

Basic in game calls

Time In - When this is called the game commences. Everyone should be dressed in character and behaving in character.

Time Out - Called at the end of the game to signify a return to normality. Sometimes this is also also used to start an extended downtime period.

Time Freeze - Called during the game when 'something' needs to happen instantly; players must close their eyes and remain stationary until 'Time in' is called and then may react accordingly to whatever they see.

Man Down - If this is shouted, it indicates someone has been hurt for real. All play must cease, until the injury is treated and 'Time in' is called again. (Please avoid using the call man down in an in character context as play will stop whilst we ensure that no one is hurt)

Other in game conventions

Hand in the air - This is used by a players or crew to denote they are not actually there in the current LRP world. It could mean they are invisible, or that they are a referee watching proceedings, it is also used by players to signify that they are not in character, and they are performing an out of character activity, such as a costume change or toilet visit, that requires them to enter or pass through a current in character area.

If a player puts their hand in the air briefly and states that they are 'out of character', particularly if they are performing an action which requires two hands such as cooking, then it should be assumed that the player remains out of character until they state otherwise.

Bead Draws - In certain circumstances where an element of chance is required, a ref may decide that a player need to take a bead draw. The beads range in severity from clear or white which is a excellent result, through red, green OK, blue bad and black which is invariably bad news.

Situations that might require a bead draw are if a character has taken a serious wound, if a character is trying to obtain some information or complete a difficult task, or if they are conducting a complex ritual.

Combat calls

Zero - Does no damage whatsoever. May sting a little.

Single - Default damage of all melee weapons, and therefore does not need to be called unless feeling left out. Does a single point of damage.

Double - Does two points of damage.

Triple - Does three points of damage

Quad - does four points of damage

Temp - does a single point of temporary damage. Characters taking temporary damage will recover their hitpoint somewhere between five minutes and half an hour, depending on how much Temp damage is taken, meanwhile they're sore and hurt. Temp Doubles and Temp Triples may exist...Unarmed Combat does Temp damage unless called otherwise.

Through - Blow goes through armour, affecting the wearer directly. Unless any additional damage is called, this is assumed to be a single.

Stun - does Temp damage, but character is unable to use the affected area for 5 seconds.

Subdue - does Temp damage, but character is unable to use the affected area for 5 minutes.

Ball - Such a fire ball. Does a single point of damage which may be stopped by armour.

Bolt - Does a single point of damage through armour - Default damage of all ranged weapons, except Blunderbusses and throwing knives/shuriken.

Blast (except windblast) One point of damage to all locations. Default damage of Blunderbus at long range.

Disarm - character must drop whatever is being targeted.

Knockback - Target is sent backwards, usually about 5 foot unless called otherwise

Strikedown - Target is knocked off feet. Can be combined with a Knockback

Mass - Affects more than one target, either centred on the caller, or in an arc from the caller.

Critical - Target is put on 5 minute Deathcount, regardless of how many hits they have.

Lethal - target is put onto a 60 second deathcount, usually this will also drop the character

regardless of how many hits they have. A lethal can only be carried out on a unaware target, just calling lethal does not make it a lethal attack.

Freeze - this is a time freeze that just effects the target, everyone else should carry on