

Dark Colony LRP

Rules

Version 1.0 dated 25-1-2014

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Introduction

The Dark Colony rules are balanced in such a way that should allow characters to survive indefinitely if they are careful. We want characters to develop their individual backgrounds; we do not want you to create a new character every game. That said, we want the system to be immersive and for characters to fear death, so if you try something dangerous, like charging an alien alone, you will need luck on your side to survive.

Character creation is designed to be flexible and to not restrict the direction any players wish to take their character. The system also provides a good level of starting skills, equipment, and other abilities to allow new players to join in without feeling they are inferior to established players.

By necessity, these rules will develop over time, and additional skills and equipment will be added as the system progresses and new ideas are discovered. Whilst we could include some of them now, this would reveal plot intentions. We would rather you found and created them in game.

As with all rules, not all of them will perfectly match reality. However, sometimes a rule is necessary to balance the game, make the system fair to all styles of character, or to provide the correct level of danger. We hope you will embrace the rules as we have, and try to understand the choices we made.

Lastly if you have any questions please do not hesitate to ask them.

Glossary:

While LRP is not particularly jargon heavy, there are some commonly used terms of art. You will find it a lot easier to read these rules through fully if you are at least familiar with them.:

LRP:	Live Role Play (sometimes LARP, Live Action Role Play). The game you are playing!
Player Character:	All of you! The players of the game run their characters and react to the world around them. We refer to them as Player Characters or PC's.
Non-Player Character:	These are characters played by the Crew. They may be staunch allies, dread foes, merchants, purveyors of information, thieves, vagabonds and a hundred other things. The only way to find out is to interact. Often shortened to NPC
Directed Player Character:	Very rare, a PC who is receiving direction from a Ref so as to help support a plot. Shortened to DPC. Included more for completeness than for any anticipation of regular use.
Crew:	The Crew are the people who provide all of the Non-Player Characters who tell the story and provide much of the challenge.
Ref:	A member of the crew with added duties. Refs (referees) write the event plots and make judgement calls during the game. Generally if you want to achieve something out of the ordinary you will be interacting with them to make it so! We don't artificially mark them out, preferring to introduce them at the briefings.
Event:	We call the individual games that make up Dark Colony "events".
In Character:	All actions taken by your character. When you are In Character (IC) you try to act at all times as your character would. You play the role.
Out of Character:	Out of Character (OOC) refers to things you as the player would do. For example "Jevon is off scouting IC but OOC, I'm putting the lunch on!". Raising a finger in the air and holding it there is an indication that you are Out of Character. Please ignore people with their finger in the air as though they were invisible. Refs and crew will often use this while they are moving through the game making calls, they are invisible, please ignore their presence. Try and refrain from talking OOC when playing Dark Colony. If you need to speak OOC, then please make sure the area you are in and the person you wish to speak to can speak in an OOC manner without interrupting the game. Of course, we do not expect you to be IC in your tents (unless you want to be!), but please respect those who are roleplaying around you.
Plot:	Plots are the storylines that we run to make an event. Most of the time we are referring to the story of an event affecting the whole Player base. Oftimes though we run plots designed to affect individuals or small groups more specifically, we call these personal or group plots.
Encounter:	Encounter is a term used in the Dark Colony rules. It indicates a nebulous period of time that is usually identified by the start and end of a combat. Because of the nature of LRP fighting it tends to be in waves until the threat is defeated and the game returns to a peaceful state. The Encounter starts when the violence begins and ends when we return to peace. Many abilities and skills are restricted to one or more uses "per encounter" so they reset when the Encounter ends. It should also be noted the arrival and then departure of an NPC or Group, even if it does not end up in combat, also qualifies as an 'encounter'. We will not be literally calling an end to the encounters so use your best judgement.
PhysRep:	Physical Representation (PhysRep), often in LRP there are things that don't work in real life. We use props and make up to physically represent them, gills, guns, even the LRP-safe blades are all PhysReps. Often we refer to reacting to blows in character (miming the pain and effects of your wounds etc.) as PhysRep as well. Essentially it is anything that represents something in the real world that we aren't really doing to you!

Calls:

While most things in the system will be done physically there are certain things that simply can't exist in reality. For these we use what we term "calls". For example, it would be fairly unwise to actually cripple someone but the "Hamstring" call allows you to force the opponent to act as though you had. We use four key calls that you will hear very regularly:

Man Down: This is the most important call although we hope not to hear it often. Man Down is used to indicate that a player rather than a character is injured in real life. We stop the game immediately as per Time Out but please remain in roughly the areas you are in. We will assess the injury and attempt to restart the game as fast as possible but our priority will be the safety and comfort of the injured party. Obviously we want to avoid false alarms, so please do not use Man Down as an in character call for medical help. If you are hurt call Man Down, but if someone else is hurt you are also allowed to call if on their behalf, for example if someone is winded or hit in the throat.

Time Freeze: This halts the game temporarily. Consider it a pause button on the universe. We use it to introduce something or cause something to happen (example, we want to drop cloaking screens on some high tech bounty hunters, lacking them in real life we call time freeze and move crew into position before restarting the game). Usually we will be delivering an explanation while this happens. Please react appropriately to the description. We ask that when time freeze is called you stop moving and stand still as soon as is safely and comfortably possible. Please close your eyes so the element of surprise can be maintained for sudden events.

Time In: This starts the game up. When Time In is called then you restart the game as though no time has passed. React appropriately to any suddenly appearing events.

Time Out: This stops the game, not for a temporary scene change but totally. We usually use it only to indicate that the plot of the event is finished. Players can drop out of character and relax! Very rarely we may use it mid game if we need to change the game's physical location or for some other longer pause in play. Break character until Time In is called.

Combat Calls: While we try to keep them to a minimum, there are a fair few calls used to trigger special skills. Have a read through the skills section and be at least fairly familiar with them. If you can't remember what one does feel free to ask at the time it is used, the crew will be happy to give you a quick couple of word reminder, better to have a two second time freeze in your combat than feel daft!

Combat:

Of all the elements of the LRP game it is combat that requires the most legislation. For a variety of obvious reasons we do not want people wounded, crippled, bleeding out under a bush... But we *do* want that to happen to characters!

The Basics:

Close combat in Dark Colony mostly uses foam weaponry for close combat, carved to look similar to the weapons they are representing, and painted in layers of latex to make them as realistic as possible. These weapons are termed LRP-Safe, i.e. we are satisfied that they will cause someone no lasting harm if they are struck by them. There are many manufacturers of LRP-safe weaponry and lists of some of our favourites are on the Dark Colony website. If you are ever uncertain that a weapon is safe to use then please ask a Ref and we will make a determination. Weapons can also become unsafe if damaged so please also consult a Ref if your weapon is damaged and you are uncertain whether it is still safe. Please note, almost all weapons have a solid core of fibreglass rod. You cannot stab with a LRP weapon. There is a real risk that the core will tear through the foam and injure the person you are fighting. You should also never deliberately aim at the head or groin.

Even with a safe weapon you still can't thump away at someone as hard as you can and expect them not to be hurt! Combat in LRP uses something called a pulled blow. For anyone who has sparred in martial arts this is a familiar concept but for those who are unfamiliar here is a brief explanation. If you were to be really attempting to kill someone you would be striking to push the weapon all the way through them. Anyone who has studied swordplay will have the concept of striking to hit a point *beyond* the target so that all of the force goes into the target. We want the exact opposite. We strike to hit only the outer layer of that person. You pull the blow back before it delivers all of its force. Essentially you are looking for a firm strike *on* the target rather than a deep impact *in* the target. This is very difficult to describe so if you are still unsure as to how a pulled blow works then please come to a Ref and we will arrange a couple of minutes training (it won't take longer than that) to reassure you.

Please make sure that any weapon you have which is not LRP safe is shown to a Ref for assessment and safety, and not used in melee combat. This game does have guns (usually NERF), and are NOT safe for hitting people with. If you are unsure, then please speak to a Ref.

All that having been said, LRP is a contact sport and you should expect to have a bump or bruise or two from time to time. Likewise, people are fallible and occasionally misjudge the distance to target. Doubtless the person who has accidentally hit too hard will be horrified that they have hurt you and will want to apologise. Please accept their apology and get back to the fun as quickly as possible. If someone is consistently fighting unsafely please do not get angry and return the favour. Instead, find a Ref and we will have a quiet word.

We don't want to give you a false impression that LRP fighting is terribly dangerous. It isn't, but you need to have realistic expectations and treat it with a degree of common sense. We consider – for example – that if you are too impaired by alcohol to drive that you should not fight.

Grappling

Unusually for a LRP system we permit safe and sane wrestling and unarmed fighting. *Very* pulled blows (taps really) indicate punches. Most people don't even connect; please react as though the blow had done so. Not everyone is comfortable being grappled or struck. Please establish consent between players and attack crew with a degree of common sense, i.e. no leaping out of trees on to us! While we will not hold back from safe LRP combat from any player, we will avoid grappling if you are uncomfortable.

Shooting

There are two types of shooting in Dark Colony. Bows/Crossbows and gunfire. They are handled in very different ways. We will start with bowfire:

Bows and Crossbows:

Given that bows and crossbows are incredibly potent and simple machines we feel that in a post-apocalyptic world they would be a preferred choice for many warriors. The ammunition is resource-cheap and the misfire chance is minimal. Like the foam weapons there are a variety of LRP-safe bows, crossbows, arrows and bolts available. For our purposes any bow or crossbow with a draw weight (the amount of force taken to pull the string back) of 30lb or less is LRP-safe. There are two styles of arrow, one has a squared-off head, and the other is rounded. Both are "legal" in Dark Colony but it is our preference to use the square headed arrows. No IDV arrows, no re-enactment speed-blunts.

With bowfire the rules are fairly simple, you hit what you hit! Rules for what injury is caused by arrows are later on in the rules but there needs to be no further explanation. Practice and become a legendary archer!

Guns

Guns are handled a little differently. We don't use airsoft, paintball or nerf projectiles (although the guns themselves are fine) to indicate hits. None of these three are satisfactory for our purposes. Airsoft and paintballs require protective gear; nerf darts lack an aesthetic appeal and have poor range. Instead we use a system of called shots. Ideally your physrep firearm will be cap firing or modified to use a snap-trap to fire a cap (please note, blank firing weapons are not allowed). This creates a pleasing gunshot while being perfectly safe. Aim the gun at the target, call the name of the target (either the character's or the real name of the player/crew, if you do not know the name then call out something distinctive about them "red shirt!") and pull the trigger. If your gun does not have a cap firing mechanism shout a nice clear, sharp "Bang!". The target reacts as though shot. Damage is covered later. Unless called otherwise all shots hit centre torso. Note that from time to time the target may not hear the call when the shot is fired. Under these circumstances consider the shot not to have been fired, you haven't wasted the ammunition. Crew (and we hope players) will ALWAYS react in some way to a gunshot even if it does not drop them straight away so you will know that they heard you. NOTE you must be stationary when firing unless you the appropriate skill.

There are a few different types of gun in Dark Colony:

- Pistols:** Include all single shot firing handguns: revolvers; semi-automatics. Pistols have an effective range of 15 feet (beyond this their accuracy is poor) and do the standard 2 points of damage. Six shots per magazine.
- Machine Pistol:** Uzi-style weapons. They still have the 15 feet range but fire in bursts. They use half a magazine each shot but each shot does 6 damage, you need to wait 2 seconds between shots for cooling down. Six shots per magazine.
- Rifle:** All single shot long barrelled weapons. They operate at any range within shouting range (for the called shots), in certain situations you may be able to liaise with a ref to provide longer range sniping. Rifles do the standard 2 points of damage per shot. Six shots per magazine.
- Assault Rifle:** Are any of a bewildering array of weapons capable of automatic fire. You have the option of a single shot (use like a rifle) or burst fire (as per a machine pistol but with rifle range). Six single shots to a magazine, obviously burst fire consumes 3 shots. Must have at least 3 shots left in the magazine to call "Burst", with each burst consuming 3 shots
- Shotgun:** Includes all pellet firing weapons. Does 4 points damage and suffers knockback (staggered back from the force of the fire, certain skills allow you to ignore knockback). Knockback is normally 2 feet for instance out of a doorway. The maximum range 5 feet. Six rounds to a magazine.
- Machine Gun:** Fully automatic, large weapons. They operate as deterrents mostly. They fire in two ways: Spray and burst. Burst fire is the same as for machine pistols but with rifle range 1/2 mag per burst. Spray is turning to gun to fully automatic and saturating an area. Spray fire consumes a full magazine, everyone in front of the gun within a 90° angle takes two points of damage as for a normal shot and suffers knockback 2 feet (staggered back from the force of the fire, certain skills allow you to ignore knockback). Must have full magazine to call spray.

Big Gun: Big Gun is our catch-all term for very heavy weaponry, whether it is a rocket launcher or an anti-material rifle. Big guns use their whole magazine for a single shot but inflict 15 damage on one target. There may be other effects of these big guns /weapons but a ref will explain those at the time the weapon is used.

Improvised Firearms: This category contains all the boded together, crudely fabricated guns powered by black powder and with crude ball ammunition. They create a loud bang, a cloud of sulphurous smoke and if you are lucky, a round on target. Improvised firearms work as pistols except that they take 30 seconds to reload between each shot, only do a single point of damage (so none if the target is in cover) and will not work if the powder gets wet. These weapons have 12 'shots' worth of black powder per 'Magazine' but that is just for administration, every round must be loaded individually, but needs must...

Grenades: While not technically firearms they belong here. All grenades have a 5 foot range from where the physrep falls (you throw grenades). They do 1 point of damage to any three locations of the target's choice and inflict knockback 2 feet from the physrep grenade (stagger back from the force of the fire, certain skills allow you to ignore knockback).

Reloading a magazine takes about six seconds. Sometimes the physrep of the gun will vary that. For example, if you have a double-barrelled shotgun then feel free to take three 2-second reloads to reload that magazine spread between shots. "Magazine" in this case is simply an abstract administrative term allowing us to have a catch-all for ammunition. Some of the numbers of shots per magazine may seem low but you can assume that either the weapon is firing bursts of rounds or even that there are a few magazines worth of rounds in one box; the old, unreliable weapon just takes some fiddling every shot. Be careful with how often you fire, you won't have much ammo and it has to last all event...

Damage and injury

In order to track the severity of injuries we use a system of hit points (HP). These are spread about the body so as to allow a limb to be wounded and disabled rather than simply ticking down a number.

The normal person has 2 hp on the torso and 1 hp on each limb. You can add hp by taking certain skills or adding armour. Please note that there are no hp assigned to the head. Head hits are forbidden in the game and thus we ignore the head for damage purposes. Any called gunfire to the head (using Sharpshooter for example) will simply count as damage to the torso.

- Unless stated otherwise all weapons that hit you will cause a point of damage to the location hit.
- A melee weapon large enough to be wielded in two hands, and unless you have skills that say otherwise must be wielded in two hands to be effective, will cause two points of damage to the location hit.
- An arrow hit causes a single point of damage to the location hit.
- Unless called otherwise a gunshot causes two points of damage to the chest.

If your hp for a location drops to zero then that location is considered crippled. If a limb is crippled then you drop anything held in it and can no longer use that limb properly (limp rather than walk for example).

If your torso is crippled then you are bleeding out. You fall unconscious and begin your deathcount (see below). Someone on their deathcount should not be moved unless they are stabilised, otherwise it will cause them more injury / causing them to need a bead draw for treatment even if their Deathcount has not run out.

There are some situations in which you could wind up on negative hit points! In these unfortunate occasions tell the ref handling your injury as they will adjust your chances of survival or full recovery accordingly. That bead bag might get awfully dangerous...

Please note that you may have several hp to lose before you get to crippled. It really helps the atmosphere and immersion of the game if every hit is roleplayed as if it hurts. React to every blow, stagger back from arrow hits and the like, even if you have a means to ignore the effects of the injury.

If you are reduced to 0 hp on your Torso from Temporary Damage (unarmed combat for example) while you are unconscious your Deathcount does not start.

Armour:

As long as humans have been fighting there have been attempts made to create armour to blunt the impact of weapons. In Dark Colony, armour works by adding hit points. While you are wearing the armour you have the extra hit points. There are three basic types of armour. Improvised, Modern and Helmets:

Improvised armour: This is all the examples of jury-rigged armour, Ned Kelly metal plates, old tyres chopped up into protective gear, scale mail made from overlapping thick plastics. All sorts. Trouble is, none of it is very good. All improvised armour provides 1 extra hit points to each location covered.

Modern armour: Modern armour provides 2 extra hit points to each location covered.

Helmets: While helmets range in design from a metal bucket to layers of ballistic fibres they really all do the same job. Deflecting impacts. All appropriate helmets add 1 hit point to the chest.

There will almost certainly be more styles of armour appear as the game goes on, for now, this is all there is.

Unlike your normal hit points, doctors can't heal your armour! After an encounter you can regenerate the armour's hit points by spending 15 minutes per hit point fixing the damage. Please physrep the mending process, take the armour off, fiddle with it, hit it with a brick, whatever. Just show that you are "fixing" it. A character with Engineering or Fabrication skills will be able to do this in five minutes per hit point.

Cover:

When the bullets start flying, the smart fighters leap for cover. If you are lying prone or behind substantial cover that covers at least $\frac{3}{4}$ of you (a hefty tree for example) then you are in cover. While arrows and blades may find you still, the bullets that hit you simply because they are called shots are affected. All firearm damage is halved (round up if not a whole number) if you are in cover. This means that even the weakest characters can take a couple of rounds if they are in cover. Note if someone is standing over you and shooting you, being prone won't help much...

Grenades normally do 1 damage to 3 separate locations. This is reduced to only 1 damage to a single location of the target's choice when in cover.

Deathcount:

Oh dear, you have been rather terminally stabbed and are in serious trouble. When you have been crippled in the body you are starting to bleed out from terrible wounds, begin a count of 5 minutes (300 seconds). If someone gets to you before your deathcount runs out and applies first aid then you are stabilised and "just" need some serious medical attention to get you back on your feet. Should your deathcount run out then there is a real risk that you may be beyond help. A ref will be available to handle the situation which we deal with using a bead draw (see later).

Very Important Note: You are not automatically dead if your deathcount runs out. It just means that there is a genuine risk of death should you remain as you are. Should you be left alone on your deathcount then please do desperately drag, stagger whatever is appropriate yourself back to help or into sight. Dying alone in the woods because people forgot where you fell is not a heroic way to go.

Should you find yourself with a medic treating you and you get to the stage you need a bead draw but there are no free refs available at the time, keep roleplaying but treat your Deathcount as stopped until the Ref arrives. This is to be fair when we may have few refs available after an encounter with a lot of injured people - you will not die because we are busy and cannot get to you straight away.

Unarmed Combat:

Fists and feet (unarmed) only take hp temporarily. Unarmed damage automatically heals over five minutes. Crippled locations are considered stunned (limb) or unconscious (body). The effect is the same but it is hard to kill someone with your bare hands unless trained to do so (Combative skill). Please indicate to the ref when using combative so they know the damage is not temporary (Unless you want to be)

All armour counts as double hit points against unarmed combat and any unarmed combat damage to armour will instantly be 'repaired' after the encounter ends.

If you are reduced to 0 hp on your Torso from Temporary Damage (unarmed combat for example) while you are unconscious your Deathcount does not start.

Healing

So long as you survive the initial injury, modern medical treatment and pharmaceuticals mean that surviving traumatic damage is expected supposing a doctor can be found!

Treatment of injuries is mostly covered in the Treat Human Wound skill and attendant knacks. From the injured character's perspective, so long as you are saved by a doctor before your death count ends then they will likely stitch your wounds back together and get you back on your feet. With self-tightening sutures and auto-cauterising medical gels along with flesh bonding weave these injuries will heal remarkably fast. Within a day or so it will be like they were good as new, but with some new scars.

In game terms, for at least an hour after a crippled location has been healed to at least 1hp, it will cause you pain to move and if more damage is taken on the location (not including damage to armour) you will take double damage representing sutures being torn etc. as well as be in considerable pain (will class as a 'stun' effect if hit on the location). Painkillers will remove the pain effect on all locations for this hour, but not the additional damage. Note this only applies to crippled locations, if you are treated on a location before it hits 0hp you do not suffer any of these effects, i.e the location was not crippled.

Non combat dangers:

The Quick & The Dead

The horrifying walking dead that exist on this world seem able to infect people with a bite. One or two nips don't seem to do much but over time it seems to add up. Eventually a person dies from the evil, techno-organic infection called The Quick and rises as one of The Dead. Their brains and nervous system riddled with crude, organic looking circuitry.

If you are fighting one of The Dead then you are in terrible danger. A blow from their rotting fists or their crudely wielded weaponry is bad enough, but if they grapple you and sink their foul teeth into your flesh then the situation is far worse. Every bite (and it will be evident when The Dead bite!) reduces your Vitality (see character creation) by 1. If you reach 0 Vitality then your body is irredeemably infected with The Quick. You can no longer be healed and once you fall, you will rise as one of The Dead (talk to a Ref). Unless someone takes pity on you and destroys the brainstem before you die of other causes that is...

Radiation

Hot zones, still irradiated by pieces of the ship when it crashed are relatively common. The severity of contamination varies and will be controlled by the Ref at the scene. The more severe the contamination, the shorter the duration that is safe for exposure. Each unsafe duration adds a point of Rads. A normal person has a maximum of 5 Rads, but other skills and abilities can increase that. Hit your maximum Rads and you are dying, once you reach your maximum Rads they cannot be healed, the tumours and cell damage is just too much and irreversible.

You will need a bead draw at the start of every event once the damage is too much. Eventually you will draw black and start planning that blaze of glory for you have only a few dozen hours of life left in you...

Psychological Damage

Rather than try to run a mental hit points system we will instead be using bead draws if we (or indeed you!) think that something horrendous and sanity bending has occurred. Drawing badly will result in picking up new derangement flaws.

Other Hazards

It's a dangerous world out there and the Refs are a creative bunch! Rather than try and legislate every form of harm you could come to, we will be making calls on the fly to indicate the effects. It may be that there is plague and it'll affect people on 2 vitality or less. Or gravity suddenly increases and the more hit points and armour you have the harder it is to move. Or... well, you can see what I mean. Roll with what comes your way, physrep the effects and you'll have a ball!

Death

Character death in Dark Colony can come about in many ways, the main ones are listed below.

Slow death: If your Rad count reaches its maximum allowed value (this will be 5 for most characters but certain abilities could mean it is as high as 10) or your Vitality reaches 0, your character will die, but not instantly, speak to a Ref at the next appropriate opportunity. See The Quick & The Dead and Radiation sections of the rules for more information.

Deathcount: If your character passes their death count (see Deathcount section in the rules) then there is a good chance of dying. A Ref will give you a bead draw which will be negatively modified an amount for each point of damage you have taken that is beyond 0, they will also take into account if you are out in the field, how long you have been there, if you were moved and the exact nature of the damage. They will also positively modify the bead draw based on the number healers (and their relevant abilities) attending you, they will also take into account if you are in a fully equipped Colony surgery with organ replacements or other devices available. Even so a white bead will always let you live and black bead will always kill you, so don't go past your death count, get first aid to stop it as soon as possible. If you do die by this method, you are dead, the medics will normally ensure you are properly dispatched and will not come back as one of the Dead.

Note that there are some instances where you will take so much damage, or something will attack you in an unusual way, which dramatically reduces (or even removes) your Deathcount - do not throw yourself on top of that grenade assuming you will have five minutes for your friends to patch you up again with no risk of death...

Instant Death: Some things are just so dangerous they will kill you instantly, these will normally come with a warning "Keep out - Disintegrator" or be announced in some way, thus giving your characters the chance to avoid it unless they are foolish or see no other choice. Typical examples are "The bomb will explode in 10 minutes instantly killing everyone with 5 foot radius, you can attempt to disarm it but if you fail and are within range you will die" or "The creature has powerful tearing claws, if it gets close and grabs for long enough to call 'Tear' your character will be ripped in shreds and be instantly killed". These are just examples of the ways you can instantly die, the ways are many and varied, so it's your choice to run, stand, shoot from range, duck, dive or whatever, if you want to live. In such cases you are so mutilated you will not come back as one of the Dead.

Bead draw system:

As mentioned in the combat rules, we use a bead draw system to introduce an element of chance into the game. All the Refs have a small pouch containing coloured beads. You reach into the bag and draw a bead without seeing it. There are a spectrum of colours from white (very, very, good) to black (really very not good) the full meaning of each colour is explained below. You might be trying to research the history of distant Earth. You might be attempting to fix a broken circuit. Or you might be seeing just how bad the horrifying damage to your innards has been. The Ref on the scene will make the determination what the beads mean when you need to make the draw, circumstance might make it better or worse. Good luck!

Beads listed in order good to bad

- 1) White – Success or at least the best result possible
- 2) Yellow – Partial success, if you try again any future bead draws are modified positively
- 3) Green – No result, no info, no effect, however if you try again any future bead draws are modified positively
- 4) Clear – Ref result, random or null result the ref decides the result based on the situation, good roleplay, or pysh-rep, basically ref choice
- 5) Red - No result, no info, no effect, however if you try again any future bead draws are modified negatively
- 6) Blue – Partial failure, if you try again any future bead draws are modified negatively
- 7) Black – Failed or worse result possible.

Modifiers to a bead draw can either move the effective bead you draw by a number of steps (so trying something extremely difficult could increase the bead drawn from 1 to 5 steps closer to Black, or something very easy and safe could move the bead drawn from 1 to 5 steps closer to White. So an easy task with a 3 step modifier to white would mean even if you drew Black, you would get the result of a Clear bead and any bead Clear or lower would be classed as a White) or can change the range needed for a success in a yes/no situation (so seeing if you are still alive to be worth trying to heal after diving on a bomb to save the rest of your group might have a miniscule chance of you still being alive, where you would only survive on a White. However as you had 2 points of armour on your chest at the time, the ref decides it might save some of your squishy insides and so modifies the success range by 2, so you survive on a White - Green draw).