

# While at a LARP

*Proper LARP Etiquette*

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## **\* Staff and player Seneschals are always ready to answer any rules or world questions you might have.**

Remember that 'Clarify' is your friend if you do not understand what an effect does.

## **\* Talking "out of game" in public areas is NEVER ACCEPTABLE.**

It's unlikely that all the other players around you want to know what the football score was last night, or what TV show you're basing your character off of. The better you stay in character, the better everyone around you will, and the game will be more fun for everyone.

- Further, remember if the game world is meant to "almost" be medieval Europe. If so, try to avoid modern anachronisms. "Soda" might be ale or beer. "Going to your car" might be "headed to the wagons" or "returning to camp". Modern plastic wrappers shouldn't be left out in sight. Unwrap your food before bringing it into the playing area. If you must bring a water bottle into the game area, take the label off - but even better, use a mug.

## **\* When making a decision in game, think of how it will affect the game world, your continued character, and more importantly the player characters around you.**

A thing might seem fun in the short term, but would your character do it? A law-abiding magistrate, for example, would probably never blatantly use Chaos magic, even though the player might think it's awesome. Consider how your decision will affect other players and their characters. It might make sense for your character to choose to do something that will hurt the entire town, but that decision will probably make the game less fun for everyone. Carefully weigh this before making a decision.

## **\* When referring to an in-game skill or power, try to merely allude to it rather than calling it by name.**

If someone asks if you can heal, for example, tell them that "My grandmother said I was pretty empathic", or "I've got the healing hands", not "I have Level 7 Empathy". If they ask you if you can use a two handed sword, tell them you are a squire who has spent long hours training by the side of the other would-be knights, not that you have Use of Arms. Some skills make sense to call by name- if someone is looking for a Butcher, and you have that skill, you can affirm easily enough. Remember that there may be in-game punishments for out of game sayings, and act accordingly.

## **\* If you are struck in combat, make sure to roleplay the pain and surprise of injury.**

While simply saying "you hit me!" or "got it" is technically acceptable, playing up the danger and pain makes the fight seem more real. \* If you are wounded, don't say "I've got 2 Hit Points left". Tell the healer "I think I can take another hit or two". If you're out of uses of your skills, say "I need a drink, that last fight really took it out of me!", not "I need to renew".

## **\* Suspend your disbelief, and remember what your character would and would not know about the world.**