

Balance – Confusion Reigns

" My Dearest Humble Children of Autis,

It is with my greatest pleasure, on behalf of my dear Patron, to invite you for a weekend of fine dining, games and of course the much needed discussion of todays most pressing matters. For a limited period of time, Kamata has graciously opened the gates to his realm for your amusement. May the odds be in your favour, though I'm sure you've heard that the house always wins...

Yours faithfully

Tux

Mischief of Kamata "

A LARP focussing on social interactions, insight, cooperation, deduction and using those to your advantage. Players take on the role of key members of the governing bodies from 8 regions invited to a parley in the casino owned and operated by the Deity of Death. Until recently there were 10 regions but 2 have suddenly gone dark. Although there have been some refugees this is only a fraction of what would be expected from such large areas following a disaster. Rumours are flying and players are tasked with uncovering the truth (as much as possible) and securing agreements that benefit them and their society.

Including all accommodation and catering. Featuring social deduction, collaboration and influence gameplay augmented by the interference of Deities and TTRPG style skill system.

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Welcome to the start of your adventure in the world of Autis

We recommend joining our Discord server where you will be able to meet other potential players and ask our team questions directly.

Balance: Confusion Reigns

Is the start of an evolving story brought to life by the players. In Chapter 1, players will take on the roles of governing figures from 8 out of the 10 regions of the known world. They are brought together by Kamata, the Deity of Death, for a parley in his realm to discuss the sudden collapse of the remaining two regions under darkness. The source of this new threat is currently unknown but the danger to all other regions is very obvious.

As a key figure in one of the regions, players must attempt to uncover what truths they can about the situation. At the same time all regions must agree a plan of action to take following the close of the parley, and characters will want to use every asset available to them to ensure their region or interests are protected going forwards.

What to expect from the game:

At its heart this game is one of political intrigue with characters needing to negotiate and agree a contract of action to be taken going forwards. Along the way however, there are so many other areas to explore both on a personal and intellectual level. Our Rumour Mill system will enable characters to start with meaningful connections providing opportunities for gossip and social scandals. For those wishing to avoid the social drama, the casino within Kamata's realm offers opportunity to purchase secrets and other rewards through beating the odds and winning chips in the various games on offer.

We will work with players to build bespoke characters, each of whom has their own skill set and knows different things about the world, current situation, Deities and other characters.

Players then use the strengths and secrets held by their character to attempt to influence decisions in ways which suit them and their motives. The character skill system augmented with a dice roll and other potential environmental modifiers adds an element of fate to actions taken.

Players should attend the event prepared to lose as much as they succeed and be looking to work collaboratively with other players and crew to tell a captivating story for all rather than attempting to simply win the game for themselves.

Throughout the event, the focus will be on ensuring everyone has a good time and is able to fully engage with the game on a comfort level that works for them. Out of character sessions before play begins will introduce aspects of the game mechanics, alongside our verbal and non-verbal system of signals to discretely gather consent and check in with other players whilst maintaining the flow of play.

As the story unfolds the game crew will be working to ensure the world evolves alongside it and decisions taken in Chapter 1 runs will have lasting consequences which will be felt in Chapter 2 games.

The event will take place over 3 days at a beautiful hotel in Oxfordshire.

All food and accommodation is provided within the event price, with only additional drinks incurring further costs on site.

Setting

Chapter 1

In Balance: Confusion Reigns, you will take on the role of a governing character of one of 8 major regions of Autis. These roles range from managing logistics to magic, from record keeping to military. There are 8 roles for each region, and we hope you will find one that suits you best!

Every region has a different ethos, culture and primary deity that it follows. Each role has different goals, skills and targets effected by this, meaning each unique character will approach and experience the game differently. We will be working with each player to find the right role and region for their enjoyment of the game.

The world Autis is currently in turmoil as rumours and misinformation are spreading across the world. Some surprisingly may be true, others outlandishly wrong. It is up to players to figure out which of these are true and which aren't. Although maybe letting some of the other regions think they're true could work to your advantage?

With recent events leaving even the 9 deities currently interested in the mortal realm confused and anxious for the future, Kamata, the Deity of Death, has stepped in.

A deity cloaked in a fair amount of mystery and some mischief but respected and worshipped by all has graciously invited you all to his realm just for the weekend to a parley to "sort out all of this mess civilly". After much discussion every region invited agreed, Alliance and Treaty alike. with the other 8 deities agreeing to take a step back and let the mortals figure it out.

Kamata's realm isn't what most would expect, with his deathly visage bringing to mind the image of a world of coldness with phantoms floating aimlessly from place to place. Instead, you are all greeted to a warm and busy realm.

Laughter, chatter and the continuous sound of dice rolling, cards being shuffled and chips being scattered fills the air. Beings in the most elaborate carnival masks and matching attire fill every table and every dealer's seat. For those who have dabbled in the world of risk and reward, you are reminded of a casino. Three figures turn towards you from among the busy crowd. Ears perked they saunter over towards your gabble of governors. Tails swish behind these humanoid creatures, as a smile seems to stretch all the way to their whiskers,

"Well, I'm glad you could all finally join us, let's get you some chips and we can begin..."

The World

Alliance

Briostan

The citizens of Briostan primarily worship Cryosus and the region is one of the richest regions with rich metal deposits found in the mountains of the Unresting Heights, and a multitude of industries to process raw materials into goods and useful products of all sorts.

Capital City: Hals

Key costume item: Large pauldron or shoulder decoration displayed on the non-dominant arm.

Dofraiz

The citizens of Dofraiz primarily worship Malia. The region is dominated by the forest of the Jaded Grove where the gigantic trees tower over everything meaning there are few areas of the region where at least part of the forest is not visible on a clear day.

Capital City: Olismond

Key costume item: Finely decorated doublet.

Raswein

The citizens of Raswein primarily worship Pico. With the northern half of the region being in a constantly frozen state, the citizens of Raswein learnt many generations ago that one of the most powerful tools they possessed to aid survival was knowledge. Since then, there has been a drive to collect all information possible and store it in the great Academy of Infinite Knowledge. The vast campus located within the frozen wastes

supports thousands of mortals of all ages in an unending mission to collect any information possible and pass that knowledge on to others through the teaching of specialists.

Capital City: Eyron

Key costume item: Head coverings – an uncovered head is considered foolish and the sign of someone less intelligent. Knitted items are valued over furs.

Soscana

The citizens of Soscana primarily worship Akis. The major cities of Soscana compete to show their wealth through their dedication to the deity Akis with many featuring huge monuments in dedication. It is rarer to worship any other deity within those cities (at least openly) however there are some smaller more remote settlements where others of the Order Scale may be worshipped without facing social repercussions.

Capital City: Coson

Key costume item: Half circle cloaks hung on one shoulder to leave a person's primary fighting arm clear.

Uspon

This is the Alliance region which has gone dark. People's minds have become muddled and misinformation is rife. Hopefully truths can be discovered at Kamata's Parley.

Treaty

Chuelia

The citizens primarily worship Yena and as such the constant strive to prove themselves the strongest, in whatever particular field they chose to specialise, is something expected and admired. As such this region is considered the wealthiest within the Treaty and its inhabitants take the time to enjoy the fruits of their labour in short bursts between stretches of work.

Capital City: Rohull

Key costume item: Byzantines Hypokhamision (see [here for inspiration](#))

Estron

Due to a trick of the environment (or perhaps celestial interference) the region of Estron remains in a permanent state of twilight. This suits it's citizens who primarily worship Voss and tend to lean towards arts and trades often better suited to being conducted under the cloak of darkness. With the sudden reports of two regions having "gone dark" surely if anyone knows the truth of what is happening it would be the followers of Voss?

Capital City: Iglis

Key costume item: Viking kaftan. Furs are preferred over knitted items.

Obral

This is the Treaty region which has gone dark. People's minds have become muddled and misinformation is rife. Hopefully truths can be discovered at Kamata's Parley.

Trosal

One of the regions with the most variation in climate and environment, the people who call Trosal home are known for their ability to adapt to change. There are many stories told within their society which show how changes and difficulties can be overcome, however they can rarely be fully overcome without at least some level of sacrifice. This has led the citizens to form a bond with Enuth making them the primarily worshipped Deity in the region.

Capital City: Ellanah

Key costume item: Sleeves are very rarely worn although arm guards and wraps are accepted. Having a proper sleeve (arm covering connected to the main body covering) is seen as a sign of weakness.

Veglela

Featuring many mountains and other geological features formed over millions of years, the citizens of Veglela are proud worshippers of Thani and tend to hold the belief that worthwhile things take time and so rarely allow themselves to be rushed. They also believe that history provides lessons to be learnt from so stories, myths and legends play an important role in their culture.

Capital City: Zhuson

Key costume item: Knee length Saxon tunics decorated with depictions or references to past events – either within the region or world, or the individual's life.

The Deities

In the universe there are known to be many Deities. Currently there are 9 main Deities who are most interested in interacting with mortals of Autis. These are separated into two Scales: those of Order and Chaos. Outside of these Scales is Kamata – the Deity of Death who is your host. Death comes to all, whether they worship it or not.

Kamata

The deity of death is rarely seen themselves but likes to interact with mortals through their three feline representatives - Tux, Cali and Tabs. They believe that everything has a

cost and the greatest rewards come when you are willing to take a risk. Represented in art and culture by the colour dark slate grey #20292f and the symbol of a triangle.

Order

Akis

Akis, the deity of life is mostly represented by a huge grizzly bear, often in male form but many mothers claim to have been strengthened by the spirit of Akis, especially when needing to protect their children. Represented in art and culture by the colour royal blue #3b5fcb and the symbol of a sun.

Cryosus

Cryosus, the deity of production is most often represented by a male buffalo. Normally depicted hard at work but also known for taking the time to enjoy the fruits of their labour. Represented in art and culture by the colour goldenrod yellow #d4af4e and the symbol of a ring.

Malia

Malia, the deity of nature is one of both danger and beauty. Most often represented by a female tiger. Represented in art and culture by the colour electric violet #8f00f1 and the symbol of 3 blades of grass.

Pico

Pico, the deity of knowledge is most often represented by a vixen and linked to not only the collection of knowledge but also how it is shared. Represented in art and culture by the colour orange #f68f0c and the symbol of an X.

Chaos

Yena

Yena, the deity of strength is most often represented by a female crocodile, using not only physical strength but also all other skills available to achieve any goal set. Represented in art and culture by the colour forest green #c66b30 and the symbol of a flame.

Enuth

Enuth, the deity of sacrifice is mostly represented by a male lizard. Linked with the belief that something valuable can only be truly appreciated in its loss. Represented in art and culture by the colour dark blood red #8e1513 and the symbol of a droplet.

Thani

Thani, the deity of time is most often represented by a male tortoise and with the ideal that those who invest time in things reap the reward and that time is a finite but renewing resource. Represented in art and culture by the colour dark midnight blue #003366 and the symbol of an hourglass.

Voss

Voss, the deity of darkness is mostly represented by a female wolf. Often seen as something to be feared as the darkness can hide many dangers, those who become one with the fear can become the dangers themselves. Represented in art and culture by the colour white and the symbol of a jagged tooth.

Recent Events

Whilst the Alliance and the Treaty, each binding a collection of 5 distinct regions of the world together, have been around for many generations, there are myths, legends and some say even official records of different sequences and groupings of regions before. For as long as any characters and their living family have known however the state of the world has been that the two collections exist and the regions within them work together for the betterment of all within and against those without.

The only citizens to have crossed from one collective to another would have done so on a mission of some kind and only by agreeing a wager with Kamata or with the aid of some other Deity, because the Alliance worship only the Deities of Order, whilst only the Deities of Chaos are permitted to be worshipped by the Treaty – at least openly and legally. Just as the Deities of each scale bicker between themselves as siblings, so too are the relations between individual regions in each collective purely harmonious. The over-riding laws of the universe persist though and any disputes are overcome.

For many centuries, soldiers from both collectives have been meeting on an ethereal battleground provided by the deities as each tries to claim supremacy for their side. At least until recently...

A couple of weeks ago 2 regions went dark, Uspon of the Alliance and Obral of the Treaty. Since then, each of their neighbouring regions has received an amount of desperate citizens seeking refuge but nowhere near the amount that would be expected from such large regions even if some devastating natural disaster were to have occurred. Those who have emerged have all shared confusing and conflicting stories about what has happened with the only consistent aspect being the overwhelming horror that infected them. Almost no-one has been able to properly recover even as physical injuries have begun to heal.

The Current Situation

Even the 9 main Deities seem bewildered with the sudden loss of two regions and fear is spreading across the world that more regions could follow at any time. In the face of such uncertainty and potential danger a global and celestial truce has been called. At the behest of the others, Kamata has offered to host a parley in their domain (because where better for politicking than an ethereal casino?) so that the most important and influential figures from each of the remaining 8 regions may gather together to share knowledge, attempt to piece together the truth and plan a course of action going forwards for the benefit of all.

At least that's the official story. In truth everyone has something to gain and their own opinions and motives about what needs to happen now. Knowledge may be shared but that doesn't mean it will always be the truth and potential safeguards and solutions may prove more beneficial to some than others. At Kamata's request the other Deities are to avoid attending the parley themselves for fear they would confuse matters further. They agreed however none made promises not to send any representatives of their own, be they mortal, fey, celestial or other...

Let the games begin!

Characters

Roles

Each character will be assigned a role from one of the regions attending the parley. Each region has its own title for the various leadership positions but each region has an individual covering each of the positions outlined below.

In general, the 8 characters attending in each regional delegation can be considered the most important or influential people within the region at the current time.

Governing Leader

Political figurehead ultimately in charge of making decisions but primarily working as a coordinator to support and facilitate each other role in their areas of expertise. Should work to keep the region team working together to achieve region goals.

Deputy Governing Leader

Fulfills the duties of the Governing Leader when unavailable. Primed to take over if needed.

Highest Ranking Cleric

Individual with the most religious influence. At least in theory they should understand the Deities best and have the strongest relationship with them.

Chief Mage

Individual with the most magical influence. In theory they should have the best knowledge and control of magic.

Commander of the Military

Individual in charge of maintaining and organising the region's fighting forces.

Master of Records

Individual charged with ensuring records are kept up to date. How data is acquired is sometimes best not discussed.

Head of Logistics

Individual who keeps the region running on a day to day basis. Ensuring needed supplies of goods are maintained as well as working to increase the region's wealth.

Most Senior Scholar

Individual who has devoted their life to the pursuit of knowledge and as such may be expected to know more than most.

Origin

Human

The majority of mortals living in Autis are humans. Over time some of those mortals ended up changed. No one is quite certain how or why. Although some speculate they must be the work of the great Deities, however despite the name of some, no Deity has ever openly claimed a specific race as the product of their own hands. Others suggest it may be a magical influence that caused their biological differences but again no conclusive evidence has ever been found.

Either way some mortals exhibit physical characteristics which differ from those of average humans.

Elf

Dawn Elf

Believed to draw power from the sun. These people tend to only believe in things they can see directly or the obvious effects of. Because of this it can be harder to persuade them with words but actions can have a bigger effect.

Key phys reps = pointed ears (longer than normal) and a yellow/ orange/ golden tint to skin – subtle rather than full colour change.

Dusk Elf

Believed to draw power from the stars. Unlike their cousins of the sun, Dusk Elves know that just because you do not currently see something, does not mean it is not there. They tend to take their time to consider all evidence and can be swayed by words alone if the argument is sound.

Key phys reps = pointed ears (smaller) and a purple/ blue/ silver tint to skin – subtle rather than full colour change.

Feathered Ones

Flight of Fancy

Known to celebrate colours and enjoy standing out from the crowd. Thought to have been created by Akis as a means of showing joy and opulence, they are considered lucky and believed to receive boons from the Deity of life more often than those of other origins.

Key phys reps = brown and tan feathers inspired by birds of prey can be applied wherever hair might grow on an average human. Primarily black feathers and inspiration drawn from corvids is not appropriate.

NOTE: Feathered headdresses inspired by or giving the same vibe as those used by real life cultures in any way are not appropriate.

Flight of Fear

Key phys reps = various shades of brown coloured feathers inspired by birds of prey can be applied wherever hair might grow on an average human. Primarily black feathers and inspiration drawn from corvids is not appropriate.

NOTE: Feathered headdresses inspired by or giving the same vibe as those used by real life cultures in any way are not appropriate.

Children of Kalia

Seedling

These people have an affinity with things from the plant kingdom that receive nutrition from the sun through photosynthesis. They are known for their love of celebration and will take any opportunity to throw a party. Their celebrations don't necessarily have to be elaborate or expensive affairs (although some do use them as opportunities to show off wealth) the important thing is the celebration not how it is done.

Key phys reps = plant elements (such as leaves, twigs, bark, moss etc.) coming from the player's body or incorporated into their skin. There should be obvious signs of plant life growing as part of them.

NOTE: The plants should be incorporated as part of the individual themselves rather than their clothes.

Sporeling

These people are linked to fungi which get their nutrition through the decomposition of organic matter. Rather than celebrating the moment as it happens, they tend to show more reverence for events that have already occurred. They believe the past plays a huge part in who people are now and that fact should be recognised and commemorated with the right level of respect.

Key phys reps = fungi elements (such as mushrooms, toadstools, mold, mycelium etc.) coming from the player's body or incorporated into their skin. There should be obvious signs of fungi growing as part of them.

NOTE: The fungi should be incorporated as part of the individual themselves rather than their clothes.

Living Artifacts

Forged

Melded with materials derived from being processed in fire, these people are often considered hot headed. They know that working a material too long may result in it becoming spoiled and as such consider their time a valuable resource that is not to be wasted. They are more likely to want to make a decision quickly than spend too long considering every potential option.

Key phys reps = Aspects or characteristics of metallic and non-living materials, such as gold, silver and iron, are incorporated into the body. This can just be through colouring or through texture/ shape as well.

Fused

Merged with natural materials which have generally taken million of years to form, these people know that sometimes good things cannot be rushed. As such they are unlikely to react hastily without considering their actions first. They tend to remain calm under pressure.

Key phys reps = Aspects or characteristics of non-metallic and non-living materials, such as rocks, stone, marble and gemstones, are incorporated into the body. This can just be through colouring or through texture/ shape as well.

Skills

Each character has a range of skills spread across **5 skill trees**. All player characters start with 1 point in each tree and may then spend **10 additional points** however they would like across the skill trees.

Some players may choose to be experts in one or two skills but face potential difficulties with others or they may choose to be a medium level in a wider range of skill trees.

The 5 skill trees and the effects on players at each level are described below:

Religion

How connected the character is to the Deities. This is generally higher if they have a good understanding and/ or reputation with at least one of the Deities. Players may be able to use boons or gifts from the Deities to help them, but outcomes will generally be determined by Religion rolls. Players may also be able pray to a Deity to ask them a question but are more likely to receive a helpful answer if they achieve a good Religion roll.

Level 1: -4 to Religion rolls

Level 2: -2 to Religion rolls

Level 3: No effect to Religion rolls, players pray for guidance once per day.

Level 4: +2 to Religion rolls, players pray for guidance 3 times per day.

Level 5: +5 to Religion rolls, players pray for guidance 3 times per day, players may pray for a miracle once per day.

Magic

How connected a character is to the web of magic which surrounds the world and how much control they have over the magic they are able to access. It also effects what spells they have available and the number of cast slots available.

Level 1: -4 to Magic rolls, 1 spell choice, 1 cast slot per day

Level 2: -2 to Magic rolls, 1 spell choice, 2 cast slots per day

Level 3: No effect on Magic rolls, 2 spell choices, 3 cast slots per day

Level 4: +2 to Magic rolls, 2 spell choices, 4 cast slots per day

Level 5: +4 to Magic rolls, 3 spell choices, 5 cast slots per day

Charm

How much characters are able to make another character like you, at least on a temporary basis. This may allow you to compel them to do something for you. Be that a physical task or simply tell you the truth.

Level 1: -4 to Charm rolls, asking more than tiny favours is highly likely to fail.

Level 2: -2 to Charm rolls, asking more than tiny favours is highly likely to fail.

Level 3: No effect on Charm rolls, asking more than small favours is highly likely to fail

Level 4: +2 to Charm rolls

Level 5: +4 to Charm rolls

Insight

How well a character is able to read people. This may allow them to more easily discover a lie or resist someone's charm.

Level 1: -4 to counter Charm rolls, -4 to counter Deception rolls

Level 2: -2 to counter Charm rolls, -2 to counter Deception rolls

Level 3: No effect on Charm rolls, no effect on Deception rolls

Level 4: +3 to counter Charm rolls, +3 to counter Deception rolls

Level 5: +5 to counter Charm rolls, +6 to counter Deception rolls

Deception

How well a character is able to lie or hide the truth from others. If a character is particularly good at this, they may be able to convince others to believe their own manifestation of the truth.

Level 1: -4 to Deception rolls

Level 2: -2 to Deception rolls

Level 3: No effect on Deception rolls there is a reasonable chance others may believe small lies told

Level 4: +2 to Deception rolls there is a reasonable chance others may believe lies told

Level 5: +4 to Deception rolls, there is a good chance others may believe lies told

Gameplay

IC Mechanics

Chips

Mortal money holds no value in Kamata's casino so the only currency used is the casino's own chips. At the beginning of the parley, all characters are given an amount of starting chips. Throughout the game there will be casino games played when characters can wager their chips in an effort to win more. There will also be a broker available who will buy things from characters in exchange for chips. Obviously, considering what the Deities may value these are likely to be less tangible things, some of their skill or knowledge in a particular area, a secret or similar are likely to be more interesting than physical items. There may also be other opportunities to earn chips through favours to various people.

Casting spells

All beings possess a level of magical ability within them. For some this well of magic is deeper, or they are better able to draw from that pool. Whether this is due to training and years of study and practice or a natural talent, depends on the individual. Depending on their skill level characters will have access to a number of spells on the spell list and have the energy to cast a certain number of spells per day from amongst that list. When casting a spell, the casting player will complete the roleplay for the spell (some appropriate words and gestures), and any other player opposing it with a counter spell will complete their roleplay. Then anyone effected will time out and alert a ref if one is not already present at the scene. A magic roll will then be completed, and the ref will inform all present players of the outcome. The involved players will then time back in and the characters will continue the scene, reacting appropriately given the spell cast and outcome.

Spell List

- Detect truth – target individual = if successful alerts the caster if the target believes the last statement made by the target was truthful.
- Instruct – target individual = the caster attempts to force an individual to complete a single instruction. The more complex the instruction the higher the magic roll required to achieve the desired outcome.
- Measure Person – target individual = the caster attempts to learn the target's level of skill in each area. The higher the magic roll the more skill levels are revealed.
- Force Lie – target individual = if successful the next statement a target makes must be a lie.

- Counter spell – target self = allows the caster to oppose any spell they are the target of at that particular moment. **NOTE: This spell does not consume a spell slot**

Praying

Any person may pray to any of the Deities and if doing so in deference rather than asking for anything it may increase the chosen Deity's opinion of that character.

Praying for Guidance

If a character has a high enough religion skill they can pray to a chosen Deity for advice or guidance. The manner in which they do this and their result in a religion roll will determine the outcome and its usefulness. Once they have finished praying, the character should continue their day, and the chosen Deity will surely respond in their own way at some point.

Praying for a Miracle

If a character has a high enough religion skill they can pray to a chosen Deity for a miracle. When doing this they should state exactly what they are hoping to receive – leaving things up to the interpretation of the Deity may not always work in their favour... The manner in which they do this and their result in a religion roll will determine the outcome and its usefulness. Once they have finished praying, the character should continue their day, and the chosen Deity will surely respond in their own way at some point.

Using social skills

Any character is able to attempt to charm or deceive others. They can target one or more other characters at the same time, but each targeted character will use their individual insight skill to determine whether they are influenced. If a character wishes to attempt to use either a charm or deception skill, they should alert a ref, complete the appropriate roleplay of the exchange and complete either a charm or deception roll as appropriate. When timing back in following the roll, characters involved in the scene should then all react appropriately depending on the outcome.

OC Mechanics

Rolls

Religion

If a character's religion skill is high enough, they may pray for guidance or pray for a miracle. In either case a religion roll is required.

For a religion roll a D20 is rolled and the character's modifier (determined by their religion skill) is added to give the total. Crew will use that score to determine the outcome of the prayer. The successfulness of the outcome will be affected by what is prayed for as well as which deity is prayed to for a particular thing.

Magic

If a character's magic skill is high enough, they may cast a given number of spells. In any case a magic roll is required.

For a magic roll a D20 is rolled and the character's modifier (determined by their magic skill) is added to give the total. Crew will use that score to determine the outcome of the spell. The successfulness of the outcome will be affected by which spell is cast and if it is being countered by another player.

For any spell that is being countered, the target of the spell also performs a magic roll and if the target gets a higher roll than the caster the spell fails. Countering a spell does not use a spell slot.

Charm

If a character attempts to use their charm skill to influence one or more other characters in some way a charm roll will be required.

For a charm roll a D20 is rolled and the character's modifier (determined by their charm skill) is added to give the total. The target(s) of the charm then also rolls a D20 and adds their insight modifier (determined by their insight skill) to give their total. If the charm score is higher than the insight, then the charm is said to have been successful. The bigger the difference the more successful. If the insight score is higher than the charm, then the charm is said to have failed. The bigger the difference the more of a failure it was.

Deception

If a character attempts to use their deception skill to deceive one or more other characters in some way a deception roll will be required.

For a deception roll a D20 is rolled and the character's modifier (determined by their deception skill) is added to give the total. The target(s) of the deception then also rolls a D20 and adds their insight modifier (determined by their insight skill) to give their total. If the deception score is higher than the insight, then the deception is said to have been successful. The bigger the difference the more successful. If the insight score is higher than the deception, then the charm is said to have failed. The bigger the difference the more of a failure it was.

General Attitude and Behaviours

Alliance

Play within Alliance regions is intended to be cooperative with all other members of the Alliance. Largely this half can be considered PVE because although individual characters and regions may have their own personal goals and ambitions, they should act in a lawful way towards other all other members of the Alliance. Any character who chooses to act unlawfully towards another member of the Alliance will face IC consequences. A character should only do something that could be considered a cause of conflict or distress to another character after they have gained explicit permission OC.

By choosing to engage in PVP behaviour players are considered to have consented to this and must accept some level of repercussions although game crew will monitor this to ensure other conduct rules are followed and no bullying or discrimination takes place. If needed crew will work with players to help adjust behaviour and fix the situation.

Simplified the alliance's ethos can be thought of as "by working together we can all grow stronger".

Treaty

Play within Treaty regions is intended to be more competitive, not only with the Alliance but also with other members within the Treaty. Largely this half can be considered PVP because as the majority of characters will consider their own needs ahead of anyone else's. This does not mean they are evil or even unlawful, simply that their priorities are different. A character within the Treaty may still be completely lawful but consider situations differently. Any character who chooses to act unlawfully towards another member of the Treaty may face IC consequences. A character should only do something that could be considered a cause of conflict or distress to another character after they have gained explicit permission OC.

By choosing to engage in PVP behaviour players are considered to have consented to this and must accept some level of repercussions although game crew will monitor this to ensure other conduct rules are followed and no bullying or discrimination takes place. If needed crew will work with players to help adjust behaviour and fix the situation.

Simplified the alliance's ethos can be thought of as "if I look after myself, it's one less person for someone else to worry about".

The Rumour Mill

Balance: Confusion Reigns will be full of negotiation, manipulation, persuasion and potentially world altering decisions, as befits characters of such high-power status within the world. Under their public façade however, each character is at heart a mortal. They have lives outside their government roles. They have loved, lost, played the odds and made it this far... but at what cost?

More importantly, who knows the things they have worked hard to keep out of the public eye?

Enter, the Rumour Mill!

This is our system for offering bespoke levels of character connections and potential conflicts prior to the event starting.

This is completely optional and not an essential part of the overall game

- Did your character have to do something unsavoury to get to where they are?
- Do they have bigger ambitions that require careful gathering of allies?
- Did a moment of weakness lead to a horrible incident with lasting effects?

Whatever has occurred in your character's past, the important thing now is securing their future - or facing the consequences if your secrets get out!

How it works:

1.

Following casting, we will send out a call for players to complete a Rumour Mill Application. This is a completely optional side of the game and some players may choose not to engage with it at all.

2.

In the form, players' wishing to engage with the additional Rumour Mill mechanic will let us know exactly what level of potential conflict and/ or damage to their character's public image they are willing to risk. There will also be an opportunity to tell us if there are any other players you would particularly like to interact with (or avoid), and any themes you are particularly keen to explore.

3.

We will then come up with suggested background events, of an appropriate proportion for the player's choices. These will be sent to the player to approve before being finalised.

4.

Once confirmed, appropriate characters will be given knowledge of those events to facilitate interactions between players. At the event it is up to characters what they choose to do with the information they possess.

Any player who chooses to join the Rumour Mill will receive an equal number and value of rumours to those they opted in to be known about themselves.

The more you risk, the more you stand to gain!

Levels of Rumours

Minor

Your character was the cause of a minor faux pas.

For example: They were found passed out from excessive drinking at the last party they attended.

Medium

Your character did something which if revealed would require a public apology but not throw their life of course.

For example: In a poker game, you lost a portion of your official department budget.

Major

Your character has done something hugely unethical. If news of it were to get out it could potentially end their career and send their life veering off in a very different direction.

For example: In order to secure your position you arranged for the death of a rival.

Logistics

Accommodation

Our events are currently run at Milton Hill House in Abingdon Oxfordshire:

Surrounded by 22 acres of tranquil parkland just 13 miles from Oxford, Milton Hill House effortlessly blends a graceful Georgian manor house with modern facilities.

Rooms have been newly refurbished to combine character with contemporary amenities. Each includes an en-suite bathroom with complimentary toiletries, free internet access, a flat-screen TV, and tea and coffee-making facilities.

If you have any questions or requests for accommodation, please contact us at info@balancelarp.co.uk not the hotel directly.

Accessibility

VoidStar Games are committed to providing an inclusive and accessible environment for all participants, in full compliance with UK accessibility legislation.

VoidStar Games recognises that participants with disabilities may have specific personal requirements that they are best positioned to manage themselves. We encourage participants to take reasonable steps to ensure that they can fully enjoy the event. We are able to support participants by providing a dedicated area on-site where batteries and other necessary disability aids can be charged.

Non-verbal cues

- **Shading your eyes and looking down.** This means I am not here, do not talk to me.
- **Thumbs up.** This is asking if someone is okay OC. The participant will respond with either a thumbs up which means "yes I'm fine just acting"; shaky hands meaning "I don't know" or thumbs down meaning "I am not okay". If the response is anything but a thumbs up, please alert a member of the player welfare team.
- **Cut 'blank'.** This means the game must stop due to a very important OOC reason. I.e CUT GLASS - glass has dropped and smashed, CUT DANGER - someone is about to walk backwards into another player or object.

- **Crossed Fingers.** This means that player is currently OOC, for example for a skill roll.
- **Fist in the air.** This can only be called by lead staff. All players when seeing the fist must copy the motion to show others and cease all talking or noise OOC convo

On site Accessibility

- **Toilets:** Milton Hill House provides accessible toilets in the Out of Character (OOC), area designed to accommodate participants with mobility impairments and other disabilities.
- **Sleeping Areas:** Each room comes with power sockets allowing for people with medical devices to access electricity.
- **Water Access:** Water will be readily available throughout your time at the LARP
- **Lifts** to upper floors
- Disabled parking bays.
- Guide dog friendly venue
- Menu options for all dietary dining needs.
- Large font menus can be printed on the day.
- Ground floor bedrooms with alarm cords.
- Level access to all venues, including bars, restaurants and leisure facilities.
- Double bedded or twin-bedded accessible room according to guests needs.
- Specific accessibility bedrooms in each hotel, with fully equipped wet room or bathroom.

Catering

If you have any dietary requirements, please let us know in the Player Needs form after purchasing a player slot and we will ensure you are catered for.

Breakfast

Full English breakfast served OC in the restaurant

Lunch

2-Course hot and cold buffet style lunch in the restaurant

Dinner

2-Course buffet style dinner

Getting to the Venue

By Car

From the North

From the M40 use the Oxford Ring Road to get on to the A34 and travel South towards Didcot until the Milton Interchange. Then follow signs for Harwell Campus and the venue is just off Abingdon Road.

From the South

From the M4 take Junction 13 to get on to the A34 going North towards Didcot until the Chilton exit. Then follow signs for Harwell Campus and the venue is just off Abingdon Road.

By Train

The closest train station is just a short taxi ride away at Didcot Parkway with regular trains on the Paddington to Bristol route or direct from Reading.

International Travellers

The closest airport is Heathrow but any of the London airports will be fine for connections to Paddington station where there are regular trains to Didcot Parkway.

Full Venue Address

Milton Hill House,
Milton Hill,
Steventon,
Milton Hill,
Abingdon
OX13 6AF

Pre-Event Schedule

15.04.26 - Casting begins

The first wave of characters will be assigned to players who have paid the deposit to secure their player spot and returned the player needs and character preferences forms. Others will be assigned as they are submitted later.

15.07.26 - First Payment Deadline

Players need to have paid at least the deposit and complete first payment amount by this date. Payments can be made in instalments as long as the total is met by the deadline.

15.10.26 - Second Payment Deadline

Players need to have paid the complete event cost by this date. Payments can be made in instalments as long as the total is met by the deadline.

15.11.26 - Character Secrets Distributed

Each character will know different things about the world and ongoing situation (whether they're all true may be a matter of debate). These will be provided in time for players to prepare.

15.01.27 - Game Time!

Players should aim to arrive at the venue between 14:00 and 15:00 ready for the first OC workshop at 16:00.

Event Schedule

Friday

14:00 - Arrive and check in

15:30 - OC Workshop 1

17:00 - Dinner - OC

20:00 - Game Session 1 - Time in

00:00 - Game Session 1 - Time out

Saturday

08:00 - Breakfast - OC

10:00 - OC Workshop 2

11:00 - Game Session 2 - Time in

13:00 - Lunch - OC

14:30 - Game Session 3 - Time in

18:30 - Dinner - IC

00:00 - Game Session 3 - Time out

Sunday

08:00 - Breakfast - OC

10:00 - OC Workshop 3

11:00 - Game Session 4 -Time in

13:00 - Lunch - IC

14:30 - Game Session 4 - Time out

15:00 - Debrief - OC

16:00 - Depart venue

Required Kit

Players are expected to maintain a minimum level of kit which avoids anything particularly modern looking or featuring prominent logos. On top of that there should be some attempt made to incorporate the key costume elements of each region. To play a character of a race other than human, the key phys reps of the chosen race must be clearly displayed.

Alliance

Clothing should feature a looser fit on the top such as puffed or loose sleeves but tighter on the legs for example using leggings, jodhpurs or hose.

Treaty

Clothing should feature a tighter fit on the top such as fitted sleeves but looser on the legs for example using hero trousers, haram trousers or skirts/ kilts.

Key Kit Items

Briostan - Key Kit Item

Large pauldron or shoulder decoration displayed on the non-dominant arm.

Dofraiz - Key Kit Item

Finely decorated doublet.

Raswein - Key Kit Item

Head coverings – an uncovered head is considered foolish and the sign of someone less intelligent. Knitted items are valued over furs.

Soscana - Key Kit Item

Byzantines Hypokhamision

Chuelia - Key Kit Item

Half circle cloaks hung on one shoulder to leave a person's primary fighting arm clear.

Estron - Key Kit Item

Viking kaftan. Furs are preferred over knitted items.

Trosal - Key Kit Item

Sleeves are very rarely worn although arm guards and wraps are accepted. Having a proper sleeve (arm covering connected to the main body covering) is seen as a sign of weakness.

Veglela - Key Kit Item

Knee length Saxon tunics decorated with depictions or references to past events – either within the region or world, or the individual's life.