

Encaros

An Epic Nerd Camp LARP

Ruleset

Directory

Introduction: 1

Safety: 1-2

Roleplaying Your Character: 2

Character Creation: 2-3

Combat: 4-6

Skills and Effects: 6-9

Introduction

“Encaros is a land of two factions warring for years untold. Their clashes in the past can only be described as devastating; the magic and tactics of both sides destroys many protections the land once carried, awakening old mysteries better left locked away. This is the only time the battles between these two ceases when undead, or worse, take to the field.

Sorcerers have felt a change in the world; those of faith speak of visions of a new start... but the more economical minded mention that the faithful never speak of the cost.”

Encaros is a boffer LARP using introductory rules to the idea of “What you see is what you get” (WYSIWYG) gaming. Players will select a class similar to DnD, pick a faction to join, and be lead on a short (but dangerous) adventure through Encaros. Players can play once and go experience everything else ENC has to offer, or they can see the effects of their choices culminate into a finale at the end of the session!

Safety

-There are three calls that every player needs to know and be able to use:

-Clarify: Use this call to ask an OOG (Out-Of-Game) question that you

would like answered.

Example: “Clarify: What does that skill do again?”

-Caution: Use this call to warn others of a safety issue that may happen soon.

Example: “Caution! Watch out for that cliff behind you!”

-Hold: Use this call when an injury has occurred. Everyone should cease whatever action they are doing and be still and silent so the situation can be quickly appraised. May also be used by staff in case of an emergency.

Example: “Hold! That player fell and twisted their ankle”.

-If you need actual medical assistance, you call for HELP. In-game, if you need someone to restore your HP, you call for “HEALING”.

-If there is any situation that you are uncomfortable with, please bring it to the attention of ENC Staff members so that we can take care of it.

Roleplaying Your Character

During the game, you will be playing as a character in a medieval-like fantasy world. As a player, your responsibility (besides playing by the rules safely) is to help the world come to life.

You may choose to play your character as a shifty rogue, who has only known the streets and his own skills, so they are not quick to trust others.

You may choose to play as a druid of the forest, who has come out from their well-hidden home in the trees to come help their estranged people after hearing about a terrible calamity.

Whatever your character is, be that character as much as you can be. The more, the better.

Character Creation

In every LARP, you have a Player Character (PC) that you create that has various attributes based on what choices you make in creation. For this LARP, you have the choice of the following classes, and then the choice of two (2) Lesser Skills, and one (1) Greater Skill:

Fighter - A melee-based class of higher physical strength and fortitude, capable of wielding any combination of weaponry, and able to use their might to inflict greater damage, defend themselves from attack, or instill fear in enemies.

Base HP: 5

Weapon Proficiencies: Any

Lesser Skills: Maim-----Parry-----Cause Fear

Greater Skills: Rage-----Berserk-----Rally

Rogue - A dexterity-based class, whose quickness can astound and confuse enemies, and can hit weaknesses with unnatural accuracy. Their nimbleness is reflected in their skillset, which focuses on maneuverability and finesse.

Base HP: 4

Weapon Proficiencies: One-handed weapons only, cannot equip shields.

Lesser Skills: Backstab-----Disarm-----Dodge

Greater Skills: Assassinate-----Riposte-----Ghost Form

Sorcerer - A learner of the arcane, the sorcerer is frail in body, but more than makes up for it in sheer magical prowess. Capable of ranged attacks as well as causing status effects, a well-trained sorcerer can stand their own in battle.

Base HP: 2

Weapon Proficiencies: Daggers only. No shields.

Can throw Bolts, causing 1 damage.

Lesser Skills: Spear-----Root-----Silence

Greater Skills: Channel Bolt-----Absorb-----Channel Maim

Faith - A devout believer in their god's power, from which their healing powers derive. Their powers focus on the defensive and non-harming, although through daily training they can still defend their allies from attack.

Base HP: 3

Weapon Proficiencies: One-handed only, small shields.

Can use Lesser Healing as a Base Skill.

Lesser Skills: Cause Fear -----Grant Shield-----Greater Heal

Greater Skills: Paralyze-----Grant Greater Shield-----Restore Life

Combat

Encaros has a lightest-touch combat system. The strikes should be controlled as if hitting with at most 25% of maximum force (think “Boop!”). If a boffer touches a legal strike zone, it is considered to have hit.

-If you're unsure if an attack or skill have hit you, it is best practice and honor to take the attack anyways.

Weapons

-Each player will be equipped with boffer-style weapons and shields, as well as spell packets, as their chosen class allows.

-Legal strike zones include:

-Torso, front and back

-Arms

-Legs

-The head, feet and hands should not be targeted. We understand that accidents can happen, but make sure your opponent is alright before you continue combat.

-Each hit from a weapon does 1 damage when you hit any legal strike zone, unless a skill dictates otherwise.

-Weapons can intercept and block melee attacks.

-Shields can intercept and block melee and ranged attacks.

-Both weapons and shields CANNOT block certain skills used against the wielder.

Skills

-Skills are what alter melee attacks, are attacks on their own, or can help/hinder friends and foes, depending on the skill used.

-Skills are separated in different categories:

-On Self (casts the skill on you)

-On Touch (casts the skill on another through touch)

-On Team (casts spell on your team)

-On Hit (Melee) (casts the skill through boffer contact)

-On Hit (Ranged) (casts the skill through a thrown spell packet)

-Each class has different skills to choose from: two (2) Lesser Skills and one (1) Greater Skill.

-Lesser Skills have a base use of 3/day.

-Greater Skills have a base use of 1/day.

- Sorcerer and Faith classes also have a Base Skill: Bolt and Lesser Heal, respectively.
 - See “Skills and Effects” section for details.
- The amount of times you can use skills can be increased through in-game means. You’ll have to find out what they are yourself!
- When under the effect of a negative status skill, to dispel the effect, you must say the skill name and count up to ten (10). (Example: Root 1, Root 2, Root 3....Root 10).
- Spell packets must be thrown with regards to safety. Do not throw them as hard as you can, but use moderation in the strength of your throw (Think darts, not baseball).
- Spell packets MAY NOT be intentionally struck out of the air. If you do, the spell will be considered as hitting you anyway, and the effects of the skill begin.
 - If a spell packet hits a boffer weapon, it is considered to have followed the path it would have taken if the weapon were not in the way. If the packet would have hit, the skill effects begin.

Wounds and Healing

- When you are hit in any legal strike zone (torso, arms, legs) by a melee weapon or by a Sorcerer’s Bolt, you are dealt one (1) damage.
- Other skills may cause more damage, so be aware of the calls made by your opponents!
 - Make sure opponents know what they’re been hit by. Speak loudly and clearly.
- Healing is done by the Faith class’s skills “Lesser Heal” or “Greater Heal”. See “Skills and Effects” section for details.
- Only the Faith’s class skills may restore health from 0. Items can restore health from 1.
- Some NPCs or items can also be used to heal yourself. Discover what they are in-game!
- When your HP drops to zero (0), you are considered unconscious. You must then drop to the ground as if you were actually unconscious.
 - Be aware of your surroundings when you do this, as terrain may be unsafe, or combat may still be going on.
 - If you feel uncomfortable with dropping to the ground for any reason, put a hand on top of your head (to symbolize that you are Out-of-Game) and remove yourself from the area. You are still considered unconscious doing so. You must stop when you are clear of the hazards.
- Your health cannot go below zero (0).
- Players can “drag” other players to safety by being in contact with the unconscious player and saying “Drag”. Both players then get up and can walk at a slow (leisurely) pace.
- When you are knocked unconscious, you must then begin counting to three hundred

(300) (Five minutes). If you are not healed before you reach 300, you are considered to have died. You are now a ghost. You then have to drop whatever items you have on you, including any boffer weapons/shields.

- As a ghost, you may be revived with the Faith's "Restore Life" skill, an item if your team possesses one, or return to your faction's base to return through the "Spirit Door".
- As a ghost, you may follow your faction's Wayfarer around hoping for a Faith to cast "Restore Life", but any information, clues, or hints you might hear as a ghost, you are not allowed to share with your faction. You may not wander around on your own as a ghost.

Skills and Effects

By Class

Fighter:

Berserk: Fighter Greater Skill. On Self. You activate the skill by standing in one place and say "Berserk" five (5) times. You are then immune to ALL attacks for 10 seconds. You may still attack during this time.

- To clarify you are using this skill, you must say "Berserk" and the count until the skill ends. (Example: Berserk 1, Berserk 2....Berserk 10).

Cause Fear: Fighter Lesser Skill. On Hit (Melee). After a successful hit to any legal strike zone OR a shield, you activate this skill by saying "Cause Fear". The opponent must then back away from you as if overcome by terror for ten (10) seconds. They may not attack, block, or use any skill when frightened.

Maim: Fighter Lesser Skill. On Hit (Melee). After a hit to a legal strike zone, you may choose to activate this skill by saying "Maim, one (1)". Your opponent then takes one (1) damage, and loses the use of the limb that was struck for ten (10) seconds. If you struck their torso, then you may choose which limb they have to sacrifice.

- When struck in the arm, you must drop whatever you were holding, and cannot pick it back up until ten (10) seconds is over.
- When struck in the leg, you must either drop to that knee and may "knee walk" your way around, or stay in one spot and pivot on the leg that was maimed.

Parry: Fighter Lesser Skill. On Self. After a successful hit to a legal strike zone by damage OR skill, you may choose to ignore the damage/effect by saying "Parry".

Rage: Fighter Greater Skill. On Hit. To activate this skill, stand in one place and say "Rage" five (5) times. The next three (3) legal hits on an opponent deal 3 damage each. To clarify damage, say "Rage, three (3)" after a successful hit. This skill also

Lasts for ten (10) seconds.

-You must say "Rage" and the count while the skill is active.

(Example: Rage 1, Rage 2, Rage 3....Rage 10).

Rally: Fighter Greater Skill. On Team. To activate, you YELL "(Faction Name), rally to me and fight on!". After the yell ends, all those who heard the rallying cry instantly heal for one (1) HP. This does not affect players who are unconscious.

Rogue

Assassinate: Rogue Greater Skill. On Hit (Melee). After a successful hit to an opponent's back, you activate the skill by saying "Assassinate". You instantly kill the Opponent.

Backstab: Rogue Lesser Skill. On Hit (Melee). After a successful hit to an opponent's back, you activate the skill by saying "Backstab". You deal 3 damage. If you use this skill and hit any other legal strike zone, you deal 2 damage instead. You must clarify the amount of damage by saying "Backstab, 2" or "Backstab, 3".

Disarm: Rogue Lesser Skill. On Hit (Melee). You activate this skill simply by clashing weapons with an opponent. When you do, say "Disarm". Your opponent must drop their weapon, and may not pick it up for ten (10) seconds.

Dodge: Rogue Lesser Skill. On Self. After you are hit by a negative status causing skill, you may choose to ignore it by saying "Dodge". You may not dodge damage-causing spells or skills.

Ghost Form: Rogue Greater Skill. On Self. You activate this skill by standing still and saying "Ghost Form" five (5) times. You then are immune to ALL attacks for the next ten (10) seconds. You must say "Ghost Form" and the time count when using this skill. (Example: Ghost Form 1. Ghost Form 2....) You may not attack while in Ghost Form.

Riposte: Rogue Greater Skill. On Self. To activate this skill, stand in one place and say "Riposte" five (5) times. The next three (3) spell packets you are hit by are absorbed, and you may use your own spell packets to return fire, using the same spells you were hit by.

-When hit, you must say "Riposte" loudly enough so the opponent can hear you.

-If you choose this skill, you will be given your own spell packets to carry.

Sorcerer

Absorb: Sorcerer Greater Skill. On Self. To activate, stand in one place and say "Absorb"

five (5) times. Allows you to ignore the next three ranged skills that hit a legal strike zone, and also recharges each of your chosen Lesser Skills by one (1).

-When hit, you must say “Absorb” loudly enough for the opponent to hear you.

Bolt: Sorcerer Base Skill. On Hit (Ranged). A sorcerer’s base ranged attack. On a successful hit to a legal strike zone, it deals one (1) damage. You must say “Bolt, One (1)” for clarification on damage after a legal hit.

-This skill may be used indefinitely as long as the player has the required spell packet to throw.

-Shields can block Bolt spells.

Channel Bolt: Sorcerer Greater Skill. On Hit (Ranged). You activate this skill by standing still and saying “Channel Bolt” five (5) times. While still standing still, you may then throw five (5) spell packets, causing 2 damage each if they hit a legal strike zone. You must say “Channel Bolt, two (2)” for clarification on damage after a legal hit.

-Shields can block Channel Bolt spells.

Channel Maim: Sorcerer Greater Skill. On Hit (Ranged). You activate this skill by Standing still and saying “Channel Maim” five (5) times. While standing still, you may then throw five (5) spell packets, causing an opponent the loss of use of one (1) of their limbs that the packet struck for ten (10) seconds. If you hit an opponent’s torso, you may choose which limb they have to sacrifice.

Root: Sorcerer Lesser Skill. On Hit (Ranged). After a successful hit to a legal strike zone OR a shield, you may activate this skill by saying “Root”. The affected player must then act as if “rooted” to the spot they stand on. They may not move their feet, but may use their upper body to attack and defend.

Silence: Sorcerer Lesser Skill. On Hit (Ranged). After a successful hit to a legal strike zone OR a shield, you may choose to say “Silence” to cause your opponent to not be able to use any skill for ten (10) seconds.

Spear: Sorcerer Lesser Skill. On Hit (Ranged). After a successful hit on a legal strike zone, you may choose you use this skill to deal three (3) damage. You must clarify this damage by saying “Spear, 3”.

Faith

Cause Fear: Fighter and Faith Lesser Skill. On Hit (Melee). After a successful hit to any legal strike zone OR a shield, you activate this skill by saying “Cause Fear”. The opponent must then back away from you as if overcome by terror. They may not

attack, block, or use any skill when frightened.

Grant Greater Shield: Faith Greater Skill. On Touch. While touching an ally, you may grant them a shield that blocks the next three (3) damage OR spell strikes, regardless of damage amount. To bestow the shield, you must be in contact with the recipient and say “Grant Greater Shield” five (5) times. You may not cast this on yourself.

-If you are a recipient of a Shield spell: when hit by an opponent to a legal strike zone, you must say “Shield” to clarify that you had that in effect.

Grant Shield: Faith Lesser Skill. On Touch. While touching an ally, you may grant them a shield that blocks the next one (1) damage OR spell strikes, regardless of damage amount. To bestow the shield, you must be in contact with the recipient and say “Grant Shield” three (3) times. You may not cast this on yourself.

-If you are a recipient of a Shield spell: when hit by an opponent to a legal strike zone, you must say “Shield” to clarify that you had that in effect.

Greater Heal: Faith Lesser Skill. On Touch. On an ally, you may touch them and say “Greater Heal, two (2)” to instantly restore 2 health, and dismiss all negative status effects. You may not heal yourself with this skill.

Lesser Heal: Faith Base Skill. On Touch. You may heal two (2) health to an ally after being in contact with them and counting to fifteen (15). You must stay in contact for the entire count, or else you must start over. If they are conscious, you may both move around. If they are unconscious, they may not be moved at all until the healing is complete. You may heal yourself if you are standing still. You may not heal yourself if unconscious. You may heal up to two (2) allies at a time if you are touching them at the same time. Both receive two (2) health.

-May be used five (5) times a day.

Paralyze: Faith Greater Skill. On Hit (Ranged) OR On Hit (Ranged). You activate this skill by standing in place and saying “Paralyze” five (5) times. You may then choose to either strike an opponent with a melee weapon, or by throwing a spell packet. The opponent must then stop in place and not move at all for five (5) seconds. They are still susceptible to damage attacks during this time.

-Shields CANNOT block this skill.

Restore Life: Faith Greater Skill. On Touch. After a teammate has died, (after they reach their count of three hundred (300) (five minutes), you may touch them and say “Restore Life” ten (10) times. They are then revived to one (1) HP.

-You may Restore Life to more than one player, as long as they are all in contact each other.

