Sterhaven
Rulebook

English Version 1.0

A Live Action Roleplay (LARP) by Fabel Foundation

English readers, please note the following:

The following text has been automatically translated from Dutch, with support of AI.

The rules apply as stated in the original Dutch document only: The game masters cannot be held responsible and are not liable for translation errors and misunderstandings that may arise due to nuances being lost in translation. Hence, please always *do* contact the game masters if something in the automated translation is unclear to you, e.g. via sl@sterhaven.nl or via our Discord channel.

During this LARP, we will only speak Dutch and English in-character. Our game masters understand and speak Dutch, English and German. However, for the LARP you will IC need Dutch and/or English, as those are the IC languages used.

Please also note that we did not create any layout for this translated version. It is a text-only version and does not contain images.

For questions or comments about these rules, contact game masters at:
sl@sterhaven.nl
For the latest version of this book, visit
www.sterhaven.nl

Content

01 - General

01.1 - Introduction

Welcome to Sterhaven, an episodic, cooperative, futuristic science-fantasy LARP! The story revolves around a group of colonists exploring an unknown planet and building a new home planet there.

The "science" part of the science-fantasy genre refers to how the world and elements of the LARP are explainable and plausible ("medium-hard sci-fi"): they are extrapolations of realistic and possible things. If something happens, there is an in-character (IC) explainable reason for it, even if your character doesn't fully understand the details. *Compare this to turning on the light in a room: when you press the light switch, you can see what's on the table because electricity flows through a copper wire and then does something in the lamp. When you disconnect the wire, it becomes dark again.*

The "fantasy" part refers to things that are not possible in our real world but happen in the LARP: this doesn't mean there are dragons and orcs, but there will be invented things that cannot exist in reality. These elements also have logical explanations within the world itself. *Compare this to turning on the light in a room: when the blue light crystal rotates, a pile of blue granules falls onto a metal plate, which then starts to glow. If you wipe the plate clean, it becomes dark again.*

The "futuristic" part refers to the aesthetics and setting of the LARP: *it takes place in the future, with spaceships, lasers, and advanced technology.*

> **Sidebars**
> This rulebook uses sidebars to convey OC (Out of Character) information for expectation management and player information, like this one. The main text represents knowledge that a character may have, but it is not mandatory. The text in sidebars, like this one, is intended for the OC-reader, not the IC-character.

01.2 - Expectations

Sterhaven is a cooperative LARP where characters rely on each other and share the same goal: surviving together on planet P-328. However, there are different ways to achieve this and there will be various side objectives.

Tone

Sterhaven prioritizes the characters in the LARP, so it's not very likely for characters to become unplayable or die, but it's not impossible either. Conflicts, plots, and interactions exist on multiple levels and may not always have a "best" solution. Player actions always

have consequences. Yet, the game will continue to progress, allowing for creative solutions and the possibility of failure in challenges. This leads to different gameplay, but not necessarily worse gameplay.

Within the science-fantasy genre, characters and factions can be quirky and creative in appearance. However, the reason why they are on P-328 is serious: the survival of humanity. All colonists know that they could not stay on Earth and that they must rely on each other in the colony.

Types of Play

Sterhaven offers different types of gameplay, including:

- Exploration
- Combat
- Medical
- Research/science
- Social/political
- and Building/Extending the colony.

Even if a character specializes in certain types of gameplay, they can be involved in all kinds of activities.

Rules System

Within Sterhaven, the focus is first on gameplay and interaction, and second on rules. Many gameplay elements have no explicit rules, and decisions are based on what is consistent and what enhances the gameplay the most.

The rules system is a living document with room for player input regarding skills and game mechanics. It also gets expanded over time as players discover, invent, or … break things in-character.

Additionally, there is a *Setting Book* available with background information about factions, the planet, and other aspects of the game world.

Consistency and Metaphysics

Consistency in the world, plot, and interactions with NPCs (Non-Player Characters) is essential. NPCs have their own lives, goals, and plans. They may appear once or multiple times, and interactions can affect how they perceive specific characters or even the entire colony. NPCs follow the same rules system as players.

Regarding metaphysics, the rules of the world are consistent. Special effects always work the same way and are (within limits) logical and understandable.

Varying amounts of time may pass between events, allowing characters to undertake larger projects that do not fit within a weekend or do not make for enjoyable gameplay, such as

excavating large amounts of resources or constructing new buildings. There is no specific rule for this; communication with the game organizers determines these events.

Agency

Players have considerable freedom in determining what happens to their characters. Yet, during gameplay, things can happen that are not favorable for a character (IC). The planet is a dangerous place. However, characters won't quickly or easily become unplayable or die. Risks are usually clear IC, but: actions have consequences.

Language

The main languages used in the game are Dutch and English. There are no specific language skills in the game: characters understand each other IC.

Props and Clothing

All participants are asked to align their clothing and props with the game world. Refer to the Setting Book for guidelines, but please avoid items like: sports shoes, clothing with recognizable brands or non-faction appropriate groups/bands, and clearly fantasy (LARP) weapons or obvious toy items (no yellow NERF blasters, etc.).

The focus is on recognizability and portrayal, not perfection or 100% realism.

01.3 - Terms

Within Sterhaven and this rules system, certain terms and abbreviations are used. Below are explanations of the most important ones.

- **SL (Game Master):**
  The organization of this LARP. They are the ones who plan, facilitate, and coordinate NPCs and plot. The SL is reachable during and between events for questions about the LARP.

- **PC (Player Character):**
  Players create their own Player-Character (also known as a character) to play in the LARP. A character has a background story, goals and motivations, strengths and weaknesses, skills, and always belongs to a faction. PCs must bring their own costume and equipment.

- **NPCs (Non-Player Characters):**
  NPCs come to the LARP as extras to support the game. The SL has various roles for the NPCs, from characters for short scenes to longer, recurring roles. The NPCs are free to interpret the roles; there are no obligations. The roles are mainly assigned during the event. Costumes and equipment are provided by

the organization, but bringing personal items is appreciated.

- **IC/OC (In-Character / Out-of-Character):**
  Here, IC means everything the character does and experiences, and OC refers to everything outside the game. The colony, characters, their belongings, the medical room, and all game elements are IC. Cars, traffic signs, and passing airplanes are OC.

- **Time-in / Time-out:**
  "Time-in" is used by the SL to indicate the start of the game, and "time-out" to indicate its end. Only the SL can use this call.

- **Time freeze:**
  The effect is that IC-time stands still. Everyone closes their eyes and ears and ensures they do not witness what is happening. The SL calls "Time-in!" to indicate that the Time freeze is over, and IC-time resumes. Only the SL can use this call.

- **Moment:**
  This is an action of short duration, approximately 5-10 seconds.

- **Scene**:
  This is a longer period, similar to a scene in a movie: when something happens at one location, such as a fight or an extensive conversation, it lasts "a scene." Just like in a movie, a "scene transition" occurs when there's a jump in time or location. For example, a "scene" ends when the last enemies retreat from the base or when a conversation partner exits the room. If unsure, a scene typically lasts about 10 minutes.

- **Day(part):**
  A day consists of two parts: day and night. The day starts with the 'dawn' when the game begins in the morning. The 'night' falls after dinner, even if it's not dark yet.

- **"Epibreren":**
  A term that can be used when someone wants to indicate that knowledge is known IC (In-Character) but not OC (Out-of-Character). This call serves a role in facilitating gameplay and interaction.

  The call can be used when a character would know the answer because they have a certain level of knowledge or expertise that the player does not possess. When someone uses this term, everyone knows that the user is familiar with the matters they are talking about.

  By using this term, it's possible to play roles where you have less knowledge OC.

Jargon
Larpers use a lot of other jargon. If you don't know a word, please check with the other players or the game masters.

02 - Safety

Playing in a LARP involves risks, both physically and mentally. The purpose of this chapter is to minimize these risks, and it is, therefore, *mandatory*. If something is not entirely clear, please *do* ask the game masters for clarification.

There are more situations possible than can be described here. Therefore, the most important rule is that safety comes first. The game masters are free to introduce additional rules or, depending on the situation, to stop unsafe scenes. They can disapprove of unsafe materials for use in the game.

For several safety aspects, Out-of-Character (OC) calls are used. See paragraph "03.5 - Calls" for more information on this.

02.1 - Safe Equipment

Each participant is responsible for the safety of their own equipment. The game organizers reserve the right to disapprove the use of unsafe items in the game. If you are uncertain about the safety of an item, please ask the game organizers in advance.

Melee Weapons:

Under melee weapons, all objects designed for striking are meant. It is only allowed to strike with LARP (Live Action Role-Playing) weapons. These weapons are made with a lightweight core surrounded by foam rubber on all sides. A proper LARP weapon is water-resistant and well-maintained. Loose and moving parts are not permitted.

Ranged Weapons:

Only NERF blasters or similar brands are allowed for shooting. NERF Rival with 22mm diameter round balls is strongly recommended, but regular NERF darts of type elite (or larger) and half NERF darts are also allowed.

Airsoft, elastic, or gel ball weapons, Nerf Hyper, or other non-foam rubber projectiles are not allowed on Sterhaven, even for decorative purposes.

All NERF blasters are limited to a speed of 36 meters per second or 120 feet per second. A limited modification to a NERF blaster is allowed. A speed meter will be available at each event to test a NERF blaster if the SL deems it necessary. If you are unsure whether your NERF blaster is allowed, please ask the game organizers in advance.

NPCs will mainly use NERF Rival or slightly upgraded dart blasters.

Throwing weapons, like projectiles, must be entirely made of foam rubber (and thus must be coreless).

Electronics and Lighting:

Laser pointers, flashing lights, or extremely bright lights are not allowed. Lighting should not be attached to NERF blasters intentionally.

Do not deliberately shine flashlights in the face of other individuals.

Costumes:

Costumes and items should not have sharp points or edges. When using electronics, it is important to do so in a (fire) safe manner.

It is highly recommended to wear safety goggles or other eye protection.

02.2 - Physical Safety

Stichting Fabel takes physical safety very seriously. Remember that physical safety is more important than the game. It is always correct to interrupt the game when safety is at risk.

Participants attending Sterhaven events for the first time are required to participate in the Safe Combat workshop held before the game begins.

Touch and Consent:

Do not touch other individuals in ways that may be considered unpleasant unless agreed upon in advance. This includes actions such as healing or searching/frisking. Without consent, only state the action you are performing, and it will automatically succeed.

Melee Combat:

Contact with other players is only allowed through the use of LARP weapons. Aim to make light strikes; it is sufficient to lightly touch someone. Striking the head or groin is not allowed, and strikes to these areas do not count. Stabbing with LARP weapons is also not allowed, even if they are suitable for it. Do not make cutting motions with LARP weapons, as this may cause burns and abrasions.

Ranged Combat:

Do not use NERF blasters to strike, or shoot at the head or neck from very close range. Shots to the head do count, but it should not be specifically aimed for.

Shooting within two meters is NOT allowed. If you must shoot within two meters, use the "Hit" call, but do not shoot.

> **Aim, fire!**
> Because NERF blasters are not super accurate, shooting at the head is not allowed, but it does count, if it happens.

Environment:

Do not start (melee) fights in unsafe locations, such as in crowded buildings, among tent guy lines, near open fire, etc. Use the "Take it Outside" call in these cases and move to a safe place.

No-Contact and Red/White Ribbon:

When someone is unable to participate in physical play (running, fighting, etc.) for any reason, they will wear a red/white ribbon. It is not necessary to indicate the reason for this.

Players with a red/white ribbon may not be physically touched for any reason and should avoid physical contact as much as possible. If it is necessary for game reasons, actions like "I am treating you now" or "I am knocking you out now" can be used.

Alcohol, Drugs, and Medication:

Participants under the influence of alcohol and/or drugs or using medication that affects perception and reaction are not allowed to participate in combat and physical play.

Bringing/taking drugs is not allowed.

Emergency Brake:

In case of an emergency, use the "Stop the Game" call. The game will immediately pause, and first responders will come to assist you. See also "03.5 - Calls" for more information.

> **Emergency Brake**
> There are two types of Emergency Brake, for physical- and for emotional emergencies. It is never wrong to use these! It is better to stop the game 10 times too many than 1 time too few.

02.3 - Emotional Safety

Emotional safety is as important as physical safety and is taken just as seriously. Remember that, just like with physical safety, emotional safety is more important than the game. It is always correct to interrupt the game when someone's emotional safety is at risk.

Communication:

If you have any concerns, dislikes, or desires in the game, come to the game organizers as soon as possible. It is almost always possible to adjust the game in a way that makes it more enjoyable and comfortable. The game organizers may sometimes be too busy to notice things themselves, but they are never too busy to discuss things with you.

Confidants:

There will be at least one confidant present outside the game organizers at each event. These individuals will be announced at the beginning of the event. If you have any in-character or out-of-character concerns related to the LARP, you can approach these individuals. They will listen to you and (if desired) work with you (anonymously if needed) to find a solution.

All board members also serve as confidants at all times (during and outside of events) and can be reached via bestuur@stichtingfabel.nl or during the event itself.

Calibration and Triggers:

Although Sterhaven is not a horror LARP and does not aim to cause fear or shock as the main goal, there may be potentially scary, frightening, or shocking events. We ask players to report phobias and triggers during registration to avoid them. This is not mandatory, and it is not always predictable or sufficient. Therefore, Sterhaven uses the following calibration system:

- With the "**Opt Out**" call, someone can indicate that certain game elements are not desirable, without negative consequences. This call is possible in all types of gameplay.
- To indicate that potentially intense gameplay is exciting or to assure other players that it can be taken up a notch, the "**This is nothing!**" call exists.

Emergency Brake:

In case of an emergency, use the "No Play" call. The game will continue without you, and you can step out of the situation. See also "03.5 - Calls" for more information.

03 - Rules of the Game

This chapter contains all rules and calls.

03.1 - Damage and Protection

During the game, there will be combat situations where characters can get injured. Below is a description of how this works in Sterhaven.

Locations:

The head and crotch are not valid locations for melee weapons. It is not allowed to strike someone in these areas. If you are hit there, it does not count in the game. With ranged weapons, hits from two meters away count, but deliberate targeting of the head or crotch is not allowed.

Shield:

In melee combat, characters with the melee fighter skill (see "05.2 - Security") can use a physical shield for protection. However, the shield is only effective against melee weapons. If a projectile hits a shield, it counts as a hit on the body.

A shield can be combined with a deflector, meaning that a shot hitting the shield first hits the deflector.

Deflector:

A deflector is an (In-Character) device that generates an energy field that repels projectiles. Deflectors only work against projectiles; slower objects pass through the field. When a projectile is stopped by a deflector, the recipient feels the impact, but it does not cause any damage. The hit must be played out in the game.

Deflectors only stop damage and not other effects (calls). Effects like "strike," "stun," etc., bypass deflectors.

Turning a deflector on or off takes one minute. While a deflector is on, it is not possible to shoot or throw anything. If attempted, the deflector will break immediately, the shot will be stopped by the person's own deflector, and the firearm will also break. This damage can be repaired in the colony with one scene of gameplay.

Deflectors are personal items and cannot be easily exchanged or replaced.

A civilian deflector can stop one projectile before being depleted, while a military deflector can stop three projectiles. A deflector is recharged after one scene in the colony.

Deflectors have a visible physical representation (physrep) with a light. They must be worn on the outside of the clothing, and by turning on the light, it becomes evident that the deflector is active.

Deflectors disrupt all electronic devices they come into contact with. Therefore, it is not possible to use computers, electronics, scanners, radios, etc., when a deflector is activated. The equipment doesn't get damaged but functions poorly or not at all.

Armor

To protect themselves, a character can also wear armor, which provides armor points. These points protect against both melee and ranged weapons. Each successful shot or hit costs one armor point, regardless of where it lands.

Light armor grants one armor point, while military armor grants two armor points. For skills, see "05 - Skills."

Damage to armor is repaired in the colony after one scene. This can be role-played, but it is not mandatory.

Light armor covers the torso with a sturdy material. Military armor covers the torso and at least two limbs, and should have a more substantial appearance.

Throwing Weapons

Throwing weapons do not cause damage but instead give the call "weapon-strike" (see: "03.5 - Calls") to the person who is hit. Deflectors have no effect on throwing weapons; they pass through them. However, throwing weapons are repelled by shields.

Summary of Damage:

	Melee or Throwing Weapon	Ranged Weapon
Shield	Stops all damage/effect	Hit shield=damage
		▼
Deflector	No influence	Stops X damage
	▼	▼
Armor	Stops X damage	Stops X damage
	▼	▼
Body	Hit = wound	Hit = wound

03.2 - Getting Injured and Healing

Each character has different levels of health. When a character is hit, and they have no protection against the attack, they lose one level of health. See the descriptions below

Health Levels:

Each character has different levels of health. When a character is hit and has no protection against the attack, they lose one level of health. See the descriptions below:

- **Healthy** - Not hit and fully healthy. This is the baseline condition.
- **Injured** - Hit once, it hurts, but it doesn't hinder actions.
- **Critical** - Hit twice and seriously injured, but stable.
- **Dying** - Hit more than twice, the character dies immediately after this scene.

The levels apply to the entire body: if a character is hit in the leg and then shot in the left arm, the character is in critical condition.

When a character is critically injured, they can still walk, talk, and perform other actions. If the character engages in combat, uses skills, treats someone, runs, or lifts heavy objects, they will immediately become dying.

When someone is dying, the character is almost dead, unable to have conversations or move significantly. The character can only groan and say one or two sentences. A character who is dying will die after the scene.

A character with the Nursing skill can always stabilize someone from dying to critical. A human can go from dying to critical once a day without complications. If this happens more frequently, complications arise.

Stabilizing and Treating:

Healing works differently outside the colony than within it. Outside the colony, it involves first aid, stopping bleeding, and stabilizing patients. In the colony or in a field hospital, there is time and facilities to genuinely heal patients, and their health levels can be replenished.

Treating in the colony/field hospital takes one scene per patient and must be played out.

One individual cannot treat a patient alone. To treat an injured character, two assistants are needed. To treat a character in critical or dying condition, three assistants are required. Anyone can assist, but a character with the Nursing skill (or a higher level) counts as two assistants.

Last Resort

It is possible to freeze people in one of the cryo pods. These pods are primarily intended for members of the colony.

The process of freezing and thawing takes about one week. From a rules perspective, a frozen character cannot die from injuries or illnesses but is removed from the game until the beginning of the next event. By the next event, all injuries are healed.

> **Cryopods**
> A player in a cryo-pod reports to the game masters. You can choose to play another character during this time, wait for the player to return, or temporarily participate as an NPC.

03.3 - Complications

Complications occur when a character has been stabilized two or more times or due to special circumstances such as exposure to extraterrestrial pathogens, overdoses, or certain skills.

A complication is a negative side effect, such as a temporarily non-functional limb, temporary blindness (in one eye), deafness, poisoning/infections that may cause damage again later, etc. Complications can also have a psychological impact.

A complication always requires additional treatment. The effects of the complication will still be noticeable, but to a lesser extent, after treatment.

Treatment almost always needs to be performed in the colony (or field hospital) and takes one scene.

> **Complications**
> Complications are not random. They are chosen in consultation between the player and the Game Master (SL) to add depth to the game without making a character unplayable.

03.4 - Equipment and Items

The colony is equipped with enough tools and equipment to create almost anything. New or replacement items can be fabricated with the advanced 3D printer in the colony, given enough time.

Damaged items and equipment can usually be repaired in the colony. This requires the Engineer skill (or a higher level).

If a character wants to bring and use special items such as night vision goggles, camouflage suits, radios, etc., discuss this with the game master in advance for a custom solution. It is usually possible if it fits the character concept.

All characters start with the equipment that corresponds to their skills.

> **How much stuff is available?**
> The depletion of tools and equipment is not a standard part of the game. There is no

crafting system for "standard" items; resources are only relevant for major projects. As a general rule, assume that there is always a new drill, more ammunition, or a new pair of shoes available, but without gameplay, there won't be 100 drills available.

Cybernetics

It is possible to replace lost limbs with artificial ones. The technology in Sterhaven is advanced enough that cybernetic limbs have all the functionality of a normal limb.

There are advantages and disadvantages to having an artificial body part. A cyber limb has all the drawbacks of electronic and mechanical technology. It needs to be charged and cleaned every few days, and if it gets damaged, it must be repaired by an engineer.

Standard cybernetics are purely cosmetic and have no in-character benefits. A physical representation (physrep) is not required for standard cyber limbs. If a character starts with a cyber limb, it is a standard type.

Custom modifications of cybernetics need to be made during the game and can only be done in the colony. All cyber limbs with modifications must have a physrep.

Possible modifications include:

- A small hidden compartment
- A slightly enhanced attribute, such as strength, speed, etc.
- Something else of comparable level.

A cyber limb is rarely much stronger or sturdier than its organic predecessor. If it is, it may come with a loss of fine motor skills, for example.

Drones

Ground drones can be used within the game. For out-of-character safety reasons, flying drones are not allowed.

Drones cannot actively participate in combat and cannot use NERF or other weapons. Furthermore, drones can be modified by engineers for specific purposes.

Only characters with the Engineer skill can use drones.

Extraterrestrial Technology

An unknown form of technology is present on the planet. Engineers with the Placeholder Tech skill can modify this technology and combine different placeholder tech items to create new, more flexible, or more powerful items.

All characters can use placeholder tech items or learn how they work through active experimentation, but sometimes a different skill is required to use these items effectively.

For instance, a healing item can only be used for healing by a character with the Nurse skill (or a higher level).

The information in this paragraph is not known in-character before arriving at P-328. It is not possible for a colonist at the beginning to have an in-character goal of specifically working with this technology. The information described here can be relatively quickly discovered in the game, allowing a character to realize their interest/aptitude for placeholder tech.

> **Placeholder Tech**
> To avoid spoilers, we use the terms "placeholder tech" and "Things." This chapter will be updated after the first event.

03.5 - Calls

Sterhaven uses a number of effects and special situations that require the transmission of game-related information. In most situations, we assume that the user can calmly explain these effects to the recipient. However, when this is not possible, there is a "call."

IC Calls

IC calls consist of two parts: the cause and the effect. The list of calls for the effect can be found below. IC calls are always in English to indicate that it is an in-character call.

Example: When someone is blown backward by an explosion, they receive the call "explosion strike." The cause is "explosion" and the effect is "strike." It is also possible, for example, to be thrown backward because an alien uses a gravity manipulator machine. In this case, the call "gravity strike" could be used, which has the same effect (strike) but a different cause. It can be played out differently and later narrated differently.

Calls are not automatically audible, but the cause of a call may be. For example, in "explosion strike," the IC call may not be heard, but the explosion causing it is definitely audible.

> **Additions**
> It is possible that additional calls will be used during an event. These will be explained at the event and then incorporated into the rulebook.

List of IC Calls:

- **Hit:**
  The character is hit by an attack. This call can be used to "shoot" at very close range or to represent damage from an unseen source (OC or IC). The first part of the call clarifies the source of the damage (projectile hit, poison hit, radiation hit, etc.).

- **Stun:**
  The character is temporarily unable to perform actions.

- **Entangle:**
  The character is momentarily unable to move from their spot but can still move in place.

- **Strike:**
  The character is pushed back a few meters and cannot walk forward for a moment. They can defend during this time.

- **Critical:**
  The character is hit by a very strong attack and becomes critically wounded, regardless of shield, deflector, or armor.

- **Break X:**
  Item X is broken until it is repaired by an engineer. This can be any equipment the character carries.

- **Detect Lie:**
  When the recipient lies in this scene, they must hold both fists together.

- **Rewind**:
  This call indicates that the previous sentence or statement was not said. The recipient ignores this sentence or statement as if it never happened.

OC Calls

In addition to IC calls, Sterhaven uses several OC calls. These are used for calibration, safety, or to improve the game.

List of OC Calls:

- **Epibreren:**

A term that can be used when someone wants to indicate that knowledge is known IC (In-Character) but not OC (Out-of-Character). This call is intended to enhance gameplay and interaction. By using this term, it is possible to play roles without requiring extensive OC knowledge.

When a character would know an answer, but the player does not, they use the word "epibreren" in the sentence. When someone uses this term, the recipient knows that the user is familiar with the matters they are talking about.

- **Take it Outside:**

When someone uses this call, all involved players will leave the current location (which is out-of-character unsafe) to go to another (out-of-character safe) location to continue the game.

Usually, this means everyone walks a few meters to an open area. Once there, anything is allowed—fighting, fleeing, surrendering, or anything else.

For clarity, everyone who hears this call must give feedback by making a thumbs-up gesture.

If someone cannot or does not want to do this, the character will "freeze" or "faint" (with no further consequences) until someone else comes to help. It is not possible to participate in the scene or intervene later until someone else comes from outside to help. Players wearing a red/white ribbon are required to choose this option.

- **This is Nothing!**

To indicate that potentially intense play is actually cool or to assure other players that things can be taken up a notch, the call "This is nothing!" exists.

An example is when someone seeks confrontation, and the recipient says something like, "Should I be afraid of you? This is nothing!" The person looking for confrontation now knows they can escalate further (if they want to!).

- **Opt-Out:**

The call "opt-out" means that someone, for any reason, does not wish to participate in the current game or wants to de-escalate a part of it. However, it is not possible to avoid consequences for the character due to using this call.

An example is when characters are about to be tied up to be taken away, and someone says, "Opt-out of being tied up." The character will not be tied up out-of-character, but they will still be taken away.

Another example is two characters having a shouting argument. One of them says, "Opt-out of shouting," and the other character will still be angry but won't shout anymore.

- **No Play:**

Use this call in the case of a mental or emotional emergency. The game will continue without the user, who must walk away from the situation. There are no consequences for "misuse" because it is not possible to misuse this call.

- **Stop the Game:**

Use this call in case of a physical emergency with serious consequences, such as physical injury, danger, fire, accidents, etc. The game is immediately stopped. When this call is used, others repeat it so that everyone hears it.

Sit or squat or get as low to the ground as possible. The first person to use this call remains standing so that emergency responders can locate the emergency.

> **Aftercare**
> You never have to explain why you use the calls "opt-out" and "no play," and it is also not allowed to ask about it. Note that it is easier to avoid repetition when situations that should be avoided are reported directly or indirectly to the organization or a trusted

person, but this is not mandatory.

04 - Characters

04.1 - Creating a Character

All player characters in Sterhaven must be approved by the game master. To do this, the game master needs at least:

- The character's name
- The chosen faction
- A background story (maximum one A4 page)
- skills.

This information should be sent to the game master via email at sl@sterhaven.nl.

Sterhaven is a cooperative LARP: although there may be friction within and between factions, all characters have the common goal of surviving together on P-328. Actively antagonistic characters will not be approved.

Everyone plays a colonist of the same rank. There were leaders, but they were part of the Alpha group and have disappeared. It is allowed for someone to have been important on Earth in the past, but the official status within the colony is that all player characters have the same rank at the start.

04.2 - Character Background

Characters have background stories, motivations, and goals. We prefer these to fit within one A4 page.

The background of a character can cover various aspects. The list below can be used for inspiration and is not mandatory:

- What type of gameplay fits the character, and what type does not?
- What happened to the character on Earth or during the journey on the Melolonthe?
- Why was the character and/or the group selected to go to P-328?
- Which faction did the character choose, and why?
- Are there people left behind on Earth or who have come along? How does this influence the character?
- What is an important positive or negative experience of the character?
- What recurring problems does the character face? What are the effects of these problems?
- What is the character good at? What are their hobbies and interests?
- What are the character's goals, both in-character and out-of-character?

Where possible, the game master will write personal plots for a character. If there is an interest in this, it is wise to write a character background that allows for such opportunities. This could include rivals who have come to the planet, challenges and problems for the character, etc. A background doesn't have to be an exciting or well-developed story; it can also be a list of individual points.

Before the start of the LARP, all players have departed from Earth. Everyone was in cryosleep on the spaceship, the Melolonthe. During the hundreds of years-long journey, all characters have been awake for several periods of weeks to months. During this time, connections may have been made, friends and enemies may have been formed, etc. Even characters starting in later events can have a connection to existing characters in this way.

Factions

The factions have different goals and motivations. Below is a brief summary. Detailed faction descriptions, clothing styles, and other information can be found in the setting book.

- **The Originalists** want to make P-328 a new home for humanity. They use the expedition manual for this purpose. They dress in standard overalls with a formal nameplate indicating their name and role within the colony.

- **The Koku no Shisha** seem to receive important messages from the void and can translate such messages or are the ones who attentively listen to these translations. They wear black basic clothes with neon lines.

- **The Seekers** want to emulate alien civilizations, aliens they have never seen before, and learn from them. They wear shiny fabrics.

- **The Koempels** are ex-criminals who take pleasure in their designated tasks within the colony due to their implant. They wear practical work clothes that match their task and have always brought a nice teacup for their coffee break from Earth.

05 - Skills

All characters have the option to have skills if they want to. Skills are primarily used to perform actions, use knowledge, and handle other in-game activities that are not possible out-of-character. Skills also help balance characters against each other and the environment. It is always allowed to have fewer skills.

Experience Points

Skills are acquired using experience points. Each character starts with 6 experience points. After each event in which the character participates, they earn one experience point, up to a maximum of 12 points (after the 6th event).

Once the maximum is reached, skills can be rearranged. If a character is not satisfied with their skills after the first event, adjustments can be made in consultation with the game master.

Each skill has a level (N1, N2, N3) and costs a number of experience points equal to its level. It is only allowed to purchase a skill if the underlying skill is known.

Basic Skills

If desired, each character starts with the following equipment and has the skills to use them:

- Melee weapons with a length of up to 50 cm;
- Single-shot firearms with a capacity of up to 6 shots and a maximum firing rate of 2 shots per second;
- A limited number of throwing weapons.

A protective item (choose one of these):

- Light armor;
- Civilian deflector.

> **Equipment**
> Characters also start with all the items necessary for their chosen skills.

05.1 - General Skills

- **N1 - Expertise.** Possess specific knowledge and information.

The character is an expert in a particular field, profession, or area of knowledge. This cannot be an area covered under another skill and must be a field known on Earth. In-character, this is knowledge the character acquired during their time on Earth.

Examples include areas that are not covered directly by skills, such as architecture, artistry, chocolatier, sewer systems, distillery, history, etc.

The character can use the "epibreren" call to indicate their expertise and may ask questions to the game master about this subject.

This skill can be purchased multiple times, each time for a different area of expertise. Discuss the topic of expertise with the game master beforehand.

05.2 - Security

- **N1 - Security**. Wear military armor.

The character can wear military armor, which provides two armor points. The armor must be visibly recognizable as such, provide protection on the torso and two limbs, and ideally include a helmet. If military armor is damaged, it will automatically be repaired after one scene in the colony.

- **N2 - Melee Fighter.** Use all melee weapons, military deflector, and shields.

The character can use all types of melee weapons, a military deflector, which provides three protections against ranged weapons, and a shield against melee and thrown weapons.

- **N2 - Ranged Fighter.** Use firearms with a magazine of up to 40 shots.

The character can handle all firearms that have a firing rate of up to two shots per second and have a magazine capacity of up to 40 shots. This includes all mechanical and electric NERF blasters with fixed or interchangeable magazines. Blasters with a "hopper" or ammunition belt, or those with more than 40 shots, are not allowed. Blasters that fire multiple shots at once must follow the same rules (approximately 3 darts per 1.5 seconds).

- **N2 - Explosives.** Place and disarm mines, blow up obstacles, etc.

The character can use various types of explosives to set traps, place or disarm mines, blow up obstacles, and perform other tasks. When making calls related to explosives, this should be done in consultation with the game master. Players must bring their own props and physreps for explosives, and placing explosives must be role-played out.

- **N3 - Deflector Expert** *(needs N2 Melee Fighter)*. Configure a deflector to counter specific effects.

The deflector expert can extend their own deflector to encompass a person with whom physical contact is made. Hits on this person will count (first) as hits on the expert's deflector. All deflector rules apply to the recipient of the effect.

Additionally, a deflector expert can counter known effects with their deflector. Once the cause of a particular effect is known, the deflector expert can adjust their deflector in one scene to counter that effect. For example, this could include stopping poison gas, preventing

certain calls from a specific source (such as stopping gust-strike), or countering blinding light (flash-stun). It is not possible to preemptively block all strike calls, for instance.

- **N3 - Deflector Tank** *(needs N2 Melee Fighter)*. A military deflector stops one additional hit.

By skillfully deploying and manipulating a deflector field, this character can deflect one extra projectile hit with a military deflector, allowing it to absorb up to four ranged attacks.

A deflector that has suffered damage (e.g., due to reloading by an electronic engineer) will still absorb one extra hit. After being field-recharged once, the deflector will stop 2+1=3 hits.

- **N3 - Sharpshooter.** *(needs N2 Ranged Fighter)*. Use the call sniper-critical or sniper-break (object) once per half-day.

The sharpshooter may attach a telescopic sight (scope) to a two-handed firearm and use it to take a sharpshooting shot once per half-day outside of direct combat.

The sharpshooter must keep the target in the scope for 30 seconds before using the call sniper-critical. Inform a game master on whom the skill is used and when, or inform the target out-of-character (it is allowed to walk OC to them). It is allowed to aim for more than 30 seconds, but if the target moves out of sight, the sharpshooter must aim again.

Instead of inflicting damage, a sharpshooter may also shoot and break a weapon or other object in sight using the call sniper-break (object).

- **N3 - Heavy Weapons** *(needs N2 Ranged Fighter)*. Use weapons with high firing rate and/or ammunition capacity.

The character can handle heavy weapons that fire up to 8 shots per second and/or have an ammunition belt or hopper. These weapons can only be fired if mounted on a support, such as a two- or three-legged stand. Leaning against a tree or building is not sufficient.

05.3 - Scout

- **N1 - Scout.** Find relevant locations in the environment.

Scouts are capable of finding relevant locations and resources wherever they are. They can read the landscape and, as a result, discover mineral-rich locations, shallow river crossings, or nesting places of local wildlife.

- **N2 - Spy.** Forge documents and create disguises.

A spy is capable of creating counterfeit documents and other objects that appear very authentic. They can convincingly disguise themselves and mimic someone else effectively.

To do this, the spy needs the right resources. For example, creating a passport requires paper, and making a convincing disguise may necessitate clothing or, for alien disguises,

makeup and/or prosthetics. Both actions take at least one scene to perform and may require preparation in advance.

- **N2 - Tracker.** Find, follow, and interpret tracks.

A tracker can find and follow tracks left by creatures (both intelligent and non-intelligent) and gather limited information from them (such as the direction of the tracks, whether they are fresh or old, etc.).

The tracker is skilled in surviving on P-328, knowledgeable in survival techniques, and capable of assessing dangerous situations.

- **N2 - (Xeno)Biochemist.** Analyze alien organisms and create new treatments and effects.

A (Xeno)biochemist has expertise in anything related to (extraterrestrial) life on a chemical or biological level. This doesn't mean that they know about the culture of alien beings, but they can provide useful insights into how these creatures function. Thanks to this skill, it is possible to deduce weaknesses or strengths from research on beings, plants, or microorganisms. The (Xeno)biochemist can invent new treatments and effects for or against newly discovered species.

- **N3 - Master Thief** *(needs N2 Spy)*. Pick locks and break into secure locations and objects.

The character can handle all types of locks, both mechanical and electronic, and even unfamiliar and alien technology designed to keep something closed and locked with some time and effort.

The master thief can also see through and bypass security sensors, provided they have the necessary means.

- **N3 - Tracker Expert** *(needs N2 Tracker)*. Extract all possible information from tracks.

After a scene of investigation, it is possible to extract a large amount of information from an area or track, such as speed, weight, diet, equipment, time passed, number of individuals, etc. The tracker can also predict where something or someone is headed.

Additionally, the tracker can deduce conclusions from environmental information, such as the population of wildlife, flora and fauna, weather conditions, etc. This allows them to accurately estimate the location of certain animals/plants/groups.

- **N3 - Xenomorphist** *(needs N2 (Xeno)Biochemist)*. Use alien life for entirely new applications.

While the (Xeno)biochemist investigates and solves, the Xenomorphist takes it a step further. This skill actively utilizes alien species for new effects, such as using alien plants as an anesthetic or the venom of a new animal species. The potential effects depend on the creative insight (and moral flexibility) of the Xenomorphist.

05.4 - Medic

- **N1 - Nurse**. Stabilize someone from dying to critical.

A nurse is capable of bandaging wounded individuals in a way that stabilizes them and reduces the risk of dying on the spot. This process takes at least a moment and involves applying bandages, disinfecting, etc. After the treatment, the patient's health level is increased from dying to critical. However, it is necessary for these wounded individuals to be genuinely healed in a sick bay. Stabilization can be performed anywhere and as often as desired.

Additionally, a nurse counts as two assistants during a treatment conducted by a physician.

- **N2 - Physician**. Restore a lost health level through treatment.

By means of a one-scene treatment in a sick bay or field hospital, a physician can restore a lost health level without negative consequences. The treatment process is up to the physician and the patient to determine how it is played out.

A physician always requires assistance for a treatment. Two assistants are needed to treat a wounded patient, while three assistants are required to treat someone in critical or dying condition.

No special skills are needed to assist, but a nurse (or higher) counts as two assistants.

> **Complications**
> A character that goes from dying to critical more than once per day will experience a complication depending on the injury. This rule applies to stabilization, emergency nursing, and treatment by a physician or chemist.

- **N2 - Counselor.** Treat psychological complications and other problems.

Not all health issues on the colony are physical. A counselor is capable of helping people with psychological and mental complications arising from injuries or other issues.

Playing out this treatment takes at least one scene, and the manner in which it is conducted is chosen between the counselor and the patient.

Additionally, the counselor has such talent in language, movement, and non-verbal communication that during a conversation, they can make someone forget a given answer. Use the call "speech-rewind."

The recipient forgets that the question was asked and the answer they gave, as the information in the conversation fades away. This only works one-on-one, a maximum of once per half-day. The user must speak with the recipient for at least one minute before and after using this call.

By default, this skill does not include understanding the psychological functioning of extraterrestrial beings, but this can be learned through experience and time for the character.

- **N2 - Emergency Nurse.** Restore up to five health levels.

Thanks to their equipment and training, this character can provide care, administer medication, and anesthetize.

Up to five times, after a moment of gameplay, the user can temporarily restore one health level. This remains effective until the patient has access to a field hospital or sick bay. Upon return to the colony, the patient must still be treated.

If this skill is used within the colony, the recovery will only be active for a short time and will end after a scene.

The five actions can be used on the same or different patients. After a scene of rest in the colony, a character can use the skill again for five times.

- **N3 - Chem-Specialist/Chemist** *(needs N2 Emergency Nurse)*. Heal someone instantly.

Through an injection of semi-legal, semi-safe substances, a chemist can fully heal a person twice per half-day (regardless of their health level). Administering the injection takes a maximum of a moment.

Receiving this skill results in a complication as a side effect. This is in addition to other complications arising from healing, so when a chemist heals a dying patient, they receive two complications. Explain this to the recipient during the administration (or possibly afterwards).

- **N3 - Combat Drugs** *(needs N2 Emergency Nurse).* Provide specific combat boosts.

With the use of special chemical and biological substances, this specialist can offer a wide range of effects. This skill can be used three times per day, and the substances cannot be administered by another character.

Possible applications include:

- If the recipient becomes critical in the next scene, they can continue fighting without reaching dying status.
- Administering a tranquilizer (use the call "medical-stun").
- Administering poison (use the call "poison-hit").
- A self-chosen effect, discuss this with the GM beforehand.

Healing is not possible with this skill.

- **N3 - Field Hospitalist** *(needs N2 Physician)*. Establish a field hospital.

Setting up a field hospital requires some effort and at least one scene of gameplay. A field hospital is considered part of the colony for healing rules.

The minimum requirements for a field hospital are:

- A lockable space such as a building, tent, tunnel, or other location.
- A treatment area such as a bed, table, clean floor space, or other option to safely place the patient.
- Adequate lighting to perform treatment (roughly sufficient light for reading).
- Basic treatment materials.

- **N3 - Internist** *(needs N2 Physician).* Perform treatments with goals other than health levels.

While a physician simply treats injuries, an internist can perform other treatments, such as placing artificial limbs, removing (or placing) parasites, etc. This requires four assistants (or two nurses) and at least one scene, as well as any necessary special materials.

- **N3 - People Knowledge** *(needs N2 Counselor)*. Detect when individuals are lying.

A character with people knowledge is not directly able to uncover the truth, but can recognize when someone is lying. Use the call "detect-lie" after a moment of conversation. While the target is lying in this scene, they must clasp their fists together (this is an OOC gesture).

This skill can be used once per half-day.

This skill is not automatically applicable to extraterrestrial beings, but it can be learned with enough experience and time.

05.5 Engineering

- **N1 - Engineer.** Build and repair objects, use drones.

The engineer is capable of fabricating simple equipment and tools using standard materials and the material printer in the colony. This includes everything that can be found at a regular hardware store or can be built with such materials, including buildings but excluding equipment or machinery for use within these buildings.

Additionally, the engineer can repair these same objects when damaged and is capable of making and using drones.

- **N2 - Placeholder Tech.** Combine placeholder tech Things and create new Things.

This engineer has learned to work with extraterrestrial placeholder tech. The engineer knows how Things should be combined but doesn't gain any special insights into the functioning of existing or new Things.

Note: Placeholder tech is not known to a character upon awakening. During the character's first event, it is only possible for them to discover the aptitude for this in the game, and after that, it is also possible that someone has explained it to them.

- **N2 - Mechanical Engineer**. Build and repair mechanical equipment, weapons, and armor.

In addition to the engineer skill, the mechanical engineer is capable of building and repairing mechanical machinery, weapons, and armor in the colony (or with enough time and resources, in the field). This includes automatic machines, firearms, military and civilian armors, etc.

- **N2 - Electronic Engineer**. Create electronics, repair and recharge deflectors.

With this skill, it is possible to build and repair electronics in the colony (or with enough time in the field). This includes computers, deflectors, sensors, etc.

The electronic engineer can also recharge a military deflector in the field. To do this, the deflector must be turned off. The deflector becomes damaged and loses one point of maximum power in exchange for a full charge. A military deflector can normally stop three shots, but after the field charge, it can only stop two shots. This damage can be repaired in the colony, which takes one scene.

- **N3 - Emergency Repair** *(needs N2 Mechanical Engineer)*. Repair one object for one scene.

An emergency repair is carried out instantly. The repaired object (weapon, armor, equipment, etc.) works for the entire scene, after which it becomes (even worse) broken and cannot be repaired again with an emergency repair. However, it is possible to permanently fix it later in the colony.

- **N3 - Hacking** *(needs N2 Electronic Engineer)*. Temporarily improve your own system or take over a hostile system.

With hacking, it is possible to temporarily enhance computer systems or equipment connected to these systems for one scene in a specific way (faster, more accurate, increased range, etc.). This can have negative effects (overheating, wear and tear, alarm, etc.).

It is also possible to temporarily worsen or (sometimes) take over computer systems or equipment connected to these systems for one scene.

- **N3 - Robo/Cybernetics** *(needs N2 Electronic Engineer)*. Build autonomous robots or work on cyber implants in collaboration with an internist.

With this skill, it is possible to create and use autonomous robots that perform off-screen tasks such as transporting materials, searching for objects, etc.

Additionally, someone with this skill can create and modify cybernetic implants. These can be implanted with the assistance of an internist and assistants.