FOAM SWORD RULES

These rules are by no means the only way to play! There are dozens of ways that you can choose to use. This is just a very simple version that we choose to use. If you don't like them, them by all means! Make your own! But make sure that all of the people in your group are willing to use the rules that you want.

1. Damage

First we'll talk about damage. How much damage can someone take before they are incapacitated or killed? What we chose to do is have a three hit point system. You can take three hits to the torso, limbs, and head. Hands don't count because they get hit all the time. However, when you swing a weapon with two hands, it does DOUBLE damage! That means if you swing a sword with two hands, it will count as two points of damage! Now, obviously daggers will not do double damage if swung with two hands. Some people choose not to count head shots but this is completely up to you. We chose not to aim for the head, but if it gets hit, it gets hit! And when you get hit, call out how much you've taken. Like "one!" would indicate that you've taken one damage.

2. Weapons

Now a list of all the weapons that I could think of. You may think, "hey! I already know these!" but there may be a few on here that you don't recognize, or that you never thought of making foam weapons out of. if you don't know what they are, google them!!

Sword (one handed and two handed)
Axe (one handed and two handed)
Spear
Dagger
Katar (punch dagger)
Mace
Morning star
Halberd
War hammer
Bow and arrow
Catapult (yes a catapult)
Crossbow (really hard to make though)
Lucern hammer (essentially a war hammer on a spear)
Stick (just a plain stick, for those to unskilled for a sword)
Syth
Staff
Sickle
Spell (different colored balls, and you can only use a one handed sword, dagger, syth, sickle, or staff with a spell)

 Now, some of these will be a lot harder to use and/or make. And some can be downright dangerous! Like an axe or a halberd. There is a lot of plain pipe between where you are holding and where the head of the weapon is. I suggest putting a strip of foam down the front AND back of it so that you don't have to worry about it. Trust me, it really hurts getting hit by a PVC pipe! And also with the morning star, all that rope between the ball and the handle... Ouch! (and I very highly don't suggest using a real chain...) but place a ring of foam ever 1-2 inches on the rope. It might be a pain to attach but trust me, it's better to spend more time working on it then more time with someone in the emergency room. You might think it's an extreme example but it isn't. Rope burns can cause a lot of damage!!!

3. Armor

Now is the most expensive part of LARPing. The armor. A lot of people envision a full plate armor clad knight wading into battle. While for some this is a possibility, plate armor is EXTREMELY expensive! I'm talking into the thousands here. Even chain mail is pretty costly. A full length tunic of chain mail costs anywhere from 200 to 800$!!! As such, we usually stick to leather armor. Take an old leather jacket, tear the sleeves off and presto! A leather vest! Now, different people can MAKE full plate or chain mail. Not necessarily out of metal, but foam, wood, and plastic all work too! Just make sure that your co-players agree with you on what the armor will count as. Some might think the cardboard armor you spent 10 min on isn't plate armor but leather armor. But all armor does something! It allows you to ignore a certain amount of hits. Notice, I said hits not damage! That means you can ignore a two handed swing as well as a single handed swing! Once you ignore the hit, call out 'armor gone'. That way your opponent knows he took your armor, not your damage. also is the movement impediment factor.you don't see a knight cart wheeling across the battlefield so that means you can't! Movement is restricted by your armor, thus, light impediment would mean that you move slightly slower than normal. Medium would be more, and heavy would be the worst! Now, this is all an honor system! It's up to you to truthfully decide how fast you should move. It's not worth it to start arguing over simple things like this. Now, obviously you need to get hit on the armor to be able to ignore it! if you have no leg armor and you get hit in the leg, you can't ignore it!

Type of armor. Hits ignored. Movement impediment

Leather armor. 1. None

Scale armor. 2. Light

Chain mail. 3. Medium

Plate armor. 5. Very high!

Helmet. 1. None

You'll notice that shields aren't on here. That is because we don't count them as armor that you can destroy. Otherwise, you'd take two or three hits and it'd be gone! We consider the shield to be equally balanced though. You can't hold another weapon or a two handed weapon and it will slow down your arm speed.

4. Honor

Now, this entire game is done using the honor system. That means YOU decide wether or not you got hit. Some people will fight to the end saying they weren't hit. I rather enjoy having a heroic death every once in a while! It adds to the game and allows you to keep moving things along smoothly. Of course, you will always have those party poppers (you know who you are!) who complain about every hit they take. My solution: go with it! You'll simply have to swing harder so that they KNOW they got hit! Hehehe... however, the weapons (and your opponent) can and will breack if too much force is used.

5. Looting

If/when you kill someone, you may loot them. This does not mean you take armor and/or weapons. This means you kneel down next to them and ask politely if they have any magic items or spells ect. If they do, you may take them and they are yours. If they have a magic necklace ect, hidden under their clothes or armor, then they can lie! If you don't see it, you don't take it! However, you may NEVER take weapons or armor.

6. Death

Before every battle there will be set a 'graveyard'. When you die, you must lie on the ground for a total of 30 seconds, counting aloud. Then, you may get up, put your weapon above your head and WALK to the graveyard. Once you are there, you may rejoin the battle. A graveyard will most likely be a circle of stones or actual foam gravestones. You must touch one of them to be resurrected.

7. Rewards

There may be quests that you can complete, or at the end of battles there will be a chest with so many gold pieces, magic items, scrolls... The winning side gets what is in the chest and may divide it up as they see fit. Gold pieces are used as victory points. Each countries leader will count up the total gold at the end of each battle and find out who has the most. Whoever has the most is winning the war. Each player will receive a share of the gold depending on how they role play at the end. The entire country try must haggle over the gold and determine who gets what.

8. Enchanting

Some classes allow you to enchant a weapon or such. This will come at a price however. In gold pieces. This means your country will be short however much you spend. When you enchant an item, it will be with either a healing spell or a fireball spell. When it is enchanted with a fireball spell, you may cast fireball once per game without having to read the incantation. The same goes for healing. If you die, it is still used up.

9. Country's

Each team will be divided up into countries. Each country will elect a leader and decide what they stand for. The leader will then come up with a coat of arms and a name for the country. The countries will wage war against each other over pieces of the map that will represent the world.

10. Spells

Now, spells can be used by any class whatsoever. However, there are certain weapons that you can use with the spells and that is it. Any weapon that is not on the list you may not cast any spell. You may have the spells in your possession but you may not use them. If you are even in possession of a banned weapon you may not use a spell. You cannot put down your battle axe, cast a spell, and pick it up again. you can only use a one handed sword, dagger, syth, sickle, or staff with a spell. You must read the incantation out loud and clearly heard. Then you may throw your spell. If you miss, the spell misses. If you are hit by the spell, you must comply to the spell effects. You may carry up to five spells in a spell pouch. If you have a spell book, you may use each spell unlimited times (as long as you have the spell ball in your hand) but if you have a scroll, you may only use it once. Then you crumple up the scroll and throw it away at the end of the battle. But a spell book may only be used by a wizard or other class if it says so under they're rules. Spell scrolls and books may be rewards in a chest at the end of each battle.

Fire/ red
Fire I call upon your power to aid me in destroying my enemies.
Ignus I vocant tua iu vare me in perditione in
(ignores all armor. Counts as one hit)

Water/blue
Water I call on your power to aid me in washing away my enemies.
Invoco auxilium mihi ablutio aquae inimi cis vestris.
(must immediately fall over)

Wind/white
Wind I call your power to aid me in blowing away my enemies.
Ventus i Vocant tua iuvare mē in flante meam hostes.
(must immediately run backwards for 4 seconds and fall down.)

Storm/purple
Storm I call upon your power to aid me in obliterating my enemies.
Invoco te adiuvare posse expugnare inimicos delendo.
(ignores all armor. Counts as 2 hits if they are wearing armor. If not, only 1 hit)

Earth/brown
I call upon the power of earth to shaky your resolve.
invoco dubia terra potestatis placet
(must emidiatly run for 10 seconds in the opposite direction)

Foam sword classes

Here is a list of the different classes you can be in the foam sword realm...
Thief
Assassin
Cleric
Warrior
Ranger
Wizard
Barbarian
Paladin

There will be a list of restrictions and special abilities that each class has. These abilities overrule the regular rules in all ways. We are also going to talk a lot about spells I'm this chapter of the rules.

THIEF.

a thief is the rogue who sneaks around during the battle, pick pocketing and backstabbing as he goes. He is very diplomatic and charismatic, able to talk his way out of anything, and then pick your pocket while he's at it.
Armor: a thief can wear leather armor.
Weapons: a thief can use all weapons but even two handed weapons will deal onlyone damage due to the rogues lack of physical might.
Spells: a thief can use any spell. But he may only use a spell scroll or an
enchanted necklace. However he may use a spell even if he is wearing leatherarmor.
Backstabbing: a thief can stab someone in the back during a battle. He must yell "thief" when he strikes so the enemy knows its a legal hit. he may only do this strike once per person in their life. If that person dies, the thief may do it again on that person.
Pickpocket: a thief may sneak up behind someone and if he can grab a part of his opponents clothing or armor and yell "thief," the enemy loses 5 gold pieces at the end of the battle even if they win. If the third dies however, the enemy may "steal back" from the thief, thus claiming their gold back.

ASSASSIN.

An assassin is a hired mercenary of sorts. Used more by politicians and generals, an assassin can sneak inside an enemies camp and kill the leaders without being noticed. Many fight for gold and nothing else. Thus, they may require more than a fair share for their services.
Armor: an assassin may use leather armor and small shields (no more than 12" in diameter).
Weapons: an assassin may use any weapons. But thrown weapons will cause 2 points
of damage to the target. The assassin must yell out "assassin" when he throws so
the enemy knows it is an assassin.
Backstabbing: same rules as the theif but he yells "assassin" instead of thief.
Sneaking: if an assassin is wearing a cloak, he may hold it up in front of him and yell "assassin". The enemy may not attack the assassin until it is definite that the assassin is going to attack him/her. The assassin may be only moving to another position when he does this.
Expensive abilities: an assassin may get up to 5 extra gold for his efforts in battle. He must haggle how much with his team.
Poison: an assassin may add poison to his dagger and dagger only, for 300 gold pieces. You must place a green strip on each side of the blade and yell "poison" when you strike. A poisoned hit deals 2 damage per hit.

CLERIC.

A cleric is a holy warrior who's ultimate quest is the good of mankind. These holy and devout priests will take to the battlefield, healing their comrades when necessary and even joining the battle when they must. Their healing powers are a force to be reckoned with.
Armor: a cleric may use any armor except plate armor.
Weapons: a cleric may use all one handed weapons only.
Spells: a cleric can cast the heal spell and the shield spell, even whilst he is wearing armor.
Divine healing: whenever a cleric uses a healing spell, he heals 2 points of damage instead of one.
Divine grace: a cleric can have a holy symbol with his healing spell imbued in it.
Divine sacrifice: a cleric may choose to sacrifice himself and bring another player back to life. The cleric now counts as dead.

PALADIN.

A paladin is a holy warrior who takes his devotion to the next level, full out bloody and honorable combat! These holy knights wade into battle causing massive damage wherever they go. Their martial prowess, coupled with their armor and divine grace makes for a very potent warrior, proven to the side of good wherever they go.
Armor: a paladin can wear any armor and use any shield.
Weapons: a paladin can use any weapons except ranged weapons. (killing from a distance is considered cowardly...)
Spells: a paladin can cast the healing and shield spell even if they are wearing armor.
Divine grace: see cleric.
Divine sacrifice: see cleric.

 WARRIOR.

A warrior is the backbone of most armies. From regular soldiers to weapon masters, warriors are a potent, whirlwind of steel on the battlefield. Sometimes they play the role of mercenaries, fighting for a more than fair share of the gold.
Armor: a warrior can use any armor or shields.
Weapons: a warrior can use any weapons whatsoever.
Spells: a warrior can cast spells, providing he is not wearing armor.
Thrown proficiency: a warrior can throw any weapon (providing there is adequate foam on the handle.) and cause damage.
Battle damage: a warrior is used to the wear and tear of battle, and whenever a healing spell is cast on him, he is healed 2 points instead of one. But he must be on his last hit point to be healed AT ALL.

RANGER.

Arranger is a scout. A warrior of the forest is what some are called. They can move unseen through any woods and are masters of ranged combat. It is said that one shot from a ranger can kill 3 enemies in one shot.
Armor: a ranger can wear leather armor. They cannot use shields.
Weapons: a ranger can use any ranged weapon possible. They can use any one handed weapons as well.
Spells: rangers can cast any spells except fire is they aren't wearing armor.
Sneak: same as assassin, except a ranger can only sneak in woods. If they stand up against a tree with their hood up, they must be ignored until it becomes clear that they are going to attack.
Backstabbing: see thief. Must yell out "ranger" when they strike.

WIZARD.

A wizard is an arcane warrior. Some are more scholars, but those that have perfected the art of death use it to their advantage. Most wizards prefer a staff of some sort as a weapon, should they need it. Most however do not. Their magic is so potent that all others stay away from them during a battle.
Armor: a wizard may wear a shoulder piece of armor and that is all.
Weapons: a wizard can use a one handed sword, dagger, syth, sickle, and staff.
Spells: a wizard may use any spell whatsoever. Scholarly knowledge: a wizard STARTS the game with a spell book containing all of the spells.
Magic staff: a wizard may pay 500 gold to enchant his staff with a fireball spell. When a staff is enchanted, that means you put a red ball on the tip of it and every hit with the ball counts as a hit from the spell.

BARBARIAN.

Barbarians are just that, barbarians! These hard core warriors after live alone or in clans in the wilderness, waging war on one another to sate their bloodlust. Often using two handed weapons, a barbarian is truly a force to behold on the battle field. Most barbarians do not die easily, and will fight with their wounds to the fore. Many have survived the battle victorious, till they collapsed and died from the massive wounds they ignored in battle.
Armor: a barbarian may wear leather or chain mail armor. Shields may be used as well but are less common.
Weapons: a barbarian may use any weapon. But two handed weapons are always a favorite.
Spells: a barbarian may cast any spell as long as they meet the spell requirements. As such, many barbarians do not use spells, as they do not wish to use such 'puny' weapons.
Battle rage: once per game, a barbarian may go into a battle rage. He automatically heals 1 point, and e goes crazy. He must charge the nearest enemy immediately, yelling out his war cries as he goes. This is a once per game ability, not a once per life ability.
Wounds to the fore: a barbarian has 4 hit points to start with. However, if they use their rage ability, at the end of the battle they must subtract one hp from what they have left. This may cause the barbarian to die. However, he will die with honor, knowing that he died from his wounds.

Character background
Most players come up with a character background for their character. It could
be as simple as, my warrior started as a farmer. Or as complex as a dozen pages!
It's up to you.