

ACTIVITY PACK & RULE BOOK



Bright Sparks Theatre Arts
presents

LOCKDOWN BREAKOUT

DESIGNED FOR PEOPLE WITH AUTISM AND/OR
SPECIAL EDUCATIONAL NEEDS OR DISABILITIES

**WORKING TOGETHER WE USE ROLE-PLAYING,
AND OUR IMAGINATIONS, TO GUIDE US IN AN
ADVENTURE STORY WHERE WE ARE THE HEROES!**

You will need: A laptop or tablet (sorry no phones!)
To be creative and able to work as part of a team
16 years of age or above with reliable internet

IF YOU'D LIKE TO JOIN IN
(OR YOU KNOW SOMEONE WHO MIGHT)

PLEASE CONTACT

info@brightsparkstheatre.com

FOR MORE INFORMATION

THIS IS NOT A VIDEOGAME - PREVIOUS DRAMA EXPERIENCE IS PREFERRED - FREE TO PLAY



stage@leeds



UNIVERSITY OF LEEDS



INTRODUCTION

Gameplay will involve a mixture of teamwork, character role-play, and problem solving; like the popular table-top game Dungeons & Dragons, but not as complicated!

Sessions are hosted on Bright Sparks Zoom Room:

Bright Sparks meeting room code: 5674563452 Password: 1234

You will need a laptop or tablet – and a reliable internet connection to play.

You must be 16 years or older to take part.

Information for Participation

Fantasy role play offers players an exciting and interactive game where they become a team of adventuring characters (Questors) who explore different areas, solve puzzles, find treasure, collect useful objects and powerful weapons, discover magic spells, and battle a variety of monsters, from green goo to floaty pricklers, night-wolves to fearsome dragons.

The experience should be as inclusive as possible.

There are three different 'levels' of involvement.

'Questors', 'Followers' and 'Watchers'

'Questors' have to commit to being available to play every week the session runs. There is also a degree of roleplay involved, acting the character you create. Gameplay involves making notes on your character sheet; we will be able to assist and train participants with this, but ideally players taking on this role would be able to do most of this themselves. As a Questor you will need to express your ideas clearly and work well as a part of a team.

'Followers' will be involved in the game but in a simpler way. They do not have to be available every week and will play minor characters. These will be offered out by the dungeon master during gameplay and no prior preparation or note taking will be involved.

'Watchers' take a completely passive role in the adventure. During game-time, you will have to mute your microphone and disable your video, but you are welcome to come and watch the action take place and the epic story unfold!

House Rules

At any time, you can call 'time out' if you have an issue outside of the 'game world'.

Supportive, friendly, and courteous behaviour is always required. No arguments or bullying please.

Decision-making should be a shared process, in which all participants have chance to speak.

The Dungeon-Master and Dice-Keeper are there to make the adventure as enjoyable and fair as possible. Please respect them and their decisions.

Please ensure that you are ready at the start of each session. Have your Character Sheet, Pencil and Eraser, and your support person (where required) ready. If you need a person supporting you, they should ideally be the same person each time you play.

RULES

There will be many encounters in the adventure. You might fight with a goblin, try to break a heavy door, jump over a pit, charm a wolf, or cast a magic spell; and your success will depend on the role of the dice. For example, battle encounters use 4xD6.

4xD6 means four six-sided dice.

Two of the six-sided dice are blue and represent the QUESTOR'S attack score.

The other two six-sided dice are red and represent the ENEMY'S attack score.

Example (COMBAT):

You attack a goblin. The wretched creature has a STRENGTH of 10.

Your HUMAN FIGHTER has strength of 14. Your BROADSWORD adds +3 to your attack.

Your HUMAN FIGHTER rolls 4. So, your ATTACK SCORE is $4 + 14 + 3 = 23$

The goblin rolls 7. So, his ATTACK SCORE is $7 + 10 = 17$

This means that your HUMAN FIGHTER has hit the goblin with his BROADSWORD.

The goblin has 7 HIT POINTS.

(HIT POINTS are HEALTH. When HIT POINTS are low, that is weakness. Zero HIT POINTS is death.)

Your BROADSWORD does 2xD8 damage. This means two eight-sided dice.

You roll an 8 for damage on the goblin. The goblin has lost all his HIT POINTS. He dies.

Note: When dice-roll scores are tied – the advantage always goes to the attacker.

There will be similar situations, where a heavy door might also have HIT POINTS.

An ELF MAGE might try to break the door by casting a spell. The spell will cause damage to the door, in a similar way to how the sword damages the goblin.

You might also have to CHANCE your SKILL or STRENGTH.

This is a basic dice-roll for simple tasks, such as:

- Jumping over a wide pit, shouldering a locked door, arm-wrestle (STRENGTH roll)
- Checking for traps, picking a lock, catching a thrown item. (SKILL roll)

Example (SKILL / STRENGTH):

If you wanted to throw a rope a long distance, this would be a STRENGTH ROLL.

And to throw the same rope to try to loop it onto a lever, this would be a SKILL ROLL.

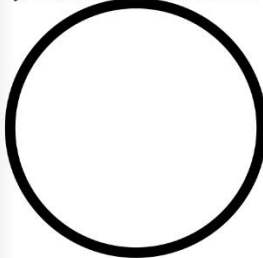
ON THE NEXT PAGE (PAGE 4) IS THE CHARACTER SHEET.

You will need to PRINT this out to take part in the adventure as a QUESTOR.

You will also need a PENCIL and an ERASER.

LOCKDOWN BREAKOUT - ONLINE ROLEPLAY FANTASY ADVENTURE
CHARACTER SHEET

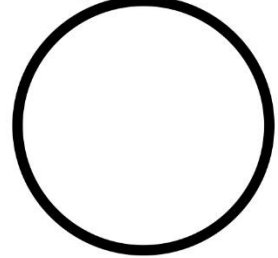
STRENGTH



NAME

Empty rectangular box for Name.

SKILL



RACE
Empty rectangular box for Race.

CLASS
Empty rectangular box for Class.

RACE BUFFS
Empty rectangular box for Race Buffs.



CLASS BUFFS
Empty rectangular box for Class Buffs.

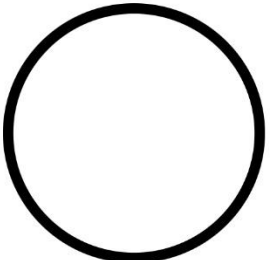
ITEMS
Large empty rectangular box for listing items.

BASIC ITEMS: LANTERN FLINT
FLASK BED-ROLL TEA & BISCUITS
SMALL KNIFE BACKPACK TICK HERE IF
LARGE BACKPACK



WEAPONS / ARMOUR
Large empty rectangular box for listing weapons and armor.

EXPERIENCE



POINTS

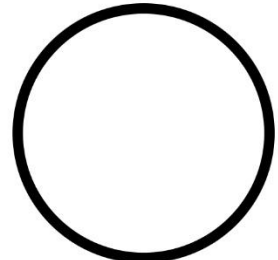
MAGIC ITEMS

Empty rectangular box for Magic Items.

GOLD PIECES / TREASURES

Empty rectangular box for Gold Pieces / Treasures.

INSPIRATION



POINTS

NOTES
Large empty rectangular box for notes.

CREATING A CHARACTER part 1

There are four races and four classes to choose from. Buffs are explained on the next page.

RACES

HUMAN

CHOOSE ONE BUFF FROM THE LIST:

Fleet of Foot | Acrobatics | Use HEAVY ARMOUR | Charm Animals

ELF

CHOOSE ONE BUFF FROM THE LIST:

Detect MAGIC | Simple MAGIC | Healing Mastery | Silver Tongue

DWARF

CHOOSE ONE BUFF FROM THE LIST:

Use LARGE BACKPACK | Use HEAVY SHIELD | Use HEAVY ARMOUR | Berserk

HALFLING

CHOOSE ONE BUFF FROM THE LIST:

Detect Traps | Stealth | Food Mastery | Gift of the Gab

CLASSES

FIGHTER

CHOOSE ONE BUFF FROM THE LIST:

Weapon Mastery | Intimidate | Use HEAVY ARMOUR | Use LARGE BACKPACK

THIEF

CHOOSE ONE BUFF FROM THE LIST:

Detect Traps | Hide in Shadows | Simple MAGIC | Pickpocket

MAGE

CHOOSE ONE BUFF FROM THE LIST:

Advanced MAGIC | Charm Animals | Detect MAGIC | Sixth Sense

PRIEST

CHOOSE ONE BUFF FROM THE LIST:

Healing Mastery | Language Mastery | Simple MAGIC | Charm Animals

If you have a duplicate buff for both your RACE and your CLASS, this makes the buff double!

BUFFS EXPLAINED

Bufs are skills specific to your race and your class, that can help you on your quest. Bufs last for a short time. Most bufes will need you to rest before using the buf again. In the game, you will use 2xD12 to determine how effective your buf has been.

Fleet of Foot is your ability to run more quickly with more accuracy.

Acrobatics gives you heightened skills to leap, jump, dive, and dance.

Detect MAGIC helps you sense magic in the air.

Simple MAGIC allows you to cast simple spells.

Advanced MAGIC allows complex spells to be cast.

Healing Mastery restores the HIT POINTS of living creatures.

Silver Tongue helps you have influence over other intelligent beings.

Use LARGE BACKPACK means you can carry more (large backpack required)

Use HEAVY SHIELD for better defence (heavy shield required)

Use HEAVY ARMOUR for better defence (heavy armour required)

Berserk when your HIT POINTS go under 30. Use double the number of dice for your damage score, plus enemy's attack score is halved.

Detect Traps so that you (or your friends) don't get caught unaware!

Stealth is a general talent at avoiding detection. Sneaky sneaky ...

Food Mastery is practical knowledge of gathering food and cooking it.

Gift of the Gab gives you endless rapport, influencing others to your whim.

Weapon Mastery is practical knowledge of making and repairing weapons.

Intimidate Enemies cower. Their attack scores are halved. They may run!

Hide in Shadows is a specific stealth skill. Become almost undetectable.

Pickpocket allows you to steal small items secretly from a close-by target.

Charm Animals The tamer the animal is, the easier it is to charm.

Sixth Sense must be used in silence. You will get a feeling of what is nearby.

Language Mastery is the reading, writing, and speaking, of other tongues.

If you have a duplicate buf for both your RACE and your CLASS, this makes the buf double!

CREATING A CHARACTER part 2

Roll 4xD6. (Two six-sided red dice and two six-sided blue dice).

STRENGTH SCORE

All QUESTORS start with a base STRENGTH SCORE of 10.

The **highest scoring red die** is now added to your 10 base score.

If you are HUMAN add another 4.

If you are DWARF add another 6.

If you are a FIGHTER add another 3.

SKILL SCORE

All QUESTORS start with a base SKILL SCORE of 10.

The **highest scoring blue die** is now added to your 10 base score.

If you are a HALFLING add another 4.

If you are an ELF add another 6.

If you are a THIEF add another 3.

If you are a MAGE add another 2.

Give your QUESTOR a name.

If you need help finding a name for your QUESTOR try here:

<https://donjon.bin.sh/fantasy/name/>

All QUESTORS start with **100 hit-points**.

All QUESTORS roll start with **100 gold-pieces**.

Write all this information onto your CHARACTER SHEET (pencil please!)

Start to think about how your character talks and what they look like.

Is your character happy?

Are they easily made angry?

Are they good? or are they a bit evil?

Do they want treasure ... glory ... adventure ... fame?

What is their background?

Think about your buffs. What kind of person would have these skills?

Ask yourself ... what's your character's personality like?

HIT POINTS (HP)

Your HIT POINTS represent your health. Your HIT POINTS decrease when you are physically damaged, such as being hit by an enemy, injured in a trap, poisoned, burned etc. When your HIT POINTS are 30 or below (unless you have the BERSERK BUFF) you start to lose consciousness, and are disadvantaged in your speed and ability to attack. When your HIT POINTS reach 0, you severely hurt and may fall unconscious. You must find healing and rest to restore yourself.

GOLD PIECES (GP)

In the Lockdown Breakout adventure, GOLD PIECES are your currency. The coins can be used to buy weapons, armour, and spells. You can also use your GOLD PIECES to bribe other characters that you meet in the adventure.

EXPERIENCE POINTS (XP)

XP are awarded for encounters and actions that happen in the adventure. These might be killing a monster, finding a trap, collecting treasure and/or any other such successes. You can spend XP on training between adventures.

INSPIRATION POINTS (IP)

IP are awarded for original ideas, sporting and fair play, teamwork and/or good behaviour. You can use IP to re-roll a throw of the dice, costing 1 IP per re-roll. You can only do this once per round.

ARMOUR

If you are lucky enough to have armour, this will take damage when your QUESTOR is hurt, instead of you. Your ARMOUR has HIT POINTS of its own. When the ARMOUR reaches zero HIT POINTS, then it breaks. If you know of someone with WEAPON MASTERY, you can have the ARMOUR repaired if you take it to them.

SHIELDS

SHIELDS allow you to subtract 1xD6 from your enemy's damage score.

A HEAVY SHIELD allows you to subtract 1xD6 from your enemy's attack score *and* subtract 2xD6 from your enemy's damage score.

Each time you use a shield, however, you must roll 2xD12. If either dice shows a '1' then the shield is damaged. Both dice showing '1' means the shield is destroyed.

Damaged shields can be repaired by a character with WEAPON MASTERY.

MAGIC ITEMS

These items, such as SPELL SCROLLS, are rare. Most of the time, the items have one 'charge', meaning they can only be used once.

THANKS

To all our funders and partners (listed below) for their continuing support of Bright Sparks Theatre Arts Company, as well as our creative friends; Sammy Boxall, Ben Frimston, Sian Hudson, Scot Todd, Heather Newsham and John Mee.

Most of all thanks to all the people who have acted in our shows, joined our online sessions, attended our performances, or even just liked us on Facebook. Thanks everyone!

THE ROLL OF THE DICE

Dice determine many of the outcomes of encounters and situations experienced in the game-world, such as combat, tests of strength and skill, and use of magic.



4xD6 (six sided dice)
BLUE = Questor's Dice
RED = Enemy's Dice

Used for COMBAT and tests of STRENGTH and SKILL



3xD8 (eight sided dice)
The more powerful the attack, the more dice are rolled.

Used for calculating damage, to (or from) a character, enemy or object.



2xD12 (twelve sided dice)
Usually rolled in special situations, including use of buffs, use of magic, special attacks, healing, repairs, and more.

Used for those magical moments!



1xD20 (twenty sided dice) DICE OF FATE
SCORE 1 : That did not go well!
SCORE 2 or 3 : Not *exactly* as planned.
SCORE 4 - 17 : No effect ('normal').
SCORE 18 or 19 : Excellent results.
SCORE 20 : Best possible outcome.

Note: In combat, when dice-roll scores are tied, the advantage always goes to the attacker.

Some examples of RACE and CLASS combinations

Enjoy your adventure!



HUMAN FIGHTER



DWARF THIEF



HALFLING PRIEST



ELF MAGE