



# GETTING STARTED WITH END TIMES LARP

## SUPPLEMENT

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End Times LARP is a non-profit, charitable venture, with all profits going directly to support Extra Life, a program of Children's Miracle Network Hospitals.

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Greetings adventurer, and welcome to the exciting world of End Times LARP! End Times is a grimdark fantasy live action role-playing game run as a non-profit, charitable venture by Endless Adventures Ontario. This document is a heavily streamlined version of the game's rules, highlighting just the most important things that you will need to know before playing your first event. For more information, check out our website ([endtimeslarp.ca](http://endtimeslarp.ca)), social media or the full End Times LARP Core Rulebook.

While we know that the size of the Core Rulebook might seem daunting at first, keep in mind that even after your first event, you won't be expected to know the vast majority of it. Every player is eventually encouraged to have an understanding of the general rules governing safety, combat, and overall game mechanics, although our volunteers and your fellow players are here to help you along the way as you learn by playing. Apart from these key areas, the system is intentionally designed so that you only need to understand rules that directly pertain to your character (e.g. your skills, your equipment, your spells, etc.). And if, at any point, you have questions, don't hesitate to reach out to our New Player Team or an Owner ([owner@endtimeslarp.ca](mailto:owner@endtimeslarp.ca)). We're always here to help you have a safe and fun time at End Times LARP!

## PREPARING FOR YOUR FIRST EVENT

### EVENT DETAILS

End Times events generally run from a Friday evening until about noon on Sunday, and are restricted to adults of 18 years of age or older. For full event details, check out the event listing on our [Facebook page](#).

### PLAYER/CAST? COMBAT/NON-COMBAT?

The first decision you'll need to make is what role you'd like to take part in for the event: player or cast. As a player, you'll create your very own character and choose their actions as you play them for the entire event. As cast, you'll take on a variety of roles (from townsfolk to monsters) prepared by the Plot team and take directive from them as to how to interact with the players in order to tell a story. Casting can not only be a lot of fun, but is a great way to learn more about the game before creating your first character. Moreover, not only is casting always free, but also provides you with game rewards known as Old-World Coin (OC), that can be used to enhance your future character.

As either roll, you also have the option to participate as a non-combat character if you are unable or uninterested in participating in the combat aspects of the game. Non-combat characters cannot physically attack others and will not be physically attacked by them, instead focusing on the roleplaying aspects of the game.

### REGISTERING FOR AN EVENT

Once you've decided if you want to be a player or cast, just let us know that you'll be coming by filling out the online registration form on our website by the Monday before the event. There's no need to purchase tickets, as your first event as a player is **FREE** (and casting is always free).

### CREATING A CHARACTER

If you plan to attend an event as a player, then you will need a character to play. The Core Rulebook contains a detailed section on how to create a completely customized character from scratch. If you plan to create a customized character for your first game, it's advised that you email us your character's details and backstory as early as possible so that we can work with you to get them ready to play at the event. Alternatively, if you don't want to read through the character creation section of the rulebook quite yet, you can simply pick one of the following character archetypes and we will set you up with a pre-generated, non-spellcaster, human\* character for your first game:

- Warrior: a trained fighter who is no stranger to combat (pick any 2 weapons or 1 weapon and shield)
- Ranger: a scout, adept at tracking in the wilderness
- Rogue: a skirmisher, best with stealth-based attacks
- Spieler: a charmer, who relies on their way with words
- Scholar: a practitioner of an academic profession (pick one of: Physician, Merchant, Alchemist, Apothecary, Engineer or Academic)
- Tradesman: a practitioner of a practical profession (pick one of: Cook, Sailor, Coachman, Rat Catcher, Servant, Farmer (Crops), Farmer (Livestock), Fisher, Hunter, Miner, Woodsman, Bookbinder, Brewer, Mason, Carpenter, Tanner, Tailor, Smith, Jeweler, Painter, Sculptor, Bower/Fletcher, Shipwright, Bookbinder, Glassblower, Leatherworker, Miller, Chandler, Charcoal Burner, Cordier or Tattooist)

\* If you would like to play a non-human and/or spellcaster, speak with an Owner in advance about creating your character

These pre-generated characters have been created to keep their abilities as simple and straightforward as possible for their class, but you're not locked into these. The remorting rule allows a player to make some changes to their character before their second event should they wish. If you're using a pre-generated character for your first event, don't worry about a detailed backstory. You can work out roughly who you are if you'd like, and decide upon a name, but an official backstory can be submitted any time before your next event.

## COSTUMING

The last thing you'll need to do before arriving at your first event is to find a costume for your character. There's no need for overly elaborate period attire. In fact, as your character is likely to be starting off in the lower ranks of society, it would actually be more appropriate to keep initial costuming quite simple and plain. You might start your first game with a simple single-colour tabard, tunic or dress and a plain belt, adding more to it over time as you see fit. The only real requirement is to avoid any obvious modern elements and anachronisms such as neon colours, modern

fabrics (e.g. denim), flashy sneakers, or any obvious zippers, watches, pockets, logos/prints, etc. If such elements are worn, they should be completely covered at all times during the event. Eye glasses are completely fine. If you are having any trouble finding or making suitable costuming, don't hesitate to reach out to a New Player Marshal who can either point you towards some resources or possibly even help you borrow something from our cast costuming.

If you plan on your character using any weapons, armour or shields, you will also need to ensure that phys-reps for these items meet all safety requirements (see the Core Rulebook or reach out to our New Player Team for more information). In a pinch, we can also lend you a safe boffer weapon for your first game, just let us know when you're registering for the event.

While all pre-generated characters are human, if you have spoken to the Logistics Manager about playing a non-human character, then you will also need to appropriately represent your character's race. The rules for this can be found in the Races & Regions chapter of the Core Rulebook.

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# BASIC RULES & SAFETY AT EVENTS

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## IN-GAME VS OUT-OF-GAME

At an event, people, objects, locations, actions, speech and sounds can be either in-game (IG) or out-of-game (OOG).

Such elements are said to be in-game when they are interpreted as part of the fictional world in which the game is set. A player is in-game when they are acting or speaking as their character instead of themselves. What they say and do is interpreted by those around them as the words and actions of their character.

Elements are said to be out-of-game when they are interpreted as part of the real world, outside of the game itself. A player is out-of-game when they are acting or speaking as themselves instead of as their character. OOG elements are not perceived by IG characters.

Except where noted otherwise, all physical elements at an event are assumed to be in-game. Likewise, players should endeavour to remain in-game whenever possible for the duration of an event.

A physical object can be marked as OOG by affixing a yellow ribbon, light or sign to it. A player may mark themselves as

being OOG by wearing a yellow headband or light, or by resting a hand or weapon on their head.

While a player is in-game, most of what they say is assumed to be their character speaking in game. However, there are situations where an in-game player must communicate OOG information to other players, which is done through an OOG call. The most common examples include:

- Attack Calls & Reaction Calls (how players communicate how their characters are attacking and defending against others, described further under Combat Basics)
- "Zebra" (the Game Hold call, described in this section)
- "Physical Description" (cast providing a description of what characters experience in-game)
- "Described Action" (players providing a description of what their character is doing when it's not possible/safe/legal to physically act out)
- "Clarification" (a player asking about how a rule works)
- "Under Verena's Gaze" (a check-in call to see how you're doing OOG or if you are okay OOG with what is happening IG – a player can respond with a thumbs up, sideways or down)

Similar to OOG calls, a variety of coloured lights, headbands or signs may also be used to communicate OOG information to players:

- Yellow: person or object is OOG (yellow signs may also include descriptions or OOG instructions to follow)
- Red: person is an OOG Plot Marshal
- Purple: person is non-combat and should not be physically attacked in any way (full rules for interacting with non-combat characters can be found in the Core Rulebook)
- Blue: person can be seen, but is translucent/ghostly
- Green : person or object can only be perceived by those with the Witchsight skill
- White: person is invisible and cannot be seen at all

### GAME HOLD (“ZEBRA” CALL)

The most important rule of the game is the OOG call: **“Zebra!”** This call can be shouted by any player at any time if an injury or unsafe situation has occurred, or is at risk of occurring (a Plot Marshal may also call a Zebra in other situations). This effectively calls a complete game hold, bringing all players in the area OOG. When you hear the call “Zebra!”, immediately stop moving and pause all in-game action until instructed to once again “Lay On”. If you need OOG help, always call a Zebra first, as shouts to “hold”, “stop”, “help” or the like may be perceived as being in-game and potentially ignored.

### PHYSICAL CONTACT

The only way to engage another player or cast in physical combat is with an approved weapon phys-rep or packet that has passed a check by a Safety Marshal at the start of the event. Never use any part of your body or another object to strike, push, restrain or otherwise physically affect another person. A red unarmed boffer is used to simulate touching another character with your hand in a combat situation, regardless of whether it represents an attack or not.

For non-combat actions, physical contact with another player is allowed only if that player has consented to the contact (if unsure, make the OOG call: “Permission for physical roleplay?”). If consent for physical roleplay is not granted, or in situations where a particular type of physical roleplay could be dangerous, a described action call can be used instead.

### EAO CODE OF CONDUCT

All persons physically attending an End Times event or engaging in any End Times online spaces are expected to adhere to the EAO Code of Conduct. Among other things, this document outlines our policy on harassment and inclusion. In short, all players are welcome at End Times LARP and no OOG characteristic or identity should prevent that player from playing the game. Any OOG harassment, discrimination or abuse of any sort, will not be tolerated in the End Times community.

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## CHARACTER BASICS

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When logging at an event, every player is provided with a character sheet that details their character’s abilities. We will describe the most important sections here to help you make sense of what your character can do at an event.

### RACE, REGION & CLASS

These elements primarily determine how easy it is to learn different skills between events, and don’t play a very large roll in the mechanics of what your character can actually do during an event in and of themselves.

### CHARACTERISTICS

Every character has a set of 17 characteristics, generally representing their overall physical, mental, social and spiritual abilities. With the exception of Wounds, Stamina

Points and Status Ranking, characteristics generally range from 0 to 10, with 3 usually being quite average for a human.

- Movement (M) = how fast they can run
- Weapon Skill (WS) = accuracy with melee attacks
- Ballistic Skill (BS) = accuracy ranged attacks
- Strength (S) = how strong they are
- Toughness (T) = how resistant they are to harm
- Agility (Ag) = how nimble they are
- Awareness (Aw) = how good their perception is
- Intelligence (Int) = overall intellect and reason
- Willpower (Wp) = resolve and mental fortitude
- Charisma (Cha) = ability to influence others
- Wounds (W) = how much damage they can sustain

- Stamina Points (SP) = their endurance
- Fate Points (FP) = ability to cheat certain death
- Luck Points (LP) = how lucky they are
- Insanity Points (IP) = psychological damage
- Corruption Points (CP) = spiritual damage
- Status Ranking (SR) = social status

Most characteristics don't play a large roll in game mechanics at events beyond roleplaying tools, though there are a few key exceptions, the most common of which are:

- Strength determines the damage of most melee (and some ranged) attacks made by the character.
- Toughness determines how strong an attack the character can minimize the damage from
- Wounds determines how much damage the character can sustain before beginning to bleed out.
- Stamina Points determines how many times characters can use active skills before resting.
- Strength, Toughness and Willpower can be used to resist certain effects, at the cost of 1 Stamina Point.

Many of the above will be described more fully in the Combat Basics section and characteristics in general are described in detail in the Characteristics chapter of the Core Rulebook.

## SKILLS

A character's skills represent specific abilities, aptitudes and knowledge that they possess. Passive Skills are those that the character can always make use of, while Active Skills require the character to spend a set number of Stamina Points in order to use and thus the player must choose carefully when to use them. Some skills also allow a character to purchase more than one rank in it, often enhancing the benefit they obtain from the skill.

Each skill has a full description and rules for its use in the Core Rulebook. While there are a large number of skills available for characters to learn, remember that you only need to understand how your character's skills work. While it is best to look these up before the event, if you are uncertain how one of your skills work, ask a Rules Marshal OOG at an appropriate time (e.g. unless it's immediately pertinent to the combat, don't interrupt a combat to ask about something to be used later). For those using a pre-generated character, a description of what each skill does will be included on the character sheet.

Traits are similar to skills, except that they generally can't be learned and are most often gained from the character's race.

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# COMBAT BASICS

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All combat in End Times is real-time, simulated, role-play combat. This means that players actually physically engage in the battles that their characters find themselves in.

## MAKING AN ATTACK

Every time a character attacks another, two things occur: they make an attack call and attempt to hit their target.

### ATTACK CALLS

An attack call is an OOG call made by an attacker immediately before swinging their weapon, to let the target know what effect the attack will have. The attack call can include a:

1. **Damage Value:** How many Wounds of damage the attack does. This value is usually stated on the weapon's tag and may depend upon the attacker's Strength (S).
2. **Damage Type:** Either the material of the weapon (e.g. steel, wood, silver, etc., as stated on the weapon's tag) or the type of energy causing the damage (e.g. fire, ice, lightning, etc.). The damage type generally doesn't matter much unless the target is resistant or vulnerable to that type of damage.

3. **Effects:** While most attacks only have a damage value and damage type, some special attacks have an impact on the target other than direct damage (e.g. Push, Shatter, etc.). Effects are usually only added to attack calls when characters use active skills to do so. Some effects have an effect strength (indicated as a number after the effect), used to determine if a character is able to resist it with a characteristic. This is not a damage value and does not cause physical damage. Damage values are always stated before a damage type in the attack call. A list of effects can be found in the Core Rulebook.

For example, the following are possible attack calls:

- "5 Steel" – an attack that does 5 points of Steel damage
- "3 Wood Piercing" – an attack that does 3 points of Wood damage with the Piercing effect
- "Corrode" – an attack that does the Corrode effect
- "Push 5" – an attack that does the Push effect with an effect strength of 5 (this is not a damage value).

## HITTING YOUR TARGET

In order for the target to take the hit described in the attack call, the attack must succeed in physically striking them with an approved weapon phys-rep. If the weapon hits the target's torso or limbs (not their weapon, shield or a prohibited target) then the attack succeeds in hitting them, causing the in-game impact stated in the attack call.

Within this framework of needing to physically strike your target, there are some rules that govern how attacks may be physically made in order to keep combat safe, fun and dramatic:

- Only approved weapon phys-reps and packets that have been checked by a Safety Marshal at the start of the event may be used to make attacks. Never use any other object or a part of your body to strike or otherwise physically affect another person.
- The head, neck and groin are prohibited targets. No strikes hitting these areas count as a hit.
- Never attempt to hit a target that you can't see.
- Blows should be hard enough that the target feels them, but not made anywhere near full force. A landed blow should not result in pain or bruising for the target.
- Draw weapons back at least 90° before attacking.
- After making an attack, you must withdraw outside your own striking distance for a silent 3-second count before you can attack the same opponent again.
- Never mob a single opponent with more than three attackers at once.

## RECEIVING AN ATTACK

If you are hit by an attack (you have not managed to physically evade the blow or block it with a weapon or shield), then the stated attack call affects your character.

## TAKING DAMAGE & EFFECTS

If the attack call had a damage value, compare the number to your Toughness characteristic (T):

- **Damage > T:** subtract the damage value from your current Wounds characteristic (W).
- **Damage ≤ T:** make the "Minimize" reaction call and subtract 1 from your current Wounds characteristic (W).

The effect that losing Wounds has on your character is summarized in the following chart:

Wounds	Condition	Effect
max	Uninjured	-
3 to (max-1)	Lightly Wounded	Roleplay pain. Becomes infected if not Stabilized.
0 to 2	Critically Wounded	Slowed to a hobble. Double Stamina Point cost from skills.
-1 to -5	Mortally Wounded	Helpless and can't move. Lose 1 Wound per minute until Stabilized.
-6 to -10	Dying	Unconscious. Lose 1 Wound per minute until Stabilized.
-11 or below	Dead	Dead. Wait 5 minutes then inform a Plot Marshal.

If the attack call had an effect, then the character is affected by it. Each effect has its own rules, described in detail in the Core Rulebook. If you take an effect and are uncertain about what it does, make the "Clarification" call and quickly ask the attacker to explain what the attack does.

In addition to making note of how the attack has affected your character, you should also roleplay a reaction (e.g. a grunt of pain, etc.) so the attacker knows you took the hit.

## REACTION CALLS

Sometimes a character has a rule or ability that results in them being affected differently than indicated by the attack call. In these cases, the target makes an OOG reaction call to inform the attacker of what they see happen. Each skill or ability will detail when you can or must make a particular reaction call, but reaction calls you may hear include:

- **Parry:** the target successfully blocked the blow at the last moment and was not hit after all.
- **Dodge:** the target successfully evaded the blow at the last moment and was not hit after all.
- **Blind Luck:** fate intervenes and miraculously the target was not hit after all.
- **Double:** the target took twice the indicated damage
- **Half:** the target took half the indicated damage
- **Minimize:** the target takes only a single point of damage
- **No Effect:** the target seems immune to the attack
- **Resist:** the target seems able to resist the effects of the attack for now, but probably can't forever
- **Absorb:** the attacker seems to heal from the attack instead of being damaged by it
- **Reflect:** the attack has been reflected back at you, the attacker (you are now affected by your own attack call)
- **Reaction [attack call]:** the attacker is hit, but it prompts a reaction and you the attacker are immediately hit by the attack call stated after "Reaction"

## LUCK & FATE

The world is a dangerous place, but sometimes a twist of fate or dash of luck can save a character from a grisly end or grant another opportunity to succeed at an endeavour.

Each character has a set number of **Luck Points (LP)** that can each be spent once per event (they replenish at the start of the next event). Luck Points are most commonly spent to allow a player to make a “Blind Luck” reaction call against a single attack call that hits them (thus ignoring the attack).

Each character also has a set number of **Fate Points (FP)** that can each be spent only once ever (they do not replenish next event, once they are spent they are gone). Fate Points are most commonly spent to avoid death (simply inform a Plot Marshal after your 5-minute count in the Dead condition).

## HEALING & REST

**Heal Effect:** The most common type of healing received by characters is the Heal [X] effect, which instantly restores X Wounds (up to your normal maximum).

**Short Rest:** To take a Short Rest, a player must spend at least 15 minutes roleplaying resting (sitting or lying down and not engaging in any strenuous physical or mental activity). A Short Rest restores the characters Stamina Points to full. Many effects also persist until a character completes a Short Rest and some physician healing abilities also require a character to complete one.

**Long Rest:** To take a Long Rest, a player must spend at least 6 hours in uninterrupted rest (such as when sleeping). A Long Rest restores a number of Wounds equal to a Lightly Wounded character’s Toughness (a character that has 2 or fewer Wounds instead only restores 1 Wound). Some effects also persist until a character completes a Long Rest.

## MAGIC

The winds of magic pour outward from the polar gates, sweeping across the world and infusing it with arcane potential. While magic certainly exists in the game world and influences it in undeniable ways, the ability to actually wield magic is incredibly rare compared to other high fantasy settings. Moreover, many of these actual spellcasters have only a limited understanding of the magic they wield, which is to say nothing of the ignorant masses, who largely view magic wielders with fear, mistrust and superstition. For these reasons, along with the relative complexity of its rules, we have chosen not to summarize how magic works here.

And that’s perfect if your character doesn’t wield magic, as you won’t be expected to understand anything at all about it. On the other hand, if you wish to play one of the core classes capable of spellcasting (Apprentice Wizard, Hedge Wizard or Initiate), it is recommended that you first speak with an Owner before creating your character so that we can offer some guidance. For those interested in learning more, the rules on how magic works can be found in the Core Rulebook and in the Lore of Magic supplement.

## COMBAT EXAMPLE

While approaching a cave, Ulrika is beset by a Night Goblin wielding a club. The Goblin calls “3 Wood” and swings his weapon against Ulrika’s thigh before scampering back a few steps. Ulrika’s Toughness is 3, just enough to mitigate the driving force of the attack, and so the player calls “Minimize” and makes a mental note to deduct 1 Wound from their normal total of 8, leaving them with 7 Wounds remaining.

Ulrika draws her axe and darts in towards the Goblin. She calls “5 Steel” and swings, narrowly missing. At the same time, the Goblin makes its own attack. This time it uses the Mighty Blow skill to enhance its damage, and so now calls “4 Wood”. This active skill has a Stamina Point cost of 4, so the cast member playing the Goblin makes a mental note to subtract 4 from their SP total. As the hit for 4 damage now surpasses her Toughness, Ulrika takes full damage from the hit and deducts the full 4 Wounds, now leaving her with only 3 Wounds remaining. Ulrika’s player staggers slightly and cries out in pain to roleplay the injury. Both back off a few steps and begin to circle, looking for another opening.

Unwilling to flee from a weedy Goblin, Ulrika lunges forward, once again calling “5 Steel”. This time the axe connects. The Goblin’s Toughness is 3 and he only has 4 Wounds. With no way to negate the blow, the Goblin gives a quick shriek and then falls to the ground at –1 Wound and a Bleed effect. Without medical attention, Ulrika’s opponent will reach –6 Wounds in 5 minutes, falling unconscious, and 5 minutes after that will reach –11 Wounds and die (that is, unless Ulrika speeds it on its way before then). Although out of imminent danger, Ulrika is in rather rough shape herself. With 3 Wounds, she is now in the Lightly Wounded condition. In addition to roleplaying the injuries, if Ulrika doesn’t get her injuries treated, there’s a possibility that they’ll become infected. If she loses one more Wound before healing, Ulrika will drop into the Critically Wounded condition and will be in a much worse state.

## EQUIPMENT BASICS

There are a wide variety of in-game items that can be purchased, found, stolen, created or traded for in game. What these items do and how much they cost are detailed in the Equipment chapter of the Core Rulebook, but this section will overview how items work in general.

There are two components to most in-game items: the phys rep and the tag.

### PHYS REPS

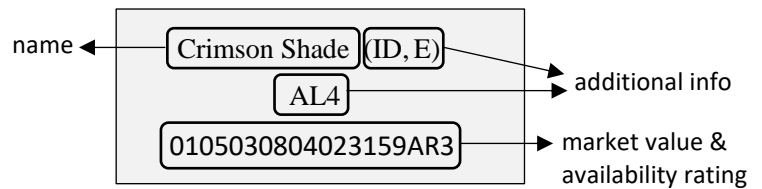
Just as you represent your in-game character at an event, real-world objects known as phys-reps are used to represent in-game items. Sometimes these can be actual instances of that object (e.g. a spoon). Other times some abstractions are made due to issues of safety or practicality (e.g. weapons, animals, alchemical mixtures or magic). While phys-reps usually require at least some degree of imagination on behalf of all players (while a player sees a foam-covered stick wrapped in grey duct tape, their character sees a sword and reacts accordingly), the phys-rep itself should mimic the appearance of the in-game item as closely as possible. Some phys-reps (such as weapons and racial costuming) have very specific rules surrounding them, which are detailed in the Core Rulebook. Except where noted, phys-reps are always supplied by the owning player.

### ITEM TAGS

Most in-game items also require a small, blue, paper tag to be attached to the phys-rep. This tag is effectively an OOG sign that identifies certain in-game characteristics of the item. Tags generally include information on the item's:

- **Name** (or a description if the object must be identified).
- **Market Value** and **Availability Rating**. Learning this information in-game requires the Appraise skill, and how to decipher this information is detailed in that skill's description.
- Some special items also have additional information on their tags, as described in the Core Rulebook.

An example of a tag for Crimson Shade is given below:



With the exception of armour and stored equipment, a tag should always be affixed to an appropriate phys-rep with clear tape such that it is easily visible to anyone examining the item. Tags can only be created by the Logistics Manager.

### COINS

In-game coins are different than other items in the sense that the phys-reps are always provided by the game (instead of the player) and no tags are required.

Imperial provinces use three different denominations of coin: the gold crown, the silver shilling and the brass pence, where 1 crown = 20 shillings and 1 shilling = 12 pence.



Brass Pence (p)	Silver Shilling (s)	Gold Crown (g)
	1 s = 12 p	1 g = 20 s
		1 g = 240 p

## BETWEEN EVENT ACTIONS

While your character's greatest adventures are likely to occur during an event, that doesn't mean that their lives stop when an event does. Between events, a variety of more mundane activities occur as your character ekes out a living in the Empire. Most of these optional activities require a certain amount of the character's allotted downtime hours

and include things such as: learning new skills, earning income, making/buying/selling items, roleplaying in online forums, and participating in online adventures.

Each of these actions cannot be taken until after your first event and are described in more detail in the Core Rulebook.