

SYSTEM NOTES

D3x5 is an open game format that allows players to take on specialized characters and engage in missions that are driven more by character abilities & choices than application of violence. While Event Runners often provide missions or quests to characters, it's ultimately up to the players (PCs) to determine what they want to do and how they want to accomplish their mission.

--SAFETY--

**Assumption of responsibility:* When you choose to play this game, you assume the risk associated with it.

**Invitation Only:* Participation in MLarp events is by invitation only, on private property. Unsafe/belligerent behavior, rules violations and/or at the property owner's request, will result in invitation being revoked and offending party asked to leave immediately.

**Eye & facial protection:* Eye protection is mandatory; full seal and facial protection is encouraged.

**Holds:* In the event of a safety (or gaming) issue, any player is empowered to call out "Hold". All players within earshot are to immediately stop all actions and call out "Hold". Players not directly involved with resolving the Hold are not to move, take any gaming action or look about. If there is an out of game emergency/medical/injury issue, follow up the Hold with "Mayday, Mayday, Mayday".

**Physical Contact:* Before touching another player for any reason, ask for their permission.

**Airsoft Guns:* To foster muscle memory, treat them as if they were 'real' firearms and observe the four cardinal rules: Always assume the weapon is loaded. Only point a weapon at a target you intend to strike. Keep your finger off the trigger until you're ready to fire. Positively identify your target and what's behind it.

**Real Weapons:* To be kept secured in player vehicles at all times.

**Intoxicants:* For events held on private property, check with the property owner & Event Runner prior to event.

--HONOR--

3x5, relies on the honor of players to call their hits and keep track of their skills and special abilities. Feel free to play an evil, sidwinding son of a bitch *in game* but call your hits. Consequences for those attempting to cheat the system include removal from the event, up to permanent ban from all future MLarp games.

--3" x 5" Card--

The document you're holding is the core/base rules for D3x5 MLARP; the heart of the system is 3"x5" index cards. While the core rules cover basic mechanics, deeper details and exceptions are recorded on respective individual index cards. The D3x5 system, while compact, is meant to be flexible and *player driven*. When in doubt: ASK. Wondering if a skill might be applied to a situation, ask the closest NPC. Want to get more hands on and track down information about local cult, ask the Event Runner.

Never feel constrained by what's written in the rules; if it's not prohibited in writing, there's a chance you can pull it off with a character ability, skill, perk, etc.

--ITEMS--

Items refer to weapons, equipment, supplies or other specials which can affect game play. To utilize an Item's ability or modifier, you must have the Item Card on you. To use an Item's ability, declare to an Event Runner who will then update the card. If Item card isn't attached to a Physical Representation (Phys-Rep), it's to be kept with your Character card and should be in front chest pocket or similar easy to reach location. *Note about Phys-Reps:* every single Phys-Rep a player brings to an event doesn't necessarily have to have a tag to be used In Game (IG); the cooler and/or more theme appropriate the item, the more likely and/or larger the bonus to be given on the fly. Items with a potential to have significant impact on the event story will need checked in.

--COMBAT SCENE/ENCOUNTER--

3x5 uses a time unit of "Combat Scene" or "Encounter" when referring to certain skills, abilities and other specials. A scene starts when the first act of violence is committed and ends when a player is no longer threatened (being under cover doesn't count). Event Runner will confirm when scenes ended.

--AMMO--

Out of game (OOG), players have no limit on the amount of bb's or darts they can carry; however, IG, there are limits of how many bb's a player can use in a combat scene and when a player can *restock*. Restocking is the act of refilling magazines with bb's (i.e. speed loaders, etc.). To *reload* a weapon in combat, a player must have another magazine (tagged phys-rep) to switch out. For as many magazines as the player has, they can reload in combat. Unless noted otherwise, players can only restock their magazines outside of combat and within arm's reach of an unused ammo item (i.e. ammo can with extra reload tags). Note: Weapons without 'standard' magazines will be issued game day instructions.

At the end of a combat scene, anyone who fired a weapon will have to make a *Reload* check. Failure requires player to expend an Ammo item. If the failed weapon check uses up the player's last Ammo item, they can restock their weapons one last time but no additional refills until player gains an unused Ammo item on their person.

Chrono limit is 1.7J with your ammo (~350fps w .20 BB). Because engagement distances tend to be closer than typical airsoft, players must obtain permission to use weights to heavier than .25 gm. Unless otherwise noted, biodegradable ammo is always mandatory.

CHALLENGES

The terms Skill Check, Challenge and Check are used interchangeably; it's a situation or encounter that characters must overcome to continue with their mission, or their progress is halted.

Straight checks take one minute of working on the challenge; if the player's score (*base + modifiers - penalties*) match or exceed the Difficulty, the Challenge has been overcome. Otherwise, the players are stuck until they figure out how to improve their score. The Difficult number is usually known before attempting and there *usually* isn't a penalty for failing.

For *Complex* checks, the Difficulty has already been established by Plot and isn't known by the players. Players declare when they are attempting a Complex check, list their modifiers (bonuses & penalties) and the Event Runner uses a random number generator combined with the player's modifiers to determine outcome. Below the Difficulty, fail; above, success. The margin between player's score and Difficult will also determine the magnitude and speed of success (or pain of failure).

Opposed checks are when another player or NPC is working against the player making a check. Simple example: player is attempting to make an observation check of an area; the NPCs are given an opportunity to make an Opposed check using NPC's camouflage skill. Both draw a number (adjusted); whoever is higher, wins.

CHARACTER "CLASS"

Character (PCs, classes, MOS) status are tracked on 3x5 cards and includes: innate & special abilities, skills, perks, equipment, accumulated loot, etc. Character card is to be kept with Item Cards; in front chest pocket or similar easy to reach location. You'll refer to your card whenever attempting a Challenge, activating a Perk, using an Item, etc. Perks and skills can be used a certain number of times (*noted on card.*). At any time, the Event Runner can ask to see a Player's Character or Item cards; if missing Character card, the player is assumed to have been incapacitated IG. Missing Item cards can no longer use that equipment.

COMBAT

--HEALTH & DAMAGE--

Unless otherwise noted, each airsoft BB does one point of lethal damage (no attack call is required). There are three injury levels: Wounded, Knocked Down and Knocked Out. The average human reacts to damage in following: first two points of lethal (*Wounded*), character's skills, abilities or related checks are +2Diff due to pain and injuries (can still use weapons and items). Third & fourth point of lethal (*Knocked Down*), characters cannot use any skills or abilities, can only crawl (walk with another player's assistance) and use one handed weapon. At five points (*Knocked Out*), the character is unconscious and can only be moved with assistance from two players. Characters taking additional damage while Knocked Out are at risk of suffering In Game RP based injuries and/or death.

Nerf weapons typically do more damage & specialized attack; weapon carrier must clearly call out damage and type so target and those in the area can hear and are aware of. *2025: Electro-pulse weapons... concentrated blasts of electromagnetic energy, highly effective at temporarily disrupting electron flow, while cause little to no physical damage; whether wet-wired or silicon based. These are one of the few weapons that can be openly carried in most organized settlements.*

There are a wide range of perks, skills, abilities and items that will allow greater damage to be dealt by weapons and players to take more damage. All these modifiers & how they work will either be recorded on your character card or Item card.

--HEALING--

Main ways damage can be healed is with an item, an ability or Bivouacking. Items can range from Quick-Clot that heal one point to Lost-Tec which can revive a dead character. To use an Item or character ability, follow the instructions on the card.

Bandages (2025... under construction) do not heal damage but can be used to temporarily remove wound effects. One bandage moves a player's injury level down one wound level. So, if a player is at Knocked Down, two bandages will remove all negative effects, but lethal damage is still present. If a player fails an Endurance while bandaged, all negative effects resume (unbandaged players automatically fail).

Knocked Out players will eventually (30 minutes) wake up with one point of health. They can be revived sooner with an appropriate Item/Skill/Ability combination or fully restored with Bivouac.

Bivouac can *usually* be declared at any time (outside of combat) by the players, as many times in an event as they wish (& have resources for). IG, a Bivouac is pretty much the players getting several hours of rest some place safe; OOG, it's a 15–30-minute break to hydrate, re-equip and set up encounters. A Bivouac removes all Conditions (unless otherwise noted), resets injury counts and restores base Willpower, *however*, it consumes IG resources (food, water), advances the IG clock and provides more resources for the Event Runner to throw at players later (e.g., tougher NPCs, harder challenges).

--RANGED ATTACKS--

Airsoft, nerf guns, seed packets, tennis balls are all examples of acceptable ranged attacks. Unless otherwise noted, Airsoft replicas are ballistic based, Nerf is energy based and tennis balls and seed packets are usually character perks or creature abilities. All guns are subject to inspection at any time by Event Runner and can be removed from play at their discretion. One airsoft BB does one point of lethal damage; a burst of BBs... probably just go ahead and lay down and wait for help. Nerf darts against unarmored players: one dart immobilizes a limb, each dart to torso inflicts a health level. Certain types of armor will provide some protection; see card for details.

--MELEE ATTACKS--

Any LARP acceptable melee weapon can be used in 3x5. Unless the attacker calls out differently, one melee strike does one point of lethal damage. Melee weapons are subject to inspection at any time by Event Runner and can be removed from play at their discretion. Without an IG reason and player permission, there is to be no physical interaction between players beyond melee kills and looting.

Ranged & Melee attacks that land anywhere on a player (expect head) inflict indicated damage. Ranged weapons that take damage in combat can continue to be used but must be repaired after combat.

--ENVIRONMENTAL DANGERS--

Life in the Fallout world is tough, life outside of a settlement or town for the unprepared is downright lethal. While *traveling* (a short, day mission outside of town doesn't count... unless you get Lost), the following environmental dangers are present; injuries and wound levels are the same expect that players Knocked Down by environmental damage can still walk.

Dehydration: If a player does not consume a unit of water each day, they gain the status of Dehydrated. For each subsequent day without water, the player takes a point of lethal damage and Endurance is reduced by one. Injuries & wound levels lost this way cannot be recovered until the condition is removed: by consuming three resource units of water.

Starvation: If a player does not consume a unit of food each day, on each subsequent day without food, the player is *Fatigued* and must make an Endurance check or take a point of lethal damage. Fatigued characters cannot run and Ability, Skill & Trait based checks are +3 Diff.

Poisoned: The *basic* mechanics for poisoning: a poisoned player cannot run or use two handed weapons. Each hour, the player must make an Endurance check; failure inflicts one point of lethal damage or increases all player difficulties by one (cumulative effect).

Exposure/Exhaustion: Each time a player Bivouacs without proper shelter, they must make an Endurance check (+3 Diff each subsequent time) or suffer *Fatigue* condition and lose one Endurance.

Radiation: Storms, contamination and bombs, oh my. Whenever players are exposed to radiation above background, they take RAD levels. The average, unprotected human reacts to increased RAD levels in the following way: under 25, Ability, Skill & Trait based checks are +1 Diff; 25 to 50, player is Fatigued; 50 to 75, player is considered Knocked Down and more than 100, player is Knocked Out. RAD levels can only be reduced with Rad-Away or other similar item or ability.

--ARMOR & COSTUME--

Armor allows players to take additional points of damage before becoming Wounded. The Item card will detail how many points and the type of damage it can protect against plus other details. Unless otherwise noted, Armor points are always the first to be used up and automatically reset at the end of the combat scene. A Phys-Rep of appropriate appearance and weight must be worn to get the benefit. Each event, Armor phys-rep must be inspected and tagged by Event Runner.

Good quality, themed costumes lead to a more immersive game experience for everyone. To encourage themed costumes, during check-in, players can earn a certain number of Costume Armor points depending on their costume's effort & quality. Unlike regular armor, these points can be used whenever the player wishes but don't reset after using (can be stacked with regular armor). Exceptional pre-approved costumes will receive special In-Game abilities and/or protections. Combat and Power armor is hard to come by but not impossible to find. To get the associated bonus, "Phys-Rep" must be of appropriate appearance and weight (must be worn to get the benefit). Send photos of the costume or armor to Event Overseer at least two weeks before the event to get prior approval. *Prior approval will ensure special armor & costume receive the appropriate consideration and bonuses they are due.*

UNIVERSAL ABILITIES

*Yellow cloth/tape: Any character wearing a yellow headband or item marked with yellow tape is "out of game"; they cannot be interacted with and are not part of the current encounter. While they may be playing an NPC or running an encounter, they can always be contacted for assistance with rules or in an emergency.

**Killing Blow*: Any player can kill an incapacitated player by touching with melee weapon or pointing a ranged weapon (within arm's reach) at the target and declaring "Killing Blow". Target immediately drops to Knocked Out.

**Looting*: Any intelligent character can loot an incapacitated player by placing a hand on target's torso for either a Quick search or Detailed search. Player simply says, "Quick Search", target immediately turns over their most recently acquired item. A Detailed search takes five minutes; after which, the target must turn over *all* Items, Ammo and money they are carrying. Note: IG, it's very clear when someone is being looted.

Personal tents can be marked as OOG with yellow tape or similar; IG items can't be stored inside. For cabins, under a bunk is OOG; IG items must be stored elsewhere. Lockable containers are permitted. Looting IG tents or cabins requires Event Runner to be present.

GAME NOTES

*Some monsters and races use BDUs as their costumes. Unless it's part of your character class, all camouflage shirts and pants (other than black) are prohibited.

*Ranged & Melee Weapons: It's assumed that all survivors have a basic understanding of common ranged & melee weapons, no points have to be spent during character creation to use common weapons. Proficiencies allow more damage to be dealt, make reload checks easier and less likely to be disarmed in melee combat.

*All weapons are semi-auto. Full auto can be used for periods of time with upgrades, specific Item weapons, abilities, Perks, etc. Any time full auto is used by non-support weapons, barrel must be clearly marked with yellow caution tape.

*Captured and disarmed players are considered 'Honor Bound'. Disarmed players may retain their personal weapons provided mags are pulled and they are slung/holstered. Player can only be "rearmed" by another player. Captured players must follow their captures' orders until freed (within reason & safety).

*Radios are restricted; character must have the ability to use a radio and have a communication Item. Any other "high tech" type equipment (thermal cameras, drones, etc.) requires prior approval from Event Runner.

***Willpower** (WP) These points can be used to adjust a check result, power a perk, talent or special ability or shake off damage and get back into the fight quickly. Base WP equals (END+INT)x2 Details of how to use willpower is explained in description or card.

Temporary Willpower points can be gained and lost through IG actions. Defeat a particularly dangerous foe or spectacular success, WP will be award by Event Runner. Witness a new horror or watch a team member get killed, loose points.

So long as a player has at least one WP point, they are in the fight, but if/when that last point is spent, abilities and specials can't be used and skills are at a penalty.