

PORTALS OF THE FAE



LARP
RULEBOOK
2024

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WELCOME TO PORTALS OF THE FAE

In the hidden corners of the world, where the shadows whisper and the wind carries secrets, there exists a realm shrouded in enchantment—the realm of faerie. Governed by arcane laws and the capricious whims of its inhabitants, this world remains veiled from the human eye, accessible only through portals that open during the celestial alignments of the planets.

About once every moon, the celestial bodies align and the portals open to the fae realm. At that time, those blessed by the magic of the forest can enter the Mystic Vale for the Grand Gathering. The host of the gathering is usually a powerful Knight of the Seelie Court. They are tasked with protecting the values of the Seelie – the fae that are most friendly to humankind and other mortal races.

At the Gathering, visitors will find out the latest plots and schemes by the Unseelie Court, the fae creatures that are less disposed to be friendly to mortals. The Unseelie are often quite dangerous to mortals and other fae. The host of the Gathering will often request the aid of his mortal visitors to foil the plots of the Unseelie. Each Gathering, their machinations grow bolder, threatening the fabric of the realms.



During these gatherings, portals appear in three distinct eras of the human world: the late Medieval era, the age of steampunk during the Victorian period, and the bustling modern day. These portals draw in those who are favored by the fae and those who are part of the ancient fae bloodline.

Participants in this LARP take on the roles of heroes summoned by these portals. Whether they are knights from the medieval times, Victorian inventors touched by the burgeoning power of steam, or modern-day scholars of the arcane, they must navigate the intricate



PORTALS OF THE FAE LARP

politics and alliances of the fae and lend their aid to the Seelie court (if they so choose.) Each character must decide where they belong among the array of captivating and deceptive fae they meet—members of the Seelie Court who (mostly) seek peace, or the Unseelie agents of disorder.

Players may be called upon to fight monsters and evil fae that threaten the Mystic Vale. They will use their combat skills and magical arts to turn away the threats that face the Gathering. After the marauding creatures are turned away, the players often will gather to discuss the latest threats, form alliances, and achieve personal goals as well as celebrate and make merry with their fellow visitors.

Who will you decide to be? What challenges await you in the Mystic Vale? What magical creatures and new friends will you meet? Find out at the Grand Gathering in the *Portals of the Fae*.



Note: Portals of the Fae is a LARP for players aged 18 and older.



WHAT IS LARP?

LARP stands for Live Action Role Playing. It is a role playing game (or RPG) where you dress up and become a *character*. Just like in a play, you will have a name, a role, and a background story. Unlike a play, you make up your words and actions as you go. You, the real-life person are the *player*, and the persona that you adapt is your character.



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It is best to have a well-thought-out character where you have decided things like their history, their training, their personality quirks, their morals, and what motivates them. When you show up to LARP, there are two different states that you will be in.

Out of Game

When you are “out of game,” it means you are currently not acting as your character, but as yourself, the player. It may be because you are taking a break, or because your character is unconscious, or the game has paused for some reason. Since the fun of LARP is being in character with everyone at the game, you should only be out of game when it is appropriate. Otherwise, you should try to stay in character, or “in game.” Often people will have a question about how the game works or what is going on; this would be an “out of game” question. If you need to indicate that you are not currently

playing the game, or that you are asking an out of game question, you raise one or both of your hands above your head to show everyone else you are not currently active “in game.”

Example: You are in a LARP combat with a monster, who hits you with a spell packet saying “Magic Paralyze!” You forget how long the Paralyze spell affects you, so you put your hand over your head for a moment, “How long does Paralyze last?” you ask. They reply “For 10 minutes.” You nod, lower your hand, and then stand there paralyzed, back in game.



In Game

Being “in game” means talking and acting as your character. Many players will have a different voice or accent they use for their character to help distinguish this. You should try to be “in game” whenever possible. Though Portals of the Fae is a casual LARP, it will be more of an immersive experience for everyone if you try to stay in character. Of course if you go to the bathroom or have to take care of something personal, you would go out of game for that time.

Playing the Game

LARPing consists of several aspects. Your costume is part of LARP; it should be unique to your character and represent who they are. Once you’ve decided on your character’s personality and history, you will be better able to speak and act as them when situations arise. A lot of LARP is simply talking with other characters: learning about them, asking them for help, talking about your goals, forming alliances, etc. Every character should have some personal goals and they can best meet them by enlisting the help of other adventurers that are at the Gathering.

This LARP is a combined boffer combat and social game. The term “boffer” refers to foam swords and weapons you can use in simulated combat. You can read more about this in the Combat section as well as the LARP Weapons appendix. In combat you will swing your foam weapon to hit another person. Most of the combat will be against people who are playing monsters and evil creatures. LARP is not only players with characters, it also includes a group of people called NPCs, or Non Player Characters. These people will play all of the other people, creatures, and monsters that you run into during the event. They may switch between more than one role during the event, so if they are dressed differently then you should treat them as a different character.

You will mostly fight NPCs (though some are friendly) and they will also be swinging foam swords at you. LARPs work on the honor system so you are requested and



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required to acknowledge when you are hit and take the appropriate damage from it. Since you are playing a fantasy hero character, you will be stronger than an average mortal and be able to take many more sword hits than a regular human.

In combat you will also see spells. Players and NPCs casting spells will throw a small cloth packet called a “spell packet.” (See appendix on how to make these.) If the packet hits you, then the spell takes effect, unless you have protection against it.

Your hero’s power is represented by a “level” that grows the more experience you have. Players will typically start at “Level 1.” As you gain levels you gain more powers, can hit harder and take more hits. You will also choose a character type which determines what kind of skills you get, and you can also play as other races besides human such as elf, dwarf, etc.

There is also a social aspect of the game where you will converse with other players and NPCs. You will have social skills, such as “detect lie” that you can use during non-combat times only.

Game Masters

The people running the game are the game masters, or GMs. They are the ones responsible for creating the story and explaining the rules. To be a good member of the LARP community, you are obligated to follow their instructions on how to play the game. Game masters will often be found playing NPCs, or they may be running around out of game observing and making sure things are running smoothly. Usually game masters are introduced before the event begins and everyone is in game.

Game Items

Usually a LARP character will have a costume, skills, abilities, weapons, spells, and items. One term you will hear in the game is “phys rep,” which stands for *physical representation*. For instance, if the character has a magical amulet that casts healing spells, then they will have a real life amulet that they wear to represent it. They also will have an *item tag*, which is a piece of paper validating that they have the in-game magic item. The item is used for validation when they use the healing spells to show other players or game masters that they have those abilities. If you buy a boffer sword for LARP combat, the actual foam sword is the phys rep, but in the game it is seen as a real sword. Most items you have in LARP must have an actual phys rep to show that you have it. This includes things like potions.

Holds

A very important concept is a game “hold.” There are usually two reasons for a hold: someone is injured or has a personal emergency, or the game needs to be paused so a game master can explain something that is happening. Game masters and players can call a hold simply by shouting “HOLD” so everyone can hear. If you hear a hold called you stop



what you are doing and turn toward whoever called it. If you are in combat stop immediately and as safely as you can. Once a hold is called the person who called it will explain why it was called. If it is an injury then actions will be taken to remedy the situation. Otherwise, a game master will usually explain something like, “You see the sky darken suddenly, and strange creatures are rising from the earth. These creatures have four arms and look like half human, half spiders.” Once the reason for the hold is over, the person who called it will say, “Everybody ready?” If everyone is ready then they will call, “3,2,1, game on!” Then everyone will be back in game. It is important during a hold to be respectful and not talk unless its necessary.

Ethical Behavior

A LARP is meant to be an experience that all can enjoy. There is no room for antisocial behavior or causing difficulties for other players. Yes, your character’s personality is going to be flawed and less than perfect, but keep in mind you are a character in a large play and the goal is for everyone to enjoy themselves. Repeatedly harassing or bothering people, playing the game intoxicated, cheating, or other unethical behavior violates our code of conduct. If anyone continues in this kind of behavior, they will be asked to leave the game. If there is a misunderstanding between players, please bring it to a Game Master as soon as possible for resolution.

How to Enjoy LARP

There is no “win state” in LARP – people come to have continuing adventures. Eventually some people wish to retire their character to play a different one. Many people play the same character for years and enjoy growing and having new experiences. How you play your character is up to you – but keep in mind that you should not play a totally evil character. That kind of character would make it unpleasant for other players in the game. However, you can play characters that are mischievous, melancholy, chaotic, unreliable, or have other weaknesses and less desirable traits, as long as they do not attack or harass other players in the game. (This is not a PVP, or player vs. player game.)

As you come to more and more LARP events, your character will meet new friends and make new enemies, have dramatic experiences with others, and accumulate wealth and magic items. Your character’s personality may even change over time due to intense events that happen to them. LARP is one of the most powerful game experiences you can have, where you feel like you are really your character at times. Just keep in mind that you are just playing a character in a game, and enjoy your time being a LARPer!



THE WORLD OF THE FAE

The realm of the fae is not so much a planet, but a plane of existence. Players of PoF will be traveling to the Mystic Vale, a location in the fae plane. This plane is always shifting and changing and intersecting with different realities. Except for special occasions, the players will only be able to visit and explore the Vale. This is partially for their own safety since they are mortal, and that other areas of the fae plane are inhabited or even controlled by the Unseelie. Strange and magical things can happen here, and the rules of the fae are not the same as the rules of the other worlds. One must be very careful to respect any fae creatures encountered, as they will be very powerful, especially in their own realm.

No Firearms or Explosives

The laws of physics (more like guidelines really) are different in the fae realms and gunpowder simply does not explode. That is why, even though guns may exist in the three worlds of origin, none of them function in the Vale. In fact, guns are offensive to the fae and they shun them. Characters from the more modern worlds of Brasshaven and Helios 3 must learn to fight here using only spells and melee weapons.

(Of course, this also means out of game that a player should **never** bring any real or toy or fake firearm to the game. They are not allowed. It is also worth mentioning here that no live steel or metal weapons are allowed either. All weapons must be foam or latex LARP approved weapons.)



Modern Electronics

Helios 3 is a similar world to modern day Earth, and they have electronic devices. However, modern electronic devices do not work in the world of the fae. Therefore, no computers, cell phones, tablets, etc. will function in this world. (Also please put your cell phones away while playing and do not video record others. If you want to take any photos please save it until the very end of the night after the Social period has ended.)

Gods and Religion

In the fae realm, as well as the worlds of origin, there are spirits that sometimes are followed and worshipped. These spirits are elemental and primal forces. A character may follow entities such as the Spirit of Flame, Spirit of Love, Spirit of Hard Work, Spirit of Life, Spirit of Music, etc. However, in PoF, there are no formal religions, and *no real world religions exist in the game*. That means no Christians, Muslims, Hindus, etc. There are two reasons for this. One is to avoid any conflict spilling over from real world dogmas. Second



is to build a fantasy world that is separate from Earth. We do not want to confuse reality with our game, so these are kept distinct from each other.

Characters may mention, reverence, fear, and follow other primal Spirits of many different kinds. (Keeping in mind that player characters should not be evil in this world.) Characters can follow their spirits in many different ways and traditions. However, generally speaking, these spirits will not directly intervene in the game. The game Spirits are purely for a role-playing element.

Events and Gatherings

Players will attend a game that usually will last about 5 or 6 hours. These games are called “events” out of game, and “Gatherings” in game. Gatherings take place in the Mystic Vale and characters will have entered a world of chaos and wild magic. Strange and unusual things can happen there that cannot happen in the worlds of origin.

The Seelie and Unseelie Courts

The fae are commonly divided into two main courts:

- **The Seelie Court:** Often portrayed as the more benevolent side of fae society, the Seelie Court includes fairies who might help humans or engage with them in a more positive way. They still can be dangerous and unpredictable but are generally more inclined to goodwill, especially towards those who respect their rules.
- **The Unseelie Court:** In contrast, the Unseelie Court comprises fae who are more malevolent towards humans, delighting in mischief and harm. These fairies are often associated with darker aspects of nature and the supernatural world.



Characteristics of the Fae

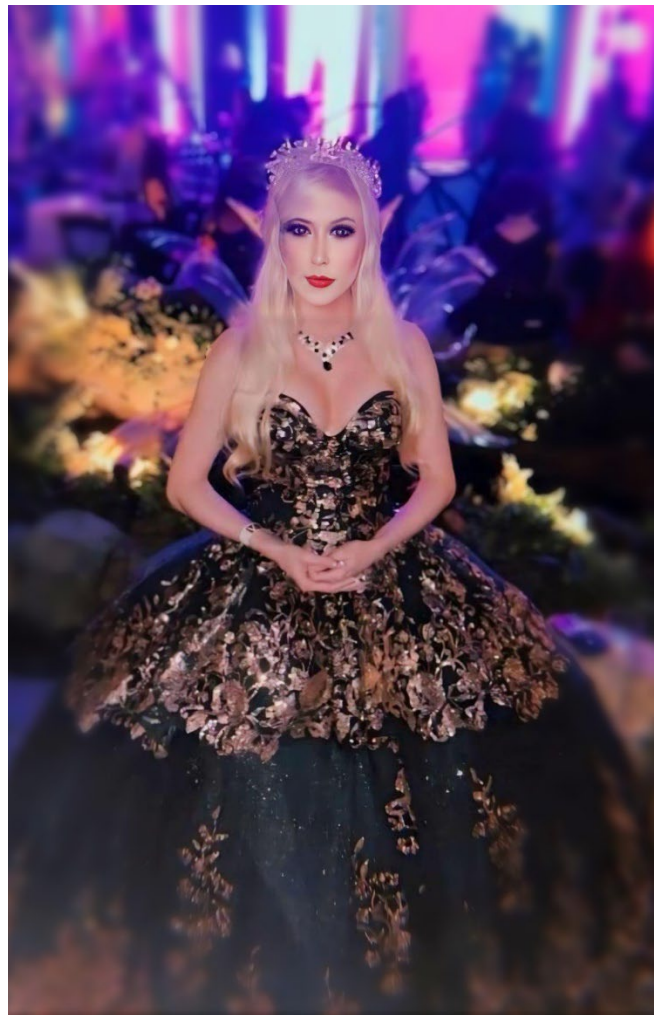
Fairies in these courts vary widely in appearance and nature, ranging from the stunningly beautiful to the monstrous. Common attributes include:

- **Immortality:** While they can be killed or die under specific magical circumstances, fae typically do not age or suffer from human frailties.
- **Magical Powers:** These can include enchantment, shape-shifting, invisibility, and control over natural elements.
- **Moral Ambiguity:** The fae follow a different set of ethics that can seem inscrutable or harsh by human standards. Their morality is often self-serving and centered on their laws and traditions.

At the beginning of each Gathering, the fae host will explain the theme of each gathering and the current threats to the Vale that players need to help with. The fae of the Vale have made a solemn vow not to take anyone's true name. Therefore, characters are free and encouraged to use their given names when interacting with the Seelie court. Characters may want to be careful when dealing with Unseelie fae, who have taken no such vow.

Whoever the host is for the gathering, their instructions should be followed just as if a Game Master was giving them. The event host character will be a GM and also a fae character. They will have great powers to enforce their instructions in game as well as outside.

The fae realms are wonderful and magical and contain an infinite variety of new things to explore. Welcome to the Gathering in the Mystic Vale.



A Queen of the Seelie Court



WORLDS OF ORIGIN

Characters in Portals of the Fae originate from one of three worlds where Portals appear to the Fae realm. The three worlds are *not* our Earth, but have similarities to it. The main difference is that these worlds contain magic and magical creatures in abundance.

Aurelia

This is the typical fantasy medieval and renaissance world. Portals open all over Aurelia to the fae Gathering. Aurelia includes civilizations that resemble historical earth, but include magic and magical races. These three major kingdoms are:

- Nanzara: This country represents medieval African type civilization.
- Valdoria: This kingdom is similar to Europe
- Jinshou: This nation is similar to earth's Asia

Besides these three, there is an area that is a collection of small domains and warring factions.

- The Wildlands: This area contains other cultures that resemble Earth's cultures of this time period.

Generally speaking, this means you could play as a Medieval Knight or a Renaissance Magician from Valdoria, a Feudal Samurai from Jinshou, a Tribal Warrior or Shaman from Nanzara, a Healer from the Wildlands, or many other combinations you could imagine. (We ask that you please consider cultural considerations of race and avoid offending players who are of various ancestries.)

Being from Aurelia means you are (originally) unfamiliar with complex machinery, advanced weapons, and of course, technology. After traveling through the Portals you may meet other adventurers who tell you about these things in their world.

Brasshaven

The world of Brasshaven is a Victorian Steampunk world that also contains magic. Many citizens use machinery and magic side by side. Instead of different countries and nations, all of the adventurers live on one continent, Domurion. This continent is ruled over by the Grand Overseer. Very few people have seen the Overseer and the position changes from time to time, selected by the Grand Council of Steam. The Overseer is mostly benevolent but seems to have some quirks. The current Overseer hates Tuesday and has declared that it be renamed as "Cogsdays" and everyone is forbidden from saying "Tuesday." Besides that, society seems to work like a (pun intended) well-oiled machine. Many people work creating machines or machine parts, and new inventions are being created weekly (though some of these are of questionable utility.) If you are from Brasshaven, you can be from any human



background (European, Native American, etc.) and also a magical race like elf or dwarf (see Races chapter for more details.)

Helios 3

The world of Helios 3 is a nearly exact parallel of modern Earth. It has the same countries and technology, but it also contains more magic and magical creatures. You have elves working for major corporations, dwarves involved in the punk scene, and fae creature pop-stars.

Another major difference is that currently on the planet of Helios 3 there is world peace. No nations are fighting a war, and the United Nations has succeeded in its goal. There is very little division or strife between different kinds of people. This world is moving toward a unified humanity.

As a character from this world, you would wear modern clothing and have a contemporary history and background, similar to someone on Earth. However, since you are playing a character, you could be someone extraordinary, or even just a “regular Joe” that somehow found his way to the fae plane of existence and is in awe of everything.

Helios 3 is the name for the world since it is the third planet from the sun which they call Helios.



CREATING A CHARACTER



Azure, elf Warrior from Aurelia

When creating a character for Portals of Fae, there are several things you will be considering. Probably the first choice you will make is which world your character is from. You will choose from the three worlds of *Aurelia*, *Brasshaven*, and *Helios 3*. Aurelia is the medieval fantasy type realm, where Brasshaven is a Steampunk world and Helios 3 is a parallel world to modern Earth. (See Worlds of Origin for details.)

This world will determine a few things, especially your costume for this character. A character from Aurelia would wear medieval or renaissance style clothing, one from Brasshaven would look Victorian, and Helios 3 would be modern Earth clothing. Keep in mind, especially if you are going to play a fighting character, that you will need to move around in your costume and also possibly be hit by foam weapons.

Though you can play just about any character you can imagine, we ask you to not play a character from an existing fantasy or sci-fi work of fiction. Your character must be your own unique creation.

The world you come from will not limit your choices for race or your abilities, so you are free to choose what you like. Once you have chosen a world, you should start thinking about your character's backstory.

Backstory

A character's previous history, or backstory, is important to know before you start playing. The character's past influences who they are and what they believe. Here is an example.

Miyu is an elf hedge witch from Aurelia, and grew up in the country of Jinshou. She lived peacefully in the countryside growing herbs and providing healing and advice for the local human village nearby. Since elves live longer than humans, she served there for two human generations. The village was

attacked one day by a tribe of goblins, and she had to flee for her life against the overwhelming number of enemies. The village was destroyed as she hid in the woods. There was nothing she could have done but she is still wracked with guilt from that day. Now she lives a solitary life deep in the woods. Recently, she discovered a fae Portal and stumbled through it into the Gathering.

If you are coming into the game with a group of friends, you can write your stories together to explain how you know each other, or you could even decide that you have never met and get to know each other's characters at the Gathering.

Knowing your backstory will also help because when you meet other characters, they will inevitably ask you about what you do and where you are from, so it is good to know these things. Your history will also influence your decisions. In the case of Miyu, she may respond to her guilt by being overly brave to the point of foolishness.

You are free to have a complex or a simple backstory, as you choose. Keep in mind that your character will be part of a community in the Gathering, and should not be overly evil or anti-social, as this will make it unpleasant for other players at the game. You could be grumpy, or taciturn, or scheming to a degree; just keep in mind you are playing a hero not a villain. There will be villains that you run into in the game that will be Non Player Characters (NPCs.)

Classes

After you have thought about your backstory and the world you are from, you will now choose your class. Classes are basically "job" types, reflecting the skills you have learned. Currently in Portals of the Fae (PoF) you can choose from Warrior, Trickster, Druid, and Elemental Mage. These are very standard fantasy tropes.

- **Warrior:** A person dedicated to learning physical combat and learning the use of melee (close range) weapons
- **Trickster:** A roguish kind of character who develops skills that are useful for adventuring as well as stealth abilities
- **Druid:** This type primarily focuses on healing and life, using spells that heal and protect and involve nature
- **Elemental Mage:** A practitioner of magic involving the elements of fire, ice, lightning, and air

Classes and their abilities are described in more detail in the Classes chapter. You will choose one of these classes which will determine which abilities you get. As you level up, you will gain more abilities and strength. Characters start at Level 1.



Once you have chosen your class you will have a good idea of your character. You also will want to choose a race.

Races

Generally speaking, there is not a list of races for this LARP, as it is wide open for players to choose many different ones. There are, however, some considerations that will be taken as well. Choosing a race does not give you special or separate “racial” abilities as in some standard RPGs. All of the races will be the same in terms of stats and skills, and they must be some type of humanoid. You can pick from a standard suggested list of races to start, such as:

- Human
- Elf
- Dwarf
- Orc
- Goblin
- Dryad

Many players will want to play a character that is part animal, part human. This includes mythological creatures including dragons. These characters all fall under the race of *Chimerics*. A player could be a cat chimeric, a wolf chimeric, or a unicorn chimeric, or a djinn chimeric, for example.

Players can also play a *Fae Blood*, character. This would mean they are part fae, typically half. They would appear as a blend between a human and a fae creature. Characters cannot play a full fae creature as they are very powerful and live in the realm of the fae and not on the three player worlds (though they can visit of course.)

There are other kinds of races a player may want to choose. It is important to note this here: players may **not** choose a copyrighted race from a popular fantasy or sci-fi show or game. You could use our guidelines to come up with something similar, but not the same exact thing. This protects PoF from any difficult legal challenges that could interfere with players' enjoyment of the game.

Once you have thought of your character's history, chosen a world, a race, and a class, you're nearly finished. Of course you should also think of a name for your new character. Now that you have all this information you may have more ideas for your costume or trinkets your character may carry. You'll also want to start thinking of whether you need a boffer weapon, some spell packets for casting, or both. If you are playing with friends, you might also consider how all of you are going to work together in the game.



When you have all of this in mind, go read about your class and the abilities that go with it. You'll then print out a character sheet (found later in this book) for that class and write in your name and other details, as well as use that as a reference for what skills you have for your level. You'll bring this with you to every game. After some time you will become familiar with all your skills and abilities, and be comfortable with your character's personality and background. Remember, your character is not you. It is a separate fictional identity you have created for this game. Enjoy playing the role of an amazing visitor to the land of fae!



Alejandra, Element Mage from Helios 3

ROLE PLAYING

There are several important considerations in a role-playing game, but in a LARP things are often more intense. Many things that happen to your character may feel like they are happening to *you*, the player. This is what makes LARP unlike any other experience and one that creates intense and amazing memories you will keep forever. With that in mind, you must remember a few guidelines to protect yourself and others.

Anger

Your character is free to get as angry as they like. Imagine that this is like a play, with all of the emotions involved. However, you must consider also other characters around you – some people may not be able to handle being shouted at or screamed at, or even being near someone who is doing these things. If you feel like you are about to show some strong emotions to a particular character, you should ask them first, “Do I have your permission to show intense emotions?” If they do not grant it, you must tone down your response.

You may also be feeling anger as a player about something that happens to your character. If you find it affecting you and your in-game actions, you should take a timeout from the game to calm down. Just put your hand over your head to show you are “out of game” and say you need a moment to collect yourself. *Do not continue to play the game if you are feeling intense anger.*

Love

It is normal through the course of events that some *characters* might develop an in-game sense of love for another character. This can be tricky because it may also stir up real feelings in the players themselves. Always remember that *you are not your character*, and even though two characters may be romantically entwined, it in no way implies or indicates that the two players have any connection. In fact, they may hardly know each other in real life. It is important in these cases to discuss these things out of game with each other so you both have an understanding of things and real-world feelings do not get hurt.

Physical Contact

Though you may want to touch someone as part of your role play as you get into character, remember that people who are strangers to you in real life may not want that. You should get permission by asking, “Can I get permission to physical roleplay?” If they agree you could take their hand or hug them or something like that. Of course, if you wanted to just tap someone on the shoulder or arm to get their attention (e.g. “A monster is coming!”) then you don’t have to ask permission for small things like that.



Playing a role

As mentioned before, most players will have a different manner of speaking as their character than as their “real” self. This helps the other players know when you are speaking in game, as your character, and out of game, as a player. It is best to try to stay in character most times at LARP to keep the game immersion going and help create the fantasy world for the other players. If you do have a question about game rules or other information, take someone aside, away from the other players, to ask them.

Remember that things that happen in the game are part of the game world. Do not hold actions taken by a character against that player. Remember they are two different people, in a very serious sense. If you feel a player is playing the game in a way that seems inappropriate and causing trouble for others, feel free to contact a game master about the issue rather than confronting the player during game action.

As you are starting out, feel free to ask questions of more experienced players and game masters. Eventually you’ll become an experienced LARPer and you’ll be the one helping out the new players.



CLASSES

A character class identifies their area of expertise. Currently there are four classes to choose from.

- **Warrior:** Someone trained in fighting with hand-to-hand weapons like swords, spears, etc. They are experts.
- **Trickster:** A jack of all trades roguish type of character with some fighting skills, stealth skills, and alchemy skills.
- **Elemental Mage:** A master of the elements of earth, ice, fire, and lightning. This mage summons forces to do their bidding.
- **Druid:** A friend of the forest and a healer. This magic user specializes in healing and protection.

Once you choose your class, that is the class your character will keep for their lifetime.

Combat Skills

Every class, including mages, get skills that will be used in combat. As each character gains a level, they get *one* new combat skill and keep their previous (lower level) skills. These include things like healing spells that will be used during combat time. Many of these skills can only be used once per day.

Social Skills

These are non-combat skills. Players also get a new social skill for each level they gain. Most of these are also once per day skills. You can read more about them in the skills description for your class.

Levels

When you participate in an event as your character, that character earns experience. Attending a specific number of events will qualify you for new levels. (See the level chart after the Classes section.)





WARRIOR

Warriors are masters with hand-held weapons and are the only class that is able to use a shield. Their combat abilities focus on doing damage. Their social skills have to do with leadership

and diplomacy. They are found on the front lines of every battle, protecting their allies and striking at enemies. They have the most hit points and swing for the most damage.

	COMBAT	SOCIAL	WEAPON DAMAGE	HIT POINTS
Starting	Endurance			
Level 1	Block	Impress	2	10
Level 2	Stun	Diplomacy	2	14
Level 3	Defend	Constitution	3	18
Level 4	Strike (20)	Intimidate	3	22
Level 5	Target	Encourage	4	26
Level 6	Blacksmith	Inspire	4	30
Level 7	Critical (50)		5	32
Level 8	Disarm		5	34
Level 9	Hack limb		5	36
Level 10	Recharge		5	40

COMBAT SKILLS

One use per day

Starting Endurance

If the warrior is knocked to below 1 hit point, they can call Endurance and immediately go to 10 hit points. This is a starting skill, meaning all warriors start with it.

Level 1 Block

If a weapon attack hits a warrior, they can say "block" and do not take the damage.

Level 2 Stun

The warrior says "stun" when they swing instead of damage. The target will be stunned for 10 seconds, unable to move or attack.

Level 3 Defend

Defend protects the warrior from any attack that does damage or a special attack like stun or disarm.

Level 4 Strike (20)

The warrior calls "strike 20" and then the damage type to do 20 damage.



Jun, Warrior from Helios 3

Level 5 Target

The warrior points at a target and says "Target." For the rest of the battle the warrior does double damage on that one target.

Level 6 Blacksmith

The warrior can touch a target's armor and repair it back to its maximum points. This once-per-day skill can be used on the Warrior or another player.

Level 7 Critical (50)

The warrior calls "Critical 50" and then the damage type to do 50 damage.

Level 8 Disarm

When the warrior attacks he calls "disarm" and the opponent must drop their primary weapon.

Level 9 Hack limb

Warrior calls "hack limb." If they hit a limb, the target creature can no longer use that limb. If an arm, they cannot fight with that arm (must drop shield or switch weapon hand.) If a leg, cannot walk.

Level 10 Recharge

Warrior calls "recharge" then picks a skill to renew for the day. For instance, "recharge target" will give them another Target use.

SOCIAL SKILLS

One use per day

Level 1 Impress

The warrior describes an accomplishment that they have achieved. At the end of the sentence, they say, "impress." Anyone within hearing must be at least mildly impressed.

Level 2 Diplomacy

The warrior suggests a resolution to a conflict and then says "diplomacy" after. Any arguing parties hearing this will 1) consider the suggestion and 2) lower their hostility levels.

Level 3 Constitution

If the warrior consumes any kind of poison or toxic substance, they can say "constitution" to be immune to its effects.

Level 4 Intimidate

This skill is used to get another character to back down from something or agree with the warrior. After saying their sentence, they say "intimidate" and the person they are speaking to will back down (unless they have a counter skill.)



Level 5 Encourage

This skill is more powerful – if someone is discouraged or sad, it will encourage them, and it will also cancel out a skill being used on someone else in a negative way. That target will no longer be under the effect of the previous negative skill. An encouraging sentence followed by the word “encourage” would be how this is used.

Level 6 Inspire

Your ability to inspire other characters is unsurpassed. After giving them an inspiring message, you say “inspire” and that character recovers one of their spent social skills for that day.

TRICKSTER

A trickster is someone that achieves their goals through cunning and misdirection. They often have varied skills, and can fight their way out of a situation if they need to. Many of them are also very charismatic, and can talk themselves in and out of many different types of situations.

	COMBAT	SOCIAL	WEAPON DAMAGE	HIT POINTS
Starting	Back Attack			
Level 1	Escape	Search	1	8
Level 2	KO	Toxify	1	10
Level 3	Poison strike (20)	Persuade	2	12
Level 4	Distract	Cheat	2	14
Level 5	Evade	Detect Cheating	3	16
Level 6	Confuse	Charm	3	18
Level 7	Murder (80)		4	20
Level 8	Deceive		4	22
Level 9	Disarm		4	24
Level 10	Luck		4	26

COMBAT SKILLS

One use per day

Starting Back Attack

The Trickster can do double damage with a weapon if they can hit their opponent in the back. This skill is always active in combat.

Level 1 Escape

The Trickster in combat is allowed to declare, "Escape" and any monsters fighting them must stop attacking them, while the Trickster must run away at least 10 feet. The monster/creature can still attack others and act normally otherwise. After the escape the Trickster can be attacked again if they return.

Level 2 KO

If the Trickster is able to hit a creature from behind, they can call "KO" and the creature is knocked out. It is down to 0 hit points and unconscious, but not dying. If no one kills it, it will wake up in 60 seconds. (Not usable on players.)

Level 3 Poison Strike

The Trickster calls "Poison Strike 20" and does a single hit for 20 damage if the attack connects.

Level 4 Distract

The Trickster must hit a creature and call "distract." The creature then must turn to the Trickster and try to attack him, no matter what else it was doing previously.

Level 5 Evade



This skill enables the Trickster to evade either a spell or a weapon attack that hits. They just call out, “evade” right after it hits.

Level 6 Confuse

The Trickster calls “confuse” with a weapon strike. If it hits, the target creature is confused and will go attack its nearest ally for 10 seconds. If it has no allies, it will wander around in confusion and not attack for that time.

Level 7 Murder

If the Trickster hits a target in the back they can call “Murder 80” which does 80 points of damage.

Level 8 Deceive

The Trickster points to an enemy and says, “Deceive!” If the creature cannot resist, it will treat this character as an ally until 1) the battle ends or 2) the Trickster attacks it.

Level 9 Disarm

This is the same as the Warrior skill. The Trickster calls “disarm” as they hit an opponent, and the opponent must drop their weapon. They can then try to pick it up but may be hit in the process.

Level 10 Luck

This skill is one of the most powerful in the game. “Luck” can be called when any combat effect happens to the Trickster, even if they are unconscious, and it stops the effect. Their incredible luck protects them from unfortunate events.

SOCIAL SKILLS

One use per day

Level 1 Search

The Trickster touches another player and says, “Search: do you have *item*?” where the item is any *game item* such as a key, an amulet, a potion, etc. If the player has it they must answer yes. This interchange happens out of game and the target player does not know it happened.



Cedric Wright, an elven Trickster from Brasshaven

Level 2 Toxify

The Trickster touches a person and says either, “intoxicate” or “hallucinate.” For the next 10 minutes that player is either intoxicated or hallucinating and must act that way. A Warrior’s *constitution* skill can negate this, and a Druid’s *cleanse poison* can remove it after it has been applied. The player receiving this does not know that the Trickster did this, but other players watching can deduce it from observation if they were watching.

Level 3 Persuade

The Trickster makes a statement, which could be the answer to a question. Afterwards, they say “persuade.” Listeners are inclined to believe them unless the claim is completely ridiculous or impossible. A Druid’s *detect lie* can be used here to see the truth. This skill does not compel behavior, only belief. A trickster cannot control another player’s actions with this skill, but is instead a role play where the target believes something.

Level 4 Cheat

The Trickster, while playing any kind of game, can use the cheat skill. After taking their turn in the game, they can call “cheat.” This enables them to change the outcome of that turn, by switching a card with another one in the deck, changing a dice roll, or something similar depending on the game. Only a small change can be made of one aspect of the game.

Level 5 Detect Cheating

It’s hard to trick a trickster. At 5th level a Trickster can detect someone else cheating. If another player calls “cheat” they can reply “detect.” This means that the trickster *knows* the other player is cheating, but can decide what to do with that knowledge. They could call them out right there, approach them later, or decide to take no action. Other players may hear the skill calls but are not aware of any of this in game – they should proceed like nothing happened.

Level 6 Charm

At this point, the Trickster has mastered the art of magnetism and is able to charm others. While looking another player in the eyes, the Trickster calls “charm.” The target can choose how the charm affects them. The charm could make them feel like close friends, fall in love, or, if they do not like the Trickster, they will now see them more favorably for the rest of the event. The only way to break this is for the Trickster to do something unfriendly to the target. After the event the target can decide if they still feel the effects or turn back to the way they were before.



ELEMENT MAGE

The Element Mage is in tune with the elements of fire, ice, air and lightning. They are able to tap into these powers to cause different effects wherever they are. There are mages across all three worlds and their techniques and methods vary. What Elemental Mages have in common is their access to the elements, whether it is obtained by genetic, ritual, rigorous study, items, or other means.

	COMBAT	SOCIAL	WEAPON DAMAGE	HIT POINTS
Starting	Elemental Weapon			
Level 1	Element blast (5)	Protection	1(2)*	6
Level 2	Forcefield	Identify	1(2)	8
Level 3	Lightning bolt (20)	Alchemy	1(2)	9
Level 4	Mirror	Restore skill	1(2)	10
Level 5	Freeze	Destroy item	1(2)	12
Level 6	Impart Element	Create item	2(3)	14
Level 7	Blink		2(3)	16
Level 8	Air hammer (50)		2(3)	18
Level 9	Flame form		2(3)	20
Level 10	Elemental Cage		2(3)	22
*Elemental strike adds 1 damage to weapon hits				

COMBAT SKILLS

One use per day

Starting Element strike

The power of the elements are added to your weapon attacks. They automatically do one extra damage. You can withhold this effect if you wish. The attack is still normal damage.

Level 1 Element blast (5)

The element mage can use fire or ice blasts. When they cast they simply say, "Fire blast 5," or "Ice blast 5," depending on the element they wish to use. This skill is an exception, it can be used 5 times a day multiplied by the mage's level. A 1st level mage can cast it 5 times per day, a 2nd level 10 times, 3rd level 15 times, etc. This spell is cast with a spell packet.

Level 2 Forcefield

This can be cast on the mage or another player. They simply say "Magic forcefield" and touch themselves or another player. The forcefield will block *one* spell or physical attack, and the player can choose when it takes effect. The player says "forcefield" when hit by a spell to show there was no effect. The Druid also gets this same spell.

Level 3 Lightning bolt (20)

The caster calls "Lightning Bolt 20" and the target takes 20 damage if they are hit by the spell packet.



Level 4 Mirror

The next spell of any type that hits the target (even beneficial ones) is reflected back at the caster. The casting phrase is "Magic mirror" and when a spell hits the target the call is "Mirror." Whoever cast the spell will take the effects unless they have a defense for it.

Level 5 Freeze

Target is frozen in place for 10 seconds, cannot move or take actions. Caster calls, "Magic Freeze" and throws a spell packet.

Level 6 Impart Elements

Gives elemental power to another character's weapon. It now does +1 damage for the day.

Level 7 Blink

Caster calls "Blink!" and avoids the last attack or spell. The caster must then put their hand over their head to indicate they are out of game and walk to any other location on the combat field. They must immediately reappear by saying "Blink!" They are then in-game again.

Level 8 Air hammer (50)

A huge hammer of air slams into the target. Packet delivered spell. The call is "Air hammer 50" and does 50 damage.

Level 9 Flame form

Caster becomes a living elemental flame for 1 minute. They do +3 extra damage (does not stack) and cannot be hit by weapon attacks.

Level 10 Elemental Cage

The target of this spell is put in a magical cage. It cannot attack and cannot be attacked for 1 minute. Packet delivered spell.



Vixara, a Goblin Element Mage from Aurelia

SOCIAL SKILLS

One use per day

Level 1 Protection

The caster can cast this on themselves or another player. They touch the target and say

“protect.” This will protect against the next social skill that attempts to influence this character, such as a Trickster’s *charm* or Warrior’s *intimidate*. It does not guard against a Trickster’s *cheat* ability since that is more of a slight of hand ability. When a skill is used against the target, the target says “protected” to announce they are immune to the effect. This wears off after one use.

Level 2 Identify

The caster touches a magical item and says “identify.” They now know what the item does and can explain it to others. Before an item is identified the effect is unknown unless the item is described when it is brought into game or made by a player. (The item powers will be listed on the *item tag*.)

Level 3 Alchemy

The Element Mage has the ability to change a silver coin into a gold coin using Alchemy. This takes a 60 second magical ritual (up to the caster.) It only has a 50% success rate -- at the end of the 60 seconds they flip a coin. If it is heads, the transformation worked. (A GM will be present and can swap out the coin for the player.)

Level 4 Restore skill

Restores one social skill for the target. The caster says “restore” and touches the player, who then gets to choose what skill to restore. Caster can use it on themselves. Restore skill cannot restore *Create Item*, that can only be used once per day.

Level 5 Destroy item

Can destroy an in game item (that has a tag.) This will work on magic items as well. It does not work on any item that is tagged as “artifact.” The caster must place the item on a surface in front of them, and perform a ritual (up to the player’s individual magic style) for sixty seconds to destroy the item. At the end of the 60 seconds, they say “destroy!”

Level 6 Create item

The caster can create a magic item that has the same effect as a spell they can cast, up to level 8. They must perform a sixty second ritual with a *phys rep* in front of them, which is the item they are enchanting. A necklace, a ring, etc. A game master must be present to provide a tag for the item afterwards. Once the ritual is complete the caster says, for example, “Create item freeze.” The item will now allow any player who is carrying it to use the *freeze* spell once per day. To activate the item the player says, “Magic ____” where the blank is the effect. In our example the player would say “Magic freeze,” and throw a packet. If the spell misses, the item is still used up.



DRUID

The Druid is bonded strongly with nature. They have an affinity for plants, animals, light, darkness, and healing.

Someone playing a Druid character would most likely wear light clothes in earth and forest tones.

	COMBAT	SOCIAL	WEAPON DAMAGE	HIT POINTS
Starting	Bind Wounds			
Level 1	Heal Wounds (5)	Cleanse poison	1	6
Level 2	Vines	Detect Lie	1	8
Level 3	Strength	Bestow virtue	1	9
Level 4	Forcefield	Heightened Sense	1	10
Level 5	Restore	Bestow joy	1	12
Level 6	Fear	Restore skill	2	14
Level 7	Web		2	16
Level 8	Harm (40)		2	18
Level 9	Aura		2	20
Level 10	Return		2	22

They possibly might wear leather armor. They may have an affinity with a particular plant or animal as well. Of course, a *chimeric* race may be a good choice for a druid, as part animal or even part plant.

COMBAT SKILLS

One use per day

Starting Bind Wounds

When a character is down, you touch them for 10 seconds to bring them back to 1 hit point. There is *no limit* on how many times this can be used. The Druid simply says “Bind Wounds” and counts to ten. This is especially helpful so a character will not go to spirit form and have to leave the combat.

Level 1 Heal Wounds

Restores 5 hit points to a character. You touch them and say “Heal Wounds 5.” This ability can be used 2 times a day, times the caster level. For instance, a 3rd level druid can cast 6 Heal Wounds.

Level 2 Vines

Vines tangle the target's legs; they cannot move from their spot for one minute (they can take no steps but readjust their legs if needed for balance. The target should count to 60.) Target can still attack and cast spells, etc, but not move from their spot. The casting phrase is “Magic Vines,” and it is delivered by a spell packet.



Level 3 Forcefield

This can be cast on the druid or another player. They simply say “Magic forcefield” and touch themselves or another player. The forcefield will block *one* spell or physical attack, and the player can choose when it takes effect. The player says “forcefield” when hit by a spell or attack to show there was no effect. Once it blocks a spell or effect, the spell wears off.

Level 4 Strength

Add +1 to a player’s damage for a day. Touch a character and say “Magic Strength.”

Level 5 Restore

Restores all hit points to a character. Touch a character and say “Magic Restore.”

Level 6 Fear

When a target is hit by this (packet delivered spell), they must run away in fear for 10 seconds from the caster. The casting phrase is “Magic Fear.”

Level 7 Web

The target is fully webbed for 1 minute (target counts to 60) and cannot move or attack or take actions. Casting phrase is “Magic Web.” Packet delivered.

Level 8 Harm

Cause 40 points of damage to a target. The casting phrase is “Magic Harm 40.” This spell is delivered by packet.

Level 9 Aura

Target is immune to damage and spells for 60 seconds. Touch delivered spell. Player cannot attack or cast spells during this time but can move and pick up items or carry a wounded player from the field.

Level 10 Return

Bring a character back to the battle who has ended up in the spirit circle. Touch a character in the spirit circle and say, “I command you to return, spirit!” The player will be returned to their body and can re-enter the field of combat.



Lillya, a Druid from Aurelia

SOCIAL SKILLS

One use per day

Level 1 Cleanse poison

Character will have any poison, intoxicant, or hallucinate effect removed. The Druid touches a player and says, "Cleanse." If the Druid is intoxicated or hallucinating themselves, they must flip a coin if they want to use cleanse. If it is heads they may use it, but if it is tails, they are too impaired to cast the spell properly. (Only one coin flip can be made for this check.)

Level 2 Detect Lie

Character says "Detect Lie" after another player says a sentence. That player must tell whether it was a lie or not. This information is only known to the Druid, not any other character.

Level 3 Bestow virtue

The Druid can bestow a virtue on someone temporarily -- for example they will become more generous, or compassionate, or kind, or a good listener. The effect lasts for the rest of the event.

Level 4 Heightened sense

This skill can be activated when something hidden is happening near the Druid. For instance, it can detect a Trickster's *cheat* ability. It can also be used to become aware of a spirit creature that is nearby. Once activated for this reason, that creature will be partially visible to the Druid and they can communicate with it, if the creature desires. Only one activation per event.

Level 5 Bestow joy

The mage bestows a blissful joy upon the character for 5 minutes. The character is now irresistibly happy no matter what is happening until it wears off.

Level 6 Restore skill

The Druid touches another character and says "restore." This will restore one social skill for the event of the target's choosing. This is the same as the Element Mage skill of the same name.



CHARACTER SHEETS

The next four pages are printable character sheets. The administrators of Portals of the Fae will have your character name, class, and level on file. Make sure you check in at the beginning of every event with your character sign in. You must keep a printed character sheet on your person at all times during the game period. The sheets are very simple, they show the abilities and hit points that you have at specific levels. Just fill in the dot next to your level to show what your current stats and abilities are. When you check in, bring this sheet and a game master will sign off on it for the event. If you are wearing armor, a GM will assign you armor points at this time to write down.

For example, let's look at the character Cyrelle Green, a Druid from Brasshaven. She is Level 5, so she will fill in the dot next to Level 5 on the character sheet. It also may be helpful to draw a box around Level 5 and below since the character has all of the skills from Level 1 to Level 5 at this point. Note that Cyrelle will have 10 uses per day of the spell, Heal Wounds. She will still swing 1 damage with a weapon (once she gets Level 6 it

will change to 2.) Her hit points are 12 at this level. Her skills are one use per day (except for Heal Wounds) so she can check off the boxes as she uses them (not required but helpful to remember if you've used something.) This character sheet will be good for one event. For the next event, the player for Cyrelle will print out another sheet to get the required check in and signature from the Game Master.

DRUID – CHARACTER SHEET

NAME Cyrelle Green WORLD OF ORIGIN Brasshaven
 ARMOR POINTS 10



		COMBAT	SOCIAL	HEAL WNDS	WPN DMG	HP
	Starting	Bind Wounds				
☐	Level 1	Heal Wounds (5)	Cleanse poison	2	1	6
☐	Level 2	Vines	Detect Lie	4	1	8
☐	Level 3	Strength	Bestow virtue	6	1	9
☐	Level 4	Forcefield	Heightened Sense	8	1	10
☒	Level 5	Restore	Bestow joy	10	1	12
☐	Level 6	Fear	Restore skill	12	2	14
☐	Level 7	Web		14	2	16
☐	Level 8	Harm (40)		16	2	18
☐	Level 9	Aura		18	2	20
☐	Level 10	Return		20	2	22



WARRIOR – CHARACTER SHEET



NAME _____ WORLD OF ORIGIN _____

ARMOR POINTS _____

		COMBAT		SOCIAL		WEAPON DAMAGE	HIT POINTS
	Starting	Endurance					
☐	Level 1	Block	☐	Impress	☐	2	10
☐	Level 2	Stun	☐	Diplomacy	☐	2	14
☐	Level 3	Defend	☐	Constitution	☐	3	18
☐	Level 4	Strike (20)	☐	Intimidate	☐	3	22
☐	Level 5	Target	☐	Encourage	☐	4	26
☐	Level 6	Blacksmith	☐	Inspire	☐	4	30
☐	Level 7	Critical (50)	☐			5	32
☐	Level 8	Disarm	☐			5	34
☐	Level 9	Hack limb	☐			5	36
☐	Level 10	Recharge	☐			5	40

DATE _____ SAFETY CHECK _____ GM SIGN _____



TRICKSTER – CHARACTER SHEET



NAME _____ WORLD OF ORIGIN _____

ARMOR POINTS _____

		COMBAT		SOCIAL		WEAPON DAMAGE	HIT POINTS
	Starting	Back Attack					
☐	Level 1	Escape	☐	Search	☐	1	8
☐	Level 2	KO	☐	Toxify	☐	1	10
☐	Level 3	Poison strike 20	☐	Persuade	☐	2	12
☐	Level 4	Distract	☐	Cheat	☐	2	14
☐	Level 5	Evade	☐	Detect Cheating	☐	3	16
☐	Level 6	Confuse	☐	Charm	☐	3	18
☐	Level 7	Murder (80)	☐			4	20
☐	Level 8	Deceive	☐			4	22
☐	Level 9	Disarm	☐			4	24
☐	Level 10	Luck	☐			4	26

DATE _____ SAFETY CHECK _____ GM SIGN _____



ELEMENT MAGE – CHARACTER SHEET



NAME _____ WORLD OF ORIGIN _____

ARMOR POINTS _____

		COMBAT	SOCIAL	ELEM. BLASTS	WPN DMG	HP
	Starting	Elemental Weapon				
☐	Level 1	Element blast (5)	Protection	5	1(2)*	6
☐	Level 2	Forcefield	Identify	10	1(2)	8
☐	Level 3	Lightning bolt (20)	Alchemy	15	1(2)	9
☐	Level 4	Mirror	Restore skill	20	1(2)	10
☐	Level 5	Freeze	Destroy item	25	1(2)	12
☐	Level 6	Impart Element	Create item	30	2(3)	14
☐	Level 7	Blink		35	2(3)	16
☐	Level 8	Air hammer (50)		40	2(3)	18
☐	Level 9	Flame form		45	2(3)	20
☐	Level 10	Elemental Cage		50	2(3)	22

DATE _____ SAFETY CHECK _____ GM SIGN _____



DRUID – CHARACTER SHEET



NAME _____ WORLD OF ORIGIN _____

ARMOR POINTS _____

		COMBAT	SOCIAL	HEAL WNDS	WPN DMG	HP
	Starting	Bind Wounds				
☐	Level 1	Heal Wounds (5)	Cleanse poison	2	1	6
☐	Level 2	Vines	Detect Lie	4	1	8
☐	Level 3	Strength	Bestow virtue	6	1	9
☐	Level 4	Forcefield	Heightened Sense	8	1	10
☐	Level 5	Restore	Bestow joy	10	1	12
☐	Level 6	Fear	Restore skill	12	2	14
☐	Level 7	Web		14	2	16
☐	Level 8	Harm (40)		16	2	18
☐	Level 9	Aura		18	2	20
☐	Level 10	Return		20	2	22

DATE _____ SAFETY CHECK _____ GM SIGN _____



LEVELS

Levels represent a player's experience, as seen in hundreds of tabletop and video games for decades. Characters in PoF start at Level 1, and gain experience by attending events. At first a player will gain one level per event but as they grow in experience, it will take more events to level. Once a player has attended 18 events, they will be Level 10 at their 19th event. Currently, PoF only has levels up until 10, but later editions of the rulebook may add more depending on what happens with the LARP.

For each level your character gains, they will get one combat skill. Up to 6th level, they will also acquire a social skill. When you level up, check the list to see what skills you now have.

At each event, you will check in your character and the game masters will record your attendance. After that game, the number of events will be added to your record. Take the printout of your character sheet and fill in the check box for that level. (There is a character sheet template for each class in this rule book.) That will remind you of what skills you have. Since most skills are once per day, you can check them off your sheet as you use them if that reminder is useful.

LEVELS TABLE	
Level 1	Start
Level 2	1 event
Level 3	2 events
Level 4	3 events
Level 5	5 events
Level 6	7 events
Level 7	9 events
Level 8	12 events
Level 9	15 events
Level 10	18 events



COMBAT

There are a few things that a LARPer should know about combat in the Portals of the Fae. Make sure you also check the section on boffer weapons and shields. Here are a few terms:

- **Boffer weapon:** a type of foam weapon used to simulate melee combat. Usually a sword but also possibly axes, maces, etc. These must pass a safety inspection to be used.
- **Off target:** you may *not* swing your weapon at the opponent's face or hands. You should also not target the crotch area. It may happen that someone gets hit in one of these places by accident – it is common courtesy to allow a pause to let the other player recover.
- **Damage:** this is measured in points. When you swing a boffer weapon you call a number and then the word “damage,” e.g. “5 damage.” If you hit the other character (on target) then they lose that many hit points. It is up to the player that has been hit to deduct the damage from their hit point total.
- **Hit points:** the amount of damage that a character can take before they go down. Once a character goes down they are unconscious. It is each character's responsibility to keep track of their hit points and also to be honest about their damage. PoF is based on the honor system.
- **Down:** if a character runs out of hit points, they are “down.” To symbolize this, the character must at least go down to one knee in the field of combat and not move. Otherwise, you are free to roleplay it more and lie down. You must then start counting to 60 (1 minute.) If no one heals you or otherwise stops this count, then you turn into spirit form.
- **Spirit form:** Your spirit has left your body. You indicate this by holding your hand above your head since your spirit is technically out of game and cannot interact with anyone until you reach the Spirit Portal. This spirit portal is where you wait until you are brought back. You will automatically be returned to your body by the fae by the end of the combat if nothing or no one Returns you first.
- **Spirit portal:** Near the battlefield an area will be marked as the spirit portal. Usually there will be a fae guarding the spirits there. The fae may be able to return you to the battle, or another player (usually a Druid) who has that ability.

Fighting

The goal in LARP fighting for PoF is to *simulate* combat in a fun and friendly way. When you swing a boffer weapon, you should not swing it fast or hard. The idea is to get a solid touch on the opponent's body so they can feel it and recognize it as a hit. You are not swinging to actually hurt anyone. The general rule is to only swing a weapon about 45 degrees each time. Do not wind up in a big 90 degree swing.



When you attack, you also are saying the amount of damage and the word “damage,” e.g. “2 damage.” Boffer weapons are usually light and the time it takes to say “2 damage” is how long it should take for each swing. This keeps someone from swinging repeatedly too fast which helps to simulate a real weapon which would be heavier. Also keep in mind PoF is a casual combat game. There are serious combat LARPs and groups that practice realistic historical fighting. PoF is *not for hyper realistic combat*. It is for fun and adventure. Please keep that in mind as you take the field.

Sometimes instead of swinging for damage you will use a combat skill or spell. The skill can be delivered in three ways:

- **Weapon strike:** You call the skill when you hit with the weapon instead of damage, for instance, a Warrior would say, “stun” to use the skill of that name and swing their boffer weapon.
- **Packet delivery:** A character throws a small cloth packet and they say the name of the skill (most often a spell.) For instance, a Druid would say “Magic Vines!” as they threw a packet. If the packet hits (even a shield or clothing) then the spell takes effect.
- **Spoken word:** some skills are just used by pointing or talking to your target. For instance, a Trickster can say “Escape!” during a battle and then have a free moment to escape from any enemies attacking them.

Spells of protection and healing can be delivered to a friendly target by *touch*. Often a player will hold a spell packet and use it to touch the recipient of the magic.

Armor

If you are wearing any type of torso/body armor it will be worth either 5 or 10 points of extra protection. Arm and leg armor will add an additional 5 points. When you are in battle, you will start with those extra points at the beginning of the day. When you are healed of your hit points, it does not restore armor. Only a Warrior’s *blacksmith* ability can restore armor points once they are lost for the day.

Shields

Only Warriors can use shields. They work as you might expect – you use them in combat and if they block a weapon attack, then the damage does not hit you (or a weapon effect.) However, if a *spell* hits a shield, the wielder does take the spell effect.

Two Weapons

Only Tricksters and Warriors can fight with two weapons at a time. Druids and Element Mages can only use one. (Most of the time spellcasters will be using one hand for packets.)



Monster Abilities

Monsters and other enemies you fight against may have all of the possible combat skills players could have, such as *evade* or the spell *vines*. They also may be immune to certain spells and attacks. If your attack has no effect on a creature, it will say “no effect” after you perform the action. Monsters usually will not be invincible, so this probably means that a certain type of attack or spell doesn’t work. They also may have a damage threshold where damage under a certain amount doesn’t work. If they have a threshold of 2, that means a character would have to hit for 3 damage for it to take effect.

Healing

Characters can acquire healing primarily from Druid characters, but there will also be items and potions that provide healing. Most healing items will restore 5 hit points. If the item does not specify, assume it is 5 hit points.

Death

In *Portals of the Fae*, characters can permanently die, if the player chooses. Otherwise, every time a character goes to Spirit Form, they will have a way to return to the physical world. If a player does choose, usually after a long career, that their character will die, they can talk with the Game Masters about how they want the death to happen. Players will not have to die unless they choose to.

Retirement

A character can choose to retire instead of dying. The same process would happen – a player would speak to a GM about their retirement story and the LARP game will accommodate how they would like to retire. Of course, they can immediately return with a new character next event.



A smallfolk Trickster from Aurelia

SOCIAL SKILLS

Social skills have been described earlier in this book as a fun, participatory part of the game. The players are encouraged to go along with whatever social skills are being used during the Social part of the game. Social skills *can* be used during combat, but most often they are best saved for the Social portion of the game, since most are once per day skills.

Imagine that you and all the other players are in a performance group. You are all making your own show together, so when someone uses a *bestow joy* or a *persuade* skill, you are meant to go along with it in the spirit of fun and storytelling. It is important to keep in mind that you should not ever feel uncomfortable about a social skill being used on you. If you feel uncomfortable as a player, after someone uses a social skill you can say “decline.” Please try to use this only when you really need it as we are trying to create an immersive story for everyone.



Guardian Alaric, Knight of the Fae

As a player you should make sure to read **all** of the social skills for each class so you understand how they work. If someone uses a social skill in game and you do not know what it does, feel free to just put your hand over your head (for out of game) and ask what the skill does. The player will then explain it to you.

ITEMS AND CURRENCY

As the game goes on, more items will be introduced to the game. Some items are standard, such as weapons and armor, and do not need item tags. But other items will require a tag. Potions will require a tag, for instance. Once you drink a potion you would tear the tag in half and discard it. You should also have a tiny vial to represent the potion. There will also be magic items that will be registered with the GM database with an item number (to prevent duplication.)

Players can also bring trinkets and small items to the game, and other players can decide if they have value to them. Game items will often be exchange for with game currency. Portals of the Fae has two types of coin that they will use.

EXCHANGE RATE:

1 Gold Coin = 10 Silver Coins

- **Silver coins:** The main trade in currency for the fae realms. A single silver coin could buy something like a trinket, or a drink.
- **Gold coins:** A gold coin is worth *10 silver coins*. A gold coin is a good day's wages for an adventurer. A magic item could cost over a dozen gold coins. The value will really depend on what the players feel the coins are worth.

Many times your fae hosts will give coins out during the Social portion of events as rewards for completing the combat quests or other quests they have assigned to the players. Portals of the Fae coins will have a unique design to be used in the game.

When you trade an item for coins, you normally would give over the tag *and* the phys rep. (There could be exceptions but keep in mind you have to have a physical representation for every game item you have.)

PoF Item	Magic Item
Healing Potion	Freeze 1/day
	
Initials:	#565JX77 Initials:

Item tags



LARP WEAPONS

It is important to keep in mind that in Portals of the Fae there are no thrown or missile weapons. That means no throwing knives or bows, even if they are foam. The only thing that can be thrown are spell packets for magic.

Our recommended LARP weapon vendor is B3 armory. They have quality foam boffer weapons. We recommend getting a sword for LARP, but it is fine if you want an axe or a mace. You could also get a longer weapon like a staff.

Latex weapons are also allowed. Another online store that sells them is Dark Knight Armory at :<https://www.darkknightarmoury.com/>

It is recommended to spend at least \$50 on your sword, the cheaper ones are not made as well and may not pass safety inspection. Remember that safety is paramount when playing a LARP.

Spell Packets

Spell packets are easy to make and use. They can be made of any soft cloth. To make one, cut the cloth into about a 6 inch by 6inch square. You will fill these up with fine grain bird seed. (Make sure the bird seed you get doesn't have big pieces in it.) Use about two tablespoons of seed in the center of the packet. Then you pull the ends together as tightly as you can and wrap it together tight with a rubber band. They should be about an inch in diameter.



B3 Armory: <https://www.b3is.com/>



Spell packet



DISCLAIMERS

Portals of the Fae LARP is a work of fiction. It is also an original game. It is not meant to recreate any actual people or events. When playing a LARP remember characters are playing a role and it is a game. It is meant for entertainment purposes only.

This rulebook uses AI art. Most of this art was then Photoshopped after. This book is meant as a free resource for players and will be available freely to the public. It will not be sold for money in digital or print form. This AI art is not being used to generate income.

To play PoF LARP, you must sign a safety and liability waiver at your first event and agree to abide by the rules and code of conduct for the game.

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Portals of the Fae was designed and written by Stephen Weese. If you would like to run a Portals of the Fae LARP, please use the contact form on the website, <https://portalsofthefae.com/>

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Thank you to all my LARP friends over the years, from NERO to Twin Mask, Dying Kingdoms and Alliance.

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