General Rules

The most important rules are:

1. The LEHS Roleplaying Club must always be a safe space, both physically and socially/emotionally for everyone. This means we need to go beyond being civil to each other. It means we are kind and supportive and committed to making sure that each person can enjoy being a part of the club, regardless of race, gender, ethnic background, socioeconomic status, gender preference, gender identity, and everything else. If anything makes you feel uncomfortable, it's important to talk it out or involve someone who can help.
2. Successful roleplaying games can feel extremely real. Roleplaying a character is an immersive experience, and anything that happens to your character can feel real and personal, even when it is not. This is even more true in LARPs, where you are physically experiencing the actions and experiences of your character. You may from time to time need to step out of the game and take a break. This is *always* OK. If someone else needs to step out of the game, everyone else must support them.

At times during the game, emotions may run high. You may find that your character has gotten into a horrible argument with another character and is quite angry. This is OK; if you're really role-playing well, this can even be a lot of fun. However, if you find that the argument has crossed the player/character line, and you, the player, are getting angry with the other player, this is not an intended or acceptable part of the game, and is no fun. If you notice yourself crossing this line, take a break for a little while to calm down. If you think someone else may be crossing the line, it is OK to give the out-of-character sign (put your hand on top of your head as if you were putting on a hat) and ask them about it. (Some particularly good role-players can portray anger very convincingly without actually feeling any.) If someone asks, answer honestly (which may require a moment to think about your response) before jumping back into character. Note that while it's always OK to lie in character (if it's something your character would do), it's never OK to lie out of character.

Please note that many of the rules and game mechanics are almost impossible to enforce, so the game relies heavily upon the honor system. Remember, it's only a game. It's supposed to be fun. We hope that you agree that it is no fun to win by cheating. Be your own harshest critic!

The Game Masters (GMs) wrote and are running the campaign; they're in charge of rulings or decisions that need to be made during the game. The GMs reserve the right to make decisions which contradict spell or ability descriptions or other aspects of the rules, in order to preserve the spirit of the rules and of the game. All GM rulings are final and override the rules. Remember the GMs may be considering more than just the aspects of the game that you know about.

Reality vs. Game Reality

This is only a game. It is important to remember the difference between reality and game reality. This

game does not give you the right to do anything prohibited by school rules, laws, *etc.*

You yourself are a *player*. In the game, you are playing the part of a *character*. (Specifically, a character played by a player in the game is called a player character (PC).) Think of yourself as an actor taking on a role. To some extent, this will require you to pretend that you have a split personality—your character may have different tastes, background, knowledge, and morals than you, the player.

In general, your character's actions are represented by your actions. When two characters are talking, the two players have the conversation. If two characters are fighting, the players simulate the fight with padded "boffer" weapons. Whatever you do as a player is assumed to be what your character is doing. If you want to speak out of character, place a hand on top of your head (as if you were putting on a hat). Anything you say while giving the "out-of-character" sign is assumed to be said by the player, but not by the character.

Player Knowledge vs. Character Knowledge

Often, you the player will know about things that your character does not. For example, if you see someone who is wearing a headband that signifies that their character is invisible, you (the player) can still see the other player. However, you need to roleplay (act) as if your character does not see the other character and has no idea that there is anyone there. If the person who was invisible attacks you before you notice them, you have to defenselessly take the attack, because your character did not know that the attack was coming.

Sometimes a player will share knowledge with you (the player) about their character outside of the game. If this happens, you need to roleplay that your character does not know this information until you separately discover it (or the other character tells it to you in character) during the game.

Obviously, this depends heavily on the honor system. The ability to roleplay your character not knowing something that you know as a player is a sign of a good roleplayer, and is a skill that everyone should aspire toward.

Non-Players

Anyone who is not part of the game is a non-player. It is important to not anger, annoy or frighten non-players. This includes making sure they know that we are not actually having a brawl and that they shouldn't call the police! If it seems prudent, it is OK to call a game halt to explain to non-players what is going on.

Non-Player Characters

Non-Player Characters (NPCs) are characters in the game, but are played by GMs or other people designated to roleplay them. NPCs include random people you might encounter or deal with in the course of the campaign, or monsters or villains that you and your party need to outwit or defeat.

Game Mechanics

In many cases, character actions are represented by the same player action. Other character actions, such as combat and magic, must be simulated. A *game mechanic* is the term for any player action that is used to represent a different in-game action.

Combat

Combat is represented by padded "boffer" weapons. Physical combat is described on the weapons combat page.

Magic

Magic exists in this world. In general, spells involve use of a special form of energy called mana. This mana can be used to perform tasks that are impossible in the real world, but could otherwise be accomplished with roughly the energy output of a person in superior physical condition.

Magic is described in more detail on the magic page. The use of magic in combat is described on the magic in combat page.

Halts and Game Stops

Sometimes it may be necessary to temporarily stop the game. Some reasons for this might include:

- A player trips and falls or otherwise might have gotten hurt.
- A player or non-player is in danger of getting hurt (perhaps their glasses got knocked off) and the game needs to stop until the situation is remedied.
- A non-player is concerned or upset and the game needs to be suspended while someone explains the situation to them.
- A player is getting upset, anxious, or for some other reason needs to step away from the game.
- There is confusion about what is happening and a GM needs to clarify to the players.

If this happens, either a full HALT (all action stops) or a localized **game stop** (action in the immediate vicinity stops) may be declared. See the game calls page for full details. No in-game action may occur during a halt or game stop. This means you may not reposition yourself to be in a better place to attack or defend once play resumes.

When action is halted, it is resumed on a count of "3…2…1…RESUME!"

Resolving Problems

If you have an in-game problem or concern, talk to a GM. If you have a larger problem or concern (or a concern with one of the GMs), talk with the club advisor (Mr. Bigler). It is important that everyone be able to enjoy the game, and that no one leave the game feeling upset or feeling that they were treated inappropriately, unkindly or unfairly.

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