

Headbands

Players may, at times, wear colored headbands to represent things that cannot be represented in real life (such as invisibility).

The following headband color codes are represented in game. For obvious reasons, please do not wear a headband in any of these colors in game unless necessary to represent your character's status.

blue

Not actually there. There is no in-game ability that lets you see the person. (Usually used for NPCs who are observing but not playing anyone at the time.)

yellow

Silent. Roleplay that you don't hear the person or have any auditory clues about where the person is or what they are doing.

orange

Invisible. Roleplay that you don't see the person or have any visual clues about where the person is or what they are doing.

purple

Undead.¹⁾ Weapon & spell effects may be different than for humans.

green

Non-human.²⁾ Weapon and spell effects may be different than for humans.

pink

Visibly under some sort of magical effect (e.g., flying/levitating, glowing, etc.)

Note that for *silent* and *invisible* (either of which can be enacted and discontinued through use of magic or an innate ability):

- The player must use their weapon hand when putting on or taking off the headband. (It is permissible to use both hands if necessary.)
- The character cannot attack anyone in physical combat while invisible or silent. The character must be visible and audible for at least 5 seconds before attacking another character.
- Because all spells have a verbal component, a character cannot cast spells while magically silent.

¹⁾

Note an undead creature may not have a headband if there is no way that you would be able to tell that they are undead.

²⁾

Note a non-human creature may not have a headband if there is no way that you would be able to tell that they are not human.

From:

<https://rpg.mrbigler.com/> - **LEHS Roleplaying Club**

Permanent link:

<https://rpg.mrbigler.com/doku.php?id=larp:headbands&rev=1758915515>

Last update: **2025/09/26 13:38**



