CHAMPIONS
THE LIVE-ACTION ROLEPLAYING GAME

Sample file
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WRITTEN BY:
David Christoph, Ben Walker, Jocelyn Fulljames, and Steve Tasker, with Steven S. Long and Darren Watts

EDITED BY:
Darren Watts

LAYOUT AND GRAPHIC DESIGN
Bill “Live-Action Bunny” Keyes

ART
Nate Barnes, Storn Cook, Rob Cram Jr., Andrew Cremeans, Jonathan Davenport, Nick Ingeneri, Eric Lofgren, Bradley K. McDevitt, James Ryman, Greg Smith, Alex Williamson, Jason Williford

COVER
Sam Kennedy

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WHAT IS CHAMPIONS: THE LARP?

*Champions: The LARP* is a Live-Action Roleplaying Game, set in the superheroic world known as the *Champions Universe*. You may be familiar with this setting already, either from the award-winning tabletop roleplaying game first published in 1981, or from *Champions Online*, the MMO video game released in 2009. If not, then welcome to the *Champions* Universe! Between the various games that have contributed to it over the last thirty years, there are hundreds of books and well over a thousand published characters to help fill out the ranks of your own games and support your own imagination!

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is a group activity in which you pretend to be someone (or even something) that you are not, and inhabit a fictional world that you and your fellow players all participate in creating and exploring. Your actions and conflicts in the *Champions LARP* are adjudicated by a Gamemaster (or “GM”), who is assisted by a Staff, and the rules in this book. You create and play a character, and then “act out” the adventures of that character in a world you all create together.

Role-playing in this game involves Players creating and assuming the roles of various Characters in the *Champions* setting. This fictional environment has rules that are not necessarily the same rules as our world, and these rules are arbitrated by someone called a game master or storyteller. Role-playing Games, or RPGs, are somewhat similar to improvisational acting exercises, in which the actors are given or create Characters that exist and act in a setting designed by the game master. The setting has rules also designated by the game master and found within this book, but the manner in which the story develops is entirely in the hands of the Players.
OK, SO WHAT IS LARP (LIVE ACTION ROLE PLAYING)?

LARP is an acronym that stands for Live Action Role-Playing. LARPing is a game played by a group of people who share in creating a story together by portraying characters they’ve created according to a set of rules and guidelines, and acting out their actions in a physical space that represents shared imaginary setting. If you’ve played more traditional tabletop role-playing games like Dungeons & Dragons or Champions, remember those times when you got up from the table to physically act out something entertaining your character did? That’s the way LARPs are played all the time!

Unlike traditional tabletop roleplaying, LARPs are acted out physically in a shared space, much like improvised theatre. Instead of a traditional stage, LARPs are generally played in community spaces- convention hotels, college dorms, or outdoor fields or parks, for example. LARPing allows players to avoid many of the hindrances created by either the physical isolation imposed by sitting alone at a computer, or the limited number of people that fit around a table. Many LARPs include dozens of players simultaneously interacting, in real time, to tell a story larger than any one table or server could produce.

In this game, to LARP means that your actions, your speech, your physical position in space and (to the best of your ability) your appearance should mimic or represent that of your character. The rules in this book will help explain how to do that.

A LARP is, in a larger sense, a community of people each telling their own story to each other, and through that interaction building a shared world. The world of a LARP emerges from the connections between people, whether they are enemies, allies, friends, teammates, or strangers.

The Champions LARP in particular is designed to allow players to take on the roles of superheroes, with powers beyond those of ordinary mortals (and responsibilities to match!) With these rules you’ll be able to create your own stories like those you’ve read of your favorite costumed crusaders of comic books, movies and television.

If you’ve played the Champions tabletop game before, you’ll find many of the rules and concepts here to be very familiar. There are a few major differences, of course, owing to the nature of live-action games and the goal of quick resolutions of conflicts, so even experienced Champions fans should be sure to read the rules thoroughly and note the differences.

WHY PLAY CHAMPIONS?

Champions Live Action is fun! It’s a fast paced, action packed game, with plot twists and thrills. It runs smoothly and quickly with super powers that are fully customizable, allowing you to build unique Heroes while staying true to the comic book genre. There’s room for any Character background, so Players can feel free to use the full spectrum of their creativity.

The Power Check system enables the game to flow naturally and quickly, giving it the feel of a super powered world. When a Character has super speed, that is reflected not only on the Character sheet, but within game-play itself without slowing anyone else down. Powers in Champions dramatically and consistently convey a super powered world without requiring any Players to be dipped into vats of toxic waste.

Additionally, through easy-to-use props Champions can take place across a large space incorporating several different groups of Heroes and Villains. This allows epic battle scenes where Heroes can use their mind control on someone in a distant corner or throw a Villain across a room without any disruption to game play, giving Champions a very real super-powered feel.