

Live Adventure **Basic Ruleset** Version 1.0



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LIVE
ADVENTURE
EVENT GMBH

IMPRINT

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1. GENERAL INFORMATION ON THE "BASIC RULESET"

When we put this rule set together, we went for shortening and simplifying it (compared to Rules 5.2). This basic rule-set now only contains those "rules" that are supposed to help the participants play together (such as how to react to spells or how fights work). For anything that goes beyond that there are "Extended Rules" going into more detail on topics that not every participant needs to know. That way, for example all the additional info on magic has been compiled into the rule set "Effects" for those participants wishing to play a character able to do magic.

Chapters 2-11 are a prerequisite and should be read by everyone at least once. Chapters 12-15 are of interest to those who want to fight, wearing armour and using shields, ranged weapons or where sieges and palisades are concerned. The very last page gives an overview of the most important facts and figures.

The following rules have been changed:

- table of magical effects introduced
- skill 'regeneration' reintroduced
- new armour rules
- siege
- cost for additional health point changed from 3/5/7/10/20/40 to 5/7/9/15/30
- additional 6th health point abolished



LARPmit! Role-play along! - BOX:

Good role-playing needs no rules. Still this rule-set also wants to draw attention to common difficulties in role-playing. This is why we have put commentaries into the chapters aimed at helping (not only) newcomers to avoid problems or make playing their character a richer, more rewarding experience for themselves, but also for their fellow participants.

**The ConQuest event, for which this rule-set was primarily written, may be a LARP event the size of a festival. But it still is a LARP event and we, the organizers, expect every participant, player, non-player and gamemaster to take the concept to heart and foster good and constant role-playing:
LARPmit! Role-play along!**

2. PREFACE AND INTRODUCTION

Dear player, welcome to ConQuest!

The rules for the ConQuest that you now hold in your hands want to provide a framework for thousands of players from different countries to play together. We did our best to keep the rules simple enough so that beginners as well as expert players of all nations could handle them well.

Some of you might miss spells and abilities that are used in other rule-sets, but the main idea was to make it as easy as possible to convert an existing character for use in the ConQuest world of Mythodea or to create a new one.

This of course leads to the question of how many rules are needed for a LARP anyways. Since this set of rules is supposed to apply to Conquest of Mythodea above all, it is our opinion it should contain only an absolutely necessary minimum of rules, but those are to be followed strictly!

Beyond the basic regulations, the most important rules apply:

- Play along!
- If someone interacts with you, react!

It doesn't matter *how* you react, but stay in character and react to the other player's actions in game. At the same time do not expect a specific reaction to your own actions from your fellow players. Accept other peoples' actions and continue from there.

As long as everybody keeps to this simple course of action - even if they've never read the rest of this booklet (please do, anyways!) - everything you'll do will contribute to an exciting game for everyone.

Enough introduction, enjoy reading these rules and most importantly, have lots of fun at ConQuest, we're glad you're here with us!

Your ConQuest-Team

3. ESSENTIALS

3.1. THE GAMEMASTERS (GM, IN GERMAN: SL)

To enable a smooth flow of the ConQuest event and to help you in every possible way, e.g. with questions on rules and playing, you can always contact the team of game-masters that are present on the whole area. A member of the ConQuest organization is easy to spot: They wear conspicuous out of game clothes with a special design, which is a white t-shirt with the ConQuest logo and a badge. This is done for security reasons and to make it easy to recognize them in any possible (p.e. confusing or dimly-lit) situation.

You may also contact them with questions or problems not related to the game itself, e.g about parking, camping and so on.

Decisions of a GM within the game are binding and have to be followed – this is vital for a game that is played by so many participants.

In some cases members of the ConQuest organization participate in the game as NPC-characters. They will of course be dressed up, but are still recognizable by a red game-master's badge.

3.2 TERMINOLOGY

To handle certain situations in an effective way, there are a few special terms that the team will use during the ConQuest event. Please familiarize yourself with the most important ones.

The following calls and signs exist:

Time In (Call):

Also known as "in game", or "IT" for short. Usually, when the game has begun, any location in the designated gaming area is "in time". Consequently, every participant is expected to be in character anywhere and at any given point of time during the game. Only exceptions to this rule will be designated "out time" areas or "time freezes" (see below).

Time Out (Call or written Sign):

Everything that is labelled "OT" (English "out of game") does not belong to the ongoing game. By decision of the game-masters and/or CQ-officials or in cases of emergency the game can be put on hold in a chosen area for a certain amount of time (see also "Time In"/ " Stop" / "Time Freeze"). Also, there are permanent "OT"-zones clearly and visibly marked, such as the paramedics' areas or the NPC camp, for example. NPCs or PCs who have their arms ostentatively crossed or are holding their weapons upside down over their heads are also out of game and treated as invisible if the game continues around them.

Stop (Call):

In dangerous situations or when somebody is injured out of game the game must be stopped immediately. To this effect the call „Stop“ can be used by any

participant, meaning everybody should immediately stop the game. All action must then cease right away, especially during fights or battles! A game-master will then clarify the situation and take necessary action.

Only a game-master or referee can re-start the game!

This is a very important safety aspect and one should not use the call "Stop" lightly!

Time Freeze (Call):

Only an official of the ConQuest organization can use this call. When used, it „freezes“ the game for a short period of time, meaning that all players should stop moving, close their eyes and hum. This stops when the call „Time In“ is issued. At this point the game re-starts as if it had never stopped.

Yellow Card (Sign by GM):

Game-masters can issue a yellow card to participants whose behaviour is considered inappropriate or bordering on harmful. As an example, yellow cards are issued when a player hits too hard, too fast, not in a controlled way or, especially when head, neck or groin are targeted. Receiving a yellow card means that the participant should take some time to rethink the whole situation and cool down. It's just a game, after all!

Red Card (Sign by GM):

Receiving a red card means that the participant has to leave the fight or game situation immediately and is out of game for a limited amount of time until the game-master allows him to play again. If a player does not keep to this penalty, he or she can immediately be banned from the event.

This is issued for example when a player breaks rules repeatedly, ignores weapon hits in a fight or enters hand to hand combat (called "infight").

3.3 COLOUR CODES

There is a code of different colours that can be worn as a sash or a band on the body, and put on objects or weapons that have a special ability during the ConQuest event.

Blue: A character wearing a blue band is protected by a magical armour.

Yellow: Persons or objects with a yellow scarf or band are treated as invisible, usually because in game they are in another plane of existence. They can sometimes influence their surroundings, but cannot be detected by normal means.

Purple: Someone or something can be seen only in its ghostly or spectral form, meaning it can not be touched, picked up or carried away. Classic examples are ghosts.

3.4 ABBREVIATIONS

These abbreviations are common:

EP/XP: Experience points; points that you can earn by participating in games. You can convert them into abilities contained in the rule-system. (Game-days/2 = EP)

HP: "Health" points (See Chapter 8 "Skills" and 11 "Fight"). Sometimes "hit points" which is the total amount of damage a character can take (armour points plus health points). We try to avoid the usage of "hit points" in this ruleset.

MP: magic or mana points; points you gain for every magic spell that you have "bought" with your EP and that your character has learned in game. These are added up to form the pool from which the costs of every spell you cast during the day are deducted.

AP: Armour points ; points you get for wearing real armour which protect you from in game damage, see Chapter 11 "Fight".

Direct (hit): Hit points that are inflicted on a target with the addition "Direct" are not stopped by armour and have to be deducted directly from your Health points (HP).

LARP: Live Action Role Playing

Orga: Short for organisers; the people who run the whole event and are in charge. They wear khaki shirts with an event logo. Please do not approach them with questions during the event since they are not involved in the game itself.

GM (German: SL): Game Masters. The referees and contact persons of the game – They are there for you! They will answer any question on the game and the event. They wear white t-shirts with an event logo and the letters "SL".

4. SAFETY

Every participant of the event has to avoid creating or entering dangerous situations for him- or herself and others at all times.

Safety is always the first priority in live action role-playing! All game actions stand second place to this and in case of real danger the game must and will be stopped immediately.

Guidelines for checking your foam weapons for safety can be found on www.live-adventure.de.

General rules:

- Every participant is responsible for his or her equipment and needs to make sure that it is up to the general safety standards. In case it doesn't, you will be accountable for putting other peoples' health in jeopardy.
- Check your equipment for damages regularly. Also, if a GM points out a weapon that is unfit to use, it has to be removed from the game immediately.
- If any piece of your equipment is no longer safe, you have to make sure that neither you nor others (even by accident) are able to use it.

Real weapons (even small ones, like cooking knives) may not be kept on your person during the event. Therefore, personal items like knives or forks or any cooking utensils must remain in a tent or house and may not be carried around at any time.

In fights or battles:

Hits on the head or in the genital area are strictly forbidden!

Any form of unarmed fighting/ hand to hand combat is forbidden!

Foam weapons must not be used in stabbing motions!

Basically, during fights and battles a lot of caution is required, this is a game and real injuries should be avoided at all costs.

Breaking safety rules will lead to a permanent ban from the event.

5. THE RULES

This rule-set wants to be a foundation for every gamer and their performance during this event. This framework needs to be easily understandable and to be fair in every situation that might occur during the game.

Starting from the motto of "You can do what you can act out", this rule-set establishes a point system to express different abilities or effects (e.g. for armour or spells) in a balanced way, befitting the size of this event.

Within this rule system, you can basically choose any character-class that you want. Also, there is no restriction about what the character can do in the areas of magic, alchemy or other skills as long as the abilities are described in this rule-set.

This means that every character, whether warrior, magician, priest, shaman, ranger or something else, can choose from the complete set of skills, spells and mixtures.

There are no natural advantages or handicaps for races or classes within the rule system, but every player is free to think of and act out downsides and disadvantages his or her character possesses. Such a flaw is not awarded with extra points (EP), but we enjoy seeing players create balanced and well-rounded characters with flaws and vices but also heroic traits. This makes for a more complex and enjoyable in game environment.

You can generate a completely new character within this system or convert your old character from other systems.

Within this set of rules all character races and classes will be treated as equal. However, there can be severe in game drawbacks to some characters due to their individual backgrounds (p.e. for players of necromancers, undead, vampires, angels, demons, gods, etc.). Therefore we strongly advise those players to contact the game-masters before the event.

In connection to this issue we would like you to again consider the most basic rule of " You can only do in game what you are able to convincingly act out" ahead of time and check your character concepts for impossible features.

Following this rule system is mandatory for every participant!

Even an "undead-demonic half-cat angel-medusa" starts with 10 EP and can only be created using the skills, spells and mixtures given in this rule-set!

6. EXPERIENCE POINTS

Every player has 10 experience points (EP) at his or her disposal during character creation. With these it is possible to buy skills or magical spells (depending on the personal background of the character).

For every full 2 days this character is played at a LARP event an additional experience point is gained for that character. Example: A character that has already been played at LARP events for a total of 50 days has 35 experience points at his or her disposal. (10 EP for start plus 25 EP for 50 surviving days at events).

EPs gained during the ConQuest event can only be added to the character's pool after the end of the actual event.

LARP mit!

LARP mit! Role-play along!

A character does not need a load of EP to be "cool". Often, characters that are explicitly played as weak or frail, whether physically or mentally, can be much more interesting and challenging to the player and his or her surroundings. It can also be a great feeling to be able to look back on your character's history and be able to say "Today I might be a mighty knight/mage/sage but once I was a lowly squire/apprentice/scribe and had to earn my first silver coin the hard way."

7. CHARACTER CREATION

If you have never created a character before, you should first consider what kind of character you would like to play and are able to play convincingly. There is a great range of character classes and also exotic races, like elves or dwarves to choose from. All these possibilities are only limited by the players' imagination and, to some extent, their physical abilities.

Because of the existing literature we have a certain image of a typical fighter, dwarf, magic-user, elf, priest, shaman etc. You can however break with these traditional images, as long as you play a credible character.

To portray an exotic character there's no limitations to make-up, masks, costumes or unusual accessories but the players imagination and abilities.

Never forget: The rule system only controls the abilities of your character, NOT the culture, history or background it uses and the costume and props that you create yourself. The sky's the limit!

Independently of class and race, every character has 3 hit- or life-points upon creation. (This means that the character can only take three hits to the body before falling unconscious. If there is no help available, the character could even "die". See chapter 11 "Death of a character")

If you are looking for ideas on costumes or advice on make-up you can visit the forum on the website of www.live-adventure.de at any time and contact other players there.

LARP mit!

LARP mit! Role-play along!

A character can be much more than just the sum of points and abilities, props and costume. Just think of the last book you read and your favourite characters in it. They have secrets, hopes and wishes, fears and motives that drive them and surely there are also some weaknesses and vices that make them interesting. When creating your own character for a LARP event, treat it the same way and make it well-rounded and complex.

8. SKILLS

In general the following rule applies in Live Role-playing:

You can do everything in the game that you can do in real life.

Superhuman strength, the ability to fly or run faster than the speed of light, for example, are hardly ever written into LARP rules because they belong to the many things that are very (don't say impossible, just get me access to a reactor, a couple of rubber duckies and a car-jack!)...well, let's say hard to act out.

This is why every player has the huge responsibility to portray his character reasonably and in a believable way.

There are only a few skills representing the knowledge a character has acquired that need to be set down in the rulebook. Some of the skills, such as magic, have to be restricted through a point system to balance the power level in game.

From the following list a player can choose skills that fit his character and that he or she would like to be able to use during the game. These skills need to be "bought" with experience points.

Theoretically every player can choose from the skills and magical spells freely, however we ask everyone to only choose those skills and spells that reasonably match the characters' class and background.



LARP mit! Role-play along!

You can technically go ahead and buy skills and spells with the points you have earned for your character and start using them immediately.

But your character does not come by a new skill over night!

Acting out the acquisition of a new skill or spell can create a beautiful experience for yourself and the players around you.

Fighters that achieve a higher level of battle-skill should spend a large amount of their time training to achieve this goal. Magic-users on the other hand can, for example, spend time at an academy or with a "master" who will teach him or her the new spell. You might often find another player to train you in the new arts. You might even profit from such a master-apprentice relationship out of game, getting new ideas for props or costumes and training new ways to act out certain effects.

The skills and spells listed below represent the full repertoire that is theoretically available to each player.

Under Chapter 10.6 you will find a list of additional NPC spells and mixtures that cannot be used by players but are used within the game nevertheless. This list is given for a better understanding of actions inflicted on the players by NPCs . You may even very special NPCs (like the Avatars) that use non-listed spells and skills, in such cases, the effects will be explained by a GM on standby.

8.1 SKILL LIST

Note: In the following list the word “cumulative” is used. The term is used with the following meaning: in order to be able to “buy” the next level, you need to have all lower level(s) of that skill, spell or potion.

Example: To acquire the skill “Surgeon” a character has to spend 2 EP to get “First Aid”, then 4 more EP to get “Healings Arts” and finally 8 EP for “Surgeon”. That means 14 Points total.

Skills cost a certain amount of experience points

Name	German Name	Cost of EP
First aid	Erste Hilfe	2
Healing arts (cumulative, requires “First Aid”)	Heilkunde	4
Surgeon (cumulative, requires “Healing Arts”)	Arztkunde	8
Tales and Legends (can be raised to any level desired)	Geschichten und Legenden	2 (per Level)
Reading & Writing	Lesen und Schreiben	2
Repair Armour, Level 1	Rüstung reparieren, 1	3
Repair Armour, Level 2	Rüstung reparieren, 2	3
Repair Armour, Level 3	Rüstung reparieren, 3	3
Repair shields	Schilder reparieren	3
Produce Projectiles	Geschoss herstellen	3
Open/Build locks (can be raised to any level desired)	Schlösser öffnen/bauen	1 per Level
Find/Remove/Build traps (can be raised to any level desired)	Fallen finden / entschärfen / bauen	1 per Level
Immunity	Immunität	3 times the cost of the effect (e.g. spell, potion) against which the immunity is desired. You only can immunise against certain effects.
Knock unconscious	Niederschlagen	1
Assassinate (cumulative, requires “Knock unconscious”)	Meucheln	20

Extra Health points (cumulative, the lower level is mandatory for the next additional health point desired)	Zusätzlicher Lebenspunkt	
Additional health point 1	Zusätzlicher Lebenspunkt 1	3
Additional HP 2	Zusätzlicher Lebenspunkt 2	5
Additional HP 3	Zusätzlicher Lebenspunkt 3	7
Additional HP 4	Zusätzlicher Lebenspunkt 4	10
Additional HP 5	Zusätzlicher Lebenspunkt 5	20
Extra Magic Points	Zusätzliche Magiepunkte	1 per single MP
Thievery (See Chapter 8.3)	Dieben	4
Shoplifting (cumulative, needs "Thievery")	Warendiebstahl	4

LARP mit!

LARP mit! Role-play along!

Acting out your skill does not only depend on your acting skills but also on the props and tools that you use. A master-chemist merely brewing leaves in a tea-kettle is hardly believable, as is a surgeon only binding wounds with strips of cloth. No matter which skills you chose, always make an effort to provide your character with the fitting tools to exercise their craft. Starting for example as a healer's assistant by the battlefield, your character can get away with having only a few bandages and some ointments, but the longer you play the character the more detailed and substantial your kit can become. Working your way to the top step by step has the added bonus of not having to spend too much money on your character at once.

8.2 SKILLS DESCRIPTION

First Aid (2 EP)

Keeps a character from bleeding to death. A wound treated by First Aid will not become infected (see Chapter 11, „Death of a Character“), but it is not healed either. If it is not magically healed or treated by a character with the skill “Healing Arts” the wound will remain. More on that in Chapter 10 „Fight“.

Healing Arts (4 EP)

Cumulative, needs “First Aid” skill

With this skill the Character can heal a wound. The wound will heal within 2 hours.

The treatment of 1 wound / regaining 1 lost health point takes 10 minutes, after which the treated Character can perform normal activity again. If the so treated Character fights within less than 2 hours or carries a very heavy load, the wound will open again.

Bandages, needle and thread, ointments, etc. must be available. Before administering potions or salves, one is obliged to ask the person if he/she has out of game allergies!

Surgeon (8 EP)

Cumulative, needs “Healing Arts” and “First Aid”

This skill allows a character to set broken bones and to re-attach cut-off body parts or treat interior wounds correctly. The duration of treatment depends on the severity and amount of wounds.

Bandages, needle and thread, ointments, etc. must be available. Before administering potions or salves, one is obliged to ask the person if he/she has out of game allergies!

Tales and Legends (2 / 4 / 6 EP)

The character receives additional information from the ConQuest organization, about the land where the game is held. This information can come in different forms: myths and legends, rumours and tales, but also habits and laws. The amount of invested EPs affects only the quantity, not the quality of received information the player will receive at the start of the event (handed out in printed form by the GM on Check In).

Reading & Writing (2 EP)

A character possesses the general ability to read and write, independent of font and language. What the player is able to understand, the character will be able to understand if the player so chooses.

Repair Armour, Level 1/2/3 (3 EP each, cumulative)

The character can repair armour of level 1 (leather), 2 (reinforced leather, chain mail) or 3 (metal-plate) strength. For every lost or (damaged) armour point 10 minutes repair time is required. Appropriate tools and materials are required to act out this skill.

Repair Shields (3 EP)

The character can repair shields of different sizes and styles. **Small shields**, no bigger than 50 x 50 cm, take **about 30 minutes repair time, all bigger shields 1 hour.** (See Chapter 13, "Shields")

Produce Projectiles (3 EP)

The Character has the skill to create arrows, bolts or ballista projectiles or any other ammunition for guns, cannons or siege weapons like catapults. To produce one single projectile or piece of ammunition, you need a certain amount of time:

- **Arrow, bolt, bullet: 10 Min**

- **Ammunition for any bigger siege weapon: 20 Min**

Adequate tools and materials (like, for arrows, a cutting knife, thread, glue and feathers) have to be available and used.

Course of Action: Find the raw materials (please do not clear the woods, it is OK to use old wood from the ground) and then act out "building ammo" for the time needed.

Open/Build locks (1+ EP)

By acquiring this skill, the character is able to open and build locks. Locks are represented by a sealed envelope with a stamp of the ConQuest organization and the word "Schloss" (German for "lock") on the outside and the level of the lock inside.

The level of a lock is determined by the builder of this lock. (The amount of EP invested in your level of the skill is the maximum level of the lock you can build.) **For each level you need 10 minutes to build as the crafter** – the stronger the lock, the more time you need. **To open a lock, you need 5 minutes per level of that lock.** To be successful in this task, your level in that skill has to be either the same or higher than the level of the lock. To build or open an in-game lock, you need materials and tools for your game, like wires, pincers, picklocks or else.

Example:

To create a level 8 lock the builder has to spend 8 EPs and 8x10 (80) minutes. To pick it with appropriate tools needs at least 8 EPs and 40 minutes.

Find/Remove/Build traps (1+ EP)

By acquiring this skill the character is able to find and remove or build and set traps. Traps are represented by a sealed envelope with a stamp of the ConQuest organization and the word "Falle" (German for "trap") on it. To find the trap, the character should role-play that he is actively searching for a trap and of course has to have the skill itself. To build a trap a character must have invested at least one EP on this skill. Then he is able to build a trap that can only be found and removed by a character with at least the same skill level as the creator's. An envelope containing a piece of paper stating the strength of the trap represents this trap. This paper must be signed by the ConQuest organization and must carry its' stamp to be valid.

The strength or difficulty of the trap is determined by the skill of the character building it (number of EP = strength or difficulty). **For each EP 10 minutes are required to build the trap**, meaning that more time is needed to build a better and stronger trap. **To defuse a trap 5 minutes are required for each difficulty level.**

The builder of the trap can determine the effect of the trap with the consent of the ConQuest organization, usually determined in cooperation with a game-master. Whoever builds a trap must take care that it cannot hurt anyone in reality. It must look like a trap but doesn't have to be functional. Off course, to build or remove it, the necessary tools are required, like metal wire, pincers, screw drivers, release mechanisms etc.

Example:

To create a level 5 trap the builder has to spend 5 EPs for this skill and 5x10 (50) minutes to build it. To find and disarm it, at least 5 EPs and 25 minutes are required.

Immunity (Special)

Spending **three times the EPs cost of the effect desired** to be immune against, characters can get an immunity against the following effects:

Berserk (12EP), Coma (75EP), Sleep(6EP), Weakness 1(12EP) and 2(24EP), Silence(12EP), Deafness(9EP), Nausea(9EP), Forget(9EP), Slow 1(9EP) & 2(15EP), Petrify(18EP) and Truth(12EP).

It makes no difference whether the effect is coming from a potion or a spell.

Example:

Berserk costs 4 EPs, so, to gain the immunity against Berserk, a character must spend 12 EPs. In this way he/she will be protected from such an effect, no matter if it comes from magical or alchemical sources.

Attention: The character is also immune should he or she actively want to create the effect for him or herself.

Knock unconscious (1 EP)

To successfully knock the victim unconscious, the attacker may not be noticed by the victim or the attack fails. The attacker therefore needs to be able to move silently. Knocking somebody unconscious is done by simulating a hit with the butt of a weapon on the back of the head and emitting a sound such as "Pompf" that has to be heard by the victim. In no case may the weapon really touch the victim's head!

If someone is knocked unconscious he will remain so for 15 minutes and will have a severe headache when waking up. Because it is just a normal „out cold“, the unconscious character can be woken up at any time by shaking him or by other means. There is no universal protection against being knocked out (like Helms, magic/alchemical Armour), because the one inflicting the knock-out knows more than one way to do this .

Assassinate (20 EP, requires Skill "Knock unconscious")

Every assassination attempt has to be communicated beforehand to a GM and be signed off by them!

The experience points that are invested in this skill represent a profound knowledge of the anatomy of different races. A character with this skill is able, independent of the victim's race, to silently and instantly kill another character. The victim must be completely taken by surprise for this skill to have effect.

The victim is considered murdered when a character with the assassinate skill slits the throat of the victim cleanly with a dagger (only a dagger may be used and this dagger may not have a hard core).

For security reasons the dagger may not touch the victim's skin, and especially with this skill one must be extremely careful. Through this cut, the attacked person will not lose any health points, but is unconscious instantly. If the victim does notice the murder attempt, the attack is considered blocked. The victim still receives a wound to the neck however, which must be treated as a heavy wound, although it is not deadly. (See chapter 10, "Fight") If the attacker doesn't have the assassination skill, the above effect still takes place meaning the victim sustains a wound similar to a blocked assassination attempt.

If a Character is successfully assassinated he or she sustains a wound of such gravity that if it is not treated within 1 minute the character dies.

It is not possible to wear an universal protection against an assassination attempt (Neck protection, magical or alchemical armour, or else), because an assassin knows more than one way to fulfil his task. Sleeping or unconscious characters can be assassinated at every point of time by a person with this skill. An instant death blow can only be inflicted, when the person has absolutely no health points left.

Additional health points 1-5 (5 / 7 / 9 / 15 / 30 EP)

Cumulative.

Additional health points represent that this character is in a better physical shape and is not that easy to kill. With „Additional health point 1“ a character has one more health point than normal, meaning a total of 4 health points. Higher levels work accordingly.

A character, owning such additional health points, treats these health points the same way as the normal 3 basic health points. Wounds decrease the amount of health points, and to get them back, the wounds have to be treated accordingly. (See chapter 10 „Fight“ and 11 „Death of a Character“)

Additional Magic Points (1 EP = 1 MP)

With this skill it is possible to increase the size of a characters' pool for magic. **One additional Magic Point (MP) costs one EP.**

This gives e.g. a healer character who only has the "Magical Healing" spell the possibility to boost his magic pool, so he can cast this spell several times per day instead of being able to only cast it once.

(See Chapter 9 "Magic")

8.3 THIEVERY SKILLS

Every action described in this chapter is only admissible for in game currency and special plot items (marked bright red). Any other thieving of personal items, even if they belong to the game (such as p.e. weapons or banners) is strictly prohibited and will lead to instant exclusion from the event.

Thievery (4 EP)

The character is allowed to loot characters which are helpless in game (acting unconscious, or dead, being held captive etc.)for in game currency The search has to be acted out (Only in accord with the "victim" !) The victim has to be asked for consent to hand over found in game currency and should usually agree.

Shoplifting (4 EP)

(cumulative, needs Thievery)

After receiving a mission from the thieves guild the character is allowed to steal specially marked objects from the shops of traders within the city camp.

To get a contract from the guild of thieves, the character has to establish in game contact with the guild.

9. MAGIC AND ALCHEMY

In this chapter we want to clear up why we standardized the effects of spells and alchemical Mixtures. How and why magic works and how characters can learn it, will be explained in detail in the "Extended Rules: Effects". Here we will only describe the effects of magic so that participants who are not playing a magical character know what to expect and how to react.

Regardless whether the effect comes from Mages, Priests or Elementalists, Potion makers, Alchemists or pharmacists, they all have something in common:

All the effects have a mandatory way of action, a certain duration and a word of command at the end.

The word of command must be spoken after the preparation of the spell or potion.

The word of command is always the name of the spell or mixture. Any participant basically only needs to be able to understand the word of command (Not the entire spell or preparation) , e.g in a big battle, and can by this be sure to play out the correct effect. This way, we are sure to stop discussions without restraining the characters in their individual game-play.

Effects that are created by magic, can not be neutralized through alchemy and the other way around.

As long as you keep to the basic rules for magic and alchemy, the way how you act it out is completely your choice. You can choose the components and way of representing the spell during play freely.

Still, the corner points have to be fulfilled! Meaning the magician has to use the word of command after his spell and utter at least the minimum count of words for the spell, the alchemist has to stick to the brewing times and both of them need to act out the activators of the effect (throwing a component and hit the opponent, drink or get one into contact with the brewed mixture, etc.)

Details can be found in the "Extended Rules: Effects".

When we talk about „Magic“ or „magic abilities“ within the context of Larp, we would like to stress that LARP is just a game which is completely made up. We do not believe that such or similar powers exist in reality.

Below, a clarification of the special durations of the different effects will be given:

Duration of effects depends on meeting special conditions.

This means, that the effect will last for as long as the caster fulfils special conditions. During this time, the caster is not allowed to take part in fighting or to cast other spells.

Example for usual conditions to meet:

1. Spell endures as long the caster holds a special object in his hand and does something special with it.

2. As long as he concentrates and points with a finger at his spell target.
3. The effect can work for the whole Time-In of one event, no matter how many days the event lasts.
4. The effect can last forever and has to be neutralized through another spell or effect.
5. Alchemical mixtures have a use by date, which is the end of the event. After that it becomes useless.

LARP mit!

LARP mit! Role-play along!

Magical characters in LARP have to be excellent actors, since they have to convince their fellow participants of forces and effects that do not exist. Whether a magician is portrayed as mysterious, wise, weird or imposing - he or she always has to be able to convincingly act out this demanding gift. To support you in this task we have decided to waive rules on how to act magic out, we only give the duration of the effects. This gives you free choice on how to work your magic!

9.1 RITUALS

Where spells, alchemy or other skills reach their limits, the wide field of conjuring through rituals begins. Whether the magic-user is trying to conjure a creature from another plane, resurrect a friend that died too early in a battle, cure a group of characters from the effects of a magical disease, or create very strong magic effects to be able to win an important battle: The possibilities of ritual magic are virtually limitless. In general, one can say that ritual magic is performed when one or more characters want to do special tasks that normal „tools“ cannot fulfil.

Since Mythodea is a land ruled by elements and their Avatars, even non-magical characters are theoretically able to do rituals in the name of the elements with special preparation and all their effort. They should keep in mind that they are not trained in the use of magic. This means that it is naturally easier for a magician to do such tasks than it is for a warrior. But if the warrior does the ritual in such a considerate way that it does not exceed his mental abilities, he might just be successful.

A basic principle for every ritual:

If there is a good explanation InTime, the acting and playing always comes first.

Example:

A group of Orc warriors that dance three hours around their totem post, play the drums, sing along and scream at the top of their lungs could conjure up a powerful effect of the same magnitude as a group of magicians chanting a while in a ritual circle.

Always keep in mind that you have to be careful with rituals – their ending and result is mostly incalculable. It is best to gather a group of skilled people that are able /confident to do such tasks before you try something adventurous like this.

LARP mit!

LARP mit! Role-play along!

A ritual means an even bigger effort of acting than the performance of spell magic. Depending on what you want to do and the parameters given by the GMs, a ritual can take minutes but also several hours. Thus, you need a good concept, fitting components and a plan on how to do it. As a result, you have nearly limitless possibilities in what a powerful ritual could conjure up.

9.2 ARTEFACTS AND OTHER PERMANENTLY MAGICAL OBJECTS

To keep the game fair and balanced, no artefacts may be brought to the ConQuest event with the one exception of artefacts that are created or found during the event or were created or found in previous ConQuest events and have a Check-in pass from the GMs. Basic principle: No artefact-pass for the thing, no artefact during the event. On top of that there might be certain limits on artefacts depending on the event.

The same principle applies to special skills that a character might achieve during the event. No skill-pass = no skill.

9.3 TABLE OF SPELLS AND MIXTURES

The following table is meant to help you with recognising words of command even in the thick of the battle. Please always remember to stay safe above all else! This is not a complete list of effects. This can be found in the "Extended Rules: Effects". When in doubt you can also ask the spell-caster about what effect he or she was trying to achieve.

For international players it might be helpful to remember the German command words since these will be used more commonly than the English versions.

Word of Command	Effect
Alarm	When touching the magical item you have to scream loudly
Barriere/ Barrier	You cannot cross the line that has been drawn, there is an invisible wall
Berserker /Berserk	The enchanted character gains 2 additional health points and has to attack every person he or she sees. Spell ends once the enchanted character is unconscious
Energiefeld/ Energy field	The spell-caster is protected by an invisible cupola. You cannot enter this space unless invited to by the spell-caster
Entwaffnen / Disarm	The person the spell is directed at has to drop the weapon he or she is using. The weapon can always be picked back up again. When in a battle, putting the weapon back into the holster is recommended instead of dropping it.
Gegenstand erhitzen / Heat force	The enchanted item grows hot. Even when wearing gloves, the item will be too hot to touch without receiving damage.
Geschoss 1-5 / Missile 1-5	A person hit by the missile receives 1-5 points of damage. These are taken from the armour points first.
Koma / Coma	The enchanted character will be in a coma for 24 hours. Nothing can get through to him or her and he or she cannot do anything.
Schildverstärkung / Improve Shield	For the duration of 10 minutes the enchanted shield can not be destroyed except by "shield breaker" skill or effect.
Schlaf /Sleep	The enchanted character will fall asleep after a few seconds of drowsiness. The delay is meant to give the player time to get away from a battle/fight.
Schwäche 1-2 / Weakness 1-2	The enchanted character feels weak and feeble. He or she loses half their additional health points (weakness 1) or all their additional health points (weakness 2). Duration of the effect: 10 Minutes.
Schweigen /Silence	The enchanted character cannot speak. Duration: 10 Minutes
Stärke 1-2 / Strength 1-2	The enchanted character feels superhuman strength. He or she gets another 50% (strength 1) or 100% (strength 2) of their additional health points. Duration: 10 Minutes

Taubheit / Deafness	The enchanted character cannot hear. Duration: 10 Minutes
Übelkeit / Nausea	You need to concentrate hard to keep your bowels from emptying or else you vomit uncontrollably.
Vergessen / Forgetfulness	The enchanted character forgets everything he or she has experienced during the last 60 seconds.
Verlangsamung 1 / Slow-Mo 1	The enchanted character can only speak in slow-motion for 60 seconds.
Verlangsamung 2 / Slow-Mo 2	The enchanted character can only move, fight and speak in slow-motion. Duration: 60 seconds
Versteinern / Flesh to Stone	The enchanted character is frozen in place for 15 Minutes. No harm can be done to the character while he or she is in this state.
Wahrheit / Truth	The question following the spell has to be answered truthfully.
Windstoß / gust of wind	A mighty wind is evoked, which makes characters stagger backwards and or fall over
Druckwelle / force push	A wave of invisible energy throws characters backwards and to the ground.
Furcht /Fear	The spell-caster unleashes a deep fear within their target. Those hit by the spell will run until they cannot see the spell caster anymore.
Massenfurcht / Mass Fear	Same effect as fear, but affecting the whole group surrounding the spell-caster
Schildbrecher / Shield breaker	The enchanted shield breaks into two pieces and cannot be used anymore.
Zweikampf / Duel	The spell-caster forces his target to engage in a duel. Victory or defeat are the only options.

10. COMBAT

Safety

During a "Fight" at the ConQuest event only foam weapons according to the latest standards of safety may be used.

Broken or damaged foam weapons have to be removed from the game immediately or will be removed by the GM. Same goes for weapons that are deemed unsafe.

Hits on the head or in the groin and similarly sensitive areas are strictly forbidden. This also applies to fights without foam weapons (hand to hand combat).

During combat, the safety and security of all players is the most important factor! Fairness and responsibility towards other players that take part in a fight is compulsive for every simulated battle. All actions during a fight take second place to this concern and have to be paused or stopped should danger to participants arise.

Please always remember: It is not allowed to carry real knives or other weapons around with you, this includes knives used for BBQ, preparing and eating food. You have to leave these objects in or around your tent. Acting against this rule will result in an immediate ban from the event.

LARP mit!

LARP mit! Roleplay along!

Good roleplay means to show your opponent that you really have "felt" a hit instead of only decreasing the armour points in your mind.

The same applies to the usage of a weapon. Even if a foam weapon is not as heavy as a real one, please use them as if they were and act out the weight you "feel" when using it during a battle. Rule of thumb: The larger a weapon, the slower you move it /with it!

Just imagine how much strain a two-handed hammer would put on your arms and what it must feel like to have the weapon hit your shield and make your bones rattle with the impact, or how it might just sweep you off your feet. Think of the best fight-scene in any movie you know: All the fighting in it is done with safe equipment and extreme care is taken that nobody be injured and still the acting keeps you glued to your seats and wanting more. Same goes for LARP!

A remark concerning armour and health points: Of course, our systems has clear rules as to how much damage weapons deal and how many armour points you can have and how to calculate them during a fight. But do not let this framework keep you from doing what feels right, being more "cineastic" in any given situation.

LARP mit!

Your character just received a massive hit from a formidable opponent and you still have two points of armour left? You might still decide to kiss the dust! Howl, scream, curse, start dying heroically or take your time to struggle back onto your feet. Others witnessing the scene will hold their breaths, the healers will scramble to get to you, songs will be sung about that fight! Having some armour points left also doesn't keep a character from realising that maybe he bit off more than he could chew! Show fear, start pleading for your life or try bargaining... just act! Even seeming weak will add depth to your character and make it stronger! You will generate more entertainment and possibilities for interaction than by just counting down the armour points.

Damage:

Every single handed weapon causes exactly 1 point of damage.

Every other heavy weapon that has to be used with two hands (if in doubt, the GM decides) causes 2 points of damage. (Rule does not apply for quarterstaves, small warhammers used with 2 hands or longswords that can be used with 1 or 2 hands etc.)

Special weapons that have to be thrown at the enemy (shuriken, knives, small axes and others) cause 1 damage.

Weapons wielded by a player character will never, not even through a ritual, deal more than the damage described under "Weapon Damage".

If a participant gets hit by a foam weapon, the character receives damage which is calculated in a point system. For weapon damage, check above.

Hits will first be deducted from your armour points (leather, chain-mail, plate, magic or alchemically generated armour effects) and then, when they are used up, be deducted from the health points of the character.

Depending on your skills and equipment, the hit will be deducted from either your armour points or your health points. And as said before, even if the damage is avoided by your armour, please acknowledge the hit itself by acting it out. It is not necessary to fall to the ground, but good role-play also means that everyone around you gets the feeling that you really are aware of the hit.

Bows and crossbows penetrate any kind of armour such as hard leather, metal reinforced leather, chain mail, scale mail and plate mail when worn in a single layer and thus immediately cause a wound when they hit a character. The damage has to be deducted directly from the health points, armour does not count.

When at least two types of armour are worn on top of each other and at least one of it is metal, for example hard leather and chain mail, or padding below plate, bows and crossbows cannot pierce through it and cause only 1 point of normal damage that can be deducted from the armour points.

Example:

A character gets hit in by a „normal“ single handed sword.

Possibility 1: The player wears armour

The character cringes for a moment and is then able to go on with the fight because the damage was stopped by his armour. He lost 1 AP.

Possibility 2: The player has no armour

The character takes the hit, cries out, grabs the wounded body part, grinds his teeth and after a second, goes on with the fight. The damage is deducted from his health points. When the character has 0 health points, he falls unconscious due to the loss of blood and is no longer able to fight.

If a character is wounded so heavily that he reaches 0 HP (health points), he or she will bleed to death within 15 minutes if no one helps him/ her with the appropriate skills (first aid, magic, etc.).

A wounded, but not (yet) unconscious character has, in general, severely limited abilities and can hardly take part in a fight, in rituals, casting spells or anything else until his wounds are healed completely.

11. THE DEATH OF A CHARACTER

Characters can basically die four different ways:

1. He or she bleeds to death when their health points are reduced to 0 and the character is not treated by a character with the appropriate skills within the next 15 minutes or doesn't have the skill regeneration.
2. He or she is assassinated (according to the rules) and doesn't receive the necessary help within the next 60 seconds (see the assassinate skill).
3. An unconscious character dies when he receives a "death blow". For this to happen another character must hit him/her 5 more times and has to announce, clearly and audibly, the word „Todesstoß“ ("death blow").

LARP mit!

LARP mit! (Role(play) along!

At this point we want to stress that killing another character has massive impact on other participant's game. Always be aware of the repercussions. It might be logical to "kill off" an old enemy but it is not necessary to, say, kill a character for stealing bread. Generally, the death of a character should be the last resort. Always try to generate as much interaction and drama as possible. Organize a trial! Set impossible tasks, demand a ransom! Make an event of your revenge and have the other character live to deal with the shame. People who think LARP is just about having the largest "hit-count" should seriously reconsider their priorities!

4. Through infection caused by untreated wounds (e.g. not treated with the skill first aid or other healing skills).

Wound infection (Gangrene):

Infection of a wound with bacteria. Leads to a strong redness of the skin, dermal vesicles and high fever.

Wound infections come with every and any wound that is not treated after 1 hour. From then on, the character loses one health point every 2 hours.

A wound is classified as „Not treated“ if nobody has tried to heal or cure it with at least one of the following skills or mixtures: First Aid, Healing Arts, Surgeon, Heal Wound, Heal Body.

If a wound infection occurs, it has to be treated with either the skill Surgeon or Heal Body before the wound itself can be healed.

A dead character cannot be played anymore. A revival is impossible. The player will be allowed to create a new character to continue participating in the game.

LARP mit!

LARP mit! (Role)play along!

The death of a character seems to be the end of the game for the player, but the contrary often is the case. Just as in reality, the end of a life has impact on its surroundings and in LARP, this lends itself to many possible scenes: Saying goodbye to the character, having a viewing or in-game ceremonies can be an interesting experience and give some closure to the player who may have spent several years playing and developing a character. Depending on how the character lived or died, his friends or family, or even just a hired bard can make him or her a hero and their life will become the stuff of legend...

12. ARMOUR

The body of the character wearing armour is divided into 6 zones:

left arm, right arm, left leg, right leg, torso front, torso back.

The head is a different matter - see chapter 12.1 "Helmet"

To calculate the total of your armour points (AP), you first have to calculate the armour points for every zone. Then you simply add them together (rounded up). This total of armour points is the amount of hits your character can take on "covered" areas before he takes damage to his health points.

A zone is considered as "covered by armour" if it is covered by armour or a combination of armour for...

- at least half on either the front or backside (example: shoulder plate and armguards)
- at least one third all over/around (example: chain-mail sleeve up to the elbow)

In case of a combination of armour classes the lowest class is used for calculation (if it is necessary to consider the zone as "covered". (Example: a chain sleeve that does not cover the elbow is not enough; combined with a leather armguard the arm is "covered" but only the leather is used when calculating that zones armour points).

Armour classes:

Armour class	Material	Armour point
0	Any material if it does not "cover" a zone (see above).	none
1	Leather, Padded Clothes	0,5 AP
2	Hardened Leather, Chain-mail, Scale-mail	1 AP
3	Plate Armour	2 AP

Anything that cannot be classified into these 4 classes, will be checked on by a Gamemaster directly at the event.

The Armour only counts for those zones it actually protects. Thus, when you get hit on a body part that is not covered by Armour at all, the damage goes directly to your health points and cannot be deducted from your Armour points.

Head, groin and similarly vulnerable areas are NO-HIT zones!

To make it easier for everyone, all hits to a "covered" zone are deducted from your total armour points, no matter how often one specific zone is hit while others are not hit at all. Therefore 6 hits to your right leg guard will be deducted from your total armour points, even if your torso plate or other parts protected by armour were not hit yet.

Armour and shields that get hit during a battle will take the damage and have to be repaired. This is only possible with the according skill.

When a character is wearing more than one layer of armour (eg. plate on chain mail) only the armour class of the strongest armour that can achieve "cover" on it's own is used to calculate the characters AP. For each zone only one layer is counted. Several layers can be used to provide combined cover but do not give any extra AP.

The only exception to this is if a character wears plate on mail. In this specific case he is immune to direct damage inflicted by arrows or bolts from crossbows. The weapons still inflict damage but they are deducted from AP not health points directly. This protection from armor piercing is only in effect on those parts covered by both layers of armour and only if the according zone is "covered" by both layers.

The maximum of AP that can be achieved per zone is 2 AP. This results in a total maximum AP of 12 per character. All armour and effects that would increase the AP of a character any further are ignored (see chapter 12.1 "Helmet" for the only exception). A magical / alchemistic effect that is cast on a character in addition to it's 12 AP therefor gives no additional protection.

Example 1:

The right arm is completely covered with chain-mail (coverage over 50%, Armour class 2), a shoulder plate is worn on top of it which covers the outside of the arm from shoulder to elbow (coverage below 50%, Armour class 3). This character gets a total of 1 RP for his right arm zone. (The chain-mail covers more than 50% and counts 1 AP. The plate is ignored because it does not "cover" enough of this zone.)

Example 2:

A character wears full torso plate (more than 50% covered, class 3) and has a magical effect "Armour 2" cast on him (see "Extended Rules: Effects"). The character gains 2 AP for zones torso front and torso back as well as 2 RP for the magic effect and has a total of 6 AP. (The plate covers more than 50% of both zones and counts as 2 AP for front and back each. 2 more AP are gained due to the magic effect which works independent of zones).
Special: After the first two hits (or one hit with a big weapon that inflicts 2 points of damage) the magic Armour effect is removed. From then on he is only protected on the torso (with a total of 4 AP left).

12.1. THE HELMET

Helmets (boiled leather, chain-mail hauberk, plate) grant 1 additional point of armour. This AP is meant as a reward for the effort. Maximum of hit-points can be brought to 13 that way. Attention: Magical/alchemical armour is NOT a helmet.

12.2. THE ARMOUR SYSTEM IN COMBAT

1. Within a battle situation armour points are counted hit by hit down to 0 first (see Chapter 11.2 Armour). Alchemical or magical armour will be reduced first, then the real armour.
2. Once all armour points are gone, meaning that armour was destroyed during a battle or there was never one, every hit reduces the health points. The maximum reachable limit for health points is 8 (through skills, potions, extra health points, magic).
3. Maximum armours points is $12 + 1$ (if a helmet is worn)
4. Maximum of points on a character is 21 (13 armour points + 8 health points)
5. Direct damage (e.g. from armour piercing weapons) is directly deducted from the health points, independently of armour that might still give armour points.

13. SHIELDS

Shields can only be broken by weapons which can be used and are actually supposed to be used with two hands. When in doubt, ask a GM.

- Small to medium shields (approx. 50 x 50cm) can resist 5 hits of a two handed weapon before they are broken. After 5 hits, they become useless and offer no more protection and need to be repaired.

- All shields above this size resist 10 hits of a two handed weapon.

- Shields that are covered with special alchemical or magical protection are indestructible. (See chapter 10.5 „List of spells and mixtures“). These shield have to be marked with a blue ribbon over it.

- Shields can be repaired before their total destruction to regain the full amount of possible hits till destruction.

LARP mit!

LARP mit! Role-play along!

A note to keep in mind while moving around with shields:

While you can act freely with a small buckler, you can do only short sprints but no longer runs with a bigger shield. When holding real big shields like a tower shield, you cannot even run for a short time. The shield bearer should move at walking speed. The classification of a shield can be done by every user himself, we appeal to your feeling for good play and fairness. And if in doubt, ask a GM.

A note on blocking spells with a shield

Magical or alchemical effects cannot be blocked with a shield because they are considered as influencing your mind or the nature around you. Only exception to this is "Missile 1-5". These can be blocked. Starting with Missile 2-5, the shield takes the damage the same way as a two handed weapon would inflict it.

14. RANGED WEAPONS

Special rules apply for ranged weapons about the damage they inflict to the target and the armour the target wears. Classification of such weapons will be done on camp ground by the GMs.

The maximum allowed tensile force of ranged weapons (like bows) is 25 lbs.

Normal ranged weapons

Bows and crossbows penetrate any kind of armour such as hard leather, metal reinforced leather, chain mail, scale mail and plate mail when worn in a single layer and thus cause a direct wound when they hit a character. The damage has to be taken directly from the health points, armour does not count.

When at least two types of armour are worn on top of each other and at least one of it is metal, for example hard leather and chain mail, or padding below plate, bows and crossbows cannot pierce through it and cause only 1 point of normal damage that can be deducted from the armour points.

Heavy ranged weapons

Heavy ranged weapons (e.g. a Ballista) always cause one direct hit, no matter what kind of protection the target has. Moreover, they also destroy shields. If a shot from such a weapon is parried with a shield, it will be broken, but not the arm holding it.

Heavy ranged weapons are weapons requiring more than one person to be used and cannot be easily transported. All weapons which can shoot more than one item (darts, arrows, etc.) per hit are also included.

Such weapons cannot destroy palisades or walls.

Special ranged weapons just for the ambience

To this category belong all sorts of ranged weapons that cannot be classified by the categories above (e.g. Bandguns, Pirate Pistols with blank cartridge (and no projectiles), Nerfguns and so on). The emphasis of such weapons is on the ambience and not on the damage they cause. Decorative firearms must not be able to fire projectiles.

Such weapons can only be used once in a battle, do 0 Damage and only inflict an effect like „Gust of Wind“ on the target, which takes the target back a few steps.

15. SIEGE AND PALISADES

How does a siege to a camp play out?

To remove security risks like fights among the tent riggings and camp fires, every camp gets assigned an area that it has to secure. This area is placed ideally to one side of the camp (most often at the front side). Within this area the camp participants are not allowed to erect tents or place other objects. This battle zone has to be completely free of anything.

This part of the camp is used as main entrance of the camp and is the substitute for the whole camp and can be secured by you through walls, a gate and other means. There will be a second boundary behind the first, to clearly set apart the campground from the battlefield or siege-zone. This second boundary may not be laid siege to it only serves for security purposes.

There will be gaps in any wall to be used as out of game rescue lanes if necessary. These are deemed none-existent and may not be used to breach the walls.

The measurements of the siege-area will be set by the Gamemasters and depends on the amount of players in this camp. A camp with 500+ players has to defend a bigger area than a camp with only 100 players.

Siege and Conquest of a camp

When an enemy attempts to attack the camp, his army has to conquer the siege or battle zone of this camp.

In the siege zone, a point of reference will be clearly marked, symbolizing the crucial advantage in the siege. This may be the banner of the camp or any other symbolic piece of equipment, like a shrine, as by the battle coordinators discretion. This special point of reference may not be stolen or moved.

Should someone want to conquer a camp their forces have to enter the siege zone, conquer the point of reference and hold their position for 5 Minutes. This gives the conqueror the opportunity to, for example switch the banner for one of their own. After that the siege zone is considered conquered. The battle coordinators will judge the timing of the siege.

Being conquered can - depending on the decision of the battle coordinators - entail loss of privileges, items or abilities for the camp that has been conquered. After the siege, the conquering forces will withdraw or try to defend their new position against follow-up attacks. Follow-up attacks may only come from outside, no from within the camp itself, which is considered beaten! The battle coordinators will also decide whether and which abilities, items and privileges the camp may regain once there has been a counter-attack from outside the camp.

Simulating burning Tar, heated oil and else

We ask you to just not try and do something like this. The simulation of such anti-siege measurements may be logical, but the out of game effects of this simulation often creates more trouble than it is worth.

Fights between the tents and generally within the camp outside the siege zone are forbidden. You are not allowed to attack from inside the camp tent area. No spells, no bolts, no arrows or anything else.

15.1. SIEGE WEAPONS

A hit to the torso with a siege weapon causes an instant loss of all hit points, no matter which kind of protection is on the character. The character will fall unconscious and will die for bleeding, if not treated with normal or magical healing skills within 60 seconds. The skill Regeneration will not protect from the death due to such a hit. To prevent discussions during the healing process, a GM may be contacted in case of doubt.

If some other part of the body is hit, it will be smashed and cut off. It can only be regenerated through magic or alchemical skills (see the effect "Regrowth" in the "Extended Rules: Effects").

If the hit goes to a shield worn by a character, the shield is instantly broken – and the arm holding it is smashed. Such a wound has to be treated by people with healing skills. Surgeon or Body Healing will help, other skills will only stop the bleeding but will not restore it. Regeneration 1 & 2 will heal such a wound in 12, respectively 6 hours.

To sum up: If a character is hit to the shield or a part of the body by a siege weapon, he instantly falls unconscious and will bleed to death within 15 minutes if not treated accordingly. If the torso was hit, the time till death is 1 minute.

Siege weapon definition

Siege weapons can only be destroyed, not taken over, because only the owner (or the person responsible for it) is allowed to use it during game.

Siege weapons are all those „quasi-stationary“ weapons that can only be transported with an immense effort, requiring many people (at least 3) to be moved and armed. The time needed for a second shot of a siege weapon must be at least 120 seconds. Such a weapon can only shoot a maximum of two objects at the same time.

Summing up:

- Stationary
- Needs 3 or more persons to transport and handle it
- Time to reload minimum 120 seconds
- Fires maximum 2 objects in one shot

If such a weapon does not fulfil each of the above points, it is not considered a siege weapon but only a big ranged weapon.

Building and using a Siege Weapon

In general: Any objects brought by participants to the event will only be checked for safety directly on the event. We can only give some basic info on the "How to build and use it". This is mainly due to the fogginess of the German weapon laws and because they are ever so changing, we cannot set a clear basis for building and using those things.

Usage of Siege Weapons

- Only the owner/builder or persons accompanied and supervised by the owner are allowed to use such objects.
- Such a siege weapon is only allowed for use as long as bystanders and other persons are farther away than 5 m. If (e.g. during a battle) persons come closer than 5 m, the usage has to be stopped and the weapon has to be made safe and secured (relaxed and unloaded).
- transport of such weapons is not allowed in armed mode. Object has to be relaxed and unloaded.
- You should not move such weapons faster than walking speed.

General rules for building design

- The Siege Weapon must not have sharp edges, pointed spikes or nails, bolts or screws standing out.
- Every part of the siege weapon has to be build in a way that it cannot get lose or fly away during use.
- Every part of the siege weapon has to be built in dimensions that guarantee that nothing will break under load or can be damaged in other ways so that it can put by-standing people in danger - e.g. breaking bows, ripping ropes snapping around etc.
- You are not allowed to use chemicals or other things that may endanger nature (includes oil or fuels in certain parts of your weapon).

Special rules on building design

- The machine may not have unsecured possibilities for tearing or shearing away arms, legs and other body parts. We especially mean siege weapons with long throw-arms like a trebuchet. Long levers can build up extreme forces through the leverage effect.
- Moving parts have to be either covered or by height over ground or by a security fencing be out of range for people near the siege weapon.
- There must not be any parts swinging lose after a shot (like at the trebuchet) in reach of persons. Swinging parts have to be at least 2.5m above ground and have to be fully covered by foam upholstery.
- All rules for shooting weapons apply.
- During use and while siege weapon is armed, there have to be ways to secure and lock the weapon (by means of levers, locking bolts or else).
- If the owner or responsible person for this weapon is not near the weapon, it has to be locked down from usage by heavy locks (like a bike-lock chain or other means) to prevent usage by other persons.
- ammunition has to be built in a way that it is safe, not harming anybody that gets hit and especially is easy to collect. No confetti bombs.
- Ammunition for siege weapons has to be at least a size of 20 cm diameter or if in arrow form at least 85 cm long.

- If your siege weapon fails in one of these rules or is considered "unsafe" by Gamemasters then you are not allowed to use it during the event.

Security measures:

Following weapons are **not allowed** on this event:

- Weapons and siege weapons that use black powder to shoot an object
- Weapons and siege weapons that shoot an object through a pipe or tube
- ranged weapons or siege weapons that fire projectiles with a hard core within the foam

In case of doubt, the GM decides directly on the camp ground when checking such a weapon. What damage a siege weapon inflicts on a palisade or wall can be found in chapter 15.2 "Building Palisades".

The effects to persons are not touched by this extension and are always as written above. Furthermore, the security measures and safety rules apply for siege weapon projectiles in the same way as for any heavy ranged weapon. All projectiles and the weapon itself have to be checked by a GM before use.

15.2. BUILDING PALISADES

For every build of palisades you have to give the event organisers the contact details of one or more persons responsible for this construction before the event itself. Those persons have to make sure that the construction is completely deconstructed after the event. Those persons have to deposit their ID-Cards as pawn and can get them back when the palisade is completely build down. If built in a special modular way those parts can be placed in storage and be reused on the next upcoming event if desired so. For being able to be placed in stock, those modules have to be stackable in the way described.

Parapet walks may only be constructed in a height of 80 cm over ground (this is enforced by German laws for personal security).

A siege wall that is constructed over a camps escape/rescue way has to be build in such a way that you can take them down and haul them away immediately and open a gap that is minimum 4 m broad. This segment of the palisade has to be reachable from the in- and outside of the camp in emergency cases.

The whole wall has to be constructed in a way that you can put it down in small segments during a battle to simulate destroyed wall-parts.

The way you build it is considered by us in our decision on how much damage it can take during a battle with siege weapons and rams. The maximum time of stability you can reach for one segment is 30 minutes - depending on the way you build it up.

15.3. MAGIC PALISADE WALLS

Magic palisades are taken as equivalent to wooden constructions according to the rules of this event. Their "stability" is depending on the effort that you put in points like design, building it up, ritualising it.

We take the building and construction time of wooden palisade walls in comparison for that.

- Magic walls are like wooden siege walls not movable (INGAME)
- You can't pass through any holes
- Magic walls are not inflammable and can't be burned down. Instead, Anti-Magic Rituals apply for destruction.
- Siege Weapon Ammunition, Arrows, Spears and other thrown objects don't pass through - but heavy objects fired from Siege Weapons inflict structural damage the same way like on wooden walls.
- Magical walls are like wooden walls attackable with battering rams and even normal weapons can attack them. Ramming actions are acted out in secure distance to the textile bands displaying the line of the wall.

Construction rules of a magic palisade wall

- A segment of a magic palisade wall is build by two obelisks or pylons which stand in a distance of 4-5 metres and are anchored to the ground to secure them against falling over.
- Every obelisk or pylon covers a base of 40x40 cm or larger, has at least 3 side surfaces and is at least 2 m tall.
- Those objects have to be painted with waterproof paint, even better in more than one colour and covered by a design. Every one of those has to be lighted at night with at least 2 Snap-lights or better.
- Between each of those objects you have to span two 15-20cm broad textile stripes in a good light colour (white or light blue), one about knee-high, the second head-high.
- The textile bands have to be covered at night with either phosphorescent runes or with snap-lights in a distance of 1-1.5 metres each.
- If there are more than 2 segments in a row, you have to take the same colour for the textile stripes.

Important information about the way to play with magical walls

A magical wall does not begin right at the textile bands but is instead sensible in a secure distance. By this, you can act out the impenetrable resistance when you come near to such palisades. Else there would be a superfluous danger of ripping down those textile bands by coming too near to it. So just play with it in a little distance.

16. CHARACTER SHEET, FOR REFERENCE ONLY

Skills	EP spent:
Immunity (3 times the cost of the effect)	<input type="text"/>
.....	<input type="text"/>
.....	<input type="text"/>
.....	<input type="text"/>
Knock Unconscious..... 1 EP	<input type="text"/>
Assassinate (cumulative: Knock Unconscious)20 EP	<input type="text"/>
Extra Health Point 1..... 5 EP	<input type="text"/>
Extra Health Point 2..... 7 EP	<input type="text"/>
Extra Health Point 3..... 9 EP	<input type="text"/>
Extra Health Point 4..... 15 EP	<input type="text"/>
Extra Health Point 5..... 30 EP	<input type="text"/>
Extra Magic Point (1 EP = 1 MP)..... 1+ EP	<input type="text"/>
Thievery..... 4 EP	<input type="text"/>
Shoplifting (cumulative: Thievery)..... 4 EP	<input type="text"/>
Total experience points (EP) spent: <input type="text"/>	

Stamp and Signature ConQuest game master

Character Sheet ConQuest

Character sheet counts as certification for 5 days at a LARP.

Name:

Character name:

LARP days total: Experience points (EP) total:

Skills:	EP spent:
First Aid..... 2 EP	<input type="text"/>
Healing Arts (cumulative: First Aid)..... 4 EP	<input type="text"/>
Surgeon (cumulative: Healing Arts)..... 8 EP	<input type="text"/>
Tales and Legends..... 1+ EP	<input type="text"/>
Reading and Writing..... 2 EP	<input type="text"/>
Repair Armour, Level 1..... 3 EP	<input type="text"/>
Repair Armour, Level 2..... 3 EP	<input type="text"/>
Repair Armour, Level 3..... 3 EP	<input type="text"/>
Repair Shields..... 3 EP	<input type="text"/>
Produce Projectiles..... 3 EP	<input type="text"/>
Open/Build Locks..... 1+ EP	<input type="text"/>
Find/Remove/Build Traps..... 1+ EP	<input type="text"/>

Magic Spells / Alchemical Mixtures

Please mark the chosen kind of effect (alchemical=A/magic=M) and add the ep at the end.
 Every effect with levels (also cure wound/body) have to be bought consecutive on the lowest level.
 Every effect against which you can immunise yourself is marked with a *.

Alarm..... [M] 2 EP	Cure Body..... [A][M] 9 EP	Improve Shield..... [A][M] 4 EP
Alchemical Neutralization [A] 2 EP	Cure Wound..... [A][M] 3 EP	Sleep*..... [A][M] 2 EP
Barrier..... [A][M] 4 EP	Coma*..... [A][M] 25 EP	Weakness 1*..... [A][M] 4 EP
Berserk*..... [A][M] 4 EP	Light..... [A][M] 1 EP	Weakness 2*..... [A][M] 8 EP
Detect Effect 1..... [A][M] 1 EP	Dispel Magic..... [M] 2+ EP	Silence*..... [A][M] 4 EP
Detect Effect 2..... [A][M] 2 EP	Transfer Magic..... [M] 2 EP	Seal..... [A][M] 2 EP
Shield against Effect..... [M] 8 EP	Defuse Magic..... [M] 4 EP	Streight 1..... [A][M] 4 EP
Energy Field..... [M] 5 EP	Secure Magic..... [M] 4 EP	Streight 2..... [A][M] 8 EP
Energy Fluid 1..... [A] 10 EP	Magic Search 1..... [M] 2 EP	Deafness*..... [A][M] 3 EP
Energy Fluid 2..... [A] 10 EP	Magic Search 2..... [M] 4 EP	Speak with Animals.... [A][M] 2 EP
Disarm..... [M] 1 EP	Regrowth..... [M] 25 EP	Nausea*..... [A][M] 3 EP
Ignite..... [A][M] 1 EP	Clean Wound..... [A][M] 2 EP	Forgetfulness*..... [A][M] 3 EP
Heat Force..... [M] 2 EP	Armour 1..... [A][M] 2 EP	Slow-Mo 1*..... [A][M] 3 EP
Missile 1..... [A][M] 1 EP	Armour 2..... [A][M] 4 EP	Slow-Mo 2*..... [A][M] 5 EP
Missile 2..... [A][M] 2 EP	Armour 3..... [A][M] 7 EP	Flesh to Stone*..... [A][M] 6 EP
Missile 3..... [A][M] 3 EP	Armour 4..... [A][M] 10 EP	Truth*..... [A][M] 4 EP
Missile 4..... [A][M] 4 EP	Armour 5..... [A][M] 15 EP	Gust of Wind..... [M] 2 EP
Missile 5..... [A][M] 5 EP	Armour 6..... [A][M] 20 EP	

Mana pool = EP spent in magic:

Total EP spent in Magic/Alchemy:

17. RESUME

**Health points, without extra skills
(minimum after the creation of the Character):**
3

**Max Health points, combination of all possible sources
(skills, potions, etc.):**
8

Max. Armour Points, combination of all possible sources:
13

Max. hit points:
21

Damage with a one handed weapon:
1

**Damage with a two handed weapon
(depends on GM's decision if Weapon is classified as a two handed weapon):**
2

**Max. damage during a melee (e.g. two handed weapon or a one handed
weapon with a special skill like „Friendship with Element Fire):**
2

**Max. Damage with missile weapons:
Direct hit (loss of 1 LP)**

Max. damage through magical/alchemical mixtures:
5

**Hit by a siege weapon:
immediate loss of all lifepoints**

Attention:
Thievery is not allowed on the ConQuest Event!
**Exception: Thievery of special Plot-objects or Game coins of the ConQuest Event,
under supervision of a GM. Every other case will be considered as stealing and will
lead to prosecution. See Chapter 8.1.**