



FAEBLE

Rules Guide

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What's in The Guide?

Welcome to the Faeble festival rules guide. In this booklet, you will learn all that you need to know to take part in the festival!

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Gameplay Calls & Cues

In this section of the guide, you will learn all about the safety calls and cues that you will encounter at Faeble. For everyone's safety and enjoyment it is important that you familiarize yourself with them.

Audible Calls

“Time Out”

Stops all play in the area. Use this to resolve Out of Game (OOG) emergencies, safety issues or to hard stop a scene. Players who hear this call must stop all Role Play (RP).

“Time In”

Resumes play in an area. RP resumes as if the timeout never happened.

“EMT”

Called after a Time Out when real world medical attention is needed by an injured person. If you are not first aid trained, do not crowd in to help; instead point in the direction of the EMT call.

“Festival Business!”

This is a phrase that is exclusively to be used by Staff to signify that they are speaking to you as an authority figure. They will only use this phrase as an intermediate step between roleplay and going out of play to make a ruling.

Audible Calls

“Oh Mother”

This is an In Game (IG) phrase which can be used to signal to players around you that you are beginning to feel uncomfortable without needing to break character. “Oh Mother” can be used for a host of reasons, such as someone striking too hard in combat or letting someone know that a scene is too intense for you.

Example of someone striking too hard:

“Oh Mother, you hit hard”

Example of scene getting too intense:

“Oh Mother, you have taken this too far”

If someone uses the “Oh Mother” call, do not argue or debate with them. Listen to the call and dial back whatever it is that caused the call.

If someone does not respect an Oh Mother call, please disengage from the interaction immediately and report the incident to a member of staff.

“Hear Me Now!”

Should be used as an invitation to escalate or engage in a certain type of RP, which the person it is directed at can either accept or decline.

Example: When challenged to a duel you may respond, “Hear me now! This will be a duel to the death” indicating to you that you would like to escalate the stakes of the duel.

Hear Me Now is merely an invitation to escalate. There is no pressure to accept the escalation and it is quite ok to decline if it is out of your comfort zone. If you wish to decline, use Oh Mother, such as, “Oh Mother, you always take things too far!”

Visual Cues

Fist on Head

This person is OOG please ignore this person.

Crossed Fingers near Chin

OOG Negotiation - Use this for quick OOG questions about rules, checking in, and scene pacing. Keep your voice down and only use it when absolutely necessary. Those not directly involved in the question or interaction when this is used should act as if nothing has happened and continue to RP.

Bow-Out

If someone looks down and shields their eyes, they are removing themselves from the scene, let them go without question!

Orange Armband

Orange Armbands represent non-combatants. Once you have been designated a non-combatant you may not switch to combatant during that same event.



Who are you?

Arguably the most exciting part of taking part in a new LARP is deciding who you are going to be!



The Body

All characters begin with Two Health Points (HP).

When HP is lost you become wounded.

Healers, potions, magic and rest can restore HP.

Additional information about the loss and gain of HP will be explained further on.

The Soul

All Characters start with Three Soul Points (SP).

SP represents the spiritual being of your character. Your lifeforce, if you will.

Additional information about the loss and gain of SP will be explained further on.

Pick a Name

Many will claim (rightfully so) that this is the hardest part of character creation, but let your imagination run wild until you settle on something that feels right! Names that are insensitive to, or mocking of real world issues, will not be tolerated.

Where do you come from?

Pick a Heritage

The world of Faeble is inhabited by countless sentient beings, all with the same degree of capability, intelligence, and validity. No heritage is inherently lesser than another, and racism as a concept will not be tolerated in the world of Faeble. Playable heritages will be explored further in additional document releases.

Pick a culture

The Faeble story focuses on four distinctly different cultural groups that have come together in friendship and unity.

The Orders of Wynter

The Hard-bitten People of Vinland



The Woodland Republic

The Guardians of Sablethorn



The Darkmire Quarters

The Melting Pot of the Darkmire Bayou



The Liberated Cities

The Free People of Azimar



The cultures will be explored further in additional document releases. Which will you choose?

Choose your Star Sign

The Armadillo

- If real metal armor covers over 50% of the body, the AP value increases by an additional two points overall.

The Bear

- There is little that can stop you. When you become “On the Brink” you may continue to fight for another 10 seconds, taking no additional damage before finally succumbing to your wounds.

The Canyon

- You are as strong as the earth itself. You gain +1 HP.

The Echo

- At the cost of one SP when delivering a rousing speech, four individuals gain +1 temporary HP that lasts for 15 minutes.

The Firefly

- Your spirit is stronger than most. You gain +1 SP.

The Fisher

- All players may stop by the GOD Complex once per day and risk fishing within the pools of fate with the chance of gaining boons and rewards, or perhaps incurring the wrath of the gods. Players with The Fisherman star sign may fish three times, pick the one they want to keep, and release the other two. Information on the GOD Complex will be explored further in additional document releases.

The Moose

- You are immune to fear based effects.

The Rattlesnake

- You are immune to poison based effects.

The Rover

- You are immune to charm based effects.



Do I pick some Skills?

Faeble is a “You can do what you can represent” game. This means that players are not hindered during the creation process by limited skills or a point-buy creation system. So if you want to be a mighty warrior? Slap on some plate, grab your sword and shield, and go be the mighty warrior of your dreams! This sort of system puts a lot of faith and trust within our players. As such, when designing and creating your character, we ask that you ask yourself the question, “Does this make sense?” when deciding what your character can and cannot do.

Guidelines

Though we will not police what your character can and cannot do, there are some guidelines in regards to certain avenues of roleplay.

Physical Healing

Physical healing in Faeble is represented by a RP scene of 5 minutes per wound healed, in which both the healer and patients should be active participants. These scenes should include a variety of different elements such as diagnosis, the use of old world medical jargon, and include a variety of props such as surgeons tools, leeches, and poultices.

A character who was “On the brink” when healed may not take any further part in battle or extensive physical activity until rested in a safe location for at least 15 minutes.



Chemistry

Chemists are skilled in the art of taking the mundane from the natural world and blending them into concoctions of many uses. Chemistry requires the creation of a chemist table, which must be a stationary designated location and be stocked with chemistry tools and equipment. Examples of this are mortars and pestles, potion bottles of different shapes and sizes, hourglasses etc. Before a chemist table can be used it must be certified.

This can be done by approved members of staff either OOG before game on, or IG if you would like to roleplay the process. During the inspection process each chemist table will be designated a tier level based on how impressive the set up is. Having a chemist table that is capable of producing actual (safe) chemical reactions, food safe potions, or other special effects will significantly improve the rating that it receives.

How do I make potions and poisons?

Once your chemist's table has been approved you may begin to create potions and poisons. This will require components and RP scenes interacting with the tools on the table per concoction. If you wish to learn new recipes you must do so at the apothecary in the market, though certain recipes may be locked to creation only on certain tiered tables

How do chemists gather components?

Chemical ingredients can be found growing across the festival grounds and the surrounding wilds. The apothecary in the market is also known to buy and sell these ingredients.

Smithing

Smithing is the main way to mend arms, shields, and armor that have been broken. To be able to craft requires the creation of a forge area, which must be a stationary designated location and be stocked with crafting supplies and tools.

Examples of this are leather/metal scraps, anvils, sewing tools etc. Before a forge can be used, it must be certified, which can be done by approved members of staff either OOG before game on or IG if you would like to roleplay the process. The inspection process for each forge will designate a tier level determined by the impressiveness of the setup. Having a forge that is capable of and prepared to perform real-world repairs to armor and clothing will significantly improve the rating that it receives.

Once your forge has been certified, it will be available to complete repairs. These are done by a RP scene of inspection and repair using the tools within the forge. All crafting must take place within the forge area and arms and armor must be removed from the body before the process can begin.

Crafting and Chemistry Tier System

Tier One -Novice setup: The most basic setup, all roleplay scenes take at least 15 minutes

Tier Two - Journeyman setup: The intermediate setup, all roleplay scenes take at least 10 minutes

Tier Three - Master Setup: The most impressive set up, all roleplay scenes take at least 5 minutes.

if you are concerned about the tier of your set up prior to game, you may send photos and descriptions via official channels

Looking for a Fight?

All Characters are able to fight in Faeble if they choose to: the rules below will teach you how to interact with this aspect of the game.

Battle and Conflict

The Clash

When a group of fighters come together in conflict we call this a Clash. Sometimes in the heat of battle it can be hard to determine how many times you were struck, especially if the blows were in quick succession. As such, during a Clash, you may only receive one Wound every 2 seconds.

One Wound Strikes

Unless a specific call is made when a strike lands, it causes one wound.

Projectiles

Projectiles (excluding thrown weapons) are considered piercing and go through armor.



Living & Dying

Soul Drained

As you lose SP you become tired and fatigued, and the more SP you lose the more fatigued you become. When all SP have been expended you pass out for 5 minutes. Afterwards, you regain consciousness, however your SP is still at zero and you should roleplay being exhausted.

Resting in the comfort of camp, enjoying a hot meal, or a drink with friends restores SP. However you choose to rest, recovering any or all of your SP takes 15 minutes.

Maimed

When you have lost half or more of your HP (rounded down) you are maimed, you may still fight on but are no longer able to run and are in great pain.

On the Brink

When you have lost all of your HP, you fall prone, losing consciousness and remaining so until healed. If no one is around after 5 minutes, you may roleplay stumbling back to safety before collapsing again.

Perished

We understand that our characters we create at LARP are important to us and become part of who we are. Which is why when they do perish death should be done in a way that you, as a player, believe is fitting. Death in this game is by consent only. However, once you choose for your character to perish, death is permanent - so make it matter!

Protect Yourself

Armor

Armor only protects the parts of the body that it physically covers (with the exception of helmets, explained below). Armor Points (AP) are a shared pool, meaning damage to AP is not based on which piece of armor is struck. If it looks like armor, it counts as armor, and so long as more than 50% of the armor worn fits into one of the following categories, it will all count as such.

Heavy

Heavy armor grants 3 AP. Heavy armor includes plate, mail with plate reinforcements, brigandine, lamellar, banded armor, or anything sufficiently representing these materials.

Medium

Medium armor grants 2 AP. Medium armor includes scale armor, armor made primarily of mail, leather armor with metal reinforcements, or anything sufficiently representing these materials.

Light

Light armor grants 1 AP. Light armor includes leather armor, padded or quilted armor, or anything sufficiently representing these materials.

Helmet

Helmets that provide real world physical protection to the head grant an additional 1 AP to the existing pool. If a helmet is worn with no additional armor, the AP is applied in the form of 1 AP of “bubble armor” meaning that no matter where a hit takes place, if it would cause a wound it instead depletes the single AP to zero.

Battle Do's

Heroic Strikes

Faeble is an event that focuses on theatrical fighting above technical fighting. As such we encourage big, overdramatic strikes!

Acknowledge the Hit

Roleplay any wounds you take as you would roleplay any other scene. When hit, remember to stagger, grunt, cry out in pain etc.

Pull your Strikes

While in battle, your character may be trying to hurt the character on the other side of the battle line, but remember that you as players are aiming to keep each other safe. Strikes upon connection should have little impact or force.

Use Two Handed Weapons in Both Hands

If using a two handed weapon in combat to strike, both hands should be firmly grasping the weapons.



Battle Don'ts

Head, Groin, Hands and Feet Shots

These are not legal strike zones!

Wrap Shots and “Machine Gunning”

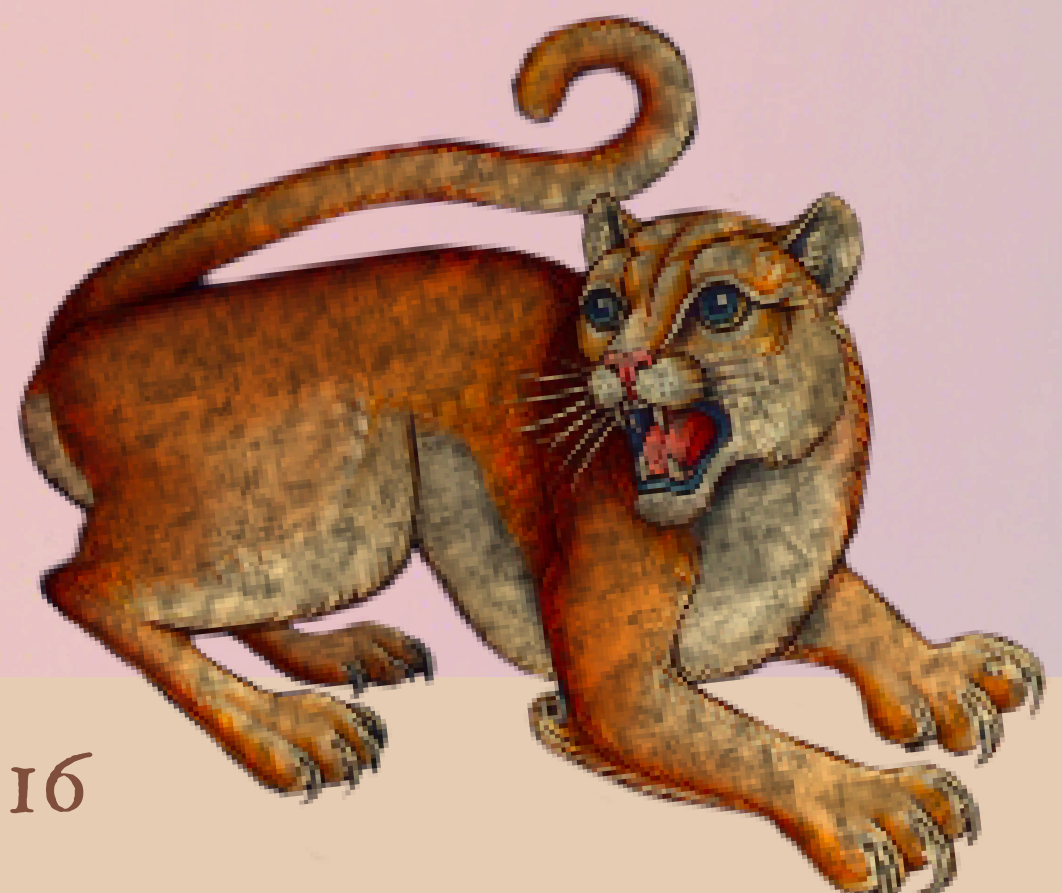
Quick repetitive shots that are made by flicking the wrist, along with shots that reach past an combatant to reach their far side are not legal hits and cause no wounds.

Mobbing

At no point should there be more than two people engaged in active combat with the same person. If you outnumber an enemy, take turns clashing with them. Mobbing an opponent is not only unfun and unsporting it can also be very unsafe.

Strike Non-Combatants

Striking a Non-combatant will result in the immediate loss of combat privileges.



Magic

The Winds of Fate that blow through the lands carry strong and volatile currents of magic upon them. There are some who are lucky enough to be able to harness these to their will.

Magical Requirements

The Magical Conduit

All those wishing to use magic must have a Rod or Staff, which should appear magical in origin on their person at all times. This Magical Conduit must be a combat safe LARP prop for safety reasons, but cannot be used as a melee weapon. Using a Magical Conduit as a melee weapon will sever its connection to the Winds of Fate, rendering it unable to cast for the remainder of the event. Wielding a Magical Conduit grants a bonus of 2 SP, which are then lost if the Magical Conduit is no longer on your person or if it is severed.

Weapons

Magic users may only carry their Magical Conduit, or magical in appearance pre-approved weapons. Carrying mundane appearing weapons results in losing their connection to the Winds of Fate, rendering them unable to cast for 12 hours.

Armor

Magic users may only wear magical in appearance pre-approved armor. Wearing mundane appearing armor severs their connection to the Winds of Fate, preventing casting for 12 hours.

Enchantments

The most direct way of using magic to influence the world, those skilled in enchantments may draw the magic from the Winds of Fate into their magical conduits and channel them to devastating effect.

Magic users that practice enchantment have access to all listed spells. When creating your character, consider carefully whether or not it makes sense for you to practice enchantment magic. These spells are cast using SP at a rate of one SP per spell and should take at least 10 seconds of mystical roleplay to cast. Enchantment spells are delivered by striking your intended target with a LARP safe magical conduit. Enchantments may be channeled into a magical conduit ahead of time, at a limit of one enchantment at a time, or utilized immediately upon casting.

Enchantment Spells

Fear

The next target struck runs in horror from the enchanter for the next 10 seconds.

Fumble

The next target struck finds that they lose all dexterity in their fingers and struggle to grasp or hold anything for 10 seconds.

Hearten

The next target touched is magically restored to full HP for one hour, ignoring all current wounds. If not healed by conventional means within this hour or before losing all HP again, the target will collapse, and their recovery time will double.

Enchantments

Mend

May touch one item damaged by a shatter effect (shields or weapons) and restore them to use.

Purify

The next target touched is cured of any poisons, toxins, or disease.

Rage

The next target struck will see their allies as potential foes for 10 seconds.

Shield

The next target touched by the staff is surrounded by a magical shield that absorbs the next incoming effect.

Silence

The next target struck is rendered unable to speak for 10 seconds.

Stun

The next target struck is frozen in place for 10 seconds while an electrical charge courses through their body.

Suggest

The next target touched will listen to a 5 word suggestion that does not put themselves or others in immediate harm's way.

Ritual Magic



Where battle magic is harnessing the Winds of Fate directly with the expectation of a fixed result, ritual magic is much more unpredictable. Ritual magic has no set spells nor outcomes; rather ritualists determine what it is that they would like to achieve, consult The Keepers on how to make it happen, then set about making the necessary arrangements to make it so.

The Ritual Circle

The Ritual Circle is shared by all cultures and is located within the market area, all ritual magic must be completed within this space.

The Keepers

The Keepers are a group empowered to protect the magics upon the Winds of Fate and are the guardians of the Ritual circle.

Those who wish to attempt a ritual during Faeble must present their ritual premise and desired outcome to the Keepers who will guide them on how to complete it.

The Keepers are trained staff for Faeble, their purpose at the game is to guide and assist players who wish to complete rituals to make sure that they appear as the spectacles they should be!

Please note that Ritual Magic is fickle and results may not always be what was expected

Legendary Talents

At Faeble you play characters who are the Heroes and Legends of their own story. As such they should be properly equipped with the tools to perform such feats and displays. This is where Legendary Talents come into play, allowing you to perform these special feats.

All characters may learn up to one Legendary Talent per event, up to a maximum of three Legendary Talents.

How do I acquire Legendary Talents?

Legendary Talents can only be learned through adventure and play. Venture into the world, unlock its secrets, and discover the untold power that awaits those bold enough to seek it!

Legendary Talents

Backstab

For the cost of one SP, may sneak up behind your target and put them “On the Brink.”

Chemical Substitution

For the cost of one SP and a roleplay scene, when creating any non-master class chemical item, you may substitute one required component with another.

Crafty

For the cost of one SP, may complete repairs to one item outside of a forge area, provided they have the necessary props to represent the repair.

Dispel

For the cost of one SP, choose to ignore one magical effect targeted at them.

Dodge

For the cost of one SP, may ignore one physical effect or damage strike - does not work against magic.

Increased Yield

For the cost of one SP, when creating any non-master class chemical item, you receive two of that item instead.

Knock Back

For the cost of one SP when wielding a two handed weapon you may knock the next target struck back 5 paces.

Legendary Talents

Learn Enchantment (magic user only)

Gain access to an additional enchantment.

Potent Medicine (physical healer only)

For the cost of one SP, when performing healing on someone “On the Brink”, the target healed may ignore the 15 minute rest period.

Rend

For the cost of one SP, the next enemy limb struck is left useless and unusable until healed.

Scroll Scribe (magic user only)

For the cost of one SP, empower a scroll with one use of a spell they know. These scrolls can be used by all, including non mages; however the spell must still be delivered by contact of a weapon or magical conduit.

Shatter

For the cost of one SP, may shatter the next weapon or shield struck.

Swift Recovery

Your SP recovers after 5 minutes of rest rather than the usual 15.

Thank you
for reading!