

LIFE ON
REGINA

A FIREFLY-INSPIRED LARP

Rulebook

By

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Introduction

“Take my love, take my land, take me where I cannot stand. I don’t care - I’m still free. You can’t take the sky from me.”

Welcome to Life on Regina: A Firefly-Inspired Live Action Roleplay (LARP). LARP is a game in which the players physically act out their character's actions. Players talk, act and fight as their characters to tell a story together. While playing the game, you imagine yourself as your character, living in a different time and place and encountering new problems or creatures. Life on Regina is a Freeform LARP, which means that the gameplay is heavily based on improvisational storytelling and the goal of all players is to tell a good story together while exploring interpersonal relationships between characters.

The setting of this game will be Regina, a terraformed planet located in the Georgia system of the Union of Allied Planets, in/near a small mining town, approximately 5 years after the Unification War. This is a one-shot LARP, which means that when Life on Regina games are held, plotlines, characters, and resources will not carry over from one session to the next. The gamerunners will establish a multitude of genre-based plot hooks throughout the game, but the overall plotline will be completely driven by the players themselves. This is a good LARP for players who want a game that explores social power structures, multi-faction cooperation and conflict, player-versus-player based plotlines, espionage, medical ethics, and high levels of creativity/player freedom within a sci-fi/western genre. This LARP may not be the best fit for players who prefer highly detailed game mechanics as opposed to freeform mechanics, don’t enjoy high levels of roleplay, and/or don’t feel comfortable with permanent character death.

Life on Regina is LARP inspired by the themes and locations of the fictional universe of the 2001 space-western TV show, *Firefly*, which is trademarked by Walt Disney Studios. Lost & Found Studios, LLC does not claim to own any aspect of, or be affiliated with *Firefly* or Walt Disney Studios.

General LARP Guidelines

The goal of LARP is to provide a safe, immersive, and fun game that everyone can enjoy.

Waivers and Safety

You must sign a waiver before the start of your first game. These waivers outline the risks involved in participation and provide emergency contact information should anything happen. The waiver will be kept on file and may need to be renewed periodically.

The first rule in all things is safety. If you believe a situation is or could become unsafe, or makes you uncomfortable, remove yourself from that situation and let a Game Manager (GM) know immediately.

Game Managers (GMs)

GMs are the Game Managers of the Life on Regina system. They are in charge of running, watching, and acting as referees for the game. GMs will answer player questions and enforce the rules of the game. The GMs can act as a Player-Character (PC) or a Non-Player Character (NPC). GMs will be identified before calling Game-On. The purpose of the GMs is to ensure the fun and safety of the players and to help maintain a smooth gaming experience. Decisions made by GMs about rules or any situation are final. If you have any questions or concerns about things happening during a game, let a GM know immediately so they can help resolve the issue.

GMs can take disciplinary action against players who consistently do not follow the rules and guidelines or create an unsafe environment. Disciplinary actions can include verbal warnings, asking a player to take a time-out, removal from a game, or a complete ban from all future events. Disciplinary actions will generally go in the listed escalating order, unless in the case of a serious safety concern.

Read the Rules

Please try to familiarize yourself with the rules that affect your character before play. The GMs are happy to assist you if you have questions at any time. Ask GMs and other players for help if you encounter something in-game you're not familiar with.

Immersion

Immersion refers to the agreement by all players to act as if they are actually in the game's setting. Higher levels of immersion, such as quality costuming and props, make it easier for everyone to pretend that they are in the game world. Players should try to only discuss and interact with things that exist within the game world during the game. You can help keep up immersion by not talking about real-life events or other non-genre-appropriate things during gameplay. Most games will have a designated "Out-of-Play" area. In this area, players can catch

up, handle real-life things (like disagreements), or leave out-of-play items (such as car keys or prepackaged snacks). We strive for a medium-to-high level of immersion at our games.

Costuming and Props

People should look at your character and know who or what you are trying to portray. Try to match the clothing to the backstory you have created for your character. Perhaps their clothes are rugged and ripped, or their face features scars from previous battles. The full costume (makeup, clothing, and accessories) of a character is often called a “kit” in LARP. A full kit often includes things like:

- **Shirt:** This genre is not too picky, leaving plenty of shirt options! A button-down, Hawaiian shirt, or layered t-shirts will work just fine.
- **Pants or skirt:** Leggings, scrubs, jeans, tactical pants, or perhaps a jump/work suit. Slacks or a nice dress can also be appropriate.
- **Shoes:** Shoes that appear appropriate for the genre. Boots are common, but we recommend that whatever you choose should be comfortable and appropriate for the outdoors.
- **Accessories:** Jackets, jewelry, bags, pouches, hats, and other accessories can help add unique touches to your character.

If you are having trouble creating a kit, ask a GM or other players for suggestions. Please note that some factions for this game have kit requirements (see the Factions section for more information).

Cheating

Although your character may be sneaky, mean, or evil, you, as the player, should follow all rules and take all hits from incoming darts and blasters. You must follow all time, material, and roleplay requirements specified by the rules. If you notice a player repeatedly ignoring hits or breaking rules, let a GM know.

Remember that characters are separate from their players. If someone robs you in character, that does not mean they are a thief in real life. Keep conflicts that occur out-of-play out of the game, and things that occur during the game, in-game. If someone tells you something about their character outside of an event, it is not appropriate to use that knowledge to your character’s advantage at the event.

Permission to Touch

During gameplay it is normal for someone to touch another player when role-playing certain scenarios, like helping an injured ally to safety. These types of actions are common, however no player should touch another without permission from the person being touched. Before you touch another player, ask “permission to touch?” and wait for a response before

starting any action. If a player does not grant you permission to touch them, find an alternative to completing the action, such as handing them a bandage to apply to themselves while you mime fixing a wound without physically touching them. If someone tries to touch you without permission, say "No touch" to remind the player that they have not been granted permission to touch you.

Inappropriate behavior will not be tolerated in any form. Any intentional touching of another player when you do not have permission may get you banned from the system. Additionally, for severe instances, the authorities will be called and you may face legal prosecution. **If you have concerns about a player committing inappropriate contact against another, immediately let a GM know.**

Have Fun

LARP is meant to be fun. When going to an event, become your character and allow yourself to fall into the game world. React as your character would in any of the situations you find yourself in, or react in a way you think others might enjoy. Say "yes" once or twice just to see where that takes you. Occasionally take a risk for no good reason. Play to win. Play to lose. Aim to misbehave. Above all, tell a story and be creative. Remember: follow the rules, use common sense, and remind yourself that it's a game we play for fun.

Eligibility to Play

Players must be 18 years or older and sign a waiver to play. There are no exceptions.

Basic Game Information

This section outlines the specific, common rules and mechanics that every player should know about attending a game.

Game Calls

Game calls are used to signal the beginning, end, and pauses in gameplay. Before the beginning of each game, the GMs will gather the players in each faction to tell them the story leading up to the current event, set the scene, and make any other reminders or announcements. The following are common calls you will hear during an event:

Game-On: This call signals the beginning of the game. At this point, each player should fall into character. Any immersion breaking objects, such as car keys or other personal items should be put away at this time.

Check: A check is a very brief pause in the game that is used to resolve non-safety issues or relay information about the game. Players who hear the call should pause their roleplay, listen to the information given, and wait until “Check” is called a second time before resuming the game.

Hold: This call is made if the game needs to come to a stop for any reason. If a player were to be injured or have the potential for an injury, a Hold would be called by a GM or player to deal with the situation. During a Hold, players will freeze in place. Once the reason for the Hold has been addressed, “3-2-1, *play on!*” will be called to resume the game.

Medic: This call may be used either during play or after a Hold is called. It signals that there is a real-life medical issue with one or more of the players, and the GMs should be notified to assist in first aid. Please note that if you need healing for your character, you should call for a “Surgeon,” “Healer,” or a “Doc” *not* a “Medic”.

That's Game: This call signals the end of the game and that the storyline is over.

In-Play and Out-of-Play

Generally speaking, in-play refers to items, characters, and events that exist/occur within the game world and can thus be interacted with by the players as their characters. Out-of-play refers to things that exist outside of the game world, such as cars, cell phones, and other real-world items and events. Some parts of the game area will be designated as out-of-play areas, where real-world items can be kept and roleplay does not take place. The following is a list of event spaces that are always considered to be out-of-play:

- The inside of a player's tent
- The parking area and player vehicles
- Any GM-noted "Out-of-Play" areas on the playing field
- Neighboring areas or areas in use by people that are not participating in game

Game items, such as loot and story items should remain in-play at all times.

Players themselves may also switch back and forth from being in-play and out-of-play. If a player wants to go out-of-play for any reason, they will show this by placing their fist or a weapon above their head, or by wearing a white headband. Any player signifying that they are out-of-play may not be interacted with by anyone who is in-play. Players whose characters have died must go out-of-play and speak with a GM.

Gameplay

Although the plotlines are designed by GMs and certain events may happen to progress this story, this does not mean that players can't have confrontations and make good or bad situations of their own. Characters interact, form alliances, and get into disagreements just like real people. These decisions will build and influence the overall storyline of the event.

Prior to the game, GMs will gather the players for pre-game announcements. During this time, a brief summary of events leading up to the game is given to players to help set the stage for the game. Additionally, players can work with the GMs to help tell stories around their character's backgrounds. If you would like to have your character's backstory incorporated into gameplay, you may submit it to the GMs prior to the event.

Towards the end of the game the GMs will also gather players to do a quick debrief. Debriefing consists of each player describing the best and worst parts of their character's day in third person. There is also time for players to discuss things that may have happened with other players that had an emotional impact on them or their character. Players are expected to be respectful and not interrupt one another during the debrief. Because LARP is live-action, some players may experience very strong emotions regarding things that happen during games. Debriefing allows players to separate themselves from their characters, and allows those feelings to be recognized. It also helps ensure things that happen in-play do not negatively affect players in their out-of-play lives, and vice versa. If you as a player have a conflict with another, either in- or out-of-play, that you would rather not be addressed during a regular debrief, please let a GM know so that they can help mediate the situation if necessary.

Non-Combat Players

Players that would like to attend games but not participate in any physical combat are still welcome to come and enjoy the game. Non-combat players should wear an orange band tied around their arm. This should be clearly visible at all times. While the player may ignore any shots or weapons, this band does NOT prevent you from being attacked or looted. If traveling with others, the non-combat character will take the fate of the party. For example, if a

non-combat player's traveling party is killed in combat, the non-combat character will also be considered dead. However, if a combat character from the non-combat player's party survives the confrontation, the non-combat character will remain alive. Players must provide their own orange band.

Prescriptions and Medical Needs

Players with allergies are encouraged to provide their own food and be vigilant in checking that food provided by other players does not have allergens in it. Please tell a GM if you have a serious allergy.

If you have a medical condition that may affect your ability to safely play, you may wish to let the GMs know so they can help keep an eye out for anything that might worsen your condition. Ultimately, it is up to the players to know their limits. Please do not engage in any activity that could have a negative impact on your health. If you have accessibility needs that would make the game safer and more enjoyable for you, please let a GM know, and we will be happy to figure out options to address these needs.

Alcohol and Other Substances

Alcohol, non-prescription, and other mind-altering substances are prohibited at events. We respect and follow all federal laws regarding marijuana and marijuana products.

Character Creation

In freeform LARPs especially, characters make the game. The characters for this game will be mostly designed by the players themselves, though they will be assigned a faction by the GM team after filling out their gameplay preferences via a survey after RSVPing for their session date. Their faction assignment will allow them to be placed in the appropriate virtual community via Discord where they will be able to interact and cultivate relationships with other players and characters within their faction.

Although players will be assigned their faction, they are encouraged to use as much creativity as they'd like to design a character that will be fun for them to play. The first step of character creation is to think about the kind of gameplay experience you would like to have. Would you like to play a character a lot like yourself or push yourself outside of your comfort zone? What is their personality like? Are they combat or diplomacy focused when faced with a problem? Self-centered, or caring towards others? Once you have an idea of what kind of character you would like to be, the next step is to read through the classes and decide which class will most likely allow you to have the gameplay experience you desire.

Since Life on Regina is a freeform LARP, your character will gain one special skill from their class selection, and all other mechanics - such as combat, Favor Tokens, and resource gathering - will be available to all characters. The rest of gameplay will be completely dependent on players' and characters' choices, including character backstories. Once you have created a character and have been assigned a faction, you may wish to flesh out your character's backstory, either on your own, with the help of your faction GM, or with the help of other characters within your faction (ie. if you would like to establish a particular kind of relationship with other characters, such as a best friend or a rival). If there are particular details regarding your backstory that you would like to play to during the game, please submit a copy of your character details (either in prose or bulleted list format) to your faction GM *at least 3 weeks prior to the game date* so the GM team can weave these details into the plot hooks for your game session.

To summarize, the character creation process is as follows:

- Consider the kind of gaming experience you would like to have.
- Select a class.
- RSVP for the Life on Regina event at www.LostAndFoundStudiosLLC.com/events.
- Take the Faction Survey to be assigned a faction and added to the Discord server by a GM.
- Create a character backstory by yourself or with the help of other players and/or a GM
- Submit your character backstory at least 3 weeks prior to the event if you would like your backstory to potentially be integrated into the plotline of the event.
- Show up to the event and have fun!

If you need help with character creation or have any other questions about the character creation process, please do not hesitate to contact a GM or email Lost & Found Studios at LostAndFoundStudiosLLC@gmail.com.

Factions

The Alliance

*“Every year since the war, the Alliance pushes just a little further out towards the Rim.” -
Captain Malcom Reynolds*

The Alliance is responsible for uniting the planets of ‘Verse by defeating the separatist Browncoats approximately 5 years prior to the events of this game. The Alliance acts as both a military and police force in the space between the various planets of the *Firefly* Universe. They are a professional organization, tasked with keeping the peace and ensuring the safety of the inhabitants of the ‘Verse. However, like any other immense organization, the military has its share of slackers and scoundrels who can be bribed, bluffed, or fooled. And, yes, the occasional soldier might fall asleep on guard duty. The Alliance is also home to some of the most powerful diplomats and the most dedicated public servants. Alliance members can generally be identified by their uniforms.*

*Note: This faction has specific kit requirements. Clothing should be gray, blue, and/or purple in color, and suggest some sort of ranking. We encourage the members of this faction to coordinate their kits prior to the event for better immersion and In-Universe consistency. Talk to your faction GM for more details.

Crime Syndicate

“You know what is reputation? Is people talking. Is gossip. I also have reputation. And not so pleasant, I think.” - Adelai Niska

The ‘Verse ain’t always the easiest place to survive, and the vastness of space offers quite the selection of opportunities - not all of them strictly legal. The planets, too, are often harsh places, and those with the resources - especially when it comes to weapons and manpower - often find themselves on top; and eventually defending their place at the top. The Crime Syndicate is a place for those with ambition and savvy, who don’t shy away from a little blood or racketeering every once in a while. Not every businessman has to be respectable, but the credits that come with the job generally make up for it. The Crime Syndicate on Regina has found themselves in a very special position, as they have been able to secure their role as the organization that accepts Pescaline D deliveries from the Alliance, and are able to turn a profit by selling this necessary drug to the afflicted locals on Regina.*

*Note: While this faction does not have any specific kit requirements, we encourage the members of this faction to coordinate their kits to some degree, to at least be able to tell each other apart from the members of the Locals faction.

Locals

“Every planet that's been terraformed for human life has its own little quirks. Turns out the, uh, air down underground, mixed up with the ore processors is a recipe for Bowden's. Everybody gets it. Miners, dumpers. Hell, I got it, I ain't never set foot in a mine.” - Sheriff Bourne

The locals on Regina have had their own share of troubles since their little planet was terraformed for settlers. These townies have pride in their homes and their trades, and are quite a diverse group, made up of local politicians, former soldiers, small-town traders, medical professionals, and of course, miners. The one thing that they all share is that they are afflicted by Bowden's Malady**, a neurological condition that results from an airborne contagion native to the terraformed Regina. Anyone who spends too long on the surface of the planet will eventually develop the condition. Fortunately, Bowden's is treatable with Pescaline D, which is regularly provided to the residents of Regina by the Alliance. Unfortunately, the local Crime Syndicate receives the shipments for the town, and sells the drug to the locals at incredibly inflated prices.

**Note: Due to this, players who are assigned to the “Locals” faction will begin the game with 4 HP instead of 5 HP until they receive a dosage of Pescaline D.

Smugglers

“I ain't so afraid of losing something that I ain't gonna try to have it.” - Zoë Washburne

For some in the 'Verse, all you need is a ship, a crew, a job, and to keep flying. The Smuggler faction represents those for whom adventure and the black sky calls: pilots, former soldiers, pirates, mechanics, and merchant-types. Every crew is different. A former soldier trying to find their way in a world they fought so hard to prevent and a drifter looking for a place to call home could find themselves on the same crew working towards a common goal. Not every scoundrel has a heart of gold, however. Some are looking for their next pay day and won't think twice about leaving their crew high and dry if it means living to fight another day. For most smugglers, their allegiances can be measured by either the loyalty they have to their crew or the size of the bounty waiting at the end of the job.

Classes

Companion

“A Companion chooses [their] own clients, that's Guild law. But physical appearance doesn't matter so terribly. You look for a compatibility of spirit. There's an energy about a person that's difficult to hide.” - Inara Serra

Companions are those who have trained in the ways of, well, companionship. Official Companions join, train, and follow the rules of the Guild in regards to their skills, reputation, and who they accept as clients. For this game, other unofficial Companions, such as sex-workers*, courtesans, and those who primarily depend on their charisma to get things done may also fall into this class. Companions are skilled in things such as conversation, hospitality, art, pleasure, music, tea service, beauty, flower arranging, and other artistic, aesthetic, and creative endeavors.

Class Ability: Companions may obtain a favor token passively by spending a consecutive 5 minutes engaging with another character. They do not need to perform a specific favor to receive someone's favor token, they simply need to request it after the 5 minutes are up, and the other player will be obligated to give one to them. Be careful who you select as a client, however, not everyone will always have Favor Tokens to give. For more information on using Favor Tokens, please see page 18.

*Note: If a Companion wishes to engage in sexual contact/services with another character in-game, please utilize the “Fade to Black” meta-technique described on page 21, and discuss how you would like the scene to proceed out-of-play. Companions are not required to agree to this kind of role-play and we require all players to respect their own and each other's boundaries. *We also prohibit engaging in any actual sexual activity onsite or during this event. Thanks!*

Diplomat

“I don't care what you believe, just believe in it.” - Shepard Book

Diplomats are those who seek to use official positions of power to advocate for themselves, others, or a particular cause. These people of influence can be found walking among what some would consider lowlives, as well as prominent government officials. What they decide to do with their status can change the outcome of a dispute, policy implementation, or the course of someone's life. Some Diplomats work hard to make the world a better place, while others manipulate their way into power.

Class Ability: Due to their social standing, Diplomats will begin the game with five (5) Favor Tokens which can be used to persuade other PCs. Favor Tokens will be represented by

Chinese lucky coins and will be provided at check in. For more information on using Favor Tokens, please see page 18.

Doc

“Odds are you’ll be under my knife again. And often.” - Doctor Simon Tam

Docs have answered the call to help others in their time of need, be it as a medical professional, as a field surgeon, or a student of holistic healing methods. Whether they charge a fee or patch you up out of the good in their heart, don’t forget to thank your Doc. After all, odds are you wouldn’t be here without ‘em.

Class Ability: Docs can heal other PCs and administer adrenaline shots and Pescaline D treatments. The process of healing is as simple as a Doc wrapping a white bandage around the limb of an injured PC and acting out one (1) minute of uninterrupted care. Docs are also able to heal themselves using this method. There is no limit to how many bandages can be wrapped around any one PC. Healing cannot be done without a white bandage. Docs can also give an adrenaline shot to a PC who has hit zero (0) HP. This shot must be given within five (5) minutes of a PC losing all of their HP and will bring the healed character’s HP to two (2) HP. The player may still utilize bandages to bring their HP up from this, though all bandages worn by the character at the time of death will be considered used and not count towards bringing their HP above two (2) HP. Adrenaline shots take the form of prop syringes and will be labeled and provided at check in. If someone is lucky enough to acquire Pescaline D, they will need a Doc to give them the shot. Pescaline D will also take the form of a prop syringe and will be labeled (for more information about Pescaline D, see page 20). Docs are the only class of characters that can heal, give adrenaline shots, and Pescaline D shots. Docs start the game with three (3) bandages and one (1) adrenaline shot. More of these resources may be bought or collected during gameplay (see the Gameplay Mechanics section on page 17 for more details).

Mechanic

*“I had to rewire the grav’ thrust because somebody won’t replace that crappy compression coil.”
- Kaylee Frye*

Mechanics are good with their hands and tend to feel at peace when working on a piece of machinery. Those who are lucky enough to get onto a ship may never want to get off. For them, home may be where they hear the faint hum of a VTOL engine. Mechanics may be professionally trained and certified, may naturally have a way with technology, or may have developed their expertise over years of experimentation. One thing’s for sure: no crew is complete without a reliable Mechanic.

Class Ability: Mechanics are the only class that can properly identify, install, and remove ship parts. Parts can be installed and removed with five (5) minutes of uninterrupted work. A crew will need at least one (1) mechanic in order to fly their ship off-planet.

Pilot

"I am a leaf on the wind. Watch how I soar." - Hoban Washburne

The sky is home and anywhere else is merely a pitstop for a Pilot. Much like Mechanics, no ship's crew is complete without a proper Pilot on board. Also like mechanics, Pilots may have gotten their skill from formal training or through learning to fly from a mentor - just make sure you aren't caught flying without a proper license.

Class Ability: Pilots are the only class who can fly a ship safely off world. A crew will need at least one (1) Pilot in order to fly their ship off planet. Flying a ship requires a steady hand and top-tier spacial awareness, leading to many of these folk having a good sense of incoming danger. Due to this, when Pilots reach 1 HP, they will be able to call "Dodge" and ignore the damage caused by an incoming ammo round twice per game. The player may call "Dodge" either before or after they are hit with said ammo round.

Soldier

"First rule of battle, little one... don't ever let them know where you are." - Zoë Washburne

Anyone can decide what's worth fighting for, and some make it their life's purpose to win as many battles as they can through their skill in combat. Soldiers may come from any background and fight for any cause, and include those such as professional Alliance soldiers, war veterans, bounty hunters, or mercenaries for hire. These people may not always fight often, but they fight well, be it for a cause, an organization, their allies, or simply for themselves, in order to live to fight another day.

Class Ability: Due to their extensive combat training, soldiers are able double their starting and loaded ammo capacity compared to other classes, bringing their total number of loaded rounds and total magazine capacity to twenty four (24) darts/rounds.

Gameplay Mechanics

Combat

Weapons

There may come a time where you have to defend yourself against other characters. This is where weapons come in handy. In Life on Regina, all usable weapons for combat will take the form of dart blasters. Any type of foam dart blaster will be permitted as long as it adheres to the following guidelines:

- Uses full or half-length standard darts, Rival rounds, Mega rounds, or an oversized foam round (ie. rockets)
 - Full- and half-length darts or Rival rounds are not shot at a speed of over 120 feet per second (fps)
 - Mega rounds are not shot at a speed of over 95 fps
 - Oversized rounds are not shot at a speed of over 65 fps
- Velocity and firing speed modifications are permitted as long as they do not cause the blaster to no longer meet other requirements
- Blasters may be painted or otherwise decorated, but the front-most ¼ inch of the blaster's tip must remain orange.
- Hard-tip ammo, such as FVJs and Voberries, are not allowed to be used in this game.
- There are restrictions on the total amount of loaded ammo as well as restrictions on the number of extra magazines a player may carry (see Ammunition section for details). Blasters will not be restricted for their ability to hold more darts when fully loaded. This simply means you will not be able to fully load that weapon beyond 12 darts.

There are no other weapon restrictions, such as those based on class or faction, for Life on Regina.

Please note that there is no functional melee combat for this game.

Ammunition

Most PCs will be allowed to have a maximum of twelve (12) foam rounds loaded into their blasters at any time, and will begin the game with their twelve (12) loaded rounds to simulate ammo scarcity. Players may split the rounds between different blasters or store them for future use (ie. start with six loaded and six extra in a stored magazine). Players may carry spare magazines, but all loaded magazines may only add up to your characters' maximum ammo capacity (1x12 or 2x6, for example). Blasters and magazines with over 12 rounds may be used, but may only be loaded with at most 12 darts at any one time. The Soldier class will start with more ammunition and have a higher maximum capacity of darts. Check the class section for more details.

While all players will be restricted to a certain number of loaded rounds throughout gameplay, they will not be restricted to a specific carrying capacity after Game On is called. After the game begins, ammo may be picked up post battle, found in the game environment,

looted, bought, traded, stolen, and/or sold. Certain factions may also be allotted extra ammo to split amongst themselves, which will be provided by GMs. All ammo obtained during gameplay should be returned to its owner at the end of the session, if possible.

Damage

Each player begins with a total of 5 HP before dying. Getting hit with one (1) foam round equals 1 HP of damage. HP may be restored through the use of bandages or adrenaline shots by a character from the Doc class. For more information see page 14.

Death

Not everyone who visits Regina survives the experience. When a character reaches zero (0) HP they are considered dead. A PC has a five (5) minute window to be revived by use of an adrenaline shot by a character from the Doc class (for more information, see page 14). In the event of character death where you are not revived, please go to the Out-of-Play GM who will be in the designated out-of-play area. There, you will have the option to create a new character and your faction may be reassigned. You may want to create a back-up character in case things turn out less than shiny. Your new character will receive their necessary starting items (such as starting ammo, Favor Tokens, bandages, etc.)

Healing

If a battle ends with your character taking a hit, odds are you will want to be healed. There is no limit to how many times a player can be healed, however each bandage may only be used once to heal one (1) HP. In order to be healed, a Doc must wrap a white bandage around the limb of an injured PC and perform one (1) minute of uninterrupted care. Docs may also use adrenaline shots to bring a character's HP from zero (0) to two (2) HP and prevent character death. Docs may also use shots of Pescaline D to increase the maximum HP of characters in the Locals Faction from four (4) to five (5) HP. For a more in-depth description for how healing works, see the Doc character class on page 14.

Looting/Theft

In-play items belonging to fallen PCs and NPCs can be taken by those who are still living. Before searching a character, you must ask "permission to loot" and wait for an answer. If "permission to loot" is given, you may **ONLY** search the visible pouches and/or bags of the recently fallen. If the fallen player does not want to be touched or searched, they can respond with a "No" to "permission to loot", but will give the searching player any in-play items that can be looted. Any in-play items that the player is carrying on them may be looted except for costume pieces. This means if the player has an in-game item such as a letter or journal, this can also be looted by a searching player. Lootable items should be kept in pouches and bags. Do not loot out-of-play items such as cell phones or car keys. **All rules of permission to touch still apply while looting a character and no inappropriate touching or behavior will be tolerated.** After the bodies have been looted and the living players have moved beyond sight, the

player may then rise, signal that they are out-of-play, and make their way to a GM so they may be assigned a new role to continue participating in the game.

Theft is also allowed during gameplay. Only in-play items may be stolen/looted from other characters. In-play items include the following: credits, foam darts/rounds, unused bandages, Favor Tokens, adrenaline shots, communication devices*, and character personal items. Costume pieces and weapons cannot be stolen. If you steal an item from another character that the player themselves provided (such as a journal or other prop), you must return the item to the player at the end of the event. This is to make sure that personal items of players do not get lost.

*Note: If you loot or steal a communication device, you are not allowed to change the radio frequency being used by the communicator.

Taking Prisoners

If a player has surrendered to an enemy, they may be taken prisoner. Their hands should be “bound” by having them hold a short strip of cloth or a rope with both hands, that way if the prisoner were to stumble or fall, they can still use their hands to catch themselves. No one should ever actually be restrained during a game. When taken to a location to be held by their captors, the captured player must be guarded at all times. If left alone for more than five (5) minutes, the player is able to “escape” their bindings and try to flee. Try to avoid holding a prisoner for an extended period of time, as it could take away from their gaming experience. Arrested characters may be required to spend some extended time in jail, but players are always allowed to choose to go out-of-play for out-of-game reasons (ie. to use the bathroom, drink water, eat food, etc.).

Gameplay Items

Credits

Credits can be traded amongst PCs in exchange for goods and services as the main currency in the Union of Allied Planets. Life on Regina uses paper currency with the credit value printed in the corners of each bill. There is a finite amount of credits in the game. The price of certain objects is up to the players within the game. Credits will be distributed before the game starts, but not at check-in. The credits must also be returned at the end of the event.

Favor Tokens

Favor Tokens are not a true physical currency, but a social one. Favor Tokens will be represented by golden Chinese lucky coins with square holes in the middle and will be provided by the GMs. Most players will begin the game with a single Favor Token, with the exception of Diplomat characters. Favor Tokens, as the name implies, may be used as a social currency that can affect the storytelling occurring during gameplay and will be provided to characters at check-in.

As this is a freeform LARP, character choices affect the entirety of gameplay. Favor Tokens encourage cooperative storytelling and exploring social capital in the form of a physical trade of currency. When you want another character to move the story along in your favor, you can place a hand above your head and offer up a Favor Token to sway the other character. The other player can then either accept the offer or increase the price of the action, up to, at most, three (3) Favor Tokens, depending on how likely they think their character would be swayed by your character's influence. If you don't have enough Favor Tokens, the persuasion fails, but you do not lose any of your Favor Tokens. If you and the other character come to an agreement, they accept your Favor Tokens, and can then use those tokens to buy the favor of other characters. Likewise, if another character tries to convince your character to do something, and you feel like it would be a stretch for your character to act in that manner, you can put a hand on your head and propose to be swayed for a number of Favor Tokens between 1 and 3. If another character can offer three Favor Tokens for an action to be completed, you must accept the deal unless 1) it involves taking the life of another character or 2) you find the suggestion to be inappropriate. Since there is permanent character death in this game, we do not want to sway the decision to end the life of another character. If the suggestion of another player seems inappropriate or makes you uncomfortable, please go out of play and find the nearest GM to address the situation. Inappropriate, harassing, and abusive behavior is not tolerated at Lost & Found Studios events.

Spaceships

In order to leave Regina and travel the 'Verse, one will need to board a fully-functioning spaceship staffed by a full crew. A full crew consists of at least one (1) pilot, one (1) mechanic, and five (5) auxiliary staff. Some ships will also have room for extra passengers. Regardless of the size, class, or model of the ship, it will need the following parts properly installed and up and running to leave the planet:

- Drive core
- Synchronizer
- VTOL engine part
- Interface pad
- Catalyzer

Vessels will be a clearly designated six-by-six foot area within the gameplay site, and ship parts will be installed into clearly marked bins within the "vessel" by a character with the appropriate class skill (for more information see the Mechanic class description on page 14). Ships may not be locked, but may be guarded, and there is nothing stopping a character from attempting to board and stow away on a ship if they wish. Just note that some captains may not take kindly to stow-aways.

All ship parts will remain in-play at all times and should not be removed from the site by anyone other than a GM. Spaceships may not be moved/take off without the permission of a GM.

Pescaline D Doses

Pescaline D is the only known treatment for Bowden's Malady, which affects all residents of Regina. Pescaline D doses can be identified as prop syringes and will be labelled as such. Pescaline D must be administered by a character of the Doc class. After "administering" the dose, the player will remove the label from the phys-rep syringe to show that it has been used. After being given Pescaline D and waiting 10 minutes, a character in the Locals faction will regain one (1) HP, and bring their maximum HP up to five (5) HP. Each dose of Pescaline D can only be used once (one per character), and can be obtained through bartering, theft, looting, or finding them around the gameplay area. If a character that is not a part of the Locals faction or who is not afflicted with Bowden's Malady receives a dose of Pescaline D, they will not gain any HP from the medication, but the dose will be considered used.

Personal Items

Some players enjoy creating rich backstories for their characters and give their characters certain personal items, such as a journal or compass. These items are in-play and thus are able to be looted, stolen, or otherwise interacted with by other players during gameplay. If you would not like these items to be interacted with, then please do not bring them to games.

Yellow Stakes

Yellow stakes are used to mark the boundaries for the in-play area. Players are not permitted to go beyond the yellow stakes.

Roleplaying

A big part of LARP is roleplaying - interacting with plotlines, events, and people from your character's perspective. Some players do not wish to spend a lot of energy acting as someone else and thus create characters who are much like themselves in real life, while other players enjoy pretending to be someone unlike their real selves, gaining experiences from a different perspective. How in-depth you go with your character's personality and actions is up to you. An important thing to remember, however, is that you are playing a game, and the things that happen in-game occur in a controlled gaming environment. Make sure that you deal with things that happen in-game during gameplay and do not let them bleed over to your real life interactions with other players in an unhealthy manner. While LARPing, do your best to create scenarios and conflict that will create a fun and interesting story for the other people around you. Do not engage in heavy or negative play with others without first making sure they are okay to engage in that kind of roleplay, and try to touch base out-of-play with others after particularly heavy scenes to ensure everyone is still on the same page and having fun. By respecting each other's boundaries and working together to tell a story, LARPing can be a very fun experience. If you have engaged in roleplay that has left you with negative feelings, talk to the other players involved, bring it up during debriefing, or talk to a GM about ways to resolve these feelings.

Life on Regina is intended for an 18+ audience and this may lead to uncomfortable and tense scenarios. If you are roleplaying and a situation arises in which you feel upset or unsafe, you always have the option to remove yourself from gameplay without your character suffering in-game consequences. You can use the meta-techniques below to communicate your comfort level and check on the comfort level of others whenever you react or you observe another player reacting strongly to something in-play:

You OK? - If you see another player get uncomfortable, or you are uncomfortable during a scene, call “You OK?” with a hand over your head, to alert other players that you notice not all players are comfortable with what’s happening in the sequence. This gives all players a chance to adjust the scene to allow all players to remain interactive in the scene.

Bow Out - A player may bow out of a scene by putting their hand in front of their face and bowing their head forward. This leaves the character physically present in the scene, but non-interactive. Players may not be retaliated against, or their characters interacted with during a scene in which they have bowed out.

X-Out - If a scene has gotten to be too much, or you are simply not comfortable with yourself or your character being present, you may X-Out of a scene by making an X with your arms in front of your face and immediately leaving the area. Your character is considered to never have been present in the scene at all, and other characters do not remember them being there. You may return to play when you are ready in the Tavern area.

Fade to Black - If two or more players X-Out of a scene, the scene immediately ends, and the remaining present players agree on a resolution to the situation without further roleplay. Players may rejoin the game from their current location after the agreement has been made.

Thank you for expressing interest in Life on Regina. We hope we have designed a game that inspires players to immersively explore the ‘Verse with a unique character and perspective. Now that you have reviewed our rules, it’s up to you to create your own shiny character to help us tell our story. You can find links to our Facebook Community and RSVP page in the following Appendix. Once you have RSVPed, look out for an email from our GMs to finish your registration and have your character assigned to a faction. If you have any questions about this game or any of Lost and Found Studios, LLC’s projects, please do not hesitate to contact us at LostAndFoundStudiosLLC@gmail.com. This game may not be reproduced without the explicit consent of Lost & Found Studios, LLC.

Appendix

Helpful Links

RSVP link: www.LostAndFoundStudiosLLC.com/events

Facebook group: www.facebook.com/groups/lifeonreginalarp/

Lost & Found Studios Community Guidelines

Introduction

Life on Regina LARP focuses on core values of inclusivity, accessibility, and safety. Our spaces strive to maintain a culture that is accepting of all people, including those of all sexual orientations, gender identities/expressions, religions, races/ethnicities, and with any other characteristic. We believe in spaces that are inviting, engaging, and supportive, in which all people feel comfortable behaving genuinely and participating in gameplay. It is important that all Life on Regina organizers, volunteers, and participants work together to maintain these guidelines. We acknowledge that participants often have different communication styles, personalities, and opinions, and come from diverse backgrounds. In order to foster the kind of community we strive for, our players must respect others and actively support the well-being of everyone involved. Our Community Guidelines are designed to guide our community members in creating the kinds of spaces we strive for. These Guidelines apply to everyone and to all types of content and interactions. They are designed to be comprehensive and followed in good faith, and actions and/or posted content that might not be considered hateful may still be addressed for violating Community Guidelines.

As events coordinated by a privately-owned company (Lost and Found Studios, LLC), please note that Life on Regina organizers reserve the right to refuse entry to any participant who shows themselves to be unsafe, abusive, or otherwise detrimental to the event(s) being run or the community as a whole. This may include removal from live events and/or removal from online spaces. These choices are at the discretion of the business owners and will be made in compliance with local, state, and federal law. All community members are held to the same standards and guidelines, regardless of status or role at an event, from new player to GM. It is up to all participants to follow these guidelines and bring concerns to a GM so that appropriate action can be taken to uphold the values of our community. The consequences for violating our Community Guidelines may vary depending on the severity of the violation and the person's history with our game, and in some cases, other games. Disciplinary action that may occur from committing actions that go against our guidelines include verbal warnings, temporary or permanent removal from online spaces, removal from an event, and/or a permanent ban from Lost & Found Studios events.

General Guidelines

1. Life on Regina events are cooperative gaming environments. We believe that all players have something to offer the story.
2. Respect diverse opinions, beliefs, and points of view. Share ideas rather than judgments. Use 'I' statements as much as possible to state your reactions and experiences.
3. Assume best intent. Everyone will make unintentional mistakes. Be aware of the affects your behavior has on others and accept responsibility for it. Expect to be addressed by others if you make a mistake. Make an effort to step back, listen, and learn from those with different experiences from your own. Once a mistake has been addressed, everyone should agree to move on. Life is a learning process, and just because we may engage in a negative behavior doesn't automatically make us bad people.
4. Respect others' physical, mental, and emotional boundaries. Always ask for consent before touching someone; never assume consent. Never respond negatively IP or OOP if someone says no or needs to redirect or remove themselves from an interaction. Try to not post photos of other people without asking them and always get permission before tagging someone.
5. Respect your own physical, mental, and emotional boundaries. Stay aware of your own thoughts, feelings, and needs. Remove yourself from a scene if you don't feel comfortable - use the meta-techniques listed in the rulebook. If something doesn't feel right to you, please speak up. You may not be the only one who feels that way. If someone has posted your personal information or uploaded a photo or video of you without your consent, you can always request removal.
6. Don't assume the race, sexuality, gender, history with violence, etc. of others. Do not be offended if you are corrected or asked to dial it back. When possible, find out what pronouns people use or consider using neutral pronouns such as 'they' until you can confirm the person's preferred pronouns. Everyone has the right to be referred to as they wish. The use of someone's preferred pronouns is not optional. With that, be forgiving if a person makes a mistake and corrects themselves.
7. Respect the choices of others. We each come from different histories, backgrounds, and mentalities. It is not our job to decide what is right or wrong for other people and unless you witness someone being harmed (physically or mentally) by someone's choices.
8. We do not support content that promotes or condones violence against individuals or groups based on race or ethnic origin, religion, disability, gender, age, nationality, veteran status, caste, sexual orientation, or gender identity, or content that incites hatred on the basis of these core characteristics. Life on Regina spaces will not tolerate the support or praise of terrorism, criminal activity, or hate groups. Encouraging or urging people to embrace self-injury is abusive behavior and will be treated as such. We will also not tolerate content referencing victims or survivors of self-injury if the content targets them for attack or humor.

9. There should be no spam or soliciting at games or on online spaces. Promotion of related businesses or games may be posted on Life on Regina online forums with prior GM approval. Offering sexual services, buying or selling firearms between private individuals, and buying or selling illegal or prescription drugs (even if legal in your region) are never allowed in Life on Regina-affiliated spaces.

Anti-Harassment Policy

Life on Regina is dedicated to providing a harassment-free experience for everyone. We do not tolerate harassment of participants in any form. This code of conduct applies to all Life on Regina spaces, including game events, social gatherings, and dedicated online spaces such as FB groups and Discord. Anyone who violates this code of conduct may be subject to disciplinary action up to and/or including removal from these spaces at the discretion of the GMs. Some spaces may have additional rules in place, which will be made clearly available to participants. Participants are responsible for knowing and abiding by these rules.

For the purpose of this policy, harassment includes, but is not limited to:

- Offensive and/or hateful language and comments related to gender, gender identity and expression, sexual orientation, (dis)ability, mental illness, neuro(a)typicality, physical appearance, body size/type, age, race, ethnicity, or religion.
- Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, and employment.
- Deliberate misgendering or use of 'dead' or rejected names.
- Unwelcome sexual attention, including gratuitous or off-topic sexual references or behavior in spaces where they're not appropriate.
- Physical contact and simulated physical contact (eg, textual descriptions like “*hug*” or “*backrub*”) without consent or after a request to stop.
- Threats of violence or the incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm.
- Deliberate intimidation.
- Stalking
- Harassing photography or recording, including logging online activity
- Sustained disruption of a discussion, resulting in a situation where one or more person(s) feels intimidated and/or silenced.
- Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others.
- Continued one-on-one communication after requests to cease.
- Deliberate “outing” of any aspect of a person's identity or the release of other personal information without their consent (except as necessary to protect vulnerable people from intentional abuse or self-harm).

- Any other repeated behavior that hurts, humiliates, or intimidates another person.

Life on Regina prioritizes marginalized people's safety over privileged people's comfort and GMs reserve the right not to act on complaints regarding:

- Someone setting reasonable boundaries, such as "leave me alone," "go away," or "I'm not discussing this with you."
- Criticizing racist, sexist, homophobic, or otherwise oppressive behavior, institutions, or assumptions.
- 'Reverse' -isms, including 'reverse racism,' 'reverse sexism,' and 'cisphobia'.

Sexual Harassment/Assault

The topic of sexual assault is specifically banned from all Life on Regina and affiliated events. There is no instance in which a plot or module will touch on this topic and any use, suggestion, allusion, or threat of it during an IP or OOP interaction is forbidden within these guidelines. This does not, however, include integration of the topic into a character's backstory, as we acknowledge some players may use roleplay to explore trauma and subsequent emotions. However, these topics should still not be brought up during gameplay, discussed publicly in a Life on Regina-affiliated space, or discussed privately OOP without proper trigger warnings prior to discussion. Violations of this rule will be dealt with harshly and the offender likely removed from the event, if not banned from all future events and/or Life on Regina spaces, depending on the severity of the infraction.

Consent

Consent is defined as two (or more) people deciding together to do the same thing, at the same time, in the same way with each other- whether it's physical, verbal, or sexual. It is the presence of a "yes", and not the absence of a "no." For the duration of an event, consent is defined as a clearly asked question followed by an enthusiastic, informed, and freely-given "yes." Please note that consent may be reversed and withdrawn at any time and this decision must be respected.

Conduct

When attending a Life on Regina event, attendants are expected to conduct themselves in a way that best represents both the community and themselves. We have no intent to give anyone direction in regard to how they live their personal lives outside of the Life on Regina community. Ultimately, we want a player base that treats one another equally and fairly, and that encourages the growth of all individuals within it.

Attendance, participation, and treatment at any Life on Regina LARP event will not be restricted by race, color, sex, national origin, physical or mental disability, sexuality, gender identity, religion or experience level in the hobby. Everyone is to be treated with kindness and

respect. Communications and interactions within Life on Regina LARP spaces and events must occur with courtesy and respect for all of those involved. This not only includes interacting with one another in friendly and civil tones, but also that when we disagree with one another we do so with courtesy and respect. This also applies to community members who are volunteers, owners or other “staffed” members. Aggressive, antagonistic, or attacking interactions are not acceptable outside of consensual in-character scenarios.

All community members are expected to abide by the law. If any community members engage in illegal activity while at a Life on Regina event, those members will be turned over to the local authorities in addition to having corrective and disciplinary actions handled by GMs.

In-Play and Out-Of-Play Conduct

It is important to note that these guidelines are in relation to person-to-person interaction and not character-to-character interaction. We all understand that by attending a Life on Regina event we accept a wide range of roleplay, and while out of character actions should always be conducted with utmost care and respect for each other, conflict between characters is a part of the game. However, every player is to be treated with the same respect: All members will be treated equally, free from harassment, and not discriminated against.

Do your best to draw a line between the game world and the real world. Characters that are portrayed by players or GMs are fictitious entities and should never take priority over real people. *Character actions should be defined by a combination of what the character would do AND the concepts of fair play and sportsmanlike conduct.* Sometimes characters need to do, or say, things that they normally wouldn't to ensure the emotional, mental, and physical safety of the players. Players should never participate in something they do not want to for the sake of a character. Use the meta-techniques described in the Life on Regina LARP Rulebook to check-in with others and redirect scenes that may be making players uncomfortable. When we interact with other people, we must understand that certain topics may be sensitive subjects. If a topic of sensitive nature is being discussed or is the focus of an in-character interaction, the people involved should make sure that the player who is least comfortable with the scenario is at ease. *A scene or interaction is never more important than the players involved.* Be respectful to the boundaries and limitations of other people.

It is important to note that it is the responsibility of those who feel that their limits are being reached to express their discomfort. Be it during gameplay or during an out of character event, if a topic, word, or subject matter causes distress to an individual, we ask that that individual express this to those involved in a clear and respectful manner. As much as we want people to be aware of their actions, we also need others to point out when boundaries or limits are being approached. Additionally, what is offensive or upsetting to one person might not be to another. Unless they are made aware of the issue, they cannot change or stop it. This is not a means for individuals to remove their characters from the negative repercussions of their own actions, but a means to ensure that reasonable limitations and triggers are respected. Players should do their best to communicate their limits in an assertive and respectful way, and it is the

responsibility of others to respect the boundaries that are communicated. If you need this process to be mediated, contact a GM.

Reporting

If you are being harassed by a member of Life on Regina, notice that someone else is being harassed, or have any other concerns, please contact the GMs. This code of conduct applies to Life on Regina spaces, but if someone is being harassed by a member of Life on Regina outside our spaces, we still want to know about it. We will take all good-faith reports of harassment by Life on Regina members seriously. This includes harassment outside our spaces and harassment that took place at any point in time. Game runners reserve the right to exclude people from Life on Regina based on behavior outside Life on Regina spaces and behavior towards people who are not in Life on Regina.

In order to protect employees from abuse and burnout, we reserve the right to reject any report we believe to have been made in bad faith. We will always respect confidentiality requests for the purpose of protecting victims of abuse. We will not name harassment victims without their affirmative consent. Participants asked to stop any harassing behavior are expected to comply immediately. If a participant engages in harassing behavior, the game runners may take any action they deem appropriate, up to and including expulsion from all local Life on Regina spaces and identification of the participant as a harasser to other local gamerunners.

In the event you witness actions that go against the spirit of our community, we encourage you to take the following steps: If you feel comfortable doing so, approach the individual in a non-combative manner and calmly discuss the issue. Try not to use accusatory language, but do use “I” statements to express your experiences, thoughts, and feelings regarding the scenario. Do not have the conversation in front of others or in such a way as to potentially embarrass the individual. In the instance that an incident is an obvious and grievous breach of our community goals, immediately involve a GM. If you do not feel comfortable approaching the individual, please approach a GM as soon as you can. It is our wish to address these incidents at the time they occur, so as to best address those involved. With that, we ask that issues be brought to GM attention as soon as possible. Whenever possible, anonymity will be maintained.

If you are approached in regard to your actions being against the spirit of our community, we ask that you follow some simple steps for considering your actions:

- Listen and be open minded. Consider what is being said to you without immediately becoming defensive. It is possible that what you are doing appears differently to others than to yourself.
- Immediately stop the activity that is against the spirit of our community, even if you do not agree that your actions are unacceptable.
- Find a GM if you cannot come to a reasonable, calm agreement with the other player involved. If you feel that your interaction may escalate into an argument, immediately get a GM involved to help mediate.

We would like to thank everyone who has been a part of making Life on Regina, and larping as a hobby, a place where everyone is welcome to play pretend. We believe that larping is not a competitive hobby, but instead one where all game runners and players can benefit from a shared experience out of character and in.

Discord Rules

General Rules

1. Every player's nickname for this server must be in this format: "Character Name (Player Name)". For example: "Ragnar the Red (Joe)". Players must change their nicknames to this format within one week of joining, or they will be kicked from the server.
2. No inappropriate avatars or nicknames, ie. nothing referring to sexual violence, R-rated content, graphic content (sexual organs, sexual acts, violence, gore), self-harm, hate symbols or groups, etc.
3. Be respectful and considerate. No aggressive, harassing, or hateful behavior is allowed. By participating in Lost & Found Studios events and spaces, you agree to follow our Community Guidelines.
4. Breaking any of these rules will result in a verbal warning from a GM. Further or consistent behavioral issues on the server may result in punishment(s) given by the GMs. These may be: temporary removal from the server, banning from the server, a temporary ban from events, or a complete ban from the system.
5. Please do not share your faction membership in the general chat ahead of your session. Players may interact with other faction members in their private faction channel or outside of the server. We encourage players to discuss the nature of their character's relationship with other characters in their faction before the day of the event, and some light roleplay ahead of the game can help you develop your character and these relationships.

Glossary of Common Terms

Game Calls

Key phrases said by GMs and other players to indicate a change in gameplay (a pause, sudden difference in scenery, or effect that impacts the town).

Game Managers (GMs)

The people in charge of the game. Come to them with any questions or concerns.

Immersion

The suspended belief that we are in this world and the acceptance of the game-world as reality.

In-Game/In-Play/In-Character (IG/IP/IC)

Used to refer to events, characters, reactions, and stories that happen in the world of LARP.

Kit

A shorthand term for a character's costume or outfit.

Loot

A shorthand term for what can be found in a chest, or on a defeated or dead being. Players must follow permission to touch rules when acquiring loot.

Meta

The acknowledgement that something in-game goes beyond the means of the game (current events, new movies, or game-related information that was acquired out-of-play).

Meta Technique

Methods used to make sure the events of the game are not adversely affecting the players in real life.

Out-of-Game/Out-of-Play/Out-of-Character (OOG/OOP/OOC)

Used to describe real world events, situations, people, and actions.

Player-Character (PC)

A shorthand term used to describe the character a player plays as during the game.

Plot Team

The people in charge of the season's story. May or may not be GMs.

Permission to Loot

This phrase must be asked of a player who is about to be looted. If the fallen player does not want to be touched or searched, they can respond with a “No” to “permission to loot”, but will simply give the searching player any in-play items that can be looted.

Permission to Touch

Players must ask others if it is alright to touch them. No player should touch another without permission from the person being touched. If you are not sure if a player wants to be touched, ask “permission to touch?” and wait for a response before starting any action.

Phys-rep

A shorthand term for physical representation. These may appear in place of adrenaline shots, Pescaline D, ship parts, or other plot-related objects.