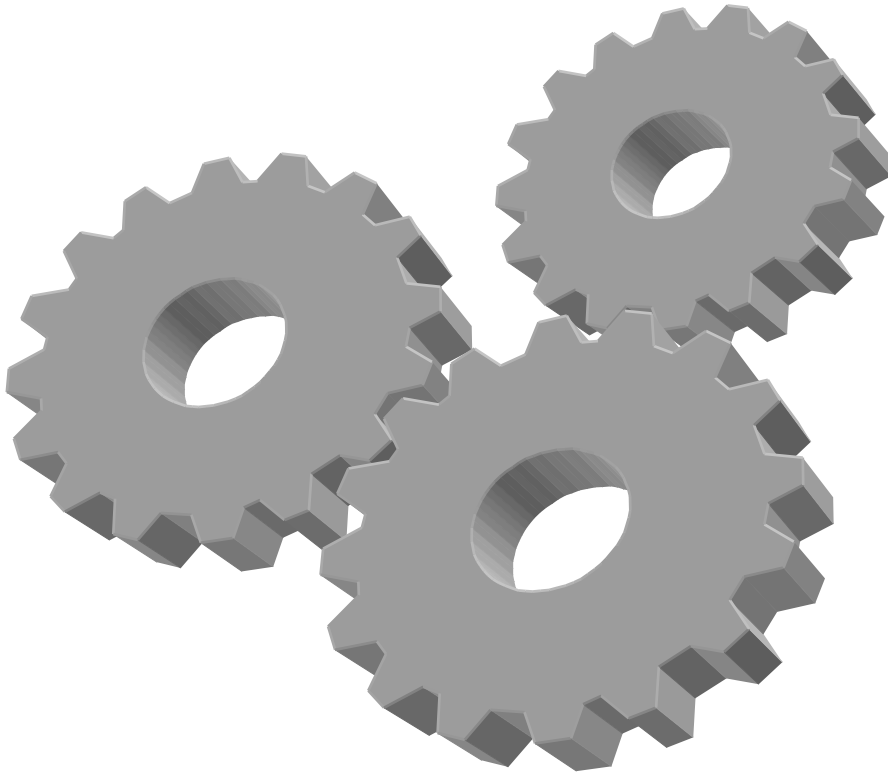


I.S.S.I.S



**Steampunk LARPing on Her Majesty's
Service.**

Player's Manual.

I.S.S.I.S
(THE IMPERIAL SPECIAL SERVICE for INTELLIGENCE & SURVEILLANCE)

Ladies and Gentlemen, if you are reading this briefing you've been recruited by Her Majesty's Government to serve as agents for I.S.S.I.S.

I.S.S.I.S is charged with the covert defence of the realm from the threat of scientifically advanced or backed attack, whether that is from foreign sources that threaten the pre-eminence of British power, or from rouge elements within the empire itself, the so called "Science Pirates" as the penny press term them.

To undertake this broad and demanding brief, the membership of this new service has be recruited from the cream of the many fields of endeavour in which our mighty British Empire leads the world: we have members of armed forces, both the traditional arms, and the newer services such as the Royal Aerial Navy & the Submarine Corp; we also have established agents recruited from our other intelligence services; we have many of the great inventive and analytical minds of the Royal Society to help us understand the specific threat posed by the developments we will be called to look into; and finally we have many gifted and exceptional civilians from other fields who have been called to serve due to their only extraordinary expertise.

These agents will be backed by all the resources the Empire can bring to bear, with the latest technologies being placed at their disposal.

I wish you well in your service,

On Her Majesty's Behalf,
Major Nathaniel Bartholemew-Smythe,
Commanding Officer. I.S.S.I.S

Rules Overview.

- 1. Melee Combat.** Melee combat will be resolved with the LARP standard of Latex covered foam weapons. Before taking into account armour, and special effects from **Combat Skills** (explained later) each character will have 4 'hits' and each strike with a weapon will do 1 hit of damage. When reduced to 0 hits the character will be 'out of it' until the end of the fight. Any character who's been 'out of it' can be revived as badly wounded with only one hit by being given basic medical attention or by having smelling salts wafted under their noses **AFTER** the fight is over. To restore them to more hits, or to resuscitate them during an encounter one would need the medic skill set.
- 2. Firearms Combat.** Firearms combat will be resolved by NERF weaponry. One hit will inflict 2 'hits' of damage as standard, apart from that it is handled in the same way as melee combat.
- 3. Heroic Combat.** Combat should be heroic as reminiscent of pulp movies, thus drum rolling of hits is not encouraged, rather melee attacks should be with big swings, with at least a second between each, and each hit should be role-played by the recipient, this is to help combats feel in tone with the setting, and gunfire should knock down or force back the recipient, even if it doesn't take them 'out of it' (see above)
- 4. Death.** Actually killing someone in the setting is to be a deliberate action and requires the murdering character to take time out over a character who is 'out of it' to either touch their chest with their sword (to symbolise running through the unconscious individual) or to shoot them with a loaded gun.
- 5. Non-Combat Actions.** All non-combat actions are handled through the skill group called knacks. Each knack and how it works will be explained in more detail later in the knacks section. Knacks work by a bead draw mechanism, see a ref and draw a bead, get a white bead and your action succeeds, get a black bead and it fails, and draw a red bead and you've botched.
- 6. Character Generation.** All Characters are created by spending 20 points on a mixture of **SKILLS, KNACKS, & MERITS**

COMBAT SKILLS AND COSTS

KNIFE USE – Free

Everyone is assumed to be able to use a knife (a bladed weapon up to 18")

THROWING KNIVES – 5pts

The ability to throw a knife as a missile weapon

SWORDSMANSHIP – 5pts

The ability to use a melee weapon over 18"

PISTOLER – 5pts

The ability to use a pistol (a firearm designed to be held and fired with one hand)

IMPROVISED WEAPON USE – 5pts

The ability to use improvised weapons such as tools or table decorations as weapons in a melee situation

MARKSMANSHIP – 5pts

The ability to use long-arms such as rifles and carbines

SWASH-BUCKLING – 10pts + prerequisite of SWORDSMANSHIP

The ability to wield a sword in each hand

GUNSLINGER – 10pts + prerequisite of PISTOLER

The ability to use a pistol in each hand

PULPTASTIC – 10pts + prerequisite of PISTOLER & SWORDSMANSHIP

The ability to wield a sword in one hand and a pistol in the other

ARMOUR USE – 5pts

The ability to wear armour in a way to get effective protection from it

STEAM KNIGHT – 10pts

The ability to wear and control a suit of steam mechanised powered battle armour

BARBARIC WEAPONS EXPERT – 5pts

The ability to use the backwards weapons of the Wogs such as spears and shields etc.

KNACKS

Knacks are a demonstration of a character's knowledge and expertise. When ever a character wants to use one of these knacks they should call a ref, who will produce a bag of beads for them to draw from to see how successful the action has been. There will be three bags of beads, one for unskilled who wish to give it a go (5 white, 15 black, 5 red), one for skilled (10 white, 10 black, 1 red) and experts (15 white, 5 black, 1 red).

MEDIC - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

A person with the medic knack can treat and bind wounds during an encounter. Successful use of this knack restores a character that's "out of it" back to half hits, a botch, well.....

SAPPER – SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

A person with the sapper skill can place or remove explosive devices. A botch with this skill can go very badly for the character

LARCENY - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

A person with this skill can pick locks and slip out of shackles. Botches can lead to the lock jamming shut, and being unable to be opened, even with the key.

GADGETEER - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

This skill gives the character the ability to understand and use the strange devices of Mad Science

INVENTIVE PRODIGY - SKILLED 10pts / EXPERT 20pts plus prerequisite of SKILLED

The ability to invent mad devices, and to spot weaknesses in the mad science devices of others. A character who is skilled with this knack can begin the game with one defined mad science device, an expert can begin with two, please see the ref team before hand to discuss what you want.

JURY RIGGER - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

The ability to bodge broken machines or mad science to work just one more time etc, a botch indicates the item is irrevocably damaged beyond repair. When combined with the INVENTIVE PRODIGY knack it allows the possibly of bodging entirely new devices from appropriate bits and pieces during an adventure.

BEAST HANDLER - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

The ability to calm or control hostile or out of control beasts, on a botch the go for you.

HYPNOTIST - SKILLED 5pts / EXPERT 10pts plus prerequisite of SKILLED

The ability to remove a character's memory of one scene, or to impart a command of up to 10 words. Requires role playing with fob watch etc.

MERITS

BODY OF BRONZE – 5pts

The character is tougher than the average person and can take more damage. A character with this merit has 6 health levels, not 4.

MAN OF IRON – 10pts plus prerequisite of BODY OF BRONZE

The character can shrug off wounds which would lay others low. A character with this merit has 8 health levels, not 4.

PRODIGIOUS STAMINA – 5pts

Character recovers from drugs, poisons, and gassing twice as fast as normal people.

IRON WILL – 5pts

The character is immune to attempts to hypnotise or brain-wash them. They are also immune to Ref call "TERROR"

MIGHTY STRENGTH – 10pts

The character is so strong he deals 2 pts of damage (signified by calling "double" when swinging) with each melee strike

BORN LUCKY – 5pts

Once per adventure the character is automatically able to succeed in a KNACK test without having to draw a bead, alternatively they can use this skill to redraw if they get a botch on a test result.

PERFECT SPATIAL AWARENESS – 5pts

The character can always tell where exactly they are by some sixth sense. At any point during an adventure a character can request their specific location from a Ref.

SPECIAL CALLS AND ADDITIONAL RULES CLARIFICATIONS

"GAS, KNOCKOUT" – Anyone who is in the area without a sealed helmet (such as a diving suit helmet) on will pass out for 10 minutes

"ELECTRIC" – Anyone hit by a weapon with the "electric" call will be stunned and in convulsions for 3 seconds per hit.

"KNOCKDOWN" – Anyone hit with a call of "knockdown" must drop to the floor if hit

"TERROR" – If you here the Ref call "Terror", it signifies that the creature you've encountered is terrifying and as such you must try to put as much room between you and it as possible – role play – remember this thing is terrifying. Characters with IRON WILL can ignore this effect.

MUNDANE ARMOUR – Rigid mundane armour, such as the metal breast plates of 'Guards cavalry gives a wearer (with the relevant skill) 3 additional health levels. Flexible armours such as buff coats (heavily reinforced leather jackets) provide 1 additional health level.

STEAM MECHANISED ARMOUR – This armour is a full body suit powered by a steam engine, and props must reflect this. This armour provides 3 additional health levels. In addition it downgrades all hits against it by one damage step – thus normal melee hits do no damage, and gunfire and melee blows delivered with MIGHTY STRENGTH only do one point of damage.

In Setting Insults and Lexicon

JACK CLOUDY – An airship crew man, or member of the Aeronautical Navy.

TOMMY TURTLE – A submariner.

SOOTY JIMS / BLACK FACES – Steam Mechanised soldier.

(JOLLY) JACK TAR – A conventional mariner.

TOMMY (AITKEN) – A British infantry soldier.

TIN BELLIES / CHEESEMONGERS – Cavalry of the British Guards Regiments

STEAM-FOR-BRAINS – (Mad) Scientists or engineers

MACS / TAMS / JOCKS – Scots.

TAFFYS – Welsh.

BOG WOGS / PADDYS / BLOODY MICKS – Irish.

BALLY / JOHNNY (COUNTRY OF ORIGIN) – European foreigner.

FROG / FRENCHY – A French Person.

KRAUT / FRITZ – German

COUSIN IVAN – A Russian.

LEOPOLDS LOONS – Belgians.

DAGOES – Italians, Portuguese or Spaniards.

EYETIES – Italians.

WOGS / FUZZY WUZYS / SPEAR CHUCKERS – Non European Foreigners / Primitives.

MUHAMEDENS – Turks and Arabs.

CHARACTER SHEET

PLAYER NAME: _____

CHARACTER NAME: _____

ALIAS (IF ANY): _____

HEALTH LEVELS: 00000000

AMOUR LEVELS: 000

BACKGROUND:

SKILLS:

KNACKS:

MERITS:

EQUIPMENT & NOTES:
