing together different individuals from all corners of the Empire, now making Britannia their home. Despite lacking full citizenship, their loyalty lies wholly with the empire, not for glory, but for the multitude of advancements brought about by being part of it.

**Suggested Concepts:** Shopkeeper, Merchant, Laborer, Servant, Messenger, Robber, Bodyguard, Gladiator, Drover, Priest, Medicus, Auxillia

### The Tribes

The peoples of Britannia. The Britons, a hardy and versatile people can be found thriving across the variety of environments of Britannia. Often dwelling in rural close-knit familial communities, they find themselves labeled as barbarians and deemed uncivilized by the Romans. Commonly found among the Britons are:

#### Albioni

The Albionii: not representative of a singular cultural entity but rather the patchwork remnants of the Celtic tribes from the south. Once they were a proud people, bold and strong, but even the bravest and fiercest warriors eventually succumb to the numberless hordes of Rome. Forced to the margins of society, this resilient group, composed of rebels, brigands, and refugees, have forged a community rooted in independence and self-reliance. Their shared history of defeat unifies them as they struggle to eke out an existence free of the shackles of Rome.

**Suggested Concepts:** Elder, Warrior, Tribesman, Exile, Crafter, Shepherd, Hunter, Traveler, Bard, Priest, Healer, Servant

#### Picts

The Picts: remnants of a bygone era, once held sway over Britannia from the white cliffs in the south to the mountain ranges of the North, before the arrival of the Celts. Driven from the fertile lands of the south in centuries past, this indomitable people now thrives in the cold and rugged peaks of Caledonia

**Suggested Concepts:** Warrior, Hunter, Seer, Druid, Herbalist, Healer, Savage, Servant, Raider

# Skills (Choose two)

## SKILLS

**Duros**- You are of hardy stock, +1 Health

**Furia** - You are skilled in the art of wielding a Light weapon in each hand.

**Barbarus**- You are skilled in the use of great weapons (Heavy two handed weapons)

**Scutarii**- You are skilled in the use of large shields (shields with a diameter exceeding 18")

**Sagatarii**- May use Bows, crossbows and Slings

**Aspectus** You are favored by the Gods, you are able to resist either one effect, spell or curse with a display of mystic roleplay. Resets and dawn/dusk

**Medicus**- with a Short Scene (100 count) of physical healing you allow a wounded character to begin to heal. This allows one Wound to heal per five minutes of rest and injury roleplay. If they run or fight it ends the rest and healing effect, they must be retreated.

## MYSTICAL SKILLS

**Mystic**- Study in the mysteries and occult allows you to know and cast two Spells chosen from the Mystic List. Mystics may never wear Heavy armor or use Large Shields.

**Oracle**- (Req: Mystic) Devoted to a god you know and may cast two spells from the Divine List.

**Sorcerer**- (Req: Mystic) Communing with the shades of the Netherhells you know and may cast two spells from the Underworld List.

## TRADE SKILLS

**Faber**- Using metal supplies you are able to repair shields, armor, melee weapons and ranged weapons

**Apothecary**- Using an herb resource you are able to create up to 4 potions and poisons a day

# Reputation Trait (Choose one)

Britannia characters are known to their allies and enemies by notable traits, just like the heroes of old myths and legends. Choose one Trait from the list below as one that particularly defines your character's greatest personal strength and source of pride.

The Traits should be used to inform your roleplay of your character, the roleplay reactions of others as well as access certain story elements, items, puzzles or challenges.

**AGILE** - I am swift and well balanced, able to dodge and dance with ease.

**OBSERVANT** - I am keen-eyed and alert, little escapes my notice.

**BRAVE** - I am unshaken by fear, able to plunge into peril with a cool head.

**CHARMING** - I am friendly and disarming, making friends and striking deals easily.

**DEXTROUS** - I am skilled with my hands, manipulating tools or creating items without error.

**FORTUNATE** - I am smiled upon by the fates, things seem to go my way.

**CLEVER** - I am intelligent and quick witted, learning and utilizing information swiftly.

**RESILIENT** - I am tough and unyielding, hardships that would kill others only slows me down.

**STRONG** - I am brawny and powerful, I can bend the world and its creatures with my strength.

**WILLFUL** - I am inflexible and undaunted, it is not easy to force me from my chosen path.

**WISE** - I am patient and learned, the secret to knowledge is knowing how and when to apply it.

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## Ancient Magic

Mystics draw upon strange rituals and occult mysteries to astound, befuddle and scare the superstitious peoples of the Ancient World. Those that devote themselves to the pursuit of the Mysteries may eventually become priests of powerful gods or strike pacts with beings of the underworld and outer darkness- these Oracles and Sorcerers weave miraculous spells and are rightly respected and feared by all.

Conditions to Cast: The Mystic must be awake, they must have both hands free, they must not be Silenced or another specifically cast-impairing effect.

**Step 1:** Preparation Ritual (Short Scene/ Slow 100 Count about 2 Min) - A Mystic must perform a ritual taking at least Short Scene to prepare a spell. This preparation lasts until the spell is cast, another spell is prepared or the Mystic sleeps.

**Step 2:** Invocation (Very Short Scene / 15 seconds) - They must then perform a Very Short Scene (15 seconds) of mystic roleplay invoking and casting the spell.

**Step 3:** Effect and Reaction Roleplay - The target of the spell role plays its effects to the best of their abilities and with good intention.

### **Mystics and Armor**

Large amounts of metal disrupt the mystics' strange abilities. Mystics cannot cast spells in Heavy Armor or Helmets. After wearing such they must perform a Long Scene (at least 10 minute) meditative or cleansing ritual to rebalance white energies.

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### **Mystic Spells**

#### ***Fear Me***

With a Sign of Power and a display of Red Light or Smoke all within five paces of the Mystic recoil in horror, keeping away from them for at least a Very Short Scene (15 seconds)

#### ***We Are Friends***

With a Sign of Power and by handing the individual an ritually prepared "gift" object a person is convinced you are friendly and trustworthy for a Scene (~5 minutes). When the scene passes they know something was off about the encounter.

#### ***Now You Sleep & Dream***

With a Sign of Power and a calm monotonous invocation a touched individual falls into a dreaming sleep trance for a Short Scene (Slow 100 count).

#### ***Silence Your Tongue***

With a Sign of Power a person pointed at within 5 paces is unable to speak, scream or cast spells for a Short Scene (Slow 100 count)

### **Oracle Spells**

#### ***(God's Name) Heals Your Wound!***

With a sign of Power and a hand placed on the injury a wounded person recovers one Health. After a Long Scene (More than 10 minutes) the wound returns if it was not treated with mundane healing. Using this spell on a person more than once per dawn or dusk inflicts a Wound instead.

#### ***(God's Name) Protect Me!***

With a sign of Power held before you, you may resist one Spell or Supernatural Effect. This spell and the Sign of Power must be invoked before the effect would take place. This protection lasts until the Sign is lowered or a Scene (5 minutes) has passed.

### **Sorcerer Spells**

#### ***You Suffer In Agony!***

With a Sign of Power one person within arms reach is overcome with searing agony falling to the ground writhing for a Very Short Scene (15 seconds) and suffering a Wound.

#### ***A Curse Upon You!***

With a Sign of Power one person pointed at within five paces or for whom a ritualistic tablet or doll was actually crafted suffers from a Curse. Curses are removed with Ritual Magic and Offerings.

## Tradeskill

A significant portion of the population dedicates themselves to the mastery of civilian trades, favoring the use of hammer and anvil or plow. Choosing to prioritize these skills over martial prowess. These people view their craft as instrumental in advancing their culture's ambitions, for there is honor to be found in keeping your people fed and healthy.

**FABER:** With appropriate props and a long roleplay scene those with the Faber skill may repair broken shields, ranged weapons and armor.

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**APOTHECARY:** With appropriate props, herb supplies and a long roleplay scene may create healing draughts, Poison and Woad. (Creations only last the day they were created and cannot be stored)

**Healing Draught:** A concoction that when consumed heals 1 wound. Cannot be used when at death's door, a character becomes sickend if two or more consumed within an hour period.

**poison:** *A tasteless and colorless concoction which when applied to a drink or food and then consumed reduces a target to the sickened condition.*

May only create up to 4 healing draughts and poisons per day.

**Woad:** *(Briton Only):* Through a combined long roleplay ceremony involving both Mystics and Apothecaries, Woad may be ritually smeared on bare skin giving the bearer an additional 1 points of non healable health that last for up to 1 hour.

Woad does not stack with any armor other than helmets, the wearer's body must have a lot of exposed skin and may only be applied to an individual once per day!

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**FORGE:** Each faction may designate an area decorated with props as a forge area. A faction may choose to fund their forge with 3 metal supplies, once the forge has been funded Faber of that culture may make all repairs in this area using roleplay only

**APOTHOCAE:** Each faction may designate an area decorated with props as a apothecae area. A faction may choose to fund their apothecary with 3 herb supplies, once the apthocae has been funded those with the Apothecary skill of that culture may make potions or poisons in this area using roleplay!

## Gameplay Elements

Within the world the following elements will help to move your faction closer to your goals.

### Glory

Glory is the "score" that represents how well your culture or faction is doing. It can represent perceived favor of the gods, reputation with allies and enemies and personal accomplishments. Glory is gained or lost based on actions or wagered on challenges and is rewarded by Guides. Glory influences the story of your culture between events, low scores mean lean times and hardship, high scores are a time of bounty and triumph.

#### Ways to gain Glory

Fulfilling supply needs of your culture  
Winning challenges and battles  
Defeating mythical monsters  
Religious rituals and sacrifices  
Character driven plots

When you are awarded Glory take it to your Shrine and announce how and why it was rewarded in-character and add it to the Vessel.

Each culture will be provided one vessel to collect their glory, however if individual groups would like to track their own Glory count they may add additional vessels to the shrine. While all glory will count towards a culture, groups being able to track their glory could lead to increased influence.

### CURRENCY

Currency in Britannia comes in two forms, amber and Denarius coins. Five amber equals one Denari. On average a drink at a taverna would cost one amber and a meal would cost two. There are numerous uses for coin in Britannia, from hiring warriors for exploration, purchasing supplies for a manifest not met, or even sacrificing it for Glory and Influence.



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## Influence

Individuals or groups who have shown themselves to be exceptional may see their influence increase within their culture. This influence could manifest itself as a coin or two for all members of a group, or an individual starting with two Dom next event.

How is an increase of influence determined? At 10.30am on Sunday morning all of a culture's Glory is counted and all individuals must turn in all Amber and Gold to the cultural leads at their cultures shrine.

These leads will make note of how much Glory the culture has as well as which groups were responsible for certain amounts of Glory if they have supplied their own vessel upon the shrine.

They will also take note of how much coin and Amber is turned in either by individuals or by groups.

### Group Influence Levels- cumulative

I: Start with one more Coin

II: Start with one extra Dom

III: Start with two more Coins

## The Sanctum

The Sanctum is an area of consecrated ground where all Gods have sway. To spill blood within the Sanctum is an affront to the Gods. This space is often used to broker deals, settle disputes and parley. Anyone who violates the peace of the Sanctum will lose Glory.

## Politics - The Dom

At the beginning of each event every character will be issued a marker called a "Dom", indicating an individual's allegiance, labor, commitment and the weight of their efforts affecting politics.

Characters may give their Dom to another, generally the leader of their group, to lend the weight of their voice to Political actions and votes.

When a culture decides to pass a law, create a position, make a judgment or form a treaty it can be voted on, passed or challenged using the Dom as the number of votes. *It is up to each culture to organize their own political and justice systems.*

## Supplies

To keep your forces fed, healthy and armed the search for supplies must ensue.

**Where to Gather:** Supplies can be gathered at Mines and Fields which will be spread around the play space.

**How to Gather:** Harvesting has a maximum of 4 individuals. Complete a 5 minute RP scene of harvesting or mining in the location of the mine

You may complete two harvest attempts per trip with your supply basket, after this you may not attempt again until the basket has been returned to camp

**How to Move:** Each faction will be issued a supply basket, this basket is used for the moving of supplies. Baskets can only be moved by two people, and cannot be carried faster than walking speed, each basket is limited to 4 supplies at any given time.

**What is a Mine:** Characters may gather Metal and Silver supplies at a mine location.

**What is a Field:** Characters may harvest food and herbs at a field location.

**Finishing a Scene:** Once characters have successfully completed a scene, they will select a card from the "resource pile", resolve the scenario on the card through roleplay to receive your supplies.

\*Only characters involved in the harvesting may be involved in the resolution of the card\*

**Stealing:** Supplies in the storage crate can be stolen.

## Supply Manifest

At the beginning of each event each faction lead will have a manifest which will be shared with the players. This Manifest will have been received from your offscreen leaders. This manifest will inform the culture of how many of their people remain, and the supplies required to keep them all, fed, healthy and protected. If by Sunday morning you have failed to collect enough resources to fulfill this request there may be repercussions!

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## Exploration

Those that now find themselves upon the shores of Mona do so for a single reason, the discovery of the great relics and to uncover its hidden mysteries

Exploration is a mini game within Britannia which is represented by a large map board covered in tiles which can be found in the Sanctum. Through this map your culture may hire warriors and soldiers of your culture to traverse the wilds of Mona in search of the relic and the island's secrets.

To organize an expedition you must first determine the number of warriors you wish to. The number of warriors you recruit will determine the amount of tiles you will be able to flip during an expedition. One coin will recruit 20 warriors, and for every 20 warriors recruited you may flip one tile

As you flip tiles some will represent failed searches, others will represent successful searches and clues, and some may reveal story elements, while others might represent catastrophic failure.

**Tiles picked are not required to be connected with one another.**

If your expedition suffers catastrophic failure all recruited warriors on the expedition perish.

**Scouts-** Upon organizing an expedition a faction may also send scouts ahead at the cost of one scout per additional coin spent. Scouts may flip up to one tile to see what awaits them, whatever the tile reflects the scout does not interact with it any more than being able to report the information back. Scouts may also choose to "Flag" a tile to alert of danger lurking in an area if they so wish.

## The Fragments

Fragments of a world more ancient than Britannia. These pieces may hold clues, keys or even curses.