Blackwater LARP Rules

Character Creation

Everyone starts with 1 Life Point and 4 feats/spells to choose from your class

Pick a Race: Race is only for RP flair and how the world sees you. Approved races are:

- Human
- Elf
- Half Elf
- Orc
- Half Orc
- Dwarf
- Tiefling
- Halfling

Pick a background profession: RP flair that helps you fit in and interact in the world, with ways to make money and engage with other players.

Pick a Class: Warrior, Con Artist, Spiritualist, Spellslinger

Pick your four feats or spells from your classes list.

Classes

Warrior

Brawlers, gunfighters, duelists, weapon masters. Individuals that dedicate themselves to the mastery of combat and fighting.

Warrior may start the game with one firearm and 12 BBs

Starting Gold: 10 Gold Coins

Any approved LARP melee/thrown weapon, approved LARP Arrows, #35 pound bow for archers.

Can use Light, Medium, and Heavy Armor

Begin the game with non-magical equipment. There are ways to magically buff items, and magic items are available to find in loot or as a quest reward.

Warrior feats to choose from:

-Way of the Gun (feat): You've dedicated yourself to the gun. You are allowed to start the game with multiple firearms and with 18 BBs instead of 12. Only ones allowed to use magic firearms.

-Reloader (feat, prerequisite, Way of the Gun): When purchasing ammo, you receive two for the price of one.

-Way of the Fray (feat): You've dedicated yourself to mastering melee combat. Only ones allowed to use magic melee weapons.

-Deflection (feat, prerequisite Way of the Fray): While only wielding melee weapons, +1 Armor Point Deflection bonus.

-Breach: Spend 3 BBs to shoot the lock of a door/safe/lockbox etc. to unlock it.

-Tough (may only be taken once): 1 additional Life Point

-Armor Master (may only be taken once): 1 Additional Armor Point

-Spell Interruption: If you can hit a spellcaster during their spell casting, the spell has no effect on you.

-Call Out (compulsion): During combat you can perform a challenging Call Out, all enemies that can see and hear you perform the Call Out must focus their attacks on you. You must shout the phrase "MY NAME IS _____ , AND I'M CALLING EVERYONE OUT!". If an enemy is attacked by another player while Called out, they are no longer affected by the Call Out.

-Mental Grit: Immune to charm/compulsion feats/spells/spell effects. You can willingly ignore this feat and let yourself be charmed or compelled.

Con Artist

Grifters, Gamblers, Snake oil salesmen, Individuals that get ahead in the world with their wits and subterfuge

Con Artist may start the game with one firearm and 6 BBs

Starting Gold: 15 gold.

Any approved LARP melee/thrown weapons, LARP Arrows and #35 bow.

May use Light Armor

Begin the game with non-magical equipment. There are ways to magically buff items, and magic items are available to find in loot or as a quest reward.

Con Artist Feats:

-Master locksmith: Picklock locked doors, safes, strongboxes etc. to unlock them.

-Midas Touched: start game with 10 extra gold

-Gambler: Gain access to a low interest line of credit from the house when gambling. Without this Feat the house can set any interest rate they want.

-Lady Luck: If you bust in a game, recover 25% of money lost. (For example, if you enter a 20 gold coin game of chance and lose 20 gold coins you get 5 back.)

-Nimble (may only be taken once): +1 dodge bonus to Life Points.

-Sweet Talker (charm): If you screw up in RP situations and rub a player or NPC the wrong way, you can use this ability to be forgiven. This may only be used on a player or NPC once during the event. For example, you accidentally insult a merchant who now charges you 3x the normal value of goods, you may use this on them once to reset their feelings towards you.

-Medium Armor: allowed to wear medium armor.

-Street Smarts: If you are stumped on a quest or story plot line, you may ask the Player or NPC for a hint. May only be used once per day.

-Silver-tongued (Charm): May convince a player to be your follower for an hour. You may have up to two followers at a time. If a previous RP interaction would make that player not trust, or dislike you, or another follower, they are not affected. This may only be used on another player once per event. You cannot command your followers to do something outrageous or unreasonable, such as killing themselves, committing murder etc.

-Slippery Mind: Immune to charm/compulsion spells/feats/spell effects. You can willingly ignore this feat and let yourself be charmed.

-Pickpocket: Everyday you are given 4 Pickpocket cards (rules written on card). Con Artist Chooses a Mark, and approaches and RP's with Mark, giving them the Pickpocket Feat Card. Con Artist Rolls 1d6. If successful the Mark must reveal what is in their pouch, satchel, purse etc. and the Mark chooses what they wish to steal. On a success they may choose 1 item or 2 dollar bills, on a crit, they may choose 2 items, 4 dollar bills or 1 item and 2 dollar bills. The Mark tears the card in half after the encounter.

Spiritualist

Priests, Missionaries, Shamans, Medicine Men, Doomsday Preachers. Individuals touched by the other side.

Spiritualist may start the game with one firearm and 6 BBs

Have a holy symbol that counts as material components for casting the spells you pick at character creation. If it is stolen or lost, you must acquire physical components for spell casting.

Starting Gold: 10 Gold Coins

Any approved LARP melee weapon, approved LARP Arrows, #35 pound bow for archers.

Can use Light, and Medium Armor

Begin the game with non-magical equipment. There are ways to magically buff items, and magic items are available to find in loot or as a quest reward.

Orbs and grenades will be given to players to use for certain combat spells. Some spells are rituals that can be performed unlimitedly. Some Spells are one time use per long rest

Chooses between the Way of Grace or Way of Doom

You get 6 Spell slots a day. Ritual spells may be cast unlimitedly, but require a spell slot to be performed on that day.

Priest Spells and Feats

Feats and General Spells

-Warpriest (feat): allowed to wear heavy armor.

-Evilangelist (Feat, compulsion): You may deliver a fiery sermon twice a day (morning and afternoon) and those that hear it are compelled to give you 1 gold coin. Works once on a Player or NPC per event.

-Empower Scrolls and Potions (spell, ritual): Embue divine magical power into scrolls and potions. For example, a player with the professional background of alchemist brews a health potion but is not Priest Class, can have a Priest use this spell to give the potion the magical power to heal.

-Guidance (spell, ritual): If you are stumped on a quest or story plot line, you may perform this magical ritual and ask the player or NPC that gave the quest or created the plot line for a hint. Can be used once an event per player or NPC.

-Steadfast Faith: Immune to charm/compulsion spells/feats/spell effects. You can willingly ignore this feat and let yourself be charmed.

-Protection (spell, self, ritual, potion): +1 bonus Armor Point, stacks with Armor Points from armor. May only cast it on yourself once, it does not stack.

Way of Grace Spells

-Divine Health (Spell, self, ritual, potion): +1 bonus to Life Point total. You may only cast this on yourself once, it does not stack.

-Life Giver (Spell, touch, potion): Cures 1 Life point, stabilizes a mortally wounded player instead of bandaging them.

-Holy Smite (spell): Explosion of divine magic (player chooses, holy, unholy, radiant necrotic etc.), throw an airsoft grenade!

-Resurrect (Spell, ritual): Resurrect a dead player. Players are only allowed to be resurrected once.

Way of Doom Spells

-Annihilate (Spell, combat, range, touch, potion): Inflict 1 damage to target player. Touch target player or hit them with an Orb, to inflict 1 point of damage.

-Unholy Smite (spell): Explosion of unholy divine magic, throw an airsoft grenade!

-Fear (spell, combat,compulsion, thrown orb): cause one enemy to flee from your presence. Hit them with an orb as the somatic part of spell casting.

Executioner (Spell, touch): Cursed touch makes a dead player unable to be resurrected.

Spellslinger

Sorcerers, Wizards, Hexslingers, Witches. Individuals that study or have innate arcane powers.

Spellslinger may start the game with one firearm and 6 BBs

Have a wand or staff that counts as material components for casting spells. If it is stolen or lost, you must acquire physical components for spell casting.

Starting Gold: 10 Gold Coins

Any approved LARP melee weapon, approved LARP Arrows, #35 pound bow for archers.

Can use Light armor.

Begin the game with non-magical equipment. There are ways to magically buff items, and magic items are available to find in loot or as a quest reward.

Orbs or grenades will be given to players to use for certain combat spells. Some spells are rituals that can be performed unlimitedly. Some Spells are one time use per long rest.

Sorcerer Feats and Spells

-Mage Armor (spell, self, ritual): +1 Armor Point. Stacks with Armor Points from armor. Lasts all day until destroyed, does not stack with itself.

-Resolute Will (Feat): Immune to charm/compulsion spells/feats/spell effects. You can willingly ignore this feat and let yourself be charmed/compulsed.

-Arcane strike (Spell, Combat, orb): Throw orb, hit player and inflict 1 point of damage.

-Arcane Blast (combat,spell, requires Airsoft Grenade): Explosion of Arcane Magic (player chooses RP flavor for damage, fireball, lighting burst, acid etc.). Throw an airsoft grenade!

-Identify (spell, ritual): Identify magic item properties.

-Freeze (combat, spell, requires orb): Use arcane energy to freeze one enemy to freeze for 1 minute. Yell the word FREEZE and Hit the target enemy with an arcane orb and they can't move for 1 minute. Any damage, physical touch or aggressive action done to the Frozen person ends the spell.

-Empower Scrolls and Potions (spell, ritual): Embue arcane magical power into arcane scrolls and potions. For example, a player with the professional background of alchemist brews a potion of Giant Strength increasing melee damage by 1, but is not Spellslinger Class or have the ability to cast Empower Scrolls and Potions, they can have a Spellslinger use this spell to give the potion its magical power.

-Medium Armor (feat): allowed to use medium armor.

-Misdirection (spell, combat, compulsion, once per long rest): Force the Enemy to attack any player other than you. For the verbal part of spell casting yell out “1, 2, 3, DON’T ATTACK ME!”, all enemies who hear this must cease attacking you for 1 minute. If the caster of this spell takes any aggressive action perceived by the affected players, the spell ends.

-Summon Staff or Wand (spell, ritual): In the event your staff or wand is lost or stolen, you can summon a new one.

-Death Blossom (Spell,Instant, combat, once per long rest): If you fall mortally wounded you may cast this spell creating an Arcane Blast (Drop an Airsoft Grenade)

GAME RULES

COMBAT RULES

Hit Points

Players will have a number of Hit Points determined by Life Points and Armor Points.

Life Points + Armor Points = Hit Points

Everyone Starts with 1 Life point

Armor

Light Armor (padded, leather, corset, Heavy cloth, gunfighter duster etc.): 1 Armor Point

Medium Armor (Chainmail, Small Steel Scaled Scale mail like the fish scale armor): 2 Armor Points

Heavy Armor (Steel plated Brigandine, Large steel scale armor like lamellar, Breastplate): 3 Armor Points

ARMOR DOES NOT STACK

As long as a player's torso is mostly covered (80% or more), they get all the Armor Points. This way we achieve the aesthetic blend of western and fantasy.

Certain class feats and spells may increase Life Points and Armor Points.

Example: A Spellslinger wearing light armor, who casts Mage Armor on themselves would have:

1 Life Point + 2 Armor Points (1 from light armor, 1 from mage armor) = 3 Hit Points

Damage

All weapons inflict 1 point of Damage. The reason for this is that a rogue with a dagger can do as much, sometimes more damage than a barbarian swinging a greataxe. By leveling it to 1 point of damage it can encompass skills that players don't have in real life, and keeps things streamlined, simple and balanced.

Each BB inflicts 1 point of Damage.

Physical Damage is applied to Armor Points first than Life Points. When Armor reaches Zero, it is considered broken and must be repaired by the appropriate craftsman.

Stick of Dynamite (rare item) can be used to open locked Safes, strongboxes etc. and as an area effect weapon. To use as a weapon, hold up a stick of dynamite prop for others to see and throw an airsoft grenade with the other hand.

Combat Spells will be represented by a Magic Orb for 1 damage, or an Airsoft Grenade for area damage

Airsoft Grenades are finicky so we will use the 5 foot rule, if one lands 5 feet near you, but doesn't go off as it's supposed to, take two points of damage.

Magical melee weapons and bows and arrows deal 2 damage. They will be visibly marked so everyone may easily identify them as magical.

Magical firearms will have different abilities revealed when Identified.

A hit anywhere on your body inflicts damage. Headshots count.

Armor is repaired by the appropriate craftsman. Repairing armor takes 30 minutes of work to repair 1 Armor Point. The cost is determined by the craftsman (gold coins, doing a favor etc.). The craftsman must have the appropriate tools to perform the repairs (for immersion purposes, craftsman will spend some time working on the armor, but doesn't have to spend the full amount of time working on it, unless you are truly dedicated and want to!)

Picking up BBs off the ground is against the rules. Ammo is a limited resource for a reason and by doing this you are cheating. If you do it, you will lose firearm privileges for the rest of the event as you cannot be trusted to play by the rules with them.

Healing

Life Points are restored by spending 15 minutes at the Infirmary per point and paying the town doctor or a healer to treat you. Priests with the Life Giver spell can cure 1 Life Point. Health Potions instantly cure all life points.

When a player reaches Zero HPs they become immobile mortally wounded (lay on the ground unconscious) and must be stabilized within 3 minutes or they DIE. Another player with appropriate bandages may stabilize the mortally wounded player, by PROPERLY Bandaging them, 3 wraps around arm or leg then tie, quickly tying a piece of cloth around their arm doesn't count. A Spiritualist may also cast Life Giver, to stabilize them.

After being stabilized, you must go to the Infirmary. After being seen by a Healer, you spend the amount of time in the Infirmary on bed rest to recover your life points (minimum 15 minutes). After the time is up you are released from the infirmary with an appropriate number of Life Points for the time spent there.

Three Strike Rule: The third time your character is Mortally Wounded, they DIE.

Resurrection rules. A Spiritualist who knows the Resurrection Spell and is willing, may bring a player back from the dead. Players can only be resurrected **ONCE**, if a player dies again, it is permanent death. If a Spiritualist casts Executioner on the dead player they cannot be resurrected.

Light Armor +1 Armor Point
Leather
Padded
Hide
Thick layered clothing
Gunman's Duster

Medium Armor +2 Armor Points
Chainmail
Small Metal Scale Armor (think fish scale armor)

Heavy Armor +3 Armor Points
Steel Brigandine
Large Steel Scale Mail (think lamellar)
Steel Breastplate

To achieve the aesthetic we want of blending western and fantasy, as long as the player's torso is mostly covered (80% or more), they receive the Armor Points from their armor.

Magic Rules

Casting Spells

ALL SPELLS HAVE VERBAL, SOMATIC, AND MATERIAL ELEMENTS NECESSARY TO CAST THEM.

Verbal: The verbal element will usually be the name of the spell being cast, a 2 second count, and the name of the spell repeated. The name of the spell, and the count must be said clearly or the spell may fail.

Somatic: The somatic elements, or movements/gestures, will be left up to the player. However, if the somatic element of the spell is not obviously present, the spell may fail.

Material:The material elements will be used up during the somatic gestures However, once again, if the material element is not obviously present, the spell may fail.

Combat Magic is limited to 6 prepared combat spells, per long rest. Casters will choose and prepare their six combat spells, arming with the appropriate number of Orbs and Grenades. You may not switch or substitute spells for one another.

Example, A Spellslinger who knows Arcane Blast and Arcane Strike as their class spells, chooses

To have four Arcane Strikes and two Arcane Blasts prepared. They will arm themselves and carry

4 Orbs, and Two Grenades.

A long rest is 2 hours. Check in with a Warden, they will begin your time. After two hours you'll have spells back.

Spells not chosen by Spiritualists and Spellslingers in character creation, may be cast from scrolls.

<u>Scroll Casting</u>

-Reading the scroll is the Verbal

-Tearing the scroll after reading is Somatic

-The Scroll counts as the material component.

<u>Scroll Creating</u>

A scribe can write a magic scroll of divine or arcane power, and then use the Empower Scroll or Potion Spell to infuse it with the appropriate type of magic power (divine or arcane). If the scribe is incapable of casting the Empower Spell using divine or arcane power, they need to find a player who can, to give the scroll its magic power. See Scribe for step by step directions in scroll creation.

Potion Creating

An Alchemist can create a potion by brewing the two required ingredients (one crystal, one herb) in their vial, then use the Empower Scroll or Potion spell to infuse it with divine or arcane magic. If the Alchemist is incapable of casting the Empower Spell with divine or arcane magic, they must find a player who can, to give the potion power. Formulas for potions will be found in the potion's description. After acquiring and mixing the two ingredients, you will show it to a Game Warden, who will give you the appropriate potion.

Magic Items

Players will begin play with no magic items but magic Items (weapons, armor, potions, scrolls etc.) exist in this world! Some NPC's will have magic items for sale, they can be found in loot, or as a quest reward from NPCs. If you find some in loot, they will need to be identified to find out their magical properties (cursed items exist!).

Rune magic can be infused with armor. Armor Runes can give a +1, +2 or +3 bonus to Armor Points (they do not stack). Runes found in loot or as a quest reward can be infused into armor by an armorer with the appropriate tools and workspace. Infusion takes 1 hour per bonus point, the armorer determines how much they want to charge for the work. Glowing Runes painted on a large badge will be worn by players to show they have magical armor. Badge to be worn on a belt or attached to the armor.

Approved Spiritualist Potions
Health Potion: Restore all Life Points. Requires red crystals, red herb pouch, and a Spiritualist to cast their Empower Potion spell.

Death Potion: Remove all Life Points from a Player. To make requires black crystals, black herb pouch, and a Spiritualist to cast their Empower Potion Spell.

Approved Spellslinger Potions
Potion of Giant's Strength: Increase melee damage by 1. To make requires white crystals, white herb pouch, and a Spellslinger to cast their Empower Potion Spell.

Potion of Mage Armor: +1 Armor Point. To make it requires blue crystals, blue herb pouch, and a Spellslinger to cast their Empower Spell.

Love Potion #9(charm): Consumer becomes the follower of the one who gave them the potion for 1 hour. To make requires purple crystal, purple herb pouch, and a Spellslinger to cast Empower Potion.

Professions

Everyone starts with a low gold coin count. Your profession will give you a way to earn coins and interact with other players.

Once we know how many professions we have, we may rebalance how the profession works in game. For example, if a lot of people want to be Alchemists, we might lower the starting empty vials to 1 so there isn't a huge flood of magic vials in the market.

Alchemist- Can make potions, begin the game with an ingredient mixing vial, and 3 potion vials.

> Step 1: Acquire Ingredients. Each potion will have a crystal and herb component. These ingredients may be purchased at the General Store, or from Herbalists and miners who forage and prospect ingredients.
>
> Step 2: Mix and brew the Ingredients together in your mixing vial.
>
> Step 3: Empower with the appropriate Arcane or Divine Empower Spell.
>
> Step 4: Turn in to Game Warden who will give you the official finished potion.

Blacksmith- With access to tools and a workshop you can repair steel armor.

Barrister- Offer legal representation/council

Bartender/Cook/Server/Busser- could find employment at a saloon or restaurant. (Bartenders will need to be approved by the event coordinator for liability purposes.) With enough resources and gold could eventually open their own Saloon or restaurant.

Call girl - find work at the Velvet Fang working for Loretta Hale (NO REAL PROSTITUTION!)

Farmer- begin game with food to sell to General Goods Store, saloon or restaurant, with enough gold and resources could buy land to farm.

Gambler- Begin the game with a set of gambling items (deck of cards, dice etc.), set up street gambling games or be hired by the saloon.

Herbalist- You know how to find ingredients for potions and spell material components. Twice a day (morning and afternoon) you may forage for ingredients.

Foraging rules: Twice a day (Morning and afternoon) you may forage for materials.

Step 1: Check in with a Game Warden, who will mark your time.
Step 2: Come back two hours later and roll 6d8s with the game Warden.
Step 3: Dice results

1: You take 1 damage and don't find anything. The damage only applies to

One dice roll of 1, so you will only take a maximum amount of 1 damage.

2: You didn't find anything.
3: Herb 1
4. Herb 2
5. Herb 3
6. Herb 4
7. Herb 5
8. Player's Choice

Step 4: Game Warden will give you the ingredients you found, or help you to the
Infirmary, if the 1 damage makes you mortally wounded.

Healer- can find work in the Infirmary, starts the game with 3 bandages, and ability to make bandages. Only healers in the Infirmary may treat mortally wounded players.

Leatherworker- begin play with leather working tools, can repair appropriate armor (leather and hide armor).

Merchant- Begin play with a trade contact outside of Blackwater, to make deals with town stores. Work with gamerunner to establish rules.

Miner- You know how to prospect for natural resources. Twice a day (morning and afternoon) you may prospect for materials.

Prospecting rules: Twice a day (Morning and afternoon) you may prospect for materials.

Step 1: Check in with a Game Warden, who will mark your time.
Step 2: Come back two hours later and roll 6d8s with the game Warden.
Step 3: Dice results
1: You take 1 damage and don't find anything. The damage only applies to
One dice roll of 1, so you will only take a maximum amount of 1 damage
On each prospecting attempt.
2: You didn't find anything.
3: Red Crystal
4. Black Crystal
5. Blue Crystal
6. White Crystal
7. Purple Crystal
8. Player's Choice
Step 4: Game Warden will give you the ingredients you found, or help you to the
Infirmary, if the 1 damage makes you mortally wounded.

Performer- musician's, poets, singers, dancers. Those that use their creative performative arts to make coin.

Scribe- Can write magic scrolls, begin play with ink and pen/quill, and 3 blank parchments. For game balance and to keep the power gamers in check, Spiritualists and Spellslingers who choose this profession are limited to only being able to scribe the spells they choose at character creation onto scrolls. Warriors and Con Artists who take this profession must choose between Divine and Arcane spells, and may scribe any spell from their perspective list.

Step 1: Possess the materials, Parchment, pen and ink.
Step 2: Write the spell on the parchment. Get as creative and detailed as you wish. Reminder, Spiritualists and Spellslingers can only scribe the spells they choose at character creation, while Warrior and Con Artists must choose between Arcane and Divine Spell lists.
Step 3: Empower the scroll with the proper Arcane or Divine Empower Scroll Spell. If you are incapable of casting this spell, you must find someone who can.
Step 4: Have a Game Warden stamp the scroll, making it official.

Tailor- Begin play with sewing materials. Can repair clothing and cloth armor.

The economy will be player driven! You can set prices and charge what you think is fair.

To help keep this a LARP and not an Airsoft event, ammo will be scarce and expensive. This is why you start the game with a low ammo count and 1 ammo will cost 1 gold coin at the General Store. This is also the foundation to help you set prices.