

For the safety of all, **YOU MUST REPORT** unacceptable behavior, or someone playing too rough,
or a safety hazard to the Story Master or an adult.

All rules are subject to change by the Story Master to maximize enjoyment for all.

Hazards

I can't list them all. This is the outdoors; you are not playing a video game. You'll may encounter:

- Poison ivy
- Thorn vines
- Trees with giant thorns
- Uneven ground
- Muddy ground
- Foam weapons that have become unsafe with use
- Structures that have become unsafe with time
- Barbed wire fencing

Use your head. Be careful. If you find a hazard, let the Story Master know.

Classes

| <u>Class</u> | <u>Hitpoints</u> | <u>Special Abilities</u> | <u>Range Weapons</u> |
|--------------|------------------|---|----------------------|
| Fighter | 4 | Can use a shield (without penalty) and a weapon | 1 |
| Rogue | 4 | Open chests | 3 |
| Healer | 4 | Heal & revive others | 2 |
| Explorer | 4 | Purchase quests at a discount | 2 |

Definitions:

Class: A class is kind of like your occupation. It is what you were trained in.

Hitpoints (HP): These are a measure of your character's health. It is the number of times you can be hit with a weapon before you become "mostly dead".

Weapon: A safe foam replica that may resemble a sword, hammer, axe, bow & arrow, etc.

Range Weapons: Foam weapons that are designed to be thrown or propelled. May resemble something simple like a rock, or more complicated like an arrow shot that is shot from a bow. Bows and crossbows have the added ability to inflict a one-hit kill if they hit the opponent in the back or chest. Head shots are to be avoided, and do not count as a hit.

Bank Notes: These are notes/receipts received from Bank Tellers and Merchants in Falton. They are as good as gold and cannot be looted.

Gold: The currency of Falton.

Shillings: The currency of the Merchant's Guild.

Falton: The clearing from the Salty Broth Inn to Falton Tower to the Lonely Rode Tavern. This is a combat-free zone except under special circumstances.

General Rules:

Exploiting the System – We play on the honor system. We expect everyone to be willing to sacrifice their “win” if it makes it more fun for everyone else. Don't exploit the system to try to get an advantage. Stay in character and play fair, in a way that is fun for all.

Bringing Other People - If you want to bring someone to the LARP, feel free. The more the merrier. However, if you invite them, you are the one responsible for making sure they follow the rules and add to the enjoyment of everyone. The minimum age is 14 years old (previous attendees are excluded from this age limit). Ask new attendees to sign up at www.TorchLightLARP.com.

Bank - The bank is at Falton Tower. Money put in the bank is safe, and will carry over to the next LARP.

Festivals: At certain times during the day, everyone will be called back to the main town for festivities. This is a time to rest, and visit the bank or merchants. The bagpipe or tower bell sounds the start of the festival at which time all combat stops. Roleplaying should continue throughout the festivals.

Resources – There will be items scattered over the field that will represent resources. These include stuffed animals representing livestock, old clothes representing weaving, and books representing knowledge. These items may be sold in Falton, and may be required for some quests.

Props – There are certain props that may be given out to players throughout the day. These are things like potion bottles, gold and gems, stuffed animals, items for quests (such as necklaces, keys, and weapons), etc. Please leave these in Falton at the end of the day so they can be reused.

Capturing/prisoners - There will be no capturing or taking of prisoners, unless all people involved decide to role-play the situation. In that case, it is up to the players' discretion what to do regarding capture.

Combat, Healing, & Weapons

Combat -- Combat is full contact with minimal force. All that is required for a “hit” is a touch with the weapon. All weapons do 1 HP of damage, with the exception of bows and crossbows which are a one-hit-kill if they strike the chest or back. The one receiving the hits tracks their damage, losing one hitpoint with each hit. Additionally, if an arm or leg is hit, you lose use of that limb until it is bandaged by a healer. When you reach zero HP you be considered unconscious, or “Mostly Dead”, and after a 2 minute bleedout will be considered dead.

Use common sense when fighting. Anyone judged to be fighting too rough will lose the privilege to engage in combat. Report any weapon that might even accidentally hit someone with a surface that is not foam protected.

Healing

- **Healer**– A bandage applied to an injured limb by a Healer returns full use of that limb, but it does not return any hitpoints to the player. A player can receive a maximum of three bandages. When they have three bandages, the player is “mostly dead” upon the 4th hit. Both people can perform any action during healing/bandaging. People cannot be brought back from 0 hit points with bandages (see Revive Potions).
- **Revive Potions** – Each person can purchase from Falton merchants, their own bottle(s) and fill them with Revive potions from Falton merchants. When the contents are consumed, they instantly bring a

player who is “mostly dead”, back to full hitpoints. However, it must be administered to the player by a healer. One use per refill of potion.

“Mostly Dead” (AKA Bleedout”) - When you reach 0 hit points, fall down dramatically for you are unconscious and “Mostly Dead”. You are “Mostly Dead” for up to 2 minutes. You can be looted during this time (See Looting).

- Begin counting to 120 seconds (that is, 2 minutes).
- You can move to safety, but you must generally remain where you are.
- You drop your props and they become available for looting.
- NO TALKING (save for the words, “True Love”).
- You may be revived by a Surgeon or a Revive Potion. If revived, you return to life with full HP.
- If 2 minutes pass without being revived, you are considered dead and must walk to a spawn location to respawn (that is, come back to life will full hitpoints.)
- The Falton Tower is a spawn location for everyone. There may be other designated spawn locations for individual games.

Reviving – During the 2 minute bleedout -- Players at 0 HP and in the 2 minute bleedout, can be revived using by Revive potions, or by a Surgeon. After being revived, they are immediately back in the game at full hit points.

- **Surgeon** – Factions can purchase the knowledge to make one of their players a Surgeon. A surgeon may revive in the field, or at their faction’s base.
 - They revive with a 30 second, one-hand touch.
 - If you lose touch with the player, the 30-second count starts over.
 - The incapacitated person is then back in the game with full HP.

Respawn (After the 2 minute bleedout) – If you have not been revived, you must walk directly to a spawn location. No talking (except you may say, “True Love”). After you reach the spawn location, you are back in the game will full hit points.

Looting – Whenever you are reduced to 0 HP and in the 2 minute bleedout, you can be looted one time by one person. The looter is allowed to take a quest item, a game prop, or ½ of your gold. You must tell the looter everything you have, and the looter gets to take the item, prop, or gold of their choice. NOTE: The best role players will NOT go after the person who looted them once they return to life. That was then; this is now. You were “mostly dead” so you would not know who looted you. NOTE: Bank Notes and Shillings are not lootable.

Non-Combat Players – If anyone does not want to participate in combat, that is totally fine. If you want to participate in combat sometimes, but not always, that is fine too. If you do not wish to fight, just inform the attackers that you surrender and sheath or drop your weapon. Otherwise, it will be assumed that you are going to fight. If you surrender, your opponent may loot you, by requesting up to 10% of your gold.

Treasures and Quests

Treasure Chests - Treasure chests can only be opened by Rogues or Keys. If a key is required, an imprint of the correct key will be attached to the lid of the chest. If there is no key imprint, a Rogue must open it. A treasure chest cannot be moved until it is opened. Once open, the chest and contents must be returned to the Bank Tellers where you will receive the full value of the chest, if it is accompanied by the appropriate flag or key. Treasure chests that have not been opened cannot be moved. Normal chests have a marker flag within 10 feet of a chest. Quest chests will have no marker flag.

Quests – Quests may be things like finding specific items, taking messages to people, killing certain people, etc. There will always be a reward for completing quests. Explorers may purchase quests from merchants in Falton at ½ the going price.

Bases – A faction can claim a base (identified by wooden pallets or the green tower on the hill), by purchasing a base flag from the Chancery at the Lonely Rode Tavern. This purchase is good for one LARP event. The flag must be returned at the end of the day. Bases with flags are not lootable, and they are generally a no-combat area, though individual game may involve base fights.

Merchants

Lonely Rode Tavern – This is located half-way between “everyday life” and Falton. Role playing is encouraged here, but it is also fine if you want to talk about school, boys, girls, the Olympics, or what you recently read in the Bible. Things here are sold for gold. You keep what you buy.

Chancery – This is Falton’s court clerk. He sells and tracks titles, and base flags. Conversations should be role playing, in character. These are yours to use for a set period of time and should be returned to the Chancery at the end of the day.

Falton Tower – As evidenced by the name, this is Falton and conversation here should be role playing, in character. This tower is at times, home to Question Sean Mark. Seller of Quests that will help the town. You may purchase a quest with gold. If you are successful, he will pay you in gold or shillings for your efforts.

Falton Tower is also at time home to the bank which takes deposits of gold. Once deposited, your gold is about as secure as it gets, and will be carried over from one LARP to the next.

Jester’s Closet – Purveyors of fine Celtic and Medieval handicrafts and wares. They deal in the currency of the Merchant’s Guild, which is Shillings. Conversations here should be role playing, in character. These are not props. Whatever you buy, you keep, and it cannot be looted. At times, quests can be purchased here.

Salty Broth Inn – Purveyors of fine brews and eats. This is the inner sanctum of role playing. If you talk of things of “everyday life” at the Inn, you may expect to be thrown out on your ear as a heretic, or a mad man. Food is sold for gold.

Let Stryder know that you read this, and you will receive a Shilling! (But, do not tell anyone else about this. They have to find it for themselves – and they may be tested on the rules!)

Revised 14 Mar 2018