

LARP – One Night on The Border

Last Chance Station is a free city in space, home to members of more than a dozen species. Most nights on Last Chance are interesting, but this one promises to be downright crazy.

Players take on the roles of the denizens of Last Chance Station. They dress in appropriate costumes and makeup, and pursue their characters' goals through acting out their characters' actions. The rules are primarily used to resolve combat and other actions that can't be safely acted out.

The game isn't won in a conventional sense. There are goals to achieve, but it's possible to have a win-win scenario.

Tournament / Regular Game:

Regular game.

Player Experience:

No experience needed; the principles of LARP and the rules will be taught at the start of the game.

Variant:

The rules will use a custom system based on elements of both the Exemplar and FATE pen-and-paper RPGs.

Game Setup:

The game will begin with handing out characters and preparing costumes and makeup (some will be provided, but bringing your own is encouraged). There will then be a briefing, and in-character play will start immediately after.

Time: (Time Slot – Saturday 12-6)

6 hours, divided as follows:

Character hand-out and costuming should begin around noon. Briefing will begin around 1-1:30, and the in-character portion will begin at 2 PM, and continue until events resolve (probably between 5 and 6).