

Raven LARP Rules Summary

Basic Concepts

- You can play your own ongoing character at an event as a “PC”, or play for free by volunteering as an “NPC”. NPCs play monsters under the direction of staff members.
- Anyone with a white headband or a hand or weapon on their head is “out of game” (OOG) and is not in play.
- Game items must have a tag (a small printed card with info about the item) to be used in play. They must also have a suitable physical representation, such as a boffer weapon for a sword, a small container for a potion, or real armour for armour points.
- While you are in game and your character is conscious, you understand everything you hear. If you hear someone call an ability, you know what happened.
- Anyone can ask for the description of what another player is playing by saying “what do I see?” If you are a PC, answer by saying what race your character is.
- The game can be “paused” by calling “HOLD”. If there is a safety issue, don’t hesitate to call a hold. The game is resumed by calling “3...2...1...lay on!”
- If you want to sneak into someone else’s cabin or tent while it is empty you must be supervised by a staff member, who will make sure you only steal game items.
- There is absolutely no body contact allowed in combat. Out of combat, you may only touch another player with their permission.

Hit Points and Dying

- You have a max number of hit points depending on your class and level, and armour points based on the armour you are wearing and maybe some armour-boosting skills. When you take damage, your armour points are reduced first.
- To restore your armour points to full, kneel for 1 minute and call “refit”.
- If your body points are reduced to exactly zero, you are “unconscious”. Fall down. If nothing else happens you get back up with 1 body point after 10 minutes.
- If your body points go below zero, you are “dying”. Fall down. If you don’t get healed in 1 minute, you die. Your body points cannot go below -1. The “first aid” skill allows someone to touch a player who is dying and perform first aid for 1 minute. Your dying timer is paused while they do this, and after 1 minute you go up to 0 body points.
- If you die from being at -1 body for too long, or are hit by a Killing Blow or a Death effect, you are dead. Fall down. You have 5 minutes to get a Life effect.
- After 5 minutes of being dead, you drop all your game items, go out of game, and walk to the nearest Earth Circle to be resurrected. You can come back 6 times, and then on the 7th death your character is gone forever.

Combat

- **Safety:** Don’t swing too hard, avoid hits to the head, groin, and hands, don’t trap weapons, don’t crouch behind a shield with just your head sticking out, don’t rush at another player and risk a collision, and don’t close to nearer than arm’s reach.
- You need the right game skill to use a weapon, even to block. If you block 50% of the force of a blow, you don’t take the hit. Two-handed weapons only need one hand

on the weapon to block, but need both hands to attack. If you block with a bow, you have to spend 3 seconds restringing it before you can shoot arrows.

- You can only hit someone once per second, and only throw one spell or arrow per second.
- Spells are represented by “spell packets” like small cloth beanbags. These packets cannot be blocked and count if they touch anything you are wearing or carrying.
- Arrows are represented by oversized yellow packets with streamer tails. They can be blocked.

Verbals

- When you hit someone or use an ability, you say a verbal to tell them how much damage to take or some other effect.
- Every attack has a “prefix” (physical, magic, poison, elemental, or arcane) to tell you what kind of defensive shield works against it. Ordinary weapon attacks are automatically physical. Spells with a fancy incant are automatically magic.
- If someone hits you with a weapon and calls something with the word “strike”, you can’t block that attack.
- Ordinary weapon attacks have a number and a damage type, like “2 normal” or “4 flame”. The number is how many hit points or armour points you lose. The type usually only matters to monsters, like ice monsters taking double damage from flame, except that “body” and “chaos” ignore your armour points, and “earth” heals you. For undead, “earth” and “chaos” are reversed.
- Effects are things that do stuff other than damage, like weaken you, immobilize you, or put you to sleep. There is a list of effects below.
- If you are hit with something that has a number AND an effect, the effect only hits you if the damage gets through to your body points (armour points protect you).
- If you have a “physical shield”, it goes off automatically and protects you from the first physical attack that hits you (and the same for the other kinds of shields). If you have a defense like “parry” or “dodge” you can decide when to use it.

Counted Actions

- There are various actions where you have to spend 3 seconds or 1 minute doing something, like first aid or refitting armour.
- Anyone can “killing blow” a helpless target by touching them and saying “physical killing blow one, killing blow two, killing blow three” and then your weapon type. This is interrupted if you or the target is hit by anything.
- You can search another player that is helpless or not resisting by saying “I search you”. After 3 seconds they have to give you all their game items. PCs can call “extended search” which makes searching them take 1 minute.
- You can pick up another character by saying “I pick you up one, I pick you up two, I pick you up three”. You can’t run while carrying someone.

Effects

- Effects that are just damage or healing will have a number, like “Cure Light Wounds 5” or “Flame Bolt 30”. The effect “Shatter Armour 30” only takes away your armour points, and “Refit Armour 30” gives you armour points back. Healing and refit

can only bring you up to your maximum body/armour points. "Cause Wounds" effects do chaos damage, which ignores your armour.

- You can't be under the same effect twice at the same time. Effects are always the same no matter how you got them.

- Dispel Effect cures almost any effect, but it also takes away protective spells. Most effects have a cure with an obvious name, like "Cure Disease" (it cures Disease).

5 second effects

Disarm – Can't attack with a weapon, block with a shield, or throw alchemy gasses.

Repel – You are pushed back to 10 feet away from the caster and can't advance.

Immobilizing effects (5 minutes, cured by Release, visible to anyone looking)

Tangle Foot/Arms/Body – Your right foot / both arms / body (neck down) are stuck.

Anyone can cut you out with "I cut you out one, I cut you out two, I cut you out three".

Confine Foot/Arms/Body – Same as tangle, but you can't be cut out.

Silence – Can't speak (except to say game verbals), cast spells, or use any magic attacks.

Curses (5 minutes)

Weakness – Weapon damage reduced by 4, to a minimum of 0.

Destruction – Take double damage from everything.

Paralysis – Can't move.

Mental effects (5 minutes, cured by Awaken)

Shun – Can't attack the person who cast Shun on you, until they attack you first.

Sleep – Nap time.

Fear – Must run away from the person who cast Fear on you and try to get out of sight.

Berserk – Go crazy and attack the nearest person regardless of who it is. Your skills don't work while berserk, except basic weapon skills.

Debilitating effects (5 minutes)

Disease – Can't run. If not cured in 5 minutes, you fall down to 0 body points.

Taint Blood – Can't run and can't use any skills or attack or block. If not cured in 5 minutes, you fall down to -1 body points.

Drain – Can't run and can't use any skills or attack or block.

Wither Limb – One of your arms or legs (chosen by the caster) becomes useless. You can't hold anything in a hand that is withered, or walk on a withered leg.

Game Items and Coins

- 1 gold = 10 silver
- Items with coloured tags only last 5 days. Items with white tags last 1 year.
- Armour tags only last 5 days after you start using them.
- Potions are items that deliver healing or curing effects. You need the skill

Healing Arts to figure out what a potion is, but anyone can drink a potion or feed it to someone else on a 3-second count.

- Scrolls are items that allow you to cast a spell once. The spell incant has to be written on the scroll and you have to actually be able to read it. In order to read or cast a scroll you need the skill Read Magic, and you can only cast scrolls up to 4 levels higher than the highest Celestial spell you have the skill for.

- Ingested alchemy elixirs are like potions but you need the skill Herbal Lore to identify and use them. Gas alchemy elixirs require the Alchemy skill and allow you to throw poison attacks at people.