



YEAR III RULESET

Summer 2024

StarfallAcademy.com

© QDE, LLC. - 2024

This ruleset is subject to change or update by QDE Staff

TABLE OF CONTENTS

<i>Introduction</i>	<i>...Page 1</i>
<i>How To Use These Rules</i>	<i>...Page 2</i>
<i>Boundaries, Consent, and Safety</i>	<i>...Page 2</i>
<i>Powers in The Light</i>	<i>...Page 5</i>
<i>Anatomy of a Power Card</i>	<i>...Page 6</i>
<i>Combat</i>	<i>...Page 7</i>
<i>Health and Status Effects</i>	<i>...Page 8</i>
<i>Miscellaneous Rules</i>	<i>...Page 9</i>
<i>Important Iconography</i>	<i>...Page 11</i>
<i>Important Information about the Order</i>	<i>...Page 11</i>
<i>Code of Conduct</i>	<i>...Page 12</i>

INTRODUCTION

STARFALL ACADEMY is a four-day, live action roleplaying event which will allow players the opportunity to fuse real-world martial arts training with exciting storytelling and creative exploration. Beginning as initiates of the Guardian Order, players will explore the mysteries of **"The Light,"** a powerful energy that bends to those strong enough to control it.

Learning alongside experienced masters from throughout the galaxy, initiates will be taught to wield The Light and grasp its influence on the world around them. From these powerful sages, players will gain a greater knowledge of everything from healing arts and saber skills to meditation and command over local flora and fauna. With each lesson learned, new mysteries will reveal themselves – both at the Academy and far beyond. Join QDE in this original universe of adventure and discovery. Take up your saber and master the power of The Light...

Now your training begins!



THE COLOR ORANGE

When items, locations, or individuals must be placed out of play, they will be marked by Starfall staff with neon orange. Areas clearly marked by bright orange should therefore be inconspicuously avoided by characters while in-play. An orange object should never be used, a door marked orange should never be opened, and orange-clad staff members should be ignored in-character (but still listened to out-of-character). Players with visual color impairments are welcome to ask staff and other players for clarification on what is so marked.

HOW TO USE THESE RULES

IN THIS SECTION

- ★ *These rules are a broad overview necessary for participating in Starfall Academy.*
- ★ *These rules are not exhaustive, and will be added to in-game.*
- ★ *Each section will be summarized in a box like this, detailing the most important points for easy reference.*

These rules are meant to govern player and non-player actions for the Year Three of QDE's **Starfall Academy**. These rules are intended to be foundational, giving players the basic tools they need to play the game. They are not exhaustive, however, as certain rules will be made available only to specific players as the game progresses. Healing rules, for example, will only be made available to Medicari through sect-specific classes, and even then it will take several seasons before a player is privy to all of such rules.

Though important, some sections of the rules can

be a bit wordy, sometimes causing problems for some players. To counter this, at the beginning of each section a white box (marked "IN THIS SECTION") will summarize the main points of its portion of the rules. While it is recommended that all players read through the rules in their entirety, the summaries can provide easy reference and a summation of the most important points.

POP-OUT BOXES

Gray boxes like these are meant to assist you as a player, and are generally used to highlight or further explain a concept within the rules.

Have questions or need clarifications on the rules?

Check the **#rules** channel in Discord or contact staff at **info@qdentertainment.com**

BOUNDARIES, CONSENT, AND SAFETY

IN THIS SECTION

- ★ *Players should stay in-character when possible.*
- ★ *A call of "GAME HOLD!" will temporarily suspend gameplay to resolve physically dangerous OOC situations. A call of "GAME ON!" will resume game functions.*
- ★ *Crossing the index and pointer finger and placing it over the head designates that a player has stepped "out-of-character."*
- ★ *A call of "EMT" acts much like a "GAME HOLD" but for active injuries. EMT requires a far more serious result until the situation is resolved.*
- ★ *Player consent is required for all interactions.*
- ★ *Players may request a BRIGHTEN-UP at any point to remedy a situation that is uncomfortable or threatening to a player's physical and mental well-being. A staff member may be called in to mediate should the need arise.*
- ★ *Use the "OK" check-in to quickly assess the out-of-character well-being of another participant.*
- ★ *Use the COLOR SYSTEM to adjust, escalate or de-escalate the intensity of a scene.*
- ★ *Dorm rooms can be considered in- or out-of-character spaces, indicated by a open or closed door. Players assigned to a dorm room are responsible for all actions and individuals within that room.*

Throughout the Starfall Academy experience, players will be asked to remain "in character" as much as possible. For the sake of immersion, players should participate as the persona of their character as much as they are able. Interactions – from conversations to conflicts – should be isolated to in-game experiences unless there is an emergency.

As such, they should also be understood within an in-character context: A conflict between two characters should never be interpreted as a conflict between two players. Players are encouraged to refer to each other by their character names and should avoid out-of-character distractions – such as personal electronic devices – as much as possible.

CHARACTER VS. PLAYER

*Throughout this ruleset, the words "character" and "player" will often be used. Please note that these words are **NOT** used interchangeably: "Character" will always refer to a participant's in-game persona while "player" references the participant themselves in an out-of-character sense. These rules — and staff — will always prioritize the health and safety of players over characters.*

GAME HOLDS

That being said, there are instances when breaking character is essential to the safety and well-being of players. In the event a player is in a situation where injury is possible, any player involved in the situation may call out **“GAME HOLD!”** At this time, all players within earshot should instantly break character, take a knee, and echo the **“GAME HOLD”** call in a loud voice. This should allow the at risk-player to move out of the dangerous situation. If warranted, another player can – and should – seek out a member of Quest staff. Once the situation has resolved itself, the player who originally called for the hold (or, if they are removed, any other player nearby) may call out **“3... 2... 1... GAME ON!”** At this point, all paused characters may resume gameplay as if no time has passed. A **“GAME ON”** call should similarly be echoed.

Additionally, staff members can use GAME HOLD for story purposes as needed.

A QUICK TIME-OUT

If ever a player needs to quickly step out-of-character without disrupting those around them, they may cross their index and pointer finger on one hand over their head. This hand signal designates “out-of-character” and — while up — anything said or done by this character should be ignored by those still in-character. This ability should not be abused, such as to avoid taking damage. Doing so is considered cheating. When stepping out-of-character try to move away from those that are still in character if possible.

“EMT” CALL

If a player has been truly injured and requires medical assistance, any player witnessing the injury should call out **“EMT!”** Much like GAME HOLD, all players within earshot should immediately break character, kneel down, and echo the call. Unlike GAME HOLD, all players must remain SILENT until the situation is resolved, and should point in the direction of

FINDING STAFF MEMBERS

All Starfall Academy faculty — denoted by their “knight” or “master” attire are also staff members and will fall out-of-character if needed by players. Simply approach them with the appropriate hand signal (crossed fingers over the head) and they will be happy to assist you. Additionally, other non-faculty staff members will be available, denoted by their orange STARFALL ACADEMY t-shirts worn throughout the weekend. These staff members are generally always out-of-character, and happy to assist.

the original call (to assist on-site trainers and staff).

Gameplay may resume when a present staff member calls out **“3... 2... 1... EMT RESOLVED!”**



PERMISSION TO TOUCH

*All players are expected to ask before touching another person. This includes students, staff, and NPC players. The way to ask is **“PERMISSION FOR PHYSICAL ROLE PLAY?”***

CONSENT

Starfall Academy encourages participants to collaborate in storytelling through open mediation. Consent and communication mechanics will be used throughout the event to navigate activities, conversations, and physical roleplay. Informed consent must be freely given before including a person in an activity. Additionally, consent can be withdrawn at any time by the participant for any reason. Retaliation or harassment against a participant for setting a consent boundary will not be tolerated.

In-game conflict should be handled through mediation and narrative-based decision-making between the parties involved. In an effort to ensure security and comfort for participants, a consent and safety mechanics workshop will take place before each event, and players will have a number of tools at their disposal to navigate uncomfortable situations.

BRIGHTEN-UPS

As all players have their own boundaries for comfort and safety, there are instances where gameplay or interactions can be uncomfortable or threatening to a player’s physical or mental well-being. As such, players have the right to — at any time — request a **BRIGHTEN-UP**. Such a call can be made by simply announcing

“BRIGHTEN-UP!” This signals to other players involved in the situation that they need to adjust their words, actions, or play style. If needed, players may temporarily break character — indicated by crossing their index and middle finger on one hand and placing it over their head — to better explain their own responses and resolve the situation.

Should these efforts to internally mediate prove unsuccessful, or if the player deems the situation dire enough to skip attempts at mediation altogether, the player has every right to seek support of the nearest Starfall Academy Staff Member. The GM’s role in BRIGHTEN-UP is to serve as a player advocate, ensuring the safety and comfort of the most vulnerable player first and addressing the situation immediately. If needed, the GM may continue to resolve the in-character interaction on behalf of the affected player. In this way, the GM will BRIGHTEN-UP the situation on behalf of the player before returning them to the scene in question.

Player safety is of paramount concern to Starfall Academy Staff, and the “BRIGHTEN-UP” call exists to assist a player in any situation that they feel is a threat to them. One of the transformative powers of LARP is its ability to help a person push their own boundaries; however, only the player can decide which of their own boundaries they are willing to push. Therefore, players are welcome and encouraged to use the BRIGHTEN-UP call free from judgment when their boundaries are challenged in ways that feel unsafe.

This being said, players are expected to limit use of the BRIGHTEN-UP call to threats — tangible or perceived — against a player (not a character). This call must not be used by any player to remove their character from a less-than-desirable in-character consequence or situation (such as losing a long-sought item or taking damage in a conflict situation). In situations where a player does need to be removed, a GM or staff member may rotate in to continue the character’s participation in the scene on behalf of the removed player.

THE “OK” CHECK-IN
Players and staff can check in on the out-of-character well-being of others at any time. To do so, simply give the “OK” sign to another player and establishes eye contact. If they give you a thumbs-up “yes”, that means they are okay and safe to continue playing. However, if they signal a wavy “so-so,” or a thumbs-down “no,” players are encouraged to communicate on finding a resolution.

COLOR CALLS

Alternatively, players can use the COLOR CALL system to quickly escalate or de-escalate a scene. By exhibiting the out-of-character hand signal (crossed fingers over the head) and calling out one of the colors below, the following can occur:

RED
If a participant says the word “red” they are asking for the scene/topic/behavior to immediately stop. All participants involved are expected to terminate the scene/topic/behavior and move on to something else. Participants can also ask “red?” to inquire if development should cease.

YELLOW
If a participant says the word “yellow” they are asking for a scene/topic/behavior to remain the same and are signaling to others that escalation would not be welcome. Participants can also ask “yellow?” to inquire if development can continue.

GREEN
If a participant says the word “green” they are inviting participants to increase the escalation of a scene/topic/behavior. Participants can also ask “green” to inquire if development can continue.

NARRATIVE STORYTELLING
While the vast majority of the events of Starfall Academy occur in real-time and are acted out physically and in-person, there may be times when a story is better told verbally between two or more participants. If all members of a scene agree, they can choose to narrate a scene verbally rather than act it out. This can often be advantageous when the actions of a scene are prohibited by out-of-character restraints. Again, all participants must agree to participate in narrative storytelling and its results in order to proceed. In such circumstances, players can request the mediation of a staff member if they so desire. A staff member is required to participate if the results of the narrative storytelling are anything that would cause damage to a character or give a character abilities beyond what they would ordinarily possess.

DORMITORIES

At sign-in, each player will be assigned their own dormitory room to use as their lodging and personal space for the entire event. Dormitories are — by default — considered out-of-character areas so long as their doors are closed. Leaving a door open indicates to other players that the players inside are open to in-character interactions, though players can also maintain in-character interactions behind a closed door if everyone in the room agrees.

If a room is being used as an in-character space, out-of-character items should be safely hidden. At no point should anything in or out-of-character be taken from a player's room without their consent. Furthermore, the player assigned to the room has full authority on who is — and is not — permitted within the room at any given time. If a player would like another player removed from their room, this must be respected. Staff members are happy to enforce this should the need arise. Players to whom a room is assigned are responsible for any breaches of the Code of Conduct that may occur in that space.

ONLY THE PLAYER ASSIGNED TO A ROOM SHOULD EVER BE IN POSSESSION OF THE KEY TO A ROOM.

POWERS IN THE LIGHT

IN THIS SECTION

- ★ *All powers draw from a character's FOCUS POOL and require FOCUS POINTS to activate.*
- ★ *Players will begin with no known powers, but will learn them through participation in classes.*
- ★ *Understanding a power is represented by a POWER CARD, which should be kept on one's person at all times.*
- ★ *Activating a power requires an expenditure of FOCUS POINTS, a HAND SIGNAL, and an INCANTATION. Most low-level powers are ineffective against other Guardians.*

Learning and growing in one's powers in The Light is one of the most exciting aspects of Starfall Academy. Members of every sect will be able to learn any number of exciting powers with significant benefits.

Powers are activated by drawing upon one's **FOCUS POOL**, a set number of points which will grow as characters progress through Starfall Academy. Each power takes a specific number of **FOCUS POINTS** to activate. This number is doubled when a character activates a power outside of their specific sect. While an empty focus pool prevents a character from activating further powers in The Light, players will learn to restore their focus from their Venefari teachers.

POWERS IN CLASS

Learning powers in a classroom setting does not reduce a player's focus pool (unless stated by the instructor).

LEARNING NEW POWERS

At the beginning of a player's first event, they will possess virtually no understanding of The Light and its mysteries, and will therefore possess no controllable powers, either. By attending classes at Starfall Acade-

my, they will unlock new powers which can be used — at will — from then on. In their first year as a Guardian initiate, characters will be exposed to new powers both from within their specific sect and from the other remaining orders.

SKIPPING CLASS

There's always the opportunity for a player to skip a class — perhaps to get into mischief or pursue a greater call to adventure. Keep in mind, though, that skipping a class will cause you to miss out on the experience of that class... and this may include the learning of new powers. Characters who skip a class for in-character reasons will need to appeal to that faculty member to remedy their missed opportunities. Players who miss a class due to out-of-character reasons (not feeling well, for instance) can always talk to that faculty member out-of-character to receive the same benefits. Generally, staff strongly discourages players from skipping their designated classes, as these classes are a major (and exciting!) part of the Starfall Academy experience.

Learned powers are represented by the possession of a **POWER CARD**, a physical prop presented to a player by a staff member after completion of their related lesson. Once earned, the character can then utilize this power whenever they choose. Remember that every power costs a certain number of focus points which doubles for powers outside of one's sect. All power cards contain the following information:

ANATOMY OF A POWER CARD

SECT SYMBOL
Denotes the sect from which the power originates.

POWER NAME
Names the specific power being described.

LIMB REQUIREMENT
Details the number of uninjured hands required to perform this power (in this case, two, so if the user had an in-character arm wound, they would not be able to perform this power). Powers requiring only one hand would be indicated by a single hand icon.

INCANTATION
Details the "incantation" that must be called out in order to activate the power.

HAND SIGNAL
Details the specific motion that must be carried out in order to activate the power. Though described as a "hand signal," it can sometimes demand the use of other limbs, postures, etc.

EFFECTS
Describes the effects of the power once successfully carried out.

FOCUS POINT REQUIREMENT
Details the number of focus points required in order to be used. If the user is not of the sect of origin, this amount is doubled.

SECT OF ORIGIN
Details the sect from which the power originates. If the user is not of the sect of origin, the number of focus points required is doubled.

TELEKINETIC BLAST
"BLAST!"
HAND SIGNAL:
The Guardian must thrust their hands outward on either side with palms open and facing out.

EFFECTS:
The Guardian forces all (small or medium) non-Radiant creatures and droids within three paces to immediately move 3 paces backwards and rebalance.
Moving into another character or stationary object stops movement, but does not cause any damage.

1 VENEFARI

IMPORTANT TERMS FOUND ON POWER CARDS

- **CHARACTER:** Any player character or non-player character.
- **CREATURE:** A non-plant living being, may be sapient or non-sapient. Includes ambplants and Shumi.
- **DRONE:** A non-living character motivated by artificial programming; A robot.
- **LARGE CREATURE/CHARACTER:** Target is larger than a typical human.
- **LIFE FORM:** Any living thing (while technically includes plants, real-world plants within the environment may or may not apply to this definition, such as with a "detect life" call).
- **MEDIUM CREATURE/CHARACTER:** Target is roughly the size of a typical human.
- **MEDITATION CHAMBER:** A specific locale set aside for the purposes of meditation. Generally specified as such throughout the event.

- **NON-RADIANT:** A sapient character that is not gifted with a connection to The Light.
- **NON-SAPIENT:** An animal; A living creature whose intelligence is not sufficient enough for advanced self-awareness.
- **OBJECT:** Any prop or item within the general environment.
- **RADIANT:** A sapient character that is gifted with a connection to The Light.
- **SAPIENT:** A living creature whose intelligence is sufficient enough for advanced self-awareness.
- **SMALL CREATURE/CHARACTER:** Target is smaller than a typical human.
- **STATIONARY OBJECT:** A fixed component of the environment that is either unmovable or only able to be moved with difficulty.

Players should keep their power cards on them at all times not only as easy reference for their existing powers, but also as proof of their knowledge of a specific ability. **Staff members can check a player's power cards at any time to ensure players are not cheating and using abilities they have not yet learned.** Characters cannot learn powers from other students.

USING A POWER

Using a power requires three things:

1. The **EXPENDITURE OF THE APPROPRIATE NUMBER OF FOCUS POINTS** (remembering that this is doubled for powers learned outside of one's sect)
2. The **USE OF A SPECIFIC HAND SIGNAL** as indicated by the power card and taught via a staff member
3. The **CALLING OUT OF A SPECIFIC INCANTATION**, found at the top of each power card.

With all three of these, a power's effects will activate. In some cases, this will provide benefits for nearby players, alter the surrounding environment, or coerce nearby or targeted non-player characters. Most low-level powers which cause adverse effects do not affect other Guardians, but players may (OOC) share the effects of a power with fellow Guardians should the need arise. Specifics of any power are always detailed in a card's text.

KEEPING TRACK OF FOCUS POINTS

Keeping track of arbitrary numbers can sometimes be a challenge. As a general rule, any first-level power within your sect is likely to cost 1 FOCUS (thus making those outside your sect 2 FOCUS), while further powers advance in cost thereafter.

In their first Venefari class, all players will learn more about focus and craft a tangible counter to make keeping track of focus points far more manageable, but these "focus beads" are not required for advanced players.

COMBAT

IN THIS SECTION

- * *Combat is not the focus of Starfall Academy, but is still an important part.*
- * *Training and Sparring sessions are the most common type of combat, and will follow safety protocols according to Ludosport instructors. This will include both in-class and out-of-class structured encounters.*
- * *Sabers must always be padded when being used for combat reasons.*
- * *Combat encounters can only take place with approved props, **are not bound to Ludosport rules**, do not permit headshots, and utilize "lightest touch" mechanics.*
- * *Unless specified, a strike from a weapon will always cause a minor wound (except sabers, which cause a major wound).*
- * *Armor points can prevent the taking of wounds until depleted.*

Training in the martial arts is an important undertaking for most Guardians. Students will train with top knights and masters to learn the ways of the crystal saber. While Starfall Academy is not a combat-centered larping experience, it will nonetheless exist as an essential part of the overall event. For those looking for a far more combat-focused event, we strongly encourage our players to look out for more information related to our **GUARDIAN MISSION EVENTS** beginning in 2024.

Generally, there are two types of combat within Starfall Academy: Training/Sparring and Combat Encounters.

TRAINING AND SPARRING

Training and Sparring is the most common type of combat experience available to players during Starfall Academy. Each day, players will be given specific instruction from trained saber martial artists using a modification of the Ludosport training program. In these instances, staff members will be on-hand to monitor safety and instruct players on best methods.

SAFETY WITH SABERS

Generally, Ludosport and other saber-training programs advise the use of padded gloves (and occasionally headgear) for safety purposes. While players are certainly welcome to incorporate these safety elements, they will not be provided by Starfall Academy. Instead, all sabers will be padded with a foam sleeve, referred to in-character as a "dampener". Additionally, players will be asked to resort to "lightest touch" rules (meaning the blade need only make contact with an opponent to cause damages). Full swings are strongly discouraged.

Out of class, there will also be countless opportunities to further saber lessons and also participate in

sparring tournaments. In these instances, rules will be stipulated beforehand and prizes will occasionally be available. In all instances with training and sparring, saber hits will have rule effects, but will not “damage” the character. In an in-character sense, this can be explained by reactive dampeners that soften a saber’s blow while in training.

COMBAT ENCOUNTERS

Occasionally, players will find themselves in situations that may require combat to resolve. A walk through the woods, for example, could turn deadly if a carnivorous beast appears. A player seeking a long-lost artifact could likewise stumble upon a group of dangerous bounty hunters. In all of such situations, the following rules must be adhered to:

COMBAT ENCOUNTER RULES:

- ★ Players may only use a padded saber or staff-provided foam melee props as a weapon. Players whose sabers are not padded (and are not using an alternative weapon) are required to disengage from a combat encounter (including powers).

DEMONSTRATING PACIFISM

Players wishing to have no combat participation can leave their sabers unpadded as a sign of passivity. NPCs will largely ignore these characters until no other options remain, at which point they will likely pursue or encircle the character (without making contact) until help arrives. Generally, players who wish to have no combat experiences whatsoever should avoid venturing away from campus.

- ★ Players are not bound to Ludosport rules during off campus combat encounters, but still must act safely.

HEALTH AND STATUS EFFECTS

IN THIS SECTION

- ★ *Wounds are applied in five separate zones: Right Arm, Left Arm, Right Leg, Left Leg, and Torso.*
- ★ *Wounds typically begin as MINOR WOUNDS, and graduate to MAJOR WOUNDS with a successive hit. Each has important effects.*
- ★ *Additional strikes to a limb — or strikes to the abdomen — may cause a TORSO WOUND which can lead to bleeding out and incapacitation.*
- ★ *STATUS EFFECTS are conditions outside of wounds, which can adversely affect a character and their abilities. The effects of a status effect are always detailed on a STATUS EFFECT CARD.*
- ★ *Healing is possible, but reserved for Medicari.*

- ★ Head hits are never permitted, and deliberate attempts to strike an opponent’s head (PC or NPC) are grounds for expulsion from the event.
- ★ Players must use “lightest touch” mechanics, meaning their weapon swings should make contact and be felt, but not enough to cause real damage.
- ★ Unless otherwise specified, all weapon hits cause one “MINOR WOUND” (explained in the next section) on the area struck. **The exception to this are glowing (ignited) sabers and projectile weapons, which instantly cause MAJOR WOUNDS where struck.**
- ★ Non-glowing (“non-ignited”/“off”) sabers act as any other weapon. Given that it can sometimes be difficult to determine if a saber is “on” or “off,” players can call out “COLD” on a saber hit to ensure the target knows it is off.
- ★ Powers carried out in combat continue to deplete focus points, even if they have no effect on the opponent.
- ★ When a character is incapacitated or wounded to the point of immobility, they must fall to the ground as close to their current location as is safely feasible. If the player needs to move to the side before they do so to avoid other combatants, this is permissible.

ARMOR

Many creatures — and some higher-level characters — have “ARMOR POINTS” which absorb wounds. In these instances, combatants must strike the armor-bearer enough to reduce its points to zero before wounds can be dealt. Against armor, all weapons — including crystal sabers — deplete armor at the same rate. A strike to any portion of the creature or character’s body is enough to warrant armor depletion, which acts as a bubble around the entire character and is not regionally-specific.

WOUNDS

Combat relates to a character’s overall HEALTH, though it is certainly not the only situation that can change it. A character’s health is generally understood through the absence or presence of WOUNDS, which take place in five distinct zones: **RIGHT ARM, LEFT ARM, RIGHT LEG, LEFT LEG, and TORSO.** A weapon strike to any of these zones typically causes a **MINOR WOUND**, while an additional strike to the same locale would upgrade the damage to a **MAJOR WOUND.** Wounds affect the character in the following ways:

	Minor Wound	Major Wound
ARM (Right and Left Take Wounds Individually)	MECHANICAL CHANGES: All powers requiring the wounded limb cost double the amount of FOCUS to perform (or quadruple for non-sect powers). Saber swings with this hand should be slower.	MECHANICAL CHANGES: The character loses full use of the arm and hand. All powers carried out by this character cost double the amount of FOCUS to perform. All powers requiring the wounded limb are unable to be performed by the character.
	ROLEPLAY CHANGES: The character experiences minor discomfort and pain associated with moving the limb. Limb should be treated gingerly whenever possible.	ROLEPLAY CHANGES: The character experiences extreme discomfort and pain associated with the limb. Limb should be rendered completely useless.
	REMINDER: <i>Additional wounds made to a limb that is already suffering a major wound go directly to the torso.</i>	
LEG (Right and Left Take Wounds Individually)	MECHANICAL CHANGES: Movement speed should be reduced (no running, and movement should be accompanied by a limp).	MECHANICAL CHANGES: The character should immediately fall prone and may only return to their feet with assistance. Movement without assistance is impossible, though they may crawl out of harm's way in a conflict for safety purposes.
	ROLEPLAY CHANGES: The character experiences minor discomfort and pain associated with moving the limb. Limb should be treated gingerly whenever possible.	ROLEPLAY CHANGES: The character experiences extreme discomfort and pain associated with the limb. Limb should be rendered completely useless.
	REMINDER: <i>Additional wounds made to a limb that is already suffering a major wound go directly to the torso.</i>	
TORSO	MECHANICAL CHANGES: All powers carried out by this character cost double the amount of FOCUS to perform (does not stack with arm wounds, quadruple for non-sect powers).	MECHANICAL CHANGES: The character should immediately fall prone. Movement without assistance is impossible. The character is now BLEEDING OUT and is unable to perform tasks or movements of any kind but is still aware of the world around them. Communication should be incredibly labored and limited. If BLEEDING OUT carries on for a full 10 minutes, the character becomes INCAPACITATED . Additional wounds to the character eliminate the 10 minute timer, pushing them immediately into incapacitation.
	ROLEPLAY CHANGES: The character experiences minor discomfort and pain associated with the wound. Wound should be treated gingerly whenever possible.	ROLEPLAY CHANGES: The character is under extreme pain and stress, and should be only minimally responsive to those around them. Communication should be incredibly labored and limited.

INCAPACITATION	MECHANICAL CHANGES: The character must remain prone. Movement without assistance is impossible. The character is completely unaware and unresponsive to the world around them.
	ROLEPLAY CHANGES: For all intents and purposes, the character should act as though they are dead.

Death

MECHANICAL CHANGES:

The character must remain prone, cannot make sound, or move (unless carried). The character is completely unaware and unresponsive to the world around them. The character cannot respond to life calls nor are they sensed within the light. The character cannot be healed.

The character can only be brought back with specific powers.

Moving to this state is voluntary after at least 15 minutes in the Incapacitated state.

If a character does not overcome the death state by Game off Sunday they are considered permanently retired.

ROLEPLAY CHANGES:

For all intents and purposes, the character should act as though they are dead.

Note on Death

Death is a purely opt in mechanic. Players will be incapacitated but may choose to fall to the death state after 15 minutes in the incapacitated state.

If a character chooses that they no longer wish to be in the death state they may contact a GM to be transferred to higher level Medicari care who will be able to reverse the state.

Additional strikes past a major wound — or strikes directly to a player’s abdomen — can prompt a wound to the torso, which can ultimately lead to a player’s **INCAPACITATION**. When this occurs, the player is virtually on death’s door, able to be revived by only the greatest of healers.

While healing is certainly possible within Starfall Academy, its secrets are reserved only for the Medicari Order, and are thus not included in this base ruleset.

STATUS EFFECTS

Outside of wounds, there are a number of additional **STATUS EFFECTS** caused by any number of situations a character might face. Generally, status effects are negative conditions which affect a player’s abilities for a specific length of time. A character poisoned by a Porthian orvo lizard, for example, might be unable to move until an antidote is administered. A character exposed to the radiation of a starship reactor might carry perpetual minor limb wounds which cannot be cured by normal means.

Each status effect is different, and its conditions will always be provided to the player on a physical **STATUS EFFECT CARD** issued by a nearby staff member. Like a power card, a status effect card should be carried by a player until its effects are depleted (at

which point it may be thrown away). Status effects typically take several minutes to enact their conditions, giving the player ample time to adequately read the card. Only rarely will a status effect also contain a means of remedying a specific status effect, as this is often the job of Medicari healers to discover!

PROJECTILE WEAPONS

PROJECTILE WEAPONS, represented by foam or gel projectile launchers. Like crystal sabers, projectiles do twice as much damage (thus causing a major wound) to the character when they make contact with a player. Bearing a combat-ready crystal saber makes a character a valid target for projectile weapons.

Damage is inflicted when the foam or gel projectile makes contact with any part of the player — including their saber (which would cause a major limb wound to the corresponding limb) but not their head. While characters may learn to block a projectile using their powers in *The Light*, these are skills that require training and the expenditure of points. Such skills include (but are not limited to) *Shield Other*, *Shield Self*, *Shield Wall*, *Deflect Projectile*, etc. Attempting to block or deflect a projectile without the use of such skills is invalid, and counts as a wound against the character.

Projectile weapons may not be fired within 5 ft of a target. It is assumed at this range that melee scuffles make firing of projectiles to erratic, and roleplay must reflect this in some way

MISCELLANEOUS RULES

ELIXIRS AND PLANTS

One of the benefits of the *Ordo Ouiori* is their ability to brew Light-infused elixirs which carry tremendous benefits to Radiants. Though only *Ouiori* students can create them, once brewed, they can be ingested by any player and their conditions take effect immediately.

Part of the brewing process involves the collection of rare flowers and herbs from the wild. These plants can only be collected by a *Ouiore*. They will immediately die and cease to be useable otherwise. Non-*Ouiori* students should leave these rare plants alone and refer them to a *Ouiori* friend to harvest or cultivate.

RESTRAINTS

Situations may arise which cause a player or non-player character to need to be restrained. When this occurs, it can only be done with a pair of **BINDERS**, a magnetic prop provided specifically by staff. In-character, binders are held together by powerful mechanisms that prevent escape without the assistance of another, unrestrained player. Out-of-character, they are held together by simple magnets that can easily be separated for safety reasons.

At no point may a player or non-player character be restrained by any other means, including (but not limited to) being locked in a room, tied with rope or string, or being physically held by another player.

A player cannot be restrained against their will, requiring full consent to do so.

IMPORTANT ICONOGRAPHY

THE CURRENT DATE

Starfall Academy's in-character date is always 900 + the last two digits of the current year. Thus 2024 is 924 in the Starfall Calendar (Imperial Calendar).



CURRENT SIGIL OF THE ORDER (AKA ZIK'KHI'NAHAN)

The symbol of The Order of The Light; blacked out bottom point is meant to depict the fallen Dominari.



ORIGINAL ZIK'KHI'NAHAN

The original sigil of the Order depicting the full extent of The Light. No longer in use after the Dominari Rebellion of 898-899.



THE IMPERIAL SEAL

The official seal of the Sellonian Empire. Image nods to the Dominari origins of the state. Interior circle is either red or gold, depending on the ruling sect (gold in 924).



THE STARFALL SIGIL

The symbol of the fallen star, used by Starfall Academy. Meant to depict the fallen meteor of bolan crystal that once struck the site and prompted the school's construction.



SYMBOL OF ORDO VENEFARI

The symbol of the Venefari (usually blue), meant to depict the brilliance of the Light. White portions illuminate the "glow" of The Light within the universe.



SYMBOL OF ORDO DOMINARI

The symbol of the Dominari (usually red), meant to depict two halves of a humanoid brain. White portions illuminate The Light within the mind.



SYMBOL OF ORDO OUIORI

The symbol of the Ouiori (usually green), meant to depict a forest of trees before a sunset. White portions illuminate The Light within nature.



SYMBOL OF ORDO MEDICARI

The symbol of the Medicari (usually silver), meant to depict the healing of the Light. White portions illuminate the mending of two torn shapes.



SYMBOL OF ORDO BELLATI

The symbol of the Bellati (usually purple), meant to depict The Light's power within two crystal sabers. White portions illuminate two sabers to demonstrate the combat abilities of The Light.



SYMBOL OF ORDO VINDORI

The symbol of the Vindori (usually gold), meant to depict a shield above an open book. White portions illuminate a shield demonstrating the preserving nature of The Light.



THE ROYAL SEAL OF HOUSE TARRANI

The royal seal of House Tarrani, the local leaders of the region of Titus where Starfall Academy can be found. House Tarrani is also the family of the false Dominari Emperor Ra'vana.



THE SEAL OF THE KINGDOM OF LURIO

The seal of the Kingdom of Lurio, an independent kingdom outside of Imperial control who has frequently challenged the might of the Empire in ages past.

IMPORTANT INFORMATION ABOUT THE ORDER

ORDER RANKS	INDICATED BY
Supreme Master	<i>Diadem of The Light</i>
Grand Master	<i>Sect-Colored Stole</i>
Master	<i>Sect-Colored Robe</i>
Knight	<i>Sect-Colored Tabard</i>
Page	<i>Sect-Colored Obi</i>
Novice	<i>Sect-Colored Arm Band</i>

SECT	SINGULAR	COLOR	SECT MANTRA
VENEFARI	Venefae	Blue	"Knowledge and Truth"
OUIORI	Ouiore	Green	"Harmony and Growth"
MEDICARI	Medicae	Silver	"Compassion and Life"
BELLATI	Bellate	Purple	"Passion and Honor"
VINDORI	Vindore	Gold	"Tradition and Preservation"
DOMINARI	Dominare	Red	"Ambition and Charisma"

STARFALL ACADEMY: YEAR III CODE OF CONDUCT



OVERVIEW

This Code of Conduct (CoC) identifies rights and responsibilities of all people participating in a Starfall Academy events (participants), rights and responsibilities of Quantum Dreams Entertainment, LLC (QDE), and requirements and responsibilities as established by Hampshire College in Amherst, MA (Venue).

This CoC also documents prohibited conduct, disciplinary actions, and accountability for violations of this CoC.

HAMPSHIRE COLLEGE POLICIES

Various policies related to the event are set by the venue and overrule QDE policies:

- Smoking is not permitted anywhere inside of the venues facilities. Smoking (including e-cigarettes, vaping, and any other smoke or vapor-producing products) will be permitted in Designated Smoking Areas (DSAs) only.
- There shall be no alcohol served, sold, or consumed in any venue facility, without the prior written consent of the venue or as otherwise allowed herein. Such permission may be granted only if QDE obtains all required permits or other authorizations.
 - ★ Alcoholic beverages may be served to persons of legal age for consumption of alcohol only in accordance with the Venue's Alcohol Policy attached as Addendum C to the Agreement between Hampshire College and QDE.
 - ★ Alcohol consumption by legal-aged adults in the residence halls is permitted as long as the quiet enjoyment of the facility by other occupants is not interrupted.
 - ★ No alcohol consumption shall be permitted in public areas except in the case of events or gatherings consented to by the Venue.

★ No illegal drugs are allowed on Site. The Venue, Hampshire College, receives federal funding through Title IV in the form of student financial aid (grants, loans, and work-study programs) and through federal research grants. As a condition of accepting this money, Hampshire is required to certify that it complies with the Drug-Free Schools and Communities Act (DFSCA) (20 U.S.C. 1011i; 34 C.F.R. part 86). The federal government regulates drugs through the Controlled Substances Act (CSA), which does not recognize the difference between medical and recreational use of marijuana. Thus, to comply with the Federal Drug Free School and Communities Act and avoid losing federal funding, Hampshire College prohibits all marijuana use, including medical marijuana. Therefore, marijuana prescribed for medical purposes is prohibited at Hampshire College even though there may be state laws that permit its use.

- Each participant will receive a dormitory room key from QDE. These keys must be returned at sign-out.
 - ★ Keys shall not be duplicated nor given to anyone else. Only original keys will be accepted for return.
 - ★ Each participant is responsible for all keys and key cards issued to them. Participants must report any lost key to the Office of Event Services and Summer Programs immediately. There is a replacement fee of \$60.00 for each individual lost room key and \$100.00 for each lost entry key. If a master key is lost, a cost of \$60 for each door the master key opened shall be assessed. There is a replacement fee of \$15 for each key card.
 - ★ Participants will be billed for lost keys.
- Residential Accommodations. Residential accommodations consist of a bedroom in a traditional dormitory-style residence hall (95% single occupancy rooms) with communal baths, or apartment-style residence hall (90% single occupancy rooms) with shared bathrooms. The College does not provide maid service, vacuum cleaners, or air conditioning (with exception to Merrill Hall). Occupants shall not be permitted to place or install any window air-conditioning units in the lodging facilities. Use of lounges and public laundry rooms are provided for convenience.
 - ★ Rooms and common areas will be cleaned prior

to the event's arrival. Each apartment will be equipped with cleaning supplies to assist Program participants in maintaining the cleanliness of their housing accommodations throughout the event.

- ★ On-campus calls may be made from campus telephones located in dormitory halls and apartment living rooms; local and long distance calls may be made from pay phones in dormitory foyers and other sites across campus.
- ★ Each sleeping room will be furnished with a twin-size bed frame and extra-long mattress, desk, chair, and bureau.
- ★ The College shall furnish the following utilities: water, heat, hot water, gas and/or electricity, as applicable. The College is not responsible for any inconvenience, loss or damage caused by irregularity in the supply of water, heat, or electrical current.
- ★ Lodging provided is student housing, and as such, may not meet standards of conference centers, hotels or other hostels.

SAFETY AND BEHAVIORAL REQUIREMENTS

- Participants must demonstrably adhere to the letter and spirit of the Starfall Academy ruleset & CoC. It is the judgment of QDE that if a participant is not participating in good faith, said participant may be ejected from the event without recourse or refund.
- Harassment and bullying will not be tolerated; see the Anti-Harassment Policy below.
- If the participants involved in the activity establish consent, acceptable public behaviors include: shaking hands, flirting, hugging, holding hands, cuddling, sitting in laps, and brief kissing.
- Unacceptable behaviors include: any physical touch without consent, physically looming over others, kissing for extended periods of time in public spaces, sexual grinding, public displays of nudity (including participants taking their shirts off), discussion of explicit sexual acts, and public sexual acts.
- Symbols associated with real-world religions, ideologies, political motivations, and corporations — as well as those associated with obvious real or fictional world design — are not permitted.

ANTI-HARASSMENT POLICY

As a private organization, Quantum Dreams Entertainment, LLC. can sanction or remove any participant for any reason, and has no legal obligation to disclose those reasons.

However, this policy aims to provide clear and reasonable guidelines for expected behavior at Starfall Academy events, as well in any Starfall Academy community spaces, including our Discord, and possible consequences for violations of our CoC. This policy applies to all interactions related to our event before, during, and after, in person and online. QDE reserves the right to determine which conduct violates this CoC, and to take disciplinary actions that it sees fit up to and including termination of participation, and/or refusal of admittance to future events.

We seek to provide a welcoming environment for our events, specifically, to make our events more accessible to the LGBTQIA+ community, People of Color, and other communities that have been traditionally under-represented in LARP. This policy does not protect hate speech, or the expression of sexist, racist, homophobic, and/or transphobic opinions and/or other opinions that QDE considers exclusionary.

- We do not tolerate harassment of people at our events in any form. Everyone is entitled to a harassment-free event experience, regardless of gender, gender identity and expression, sexuality, disability, physical appearance, body size, race, age, religion, political beliefs, geographic origin, socioeconomic status or any other factor.
- We value active, enthusiastic consent, both on the part of the people engaged in the activity and on the part of witnesses.
- Participants should regard the following guidelines as expectations of conduct in addition to legally actionable actions as defined by the states of Massachusetts and Hawaii.
- Harassment includes, but is not limited to, inappropriate physical contact, unwelcome physical and/or verbal sexual attention, offensive verbal comments, deliberate out-of-game intimidation, doxing, harassing photography or recordings, body policing, including policing gender expression based on expected social norms in any bathroom, stalking or following someone including repeated and unwanted contact after a participant sets a clear boundary requesting distance, and intentional disruption gameplay or other events.
- Furthermore, discussion of current-day real-world reli-

gions or politics is never appropriate during a Starfall Academy event.

- Anyone asked to stop any unacceptable behavior is expected to comply immediately.
- A request to “stop” or “leave me alone” means exactly that. If anyone engages in harassing behavior, QDE may warn the participant engaging in harassing behavior, remove the participant from the area, or expel the participant from the event with no refund at the discretion of Quantum Dreams Entertainment, LLC.
- Starfall Academy participants include Starfall Academy Staff who are also required to comply with the CoC. Any complaints against Staff will be taken seriously and be handled by the leadership team of Quantum Dreams Entertainment, LLC.

We understand that our participants may have disagreements or interpersonal conflicts that do not escalate to the point of harassment or abuse. QDE will not arbitrate these sorts of conflicts. If, however, conflicts escalate to the point that they 1) threaten participant safety, or 2) violate our CoC, QDE may intervene.

CODE OF CONDUCT VIOLATION INVESTIGATION PROCESS

- In order to take action, staff must be informed about any concern or incident during the event. If you feel that you are being harassed, or if you notice someone violating this CoC or Hampshire College policies, you may:
- If you feel comfortable doing so, point out the inappropriate behavior to the persons involved. Often this will solve the problem immediately.
- If you do not feel comfortable talking with the persons involved, or if talking to them does not resolve the issue, please report the situation immediately to a GM.
- From that point forward, the report gets sent onto QDE admin staff.

QDE admin will:

- Discuss the issue confidentially with you.
- Evaluate on a case-by-case basis based upon the situation presented, existing information about the participant(s) in question, and the judgment of QDE.
- As needed, staff will be happy to help participants contact local law enforcement if desired, and otherwise

assist those experiencing harassment to feel safe for the duration of the event. QDE staff will never pressure anyone into making an official report. We value your safety, privacy, and comfort while at our events.

- QDE will keep any identifying details of the participant (s) and the incident in question internally confidential unless the parties involved request otherwise or in the case of legal obligations.
- QDE staff not involved in resolution of the situation may be informed about generalities involving the situation, but not specifics.
- QDE may take into account any evidence of online harassment taking place in private or public places on social media, including locations outside of Quest’s official forums.

DISCIPLINARY ACTIONS

Disciplinary actions are organized based upon the severity of the violation. These actions include, but are not limited to:

- Monitoring the individual in question
- Discussing with the individual the violation
- Issuing verbal and/or written warnings
- Restricting the individual’s activities
- Removing the individual from the event and, potentially, from future QDE events and/or online communities



All of the following constitute grounds for expulsion from the event without refund:

- Violating any federal, state, or local laws, Hampshire College’s policies, or the QDE Code of Conduct
- Failure to comply with the instructions of QDE or Hampshire College
- Using anything in a threatening or destructive manner against person or property outside of in-game character interactions
- Posing a safety threat to themselves, other participants, or the venue
- Threatening, stealing, cheating, or harassing others
- Failure to respect consent
- Disruption of the event

Participants believed to be taking specific advantage of the nature of this event will be deemed as a liability to the experience of fellow participants and may be subject to ejection. There is no guaranteed 3-strikes or similar policy within this CoC or ruleset.

COVID Policies

This section contains ongoing information about Starfall Academy events and their COVID policies and plans. Questions can be directed in email to Info@qdentertainment.net AND JL@qdentertainment.net with the subject line “Covid Policies”.

Last Updated: May 2024

Starfall Academy requires everyone attending our events to provide proof of vaccination against COVID-19 including a booster received no later than May 30th 2024, and no older than September 30th, 2023.

This proof must be provided in advance (by June 7th 2024) via email to JL@qdentertainment.net (unless alternative arrangements have been arranged.) Records will be deleted within 7 days of receipt.

Participants not verified by June 7th 2024 will be unenrolled in Starfall Academy: Year Three and refunded in accordance with our refund policy of half the cost of enrollment minus fees.

Masking is encouraged for any participants who chooses to, but is not a requirement at this time.

QDE reserves the right to heighten entry requirements to our events as needed based upon COVID rates, participant population health, and local/national requirements and other

er metrics. If Starfall Academy events require testing, testing will be provided by QDE.