

DREAMSCAPE

Player Handbook

6.2

Welcome to the DreamScape, it is not a world at war, it is not a place of diplomacy. The DreamScape is a horrifying plane that torments and threatens every soul it sucks in. For a short while you will wonder how you got there, too quickly you will realize that is not nearly as important as how you will get out. The terrors that you will encounter in the DreamScape will push you to your limits, and only those with the will to persevere will unlock their true freedom. Go nowhere alone, do not find yourself in the dark, take slow...deep breaths, and remember...it's only a dream.

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Out Of Play Information

Honor System

Live-Action Role Play (LARP) has many opportunities to cheat the basic system, such as not taking your combat damage or using more spells than you have slots for at the time. It is largely up to the player not to cheat so that the fun of the game can be preserved for everyone! Though some people can be party poopers and put forth the effort to cheat, we rely heavily on the honor system so that everyone can have fun. Please be aware that if we catch you cheating you will be ejected from the game without a refund and if you are found to have repeat offenses your season pass may be revoked without refund (if applicable) and you may be banned from the game.

We want to keep the game fun for everyone! So please play fair!

Medic Vs. Healer

In LARP we have many types of healthcare professionals. These include but are not limited to: Doctors, Healers, and Shamen. THESE ARE IN GAME HEALERS. They only have the in-game ability to heal your character's injuries. If at any time you as a person are injured during a game and need real-life assistance, please designate such by declaring **MEDIC**. If you see another person injured in a real-life way, you may call for a medic on their behalf only if they are unable to do so themselves (i.e. choking / unconscious/ unresponsive/ incapacitated to the point where they cannot speak).

Hold

When a hold is called all play ceases immediately. Nothing said or done during a hold will count as an in game action. If at any time during the game you hear the call HOLD, all play is to cease immediately and you are to hush your tone. Do not move while the hold is called unless you are otherwise directed by staff. Holds may be called for many reasons, plot information might need to be given, an injury may have taken place, or clarification may need to be made. A hold call may be accompanied with other cues, such as "eyes closed" or "take a knee". It is important to pay attention to holds to ensure everyone is safe and no information is missed. A hold is called off and play may resume upon the call "Lay On", which is usually done on a 3 count. (i.e. 3, 2, 1, Lay on!) Players may call for a hold if they witness someone injured or about to be injured, such as if they are about to trip and fall. This is done by a player simply declaring "HOLD". Please feel free to call a hold in regards to injury but please refrain from doing so for any other purpose. We ask that you do refrain from calling a hold regarding injury of another player unless they are physically unable to do so themselves or you are about to witness an

accident happen in real-time. If you have an issue otherwise please seek out a staff member that is not currently engaged.

Pet Policy

While we love pets, they can cause others allergies and dampen immersion. In addition to this, pets are not allowed at many group site campgrounds. Please make adequate arrangements for your furry, feathered, and scaly family before the game so that everyone can have fun! We are a no pets chapter.

(Service animals are always allowed, however, if the animal cannot be contained or becomes violent/unruly/disruptive we may have to ask you to either take them home or ensure they are secured in your private cabin. All damages rendered by animals brought onto site will be the responsibility of the animal owner.)

BGA/The Castle/Online Play

BGA

BGA stands for Between Game Action. In most LARPs, between game actions are as simple as posting on a role-playing board on social media. While DreamScape will have an active role play board on our Discord server, our BGAs will be a bit


different. If you would like to perform a special action or speak to a specific NPC, contact staff and we will discuss the parameters of the BGA and help you initiate it!

In DreamScape, players spend the time they are not at a physical game in a limbo world. All players who have physically been to a game or participated in an online event of any kind will return to this hub when not at a physical game. You will not be able to move freely between places you've already visited. HOWEVER, from

time to time certain events may cause the limbo world to change. For more information, find out in play!

Players must attend one physical event in play or participate in an online event before posting in the role play boards unless otherwise stated by staff.

The Castle

The Castle represents the limbo hub-world where roleplay active characters are held between adventures. *It is a generally clean place covered in only the lightest blanket of mustiness. While here, characters are each given their own room and clothes. There is a dining hall that always seems to have food, and every need of the characters are met for the most part. Though food and lodging are given - unless stated otherwise you do not feel the need to eat or sleep in the castle, and when you do sleep you do not dream. No harm can be done to yourself or others unless otherwise stated (by staff) in the castle. Any attempt to find the front door is met with getting turned around and lost - as any attempt to jump or fly from the roof or windows is met with the simple lack of desire to do so. When flying on the roof - creatures may only fly around the perimeter of the outermost wall and upwards, but something keeps them from moving any farther out. Unless otherwise stated you will never see animals or staff of any kind in the castle. For further information on the castle - find out in play.*

Online Play

[Click here for rules regarding online play.](#)

One days/PADs

Periodically we may have one-day events with a significantly decreased price. At a one-day event, players get to site - play for a few hours - and go home all in the same day. They typically begin around noon and end between 6 and 8 P.M. These events are open to every player.

A PAD event differs from a one day in that it is a private event requested by certain players, involving a certain plotline. These events are invite-only and occur only at the request of a group of players. Pricing for PADs will be determined by how many players attend, the site a PAD takes place at, and how many days the group wishes to play.

Online PADs take place via Roll20.com and/or Discord and run very much like any other tabletop game, using our ruleset instead of a licensed one.

Online PADs take a few hours and are \$5 per person. To request an online PAD, please contact us via Facebook, Discord, or e-mail.

Player Inclusion

At DreamScape, we want every player to have equal opportunity to enjoy the game. This means that if there are mods that compromise certain players emotional/mental/physical health in any way we will attempt to modify the content/execution to be more inclusive immediately. If for any reason the mod cannot be altered, a sister mod with altered content WILL occur either at the same time or immediately following the mod in question. We recognize that some situations that are presented in the DreamScape will be too intense for some players, this is our way of handling that situation without compromising immersion. If

at any time you find yourself struggling with the content or situations presented to you, feel free to reach out to any staff member or player liaison for assistance.

TW: DreamScape LARP will never run a mod that includes themes of sexual assault, hate crimes, or triggering content regarding gender identity or sexual orientation.

Mods

Mod stands for 'module'. A module, or mod is a scenario triggered by an event that yields another event. You may think of it as a 'dungeon' in an MMO, or a quest even! Typically, players will be hooked on a mod by an NPC and then they will proceed to the mod location. Depending on how the mod is completed, results yielded may be positive or negative and can result in loot, information, new NPCs, or even locations.

Immersion

DreamScape is a high-intensity full immersion LARP. Immersion refers to how deeply connected you feel with the world around you. This is achieved through makeup, garb, props, and remaining in character. Some of our immersion rules will also help in policing litter. Any and all non-decorum beverage containers must remain IN TAVERN. This includes but is not limited to soda/energy drink bottles/cans. The only exception to this rule is bottled water and sports drink containers. We request that you find decorum appropriate drink containers, to assist in immersion and to ensure you always have fluids on your person! In addition, we request that smoking and vaping be done either away from other players or with their consent before it is done in close proximity to them. Many people dislike cigarette smoke and while vaping may not be as offensive, some fluids may contain allergens to other players. So please be respectful to others! We also ask that you do NOT vape

inside! Purposeful disobedience of this request may result in ejection from the game.

We are a non-boffer LARP. Latex weapons and realistic style LARP weapons only.

In line with immersion, we request that players refrain from out of play conversation while others are trying to enjoy the game.

Weapons Check

Every new weapon and arrow will be checked for safety before game-on EVERY event. Once a weapon is deemed safe you will receive a tag for that weapon. If you do not have a tag for the said weapon, you will not be able to use it in the game. Once your weapon is deemed safe it will not have to be rechecked at following events. However, if you choose to participate in live archery we require arrows to be checked at every event. We have many weapons check capable staff members and we promise that this will not take long each event. We simply wish to ensure the safety of all our players, staff, and NPCs.

- If you are interested in making your own realistic foam weapons, this document will help guide you.

[Click here to take a look at our weapon specs!](#)

Police Your Trash

We love the earth and we love the sites we use to bring you these fabulous games. So we want to keep them clean for everyone to enjoy and to ensure that we are welcomed back! PLEASE police your trash. This means cans, water bottles, paper, wrappers, cigarette butts, any and everything! If we all keep up after ourselves then we won't have to keep up after each other! If you notice someone littering,

please kindly remind them that we all have to do our part to keep our parks healthy and clean! If you see litter that isn't yours, pick it up. It costs you nothing.

Player liaisons

Player Liaisons are peers within the community that may be staffers or other game attendees that you can go to to speak with about any problems you may have with another player or staff member. These issues should not be "I don't like Becky, please remove her", but for genuine concerns. Player liaisons are here to provide you with a safe and non-judgmental person to speak with for real and severe issues that you may encounter while at a LARP. If you feel as though you are being bullied or if you have witnessed bullying, witnessed someone cheat, witnessed out of game theft, sexual harassment claims, etc should be brought to the attention of the player liaisons. Please go to them if you have any problems with other players or other staffers.

Player Liaisons:

Mika Macon/ The King

Isaac Best/ Constantine

Jamie Whalen/ Ryu Kenji

Billy / Hatchet

Richard Kerfoot / Michael Darkstar

Volunteer opportunities

If you wish to receive \$5 off your event, you can take a 4-hour monster shift for us! This shift will have you monsterring for either a mod, as an NPC, or as a crunchie monster. You must sign up for monster shifts and they are on a first come first serve basis, while we may need several for one time slot, we may only need 1 or 2 for

another. You can break up your monster shift in hour increments. This means you can volunteer for an hour, play your PC for a few, then come back for another volunteer hour. OR you can split it into two 2-hour shifts, or any other way you can split four hours as long as you volunteer for at LEAST an hour at a time.

If you sign up for a monster shift, pay your discounted rate for the game, and do not show up to monster - your character's XP will be frozen preventing leveling until you either repay the \$5 or pick up a different monster shift within the same game event weekend that you missed your original shift.

- Note: If you do not make up your shift or repay the \$5 before the next game, your next event will cost an additional \$5 and you will not be allowed to play without proper payment.
- Note: Occasionally monster shifts will not be needed after players have signed up for them. When this is the case DreamScape will honor the discount without requiring the shift be honored.

Donation opportunities

We appreciate our players and the donations that they provide, however, we abhor “pay to win” game styles. To offset this attitude towards donations we will have a reward system for our donations that applies to everyone in the same way and does not progress a character's plot or XP.

We will be using a donation scale, it will range with quantity/price of items or money donated. If you donate within a bracket that has several rewards, you will be permitted to select one reward per donation. Based on how much the donation is “worth”, donors will receive:

(Ranked low to high)

- A small surprise grab bag of components (10 common/3 uncommon/2 rare)
(\$1-15)

- A medium surprise grab bag of components (15 common/5 uncommon/3 rare) (\$16-29)
- A large surprise grab bag of components (20 common/10 uncommon/5 rare) (\$30-49)
- Discounted Event (\$10 event ticket)(\$30-39)
- Free Event (\$50+)
- 2 Free Events and an additional free event for every additional \$30 (\$75+)
- Free Events for 1 Season and 1 small surprise grab bag of components for every additional \$1 (\$230+)

Epilepsy warning

Some mods may involve strobe lights (vewry rare). Before ANY of these mods you will be warned both before the mod (during/after the hook) and there will be a sign posted on the door of the room that will be used for the mod. All of the mods will be run with a sister mod involving no strobe or epileptic threats to provide equal opportunity of game to everyone. The sister mods will involve similar plot and loot opportunities.

We mean you no harm

There will be ample opportunity to update health and phobia information before each game. We do not want to harm anyone emotionally or physically. By signing the waiver before playing the game you waive DreamScape LARP and its affiliates of responsibility to your mental, emotional, and physical health. That being stated, we want to make the game fun for everyone! While you are aware that you are entering a high-intensity horror setting, we will still be able to keep certain material away from certain individuals who may become seriously stressed or anxious when

put into a situation with certain things. Help us help you by filling out phobia and health charts!

In Play Information

Character Creation

You begin a new character with 22 skill points to spend. Once you have decided on your character's race, look at what your character's base stats are and use that to help guide yourself through buying your skills.

If you are a current player, and your character "perms" (takes a permanent death), you may start a new character creation with 75% of your lost skill/spirit points.

New characters come into the game with one(1) weapon and one(1) shield (if they chose to carry a shield) as starting equipment. The only exception to this rule is if at character creation you purchase the skill "Ambidextrous", in which case you may come into play with an offhand weapon as well - for a total of two(2) starting weapons. You must attain throwing weapons in-game if you choose to use them unless they are the only weapons you come in with.

If you chose not to start with a shield and decide later that you would like to have one, you must create/barter for/find the shield in play in addition to paying the 2 EXP for the shield of your weight class in the catalog. You are only allowed a free one at creation. If the starting weapon of choice is a gun/bow, the character starts with 25 bullets/arrows. New characters also begin the game with 10 components to go towards any production skills they may have purchased during creation.

If you wish to start with armor you may start with a full set of bronze or leather. If you choose not to start with it you must find or make it piece by piece in-game. If you chose to start with armor please let us know at character creation.

- All starting equipment is of basic bronze/leather quality.

Character Creation: Character Race

All races in the DreamScape are “monster” races and each come with their own perks and draw backs - as well as a unique Spirit Tree that gives racial abilities that boost the natural abilities of each race. Consider what archetype of character you would like to play and explore the races to determine what would work best for the idea you’re working with!

[Click here to access the Race Compendium!](#)

Character Creation: Leveling

DreamScape LARP has 2 different types of points you can earn by attending games, collecting items in game, through roleplay instances, and from volunteering your time.

- Spirit Points: After every game and PAD players will receive one Spirit Tree point to spend on their Spirit Tree. Each race has it’s very own Spirit Tree.
- Experience Points: Players will gain EXP(experience points) by killing monsters(most EXP is gained here!). Upon their deaths, monsters drop chits of red, blue, and white. Red chits are worth 1/16 EXP(.06), blue are worth 1/8 EXP(.13), and white give 1/4 EXP(.25). You also gain EXP from attending games (3 EXP for attendance) and PADs (2 EXP for attendance). EXP is used to purchase regular skills and abilities on your character sheet catalog. For every 50 EXP you earn you will level up and receive 1 spirit point to spend on your character. You can choose to begin buying into other race’s Spirit Trees once your character has reached level 5 and you have purchased all skills on your own Spirit Tree.

- When purchasing another race's Spirit Tree, the spirit point costs on the non-native tree are doubled.

Character Creation: Alternative Characters

Every player is allowed 1 additional character called an alternative character or 'alt' for short. We offer this to break up the monotony of only having one character to play. Additionally, you may find yourself in a position where your main character is busy or needs to lay low, but you still want to participate. Alts are awesome in these situations!

In order to play your 'alt' character, you must first bring them to a physical game, a PAD, or an Online Event. Otherwise, you may sign up to be a patreon member if you would like to bring in your alt without taking them to an event first.

When roleplaying on the online boards, you may only have 1 character out at a time and they should generally not interact with one another off-screen or be heavily invested in the same general plot directions/ambitions as your main character.

Character Creation: Backstories

Backstories in DreamScape work a little differently than everywhere else. When you wake up in the dreamscape you do so with very few memories if any. Everyone starts at square one. However, every character has a "human self" and you may write the most basic information on them and email it to us at larpdreamscape@gmail.com !

For example, everyone comes from present-day earth, and we will accept backstories of these people in the form of:

Where they are from

Their Earth name

Their likes and dislikes

Their occupation

Their hobbies

Etc!

This information will help us enrich the world by developing both your backstory and your importance to the world together via personal plot!

Let's look at an example:

In the nightmare, you might meet a fae named Naveah. Naveah is an artificer who's got really low sanity. Who was she before being taken into the nightmare? Well, her name was Natalie Espinosa - she enjoyed horse riding and her job as a mechanic.

It's very simple! If you have any questions or ideas that you would like to discuss with staff or anything you would like to include with your character such as desired outcomes for backstories and/or connections in the world, our inbox is always open!

Character Creation: Skills

You must purchase an ability to use a skill, then further points may be placed into sub-skill progression or purchasing other abilities. You begin with 22 points to spend on skills. Point cost varies based on skill/spell, so choose wisely!

Sciences

Alchemy 2 Points

Transformation of matter through combining, heating, chilling, or otherwise altering materials together. Can be used to create acids, gases, and solvents.

[Click here for an in-depth look at ALCHEMY](#)

[Click here for the list of currently known alchemical ingredients and their uses](#)

[Click here for the list of currently common knowledge alchemy formule](#)

Intelligence 2 Points

Intelligence is an elevated perception. You may understand or notice more than others might. You may also have a higher success rate with puzzles. Intelligence gives you a +2 to your intelligence base skill and allows you to ask your mod for perception hints in various situations.

Numerology 2 Points

The branch of knowledge that deals with the significance of numbers. The ability to decode numeric puzzles and understand certain numerical significance. This skill may be purchased or taught.

[Click here for an in-depth look at NUMEROLOGY](#)

Astrology 2 Points

The science of the stars. Understanding constellations and the meaning and power behind them. Astrology is a gateway into star magic.

[Click here for an in-depth look at ASTROLOGY](#)

Archeology 2 Points

Archeology gives the player the ability to understand ruins and artifacts found. It also aids in learning one's own history.

Utility Skills

Lock Picking

Lock Picking Cost Varies By Level Purchased

Lock picking allows the player to pick locks to open them up with little to no detection or damage.

To be able to lock pick one needs to:

1. Be skilled in the art (purchase the skill)
2. Have the proper tools to do so (in-game physreps and tags to go with them. You will get a tag for a lock picking set upon purchasing the skill.)

There are 5 Levels to lock picking and each level requires more training. The more novice you are, the more likely you are to damage or break your tools and the lock. You must purchase the levels in steps. You cannot purchase "lock picking 2" without first purchasing "lock picking 1"

In the table below you can see; the levels (tiers) of lock picking, their point cost, the percentage rates/probability of breaking your tools, and how long it takes to attempt to pick a lock.

Level 1 - 2 Points - 50% - 5 Minutes

Level 2 - 4 Points - 40% - 4 Minutes

Level 3 - 6 Points - 30% - 3 Minutes

Level 4 - 8 Points - 20% - 2 Minutes

Level 5 - 10 Points - 10% - 1 Minute

All lock picking requires a rogue marshal.

Potion Making 2 Points

Healing, poisons, whatever it is you require, with proper ingredients and components one can create almost anything from a healing potion to something to kill your worst enemy in their favorite drink.

[Click here for an in-depth look at POTION MAKING](#)

[Click here for the list of currently known potion ingredients and their uses](#)

Artificing 6 Points

Artificers are mechanical tinkerers that work with nuts and bolts as well as magic. Artificing can lead to creating things that the DreamScape has never seen before. Artificing is 100% a player-driven skill. It will not evolve or update without players seeking to evolve it and working towards its evolution.

Required Skills: Intelligence, Smithing, Numerology

[Click here for an in-depth look at ARTIFICING PERKS](#)

[Click here for common Artificing Schema](#)

Defensive Casting 6 Points

Defensive casting allows you to cast more than one non-offensive spell at once. For example, one could cast a physical and a magic circle, or heal someone and also throw up a ward, or use a detection spell and a light spell at once. As long as it is a spell that does not physically harm another creature, the possibilities are up to you! Defensive casting may not be used to double cast 2 instances of the same spell at once, even if it is a spell with 2 variations (Such as cure wounds and cure greater wounds).

Tracking 2 Points Per Level

Tracking is performed by locating a marshal and informing them that you are tracking _____. The marshal will hold out their arms to give you a cone of direction. You may then take the duration of your tracking time to search the area, at the end of the duration the marshal will tell you what you have found and direct you further.

Each purchased rank costs 2 exp and each higher rank has a prerequisite for it's previous rank.

Tracking ranks/Cone size/Time:

Rank 1 - 180 degree cone - 5 minutes tracking role play

Rank 2 - 90 degree cone - 3 minutes tracking role play

Rank 3 - 45 degree cone - 1 minute tracking role play

Support Skills

Bardism 4 Points

Bard Skills are performed mostly by singing to cast a spell a certain way. However, if accompanied by a dance or instrument, bardic skills are doubled. Meaning a spell may double in action time/effect more than one enemy/give extra inspiration/etc! Bardic skills cannot be countered in a normal fashion. The effects can only be canceled out by the opposing side using bardism to negate effects. This means that if the heroes are singing a powerful melody, and the villains begin to sing a draining song, the effects will be canceled out! If a bard is performing the only other action they can take without ending their bardic spell is fleeing.

[Click here for an in-depth look at BARDISM](#)

Hypnotism 2 Points

Hypnotism is the ability to control someone else's body for a maximum of 10 minutes.

[Click here for an in-depth look at HYPNOTISM](#)

Enchant Weapon 2 Points

You will need to purchase this skill in order to enchant any weapon. To enchant a weapon, you will need 1 magical component (found in play or rewarded as loot) and to have purchased the spell you will be using for the enchantment.

Enchant Rune 2 Points

You will need to purchase this skill in order to enchant any runes.

Gun Magi 4 Points

The Gun Magi skill allows a blending of magic and guns via creatable charms. This skill can also add additional damage to guns. A player must purchase and advance through the Gun Magi skill tiers in order, and by doing so will unlock the

ability to make one time XP purchases for the ability to create better charms. For these one time purchases, you would pay the XP only once to be able to create these charms as many times as time allows, forever.

Tier 1: Magi Novice costs 1 point and unlocks the free skill to create standard charms.

Tier 2: Magi Apprentice costs 2 points and makes your standard charms perform better and last longer.

Tier 3: Magi Journeyman costs 3 points and unlocks the ability to make greater charms for a one time purchase of an additional 2 XP.

Tier 4: Magi Expert costs 4 points and unlocks the ability to make superior charms for a one time purchase of an additional 3 XP.

Tier 5: Magi Master costs 5 points and unlocks the ability to make supreme charms for a one time purchase of an additional 7 XP.

[Click here for an in-depth look at GUN MAGI](#)

Smithing

Smithing 2 Points

This is the ability to smith weapons, arrows, and tools.

[Click here for an in-depth look at BLACKSMITHING](#)

Silver Smithing 2 Points

Silver Smithing is the ability to smith items out of silver. Silver is the rarest and most difficult raw material to work within the game, thus to work with it you require silvercrafting. Silver ingots require 10 silver ore per one ingot, and two hours of smelting. Silver is not typically used in crafting armor, but usually weapons.

[Click here for an in-depth look at SILVER SMITHING](#)

Rune Carving 2 Points

A rune must be mined and carved to be able to imbue with magic properties. This is the ability to mine and carve runes only. A player must enchant the rune to give it magical properties.

Required skills/Spells: Rune carving, Enchant Rune, School of magic for the desired carve.

[Click here for an in-depth look at RUNE CARVING](#)

Leather Tooling 2 Points

This skill is required for working with leather in any capacity, from making armor to belts to anything else. You will also need specific tools to work with this skill that you can find in play. Purchasing the leather tooling skill will allow you to pick one of the following toolkits for free.

Tools:

Skinning Kit - Used for skinning hide off of animals or monsters.

Tanning Kit - Used for tanning the hide to make it usable.

Tooling Kit - Used for working with prepared leather.

Fletching 2 Points

This skill is required for making arrows, it will additionally allow players to craft specialized arrows and bows. There are a few recipes available already for specialized arrows.

[Click here for an in-depth look at FLETCHING](#)

Weapon Use

Guns 2 Points

This is the ability to be able to use a firearm. If you do not have this, your character does not understand how to load/clean/assemble/fire a gun of any kind. They

may hold or carry a gun, and know what it is, but it will be no more useful than a rock. Gun wielders will be given 35 rounds of ammo for their main weapon each event.

Edged Weapons 2 Points

This is the ability to use an edged weapon. If you do not have this, your character will not be able to successfully use an edged weapon. They will be able to wield it, but will do 10 points less damage than the player has the ability to swing.

Blunt Weapons 2 Point

This is the ability to use a blunt weapon. If you do not have this, your character will not be able to successfully use a blunt weapon. They will be able to wield it, but will do 10 points less damage than the player has the ability to swing.

Bow Proficiency 2 Points

This is the ability to use a bow of any kind. If you do not have this, your character will not be able to successfully use a bow. They will be able to hold it, but it will be no more useful than a rock. Bow wielders will be given 15 standard arrows for their main weapon each event. (Standard arrows can be retrieved and reused if undamaged.)

Armor/Shield Use

Armor

Armor comes in different types. The stronger the material the more protection you receive from wearing the armor. When you are wearing armor, you add the armor points on top of your own constitution. So if your constitution is 100 and you're wearing a breastplate that gives you 10 armor, your temporary constitution is 110. Once that first 10(or whatever your armor is worth) is depleted, your armor is broken and must be refitted by a blacksmith.

When wearing armor, you may add your arms, legs, chest, and head armor together. So if you are wearing bracers, grieves, a breastplate, and a helmet, all worth 5 armor points, you are covered for an additional 20. So if your HP was 100, with all 4 areas covered at 5 your new damage threshold would be 120. You MUST rep armor in each area to receive the bonus for each area.

Players may NOT come into play with armor higher than bronze. Players may NOT sneak in armor higher than leather.

Important note: You MUST rep your armor, HOWEVER, your garb armor is not required to be made out of whatever material your armor is supposed to be. SO if you are supposed to have armor made of some form of metal, you do not need to be wearing actual platemail, you can be wearing any other material that LOOKS like platemail (foam/fabric/etc.) If at any moment on-site during the game you feel overheated or as if you are going to be sick, please see staff. We will not be risking heatstroke for the sake of immersion and if you simply let us know we will allow you to temporarily remove your physreps and keep your armor boost.

Armor Types	Head	Torso	Arm (Per arm)	Leg (Per leg)
Leather	5	10	5	5
Bronze	10	20	10	10
Iron	15	30	15	15
Steel	20	40	20	20
Mithril	25	50	25	25
Adamant	30	60	30	30
Rune	35	70	35	35
Scale	40	80	40	40

Dragon	45	90	45	45
Fae	50	100	50	50

Shields

There are 3 'tiers' you may purchase for your shield use. These tiers are related to size/weight only and you are not required to purchase lower tiers to reach the higher ones. You may use a shield below your strength level if you purchase the tier but you may not wield a shield above your strength level.

Tier 1 - 2 Points: Small shield use. For strengths 1-4. Bucklers and punch shields.

Tier 2 - 2 Points: Medium-sized shield use. For strengths 5-7. Heaters, wankel, round.

Tier 3 - 2 Points: Large-sized shield use. For strengths 8-10. War doors, kites, scutum.

A few notes about shields:

- All melee damage taken to your shield is considered blocked.
- If your shield is hit with acid it will melt your shield, causing damage to the shield.
- If your shield is made of combustible material and is hit with fire it will catch fire.
- If your shield is made of metal and is hit with fire it will heat to an extreme temperature and cause you to drop it as well as take 10 points of burn damage.
- If your shield is made of metal and gets hit with lightning you will be electrocuted and take 10 points of damage.
- If your shield is made of wood and hit with lightning it will catch fire.
- You must take magical effects that hit your shield if you are holding your shield.

Fighting Skills

Ambidextrous 2 Points - Player is able to take a one-handed weapon in each hand and fight effectively with them.

Assassinate 2 Points - Player must sneak behind an opponent and declare, "Assassinate." This deals 500 damage. 3 per tide. Can only be used with edged

weapons and blunt weapons. Check the "Online Play" document to see how online play affects this skill.

Berserker 2 Points - The character flies into a bout of rage declared by a loud battle cry. Once in this state the player deals 10 extra damage per swing, but cannot tell friend from foe lasting for 5 minutes or until knocked out. The player is then sluggish and tired for 5 minutes after the effect ends, able to defend themselves but cannot run. 3 per tide.

Disarm 2 Points - Player swings with a melee weapon and must hit the limb or weapon they wish to disarm, must call "Disarm!" 3 per tide.

Knockback 2 Points - Player declares "Knockback!" while physically attacking. If the blow is landed the target is pushed back 10 feet. 3 per tide. Shields do not protect from knockback.

Knockdown 2 Points - Player declares "Knockdown!" while physically attacking. If the blow is landed the target is pushed back 10 feet and knocked prone. If for mobility reasons a person 'knocked down' is unable to physically fall to the ground for any reason, this may be done on a 5-second count (Falling 5, falling 4, falling 3, etc). Players with mobility issues may choose to go down to only 1 knee, or whatever the equivalent mobile accommodation may be. Similarly, you may stand back up on another 5-second count (Standing 5, standing 4, etc). 3 per tide. Shields do not protect from knockdown.

Shield Bash 2 Points - If an attack is blocked with a shield the blocking player may declare, "Shield bash, Knockdown!" causing the attacking player to take the knockdown effect. 3 per tide. Please only block with your shield and make a verbal call to indicate a shield bash. Do NOT perform a physical shield bash on anyone during combat.

Stunning Blow 2 Points - Player may launch a melee attack and declare, "Stunning blow!" causing their opponent to be stunned for 5 seconds. 3 per tide.

Pinning Shot 2 Points - Player shoots an arrow or uses a thrown weapon, if the attack hits the enemy (not their shield) they are pinned in place for 10 seconds and cannot move, but may still defend and attack in place. 3 per tide.

Waylay 2 Points - Player must be behind their target and may use a blunt object [club, hammer, pommel, etc.] to gently strike their opponent's back calling "Waylay!" to knock them out for 10 minutes or until woken up; attacking the target while they are unconscious will wake them up. Wearing a helmet will protect you from being waylaid. Constructs are immune to waylay.

Ranged Physical Skills

Aim for the Achilles 4 Points - Player may announce 'Achilles' causing the enemy to move at a walking pace until healed. 5 per tide.

Ballista 4 Points - A focused and well-prepared shot lets the bow user do an additional 80 points of damage while announcing "Ballista!" must make contact with the body, garb does not count. 5 per tide.

The High Ground 3 Points - The player's ranged weapon does an additional 25 points if they are higher than their attacker.

Pincushion 3 Points - The player can quick-fire ten arrows or ten throwing knives for the weapons base damage +5 for each landed blow.

Stunning Shot 2 Points - Enemies are temporarily stunned for 10 seconds, must call 'stunning shot'. 5 per tide.

Trespasser 6 Points - While hiding in the shadows the player may attack, if the attack hits the player may call 'hidden' as they use their surroundings to their advantage. If the attack misses the enemy may call 'ping' and the attacker must respond with 'alert' revealing their general location. You may use "assassinate" with this skill if you have also purchased "assassinate".

Wild Turkey 3 Points - If the player is at least 25 feet away from their target when they attack, the attack does an additional 50 points of damage. 5 per tide.

Magic and Spellcasting

Spells are magical incantations that have many different effects. You can use magic for utility; such as creating a light source, or for battle; such as hitting your enemy with a bolt of lightning. There are a few different schools of magic, that alter what kinds of spells you can use. Using spells requires "mana" or magical energy. Every few hours, a magical tide sweeps the DreamScape, causing a replenishment of your mana. Once you have used all of your mana on spells, you will not be able to cast more until the tide comes. All spells must be cast with a verbal, there are no set verbals for spells, but something must be said to rouse the magic and cast. Casting from a rune requires at least speaking the name of the spell.

As a caster, you have the ability to expend your mana at different levels. Certain spells require more energy to cast, and while any caster may be able to theoretically cast any spell of any school of magic that they have learned/purchased/memorized, they may only be able to do so so many times per tide due to the required energy the spell requires to cast.

You may cast level 1 spells 10 times per tide. You may cast level 2 spells 9 times. Level 3 spells may be cast 8 times and level 4 spells may be cast 7 times. This pattern continues all the way to level 10 spells, which may only be cast 1 time per tide.

Any player with spell casting abilities is required to have a spellbook that lists their spells along with the spell type, casting time/expiration time and limitations if applicable, and requirements to cast if applicable, as well a brief description of the spell. The player must keep their spell book on their person in order to cast. (The book may reside in a pouch or bag but **MUST** be with the player). The physrep of the spellbook does not have to be an actual book, can be a collection of papers. It is the player's responsibility to ensure their spellbook is up to date and correct from event to event. While staff will make an announcement when spell changes are made, you will still be required to update your personal spellbook/physrep.

[Click here for a Spellbook template](#)

Abjuration Magic 2 Points

This gives the player the ability to cast protective spells, barriers, banishments, and suppression type magics.

[Click here for the list of Abjuration spells!](#)

Astral Magic - *Must Be Unlocked In-Play*

This gives the player the ability to cast Astral(Holy) magic.

[Click here for the list of Astral Magic spells!](#)

Blood Magic - *Requires a Teacher*

This gives the player the ability to cast spells with one of the oldest elements - the very lifeblood of themselves and others. Note: Constructs are immune to blood magic.

[Click here for the list of Blood Magic spells!](#)

Boon Magic - Free | Requires Special Circumstances

Boon Magic allows a way for players to obtain a “Boon” from a powerful NPC. These boons are blessings bestowed upon a player character and are activated when the character would otherwise go to Grimm. A player may choose when to arm their boon, but may only have one boon attached to their soul at a time.

[Click here for the list of Boon spells!](#)

Conjuration Magic 2 Points

This gives the player the ability to cast summoning spells to summon magical entities and creatures.

[Click here for the list of Conjuration spells!](#)

Corporium Magic - *Must Be Unlocked In-Play*

This gives the player the ability to cast Corporium(Unsanctified) magic.

[Click here for the list of Corporium spells!](#)

Divination 2 Points

This is the ability for the player to purchase divination abilities, such as tea leaf reading, crystal ball working, vision seeing, inspired dreams, and elevated inspiration.

[Click here for the list of Divination spells!](#)

Enchantment 2 Points

This gives the player the ability to enchant runes and other objects at marshall discretion. It also opens the player to the ability to detect enchanted items.

[Click here for the list of Enchantment spells!](#)

Escapism Magic 2 Points

This gives the player the ability to cast spells that can assist them in breaking free from bindings, give the illusion that they are free or bound, and cast bindings of their own.

[Click here for the list of Escapism spells!](#)

Evocation Magic 2 Points

This gives the player the ability to cast spells to manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

[Click here for the list of Evocation spells!](#)

Illusion Magic 2 Points

This gives the player the ability to cast illusions on the environment, themselves, and others.

[Click here for the list of Illusion spells!](#)

Life Sculpting Magic 2 Points ~ By Rinna Fate

Life Sculpting Magic gives the player the ability to cast some body horror-esque buffs, modifications, and healing.

[Click here for the list of Life Sculpting spells!](#)

Life Sculpting Magic is special in that it is a player created school of magic that has been completely developed in play by a character through role play as a personal goal and designed by that character's player. This is an attainable achievement to any player in DreamScape.

Necromancy Magic 2 Points

This gives the player the ability to raise the dead to do your bidding.

[Click here for the list of Necromancy spells!](#)

Soul Magic 2 Points ~ By Ali Enlow

This gives the player the ability to store mana for later or for more powerful use utilizing a vessel. A demi-litch school of magic.

[Click here for the list of Soul Magic spells!](#)

Soul Magic is special in that it is a player created school of magic that has been completely developed in play by a character through role play as a personal goal and designed by that character's player. This is an attainable achievement to any player in DreamScape.

Transmutation Magic 2 Points

This gives the player the ability to cast spells to change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

[Click here for the list of Transmutation spells!](#)

Classes

A class is a specialization of skillsets that advances the player's enrichment in the world and allows them to develop class related abilities that otherwise would not be attainable. A class is allowed to be purchased for 5 XP at level 3.

[Click here to learn more about Classes!](#)

How Things Work

Base Stats

How do base stats work?

As you look at your character sheet and creation skills, you might be a little confused about how all those different base stats work. Below we have a breakdown of how each stat works and what kinds of bonuses they give you.

Luck: Luck is a skill that mostly assists you in roleplay situations and online play. At any point, while trying to accomplish something, you may inform the marshal of your luck score, or they may ask you what it is. Having a higher score may help you succeed at something that you have physically failed. Additionally, for every 5 points of luck you have, you may call 1 "luck" per tide after failing a skilled attempt at: lock picking, potion brewing, alchemy, crafting of any kind to auto succeed in your attempt.

Speech: Speech is a skill used exclusively for role play conversations. During any conversation, you may mention your speech score to the marshal, or they may ask you for it. If your score is high enough you may be able to uncover information, persuade an NPC, or countless other things that you might not have been able to do otherwise.

Charisma: Charisma is used similar to speech, and can be used in tandem with it to accomplish goals through role play. Additionally, for every 5 points of charisma you have, you may call 1 "charisma" per tide which doubles the effects of any bardic spell.

Strength: Strength has both roleplay and physical aspects. Your strength score determines your ability to lift certain things in-game, how hard you swing your weapon, and determines which shield class you fit into. Most importantly, your strength aids in your combat with melee weapons, adding 5 damage for every number class. For example, if your strength is 4 and you are using a weapon that does 10 damage (assuming you have purchased the weapon skill) you are swinging for 15. Likewise, if your strength is 7 and you are using a weapon that does 10 damage (assuming you have purchased the weapon skill) you are swinging for 20, if you then take a potion that gives you +5 strength then you are swinging for 25. Strength scales continue to slide upwards in increments of 5. So 11-15 gives an additional 15 to hit, 16-20 strength gives an additional 20 to hit...and it goes on.

Strength also allows you to carry other creatures, such as rescuing your friends from combat. If your strength is 5 or below you may drag a creature of your size or smaller. If your strength is above a 5 but below a 7 you may carry a creature your size or smaller. Finally, if your strength is 7 or higher you may carry any current playable race at your full speed.

If you think your strength should affect something, ask us!

Dexterity: Dexterity is another skill that has physical and role play advantages. For every point of dexterity you have, you receive 1 dodge per tide. If your dexterity is 15 or above, you may opt-out of obstacle challenges for 1 auto succeed per game. Unlike Strength, dexterity does not add any bonuses to combat.

Overall Constitution: Your constitution is your life point total. Which depletes when you take damage. Constitution is further explained in the "Body/HP/Hit Points" section of the rulebook.

- **Poison:** This is a different HP bar that is only affected by poison. You will be notified if you should be taking poison damage.

- **Bleed:** This is a different HP bar that is only affected by bleed damage You will be notified if you should be taking bleed damage.
- **Suffocation/Drowning:** This is a different HP bar that is only affected by suffocation or drowning You will be notified if you should be taking suffocation or drowning damage.
- **Burn:** This is a different HP bar that is only affected by burning damage. You will be notified if you should be taking burning damage.

Intelligence: Intelligence is a skill that can be used to directly ask a marshal for more information. It is also used to help guide you in how you play your character as a whole. For every 10 intelligence points, you may pick 1 science skill to “perfect” that you auto succeed every time. Note: For example, you may pick one potion or one alchemical recipe. You may not simply claim “alchemy”.

Sanity: Sanity refers to how sane your character is. Once you reach 0 sanity you begin to be absorbed into the nightmare and turned into a monster. This is a permanent death for your character and if you suffer this fate you will have to create a new character in order to play. Currently the only known in play way to fix or reverse loss of sanity is to locate a Puritan Angel with the skills and willingness to assist you. Sanity is a very linear thing in the DreamScape, and ranges only from 0-10. The closer you get to 0 the more insane you are. This means that even if your base sanity determined by your race is 4, you are still fairly insane even at your ‘max’. 5 is a medium threshold, and dipping below it your roleplay should exhibit mild paranoia and mania.

Body/HP/Hit Points

A player has a “base” health amount called “constitution” determined by their race (this amount may be raised by spending EXP in the base stat category for ‘constitution’). You may have heard of hit points referred to as:

body/health/HP/life/life points, all of these are referring to the same thing! There are several “constitution” types in the DreamScape. The overall “base constitution” number is affected by the sub-constitution categories. There are some sub-constitution categories that can kill you on their own.

Sub-Hit Point Categories:

Poison

Burn

Suffocation / Drowning

Bleed

Each sub-constitution point category has a different effect on overall constitution. Each category can be delivered by a point value (such as a damage call, like “50 bleed” or “10 burn”), and some can have an AOE (area of effect) where damage is taken over a period of time, determined by a marshal.

Treat each sub-constitution category as its own affected stat, a separate constitution bar, if you will. Almost always if a sub-constitution is being affected, it will be the only category being affected at that point in time. For example: If you are in a situation where you are being dealt “bleed” damage, there will probably not be any monsters also doing normal damage. Alternatively, if you are suffering “bleed” damage, you will probably not also be suffocating. While it is possible to be in a situation where multiple bars are affected at once, it is highly unlikely. In the event this does occur, staff will be heavily marshaling the situation and maintaining the math for you.

Poison:

The “poison” bar is activated when a player takes poison damage. This can come from certain alchemical elements, some environments, some enemies, or other various things.

When the poison bar is activated it drains as points or _____ points over time. For Example:

-Let's say your poison constitution is 100. If you are hit by a monster swinging "10 poison" your poison constitution drops to 90. Unless otherwise stated, your overall constitution is not affected until your poison constitution hits 0. When a player's poison bar hits 0, they become poisoned and their current "base" constitution is halved.

If you are in an area with poison and you are taking poison over time it would work this way:

A player enters poison fog, taking "10 poison" damage per 5 minutes, every 5 minutes your "poison" bar decreases by 10. A marshal will have a stopwatch to let you know where/when to take your poison damage. When a player's "poison" constitution bar hits 0, they become poisoned and their current "base" constitution HP is halved.

Poisoning can be cured in many ways.

Once a player is poisoned further (past their depleted poison constitution), poison damage is taken straight to the base constitution bar.

For example:

If you have been in combat and your poison constitution is 100, and you have taken 100 points of poison damage, your poison constitution is completely depleted. Now let's say you are dealt an additional 10 points of poison damage, this will go straight to your base constitution. So if your base constitution is 100, even after taking 100 points of poison damage your base constitution will halve to 50 but no additional damage will be done, however after taking the very next 10 points of poison damage your base constitution is now affected - taking you to 40 constitution. This can lead to death.

Burn:

The burn constitution bar works similar to the poison bar but has the ability to set things on fire.

When a player's burn bar is depleted, instead of your overall constitution being halved (like in the poison section), you are actually on fire and have one minute to be put out before you die and go to Grimm.

Burn damage can come from:

Spells

Enemies

Touching flaming objects

All fire can be put out with water.

Burn damage can be healed in many ways, but cannot be healed by cure wound spells.

Suffocation / Drowning:

The suffocation/drowning bar is affected in water and non-poisonous, low oxygen areas. This bar is affected purely by the atmosphere.

When the suffocation/drowning bar is depleted, a player is "down" and unconscious. The player has one minute to be revived before being sent to Grimm.

The suffocation bar refills over time with fresh air.

The player can be revived from unconsciousness by any means that would averagely revive a player from unconsciousness. (CPR/shaking/smelling salts/etc)
A marshall will dictate how quickly players lose oxygen in each situation.

Bleed:

Once your bleed bar is depleted your constitution is halved. If further bleed damage is taken, the PC is “bleeding out” and down, regardless of how much of their base constitution is left remaining. Consider yourself hemorrhaging. From there the PC has one minute to be revived before being sent to Grimm.

The Bleed bar is affected by:

Shredding damage calls

Serrated damage calls

Piercing damage calls

Bleed damage calls

Death and Dying

When your base constitution hits 0 or you take more bleed damage than your bleed bar can handle, you will be put into a dying state called “bleeding out”. This state represents your character hemorrhaging and dying on the ground. The “bleeding out” phase lasts for 60 seconds, and in this time you may weakly call for help or drag yourself across the ground, but you may not stand/crawl/yell/speak at normal volume/power you may not cast spells or fight while in this state. While in this state any normal healing will pick you up from the “bleed out” phase.

Once the 60 seconds of this phase is up, if you have not been healed, you will enter the next phase - the “dying” phase. The “dying” phase lasts for 4 minutes. During this phase you are silent and motionless as you are unconscious and your spirit is leaving your body. In this phase you may only be picked up via various revival spells or abilities. No healing spells will save you from this point. If you are not revived within 4 minutes your body dissipates and you go straight to Grimm.

This means that the entire process of dying takes 5 minutes before more intensive measures must be taken.

When a body dissipates it is automatically sent to Grimm. While the spirit is with Grimm the PC may be resurrected at any time in a graveyard as long as a resurrection ritual is performed within one hour of the PC's death. Resurrection rituals are 100% role play, you may use whatever props and processes you like in the graveyard but you must impress the ritual marshal to succeed.

Once a player has finished their death count, the PC must immediately go to logistics and alert staff, they will then be taken on a personal mod to Grimm. If other PC's choose to resurrect that PC through a ritual, a marshall will be provided and there will be a one hour window for the ritual to take place. Ritual success depends entirely on roleplay. If the ritual is successful the player is revived without attaining a death mark.

Note: Revival rituals are not required to last 1 hour, but may not exceed 1 hour. If the player is not revived and meets the Grim Reaper, the player will FOIP what they need to do to be revived without gaining a death mark.

Note: Revivals from the Grimm Reaper may be based on chance and probability. Every so often a player may be revived from the Grimm Reaper for plot reasons or just because the reaper feels like it. How you die and your character's actions to that point can and will affect Grimm's decisions.

If all attempts to revive the fallen PC fail, they will revive with a death mark on their character sheet. Once a character reaches 10 death marks they will die permanently and be unable to be played any longer.

Upon a permanent death, or "perm" as we like to call it, a player will be refunded 75% of their spent EXP and 50% of their spirit points to rebuild a new character.

Killing Blow:

All monsters in the DreamScape are capable of performing killing blows. A killing blow is performed on a count (killing blow 3, killing blow 2, killing blow 1...etc) and unless interrupted causes you to skip the remainder of your death count and go straight to Grimm.

Combat

Combat in DreamScape is similar to combat you may have experienced in other LARPs.

When a player takes damage, be it by a spell, potion, alchemy, physical weapon, or whatever, their appropriate constitution bars deplete. When the base constitution reaches zero, the player is downed.

Combat is initiated when a player attacks a monster, NPC, or another player. Combat is also initiated when a monster or NPC attacks a player, monster, or another NPC. Combat can be the result of magic, alchemy, or physical weapons such as melee or ranged weapons.

Damage will be taken and given in multiples of 5. There will never be a damage call that is not a multiple of 5.

For example: players may encounter a monster swinging 10 damage. The monster will swing at them and call "10 __(damage type)___" and if hit, the target will take 10 points of damage in that damage type. This would result in a player with 100 hit points dropping to 90. A player with 50 hit points would drop to 40, and so on.

This is the model for basic combat. Other additions can be made in the form of weapon modification and magic upgrades both to strength and weapon, though they will **only** add multiples of 5.

There are other damage types listed in the previous section that will affect how you take damage in combat. Please review the previous section for more information on the various constitution types.

DreamScape is not a hit-location game, however, when swinging or being swung at by a call that affects a SPECIFIC limb, that limb MUST be hit to be successful.

For example: If a monster swings at PC to “maim right arm” and they hit the PC’s torso, nothing happens and the call can be ignored - as the monster has “missed”.

The last thing to consider during combat is “swing time”. Your swing time is how long it takes for you to physically move your weapon in combat.

[Click here to learn about SWING TIMES!](#)

Flight/Teleportation

Flight:

Many races in the DreamScape have some form of wings. All winged creatures have the ability of basic flight. Basic flight is achieved by throwing one packet and then moving to the location where it lands. You may do this as often as you like however you must rest for one hour between every 5 flights(5 packet tosses). Resting involves doing literally anything other than flying for one hour. Flight cannot be interrupted and you take no damage while flying.

In addition to flight, players with wings may glide safely to the ground if they fall from any high place.

Players may not carry another player during flight unless they have a 10 strength or greater.

Teleportation:

Some skills allow players to teleport. When teleporting, you will announce "teleporting 3, teleporting 2, teleporting 1" then you will put your hand on your head to signify your absence, and relocate yourself to the destination of your teleportation. Teleportation can be interrupted during it's count phase.

How To Use Weapons

All weapons must be repped appropriately! Latex weapons (or realistic style hand made weapons) and painted nerf guns. Live and packet archery is allowed. All weapons and arrows will be checked The first time they come into play. Because we value the safety of our players, all new arrows must be checked prior to game

on at each event. We promise it will only take a couple of seconds! **No** home-made live archery arrows are allowed. No exceptions.

Weapon skills must be purchased with XP to use any weapon. Once the skill is purchased the character owns the skill and it cannot be taken away or forgotten. Weapon skills are for the category of weapon, not each weapon individually. For instance, purchasing the ranged weapon skill allows you to use short/long/great bows as well as crossbows. You do not have to purchase short bow use as well as crossbow use.

Weapons have their own base damage, which is added to the player's strength. Therefore, if the player's strength is 1 - 5, and the player is using a short sword which has a base damage of 25, the total damage would be 30. Certain ammunition may alter damage type or add additional damage. Special ammunition/abilities will be tagged by staff.

Available Weapons

All weapons can be called as 'normal' damage, though some weapons have a secondary or even tertiary damage type that you may elect to call when using your weapon. These additional types are listed next to the weapon.

Ranged Weapons (All arrows do piercing damage):

Short Bow - 25 Damage

Long Bow - 35 Damage

Great Bow - 45 Damage

Crossbow - 30 Damage

Firearms (All bullets do piercing damage):

Pistol - 25 Damage per bullet

Shotgun - 50 Damage per shell

Edged Weapons:

Knives (All knives are throwable IF coreless):

Small: 5 to 8 inches - 5 Damage

Dagger: 5 to 12 inches - 10 Damage

Cleaver: 7 to 8 inches - 10 Bleed Damage

Swords:

Short Sword: 13 to 24 inches - 25 Damage

Long/Broad Sword: 25 to 45 inches - 35 Damage

Zweihander Sword(Must wield with 2 hands): 46 to 60 inches - 45 Damage

Claymore/Great Sword(Must wield with 2 hands): 60 to 80 inches - 65 Damage

Axes:

Hatchet/Small: - 15 Damage (Throwable IF coreless)

Long(Standard) Axe: - 25 Damage

Battleaxe: 35 to 60 inches - 45 Damage

Blunt Weapons:

Club - 10 Damage

Mace Head Flanged - 20 Damage

Mace Morningstar Head - 35 Bleed/Piercing Damage

Hammers 40 to 50 inches - 20 Damage

Great Hammers 50+ inches - 40 Damage

Pole Arms:

Staff - 10 Damage

Spear - 20 Bleed Damage

Scythe - 25 Bleed Damage

Halberd - 40 Damage

Trident - 40 Bleed Damage

Natural Weapons:

Claws - 25 Bleed/Piercing Damage

Current Ammo Types

Arrows:

Wooden - Standard Damage

Iron - +5 Damage

Serrated - +15 Bleed Damage

Barbed - +20 Bleed Damage

Poison/Toxin - +(see staff for appropriate tags when/if you're able to apply this to your arrowheads)

Bullets:

Pistol Rounds - 10 Piercing

Shotgun Shell - 20 Piercing

Calls and Taglines

Taglines or “calls” are phrases you may hear at various times to inform you as a player on an out-of-play level what category of damage or affliction is being used so that they may respond appropriately. These may be status effects or situational.

- Affliction: Inflicts profane damage.
- Astral: Inflicts divine damage.
- Berserk: Causes the target to ‘rage’ and to attack anyone and anything, not being able to tell friend from foe, the target acts in a violent manner. The

affected target will swing at +10 damage during the time they are berserked. Lasts for 1 minute.

- Bleed: Causes bleeding, affecting the player's "bleed constitution". Can be healed or bandaged.
- Blind: The target cannot see. Can be cured via a Remedy potion. Lasts 30 minutes.
- Burn: Target is burning and taking burn damage. Can be cured by being doused in water or by character getting into a body of water. Burn damage is called with a number and time limit. This affects your "burn constitution" bar and causes elemental damage.
- Charm: Target becomes charmed by the caster and does as they are told. Forces the target to do the attacker's bidding without question or discretion. Creatures with an intelligence of 5 or greater know that they have been charmed once charm wears off. Lasts 10 minutes. Can be cured by a clarity spell.
- Confuse/Confusion: Target cannot tell who is friend or who is foe, discretion or intent, or even tell one person from the other. Lasts for 10 minutes.
- Delirium: Confusion, euphoria. Lasts for 10 minutes.
- Disarm: Causes target to fumble their weapon.
- Euphoria: Produces an unexplainable trusting sensation combined with good feelings and relaxed demeanor. Lasts for 10 minutes.
- Fatigue: Player is fatigued. Doing nothing for an hour will fix this. Lasts until rested.
- Fear: Target is scared beyond reason and immediately flees the situation. Target cannot attack or defend from, or get closer to the attacker. Lasts 1 minute. Can be cured with a calm spell.
- Feverish: Target falls ill, causing lethargy and irritability. Can be healed. Lasts for 10 minutes unless otherwise noted by staff.
- Haste: Player moves more quickly, eliminates swing time. Lasts 30 seconds.
- Knockback: You are sent back 10 feet with force.

- Knockdown: Forces you to the ground.
- Long ____: Long is a modification tag used before a status effect. Such as "Long Pain". Hearing this tag before the status effect means that the length of time the effect lasts is doubled, regardless of it's typical length.
- Maim: Renders the maimed limb useless until fixed. You cannot use that leg to run/move or arm to swing.
- Nausea: Player becomes extremely sick to their stomach for 5 minutes. Can be cured.
- On fire: Character is on fire. Can be put out by being doused in water or by getting into a body of water.
- Pain: The target is in too much pain to move, unable to attack or flee. Target may still defend themselves. Lasts for 1 Minute.
- Paralyze: The target is frozen, unable to move or speak but is capable of looking around with their eyes and is aware of everything around them. Lasts for 10 minutes.
- Petrify: Turns you to stone, the target is unaware of anything happening around them. Once you are petrified you can take 100 points of damage while petrified before you are shattered. Can be cured by a soft potion. If the creature is shattered they are sent straight to Grimm. Lasts for 10 minutes.
- Poison: Inflicts poisoning, affecting player's "poison constitution".
- Reflect: Protects the target of a spell and bounces the effects of the spell back to the caster. Whether or not the caster takes the effects of the spell depends on the resistances the caster is currently armed with.
- Rot: Rots flesh instantly, turning it to mush. Limbs begin to rot starting with the infected limb and moving to the others by whatever is closest. So if your right arm is hit with rot then your right leg will be next, followed by your left leg, then left arm. Rot takes 60 seconds to completely rot a limb. Once all limbs are rotted you have another 60 seconds before you die and are sent to Grimm.

- Short ____: Short is a modification tag used before a status effect. Such as "Short Pain". Hearing this tag before the status effect means that the effect only lasts for 30 seconds, regardless of it's typical length.
- Silence: Character cannot cast spells while silenced. Silence can be cured via alchemical means and Remedy potion. Lasts for 30 minutes.
- Sleep: Target goes to sleep for 10 minutes. Target can be awoken by taking physical damage, shaking, a slap, smelling salts, dumping water on them or anything that would otherwise wake someone up. Lasts for 10 minutes.
- Slow: Swing time is doubled. Lasts 5 minutes. Can be cured with the spell Haste.
- Slumber: Long sleep. Lasts 30 minutes. Target can be awoken by taking physical damage, shaking, a slap, smelling salts, dumping water on them or anything that would actually wake someone up.
- Stunned: Target is unable to move, cast, or speak for 30 seconds.
- Wither: Causes body parts to wither as if zombified. Will first weaken the limbs before causing so much pain a player becomes immobile. Can be cured.

Diseases

The current diseases known to the DreamScape are found below. These are 100% player contractible. If a player can contract disease, they can contract these diseases.

Thropesis: Currently, there are only 4 known strains of Thropia - Lycanthropy, Felinusthropy, Leporinthropy and Ursathropy. This is the disease transmitted through dire wolves, felines, rabbits, and bears. The disease can also be passed on through the Were. If an individual is scratched or bitten by a dire animal or a Were the disease may be transmitted. If the afflicted survive the initial fever, the first transformation will occur in 1 to 2 days. The first transformation is always the worst,

as the bones break and restructure, it will feel to the individual as if they have died twice since being infected. Once infected the individual becomes a Were, they will have allergies to wolfsbane and silver, as well as transform with the moon cycles. There is currently no known cure for Thropesis.

Cutaneous porphyrias: Cutaneous porphyrias include forms of the disease that cause skin symptoms as a result of sensitivity to sunlight. Porphyria cutanea tarda (PCT) is the most common type of all the porphyrias. As a result of sun exposure, you will experience:

- Sensitivity to the sun and sometimes artificial light, causing burning pain
- Sudden painful skin redness (erythema) and swelling (edema)
- Blisters on exposed skin, usually the hands, arms, and face
- Fragile thin skin with changes in skin color (pigment)
- Itching

In addition to these effects, there are effects of the disease not related to sun exposure. Those effects are as follows:

- Requirement to ingest fresh blood to regenerate lost heme.
- Weight loss
- Fatigue
- Minor allergies to ash, hawthorn, and oak wood.
- Allergies to garlic
- Mild to severe arithmomania

This disease has been known as "Vampirism" to the locals, and has caused much distress within many communities, giving rise to rumors of disappearances and murders. This disease is spread by ingesting the blood of someone who has Cutaneous Porphyrias, or by being bitten by them. The infected usually experiences a brief coma like state which is said to hold extreme pain, though the individual cannot move or scream. When the infected individual awakes they are affected with the full extent of the disease. There is currently no known cure.

Exploration System

During your adventures, you may realize that certain materials are hard to find. You may need something desperately but be unable to find it anywhere. You may need copious amounts of something and only be able to find a little bit. If this is the case, you have the ability to approach certain staffers and we will run an exploration mod for you to acquire your components! Some materials are -meant- to be found this way, so don't be shy!

Aside from this, there will also be a flag system leading to mod hooks you may follow at any time. When you have found the hook you simply bring it to a staff member and we begin the process of setting up your mod.

PHOBIA LIST:

This list is protected by DreamScape staff and will not be used or distributed elsewhere. The purpose of this list is to keep players from situations that will be too mentally and emotionally taxing to keep them from proceeding. This list is not a list of things you find spooky but of things that will immobilize you with fear/things that you do NOT want to be a part of. This list is used for player safety and mental health. Please check any and all that apply. We are aware that this is not a comprehensive list of phobias, but this is a list of things you are guaranteed to encounter during the game unless staff runs interference. If you have a phobia that is not listed below PLEASE LIST IT.

Achluophobia/Nyctophobia - Fear of darkness

Arachnophobia - Fear of spiders

Astraphobia - Fear of thunder and lightning

Autophobia- Fear of being alone

Batrachophobia - Fear of amphibians
Catoptrophobia - Fear of mirrors
Claustrophobia - Fear of confined spaces
Coulrophobia - Fear of clowns
Cynophobia - Fear of dogs
Elurophobia - Fear of cats
Entomophobia/Insectophobia - Fear of insects Hemophobia - Fear of blood
Herpetophobia - Fear of reptiles
Hydrophobia - Fear of water
Iatrophobia - Fear of doctors
Megalophobia - Fear of large things
Microphobia - Fear of small things
Necrophobia - Fear of death and dead things Nosocomophobia - Fear of hospitals
Ophidiophobia - Fear of snakes
Ornithophobia - Fear of birds
Pediophobia - Fear of dolls
Pedophobia - Fear of children
Phonophobia/Ligyrophobia - Fear of sudden loud and unexpected sounds
Wiccaphobia - Fear of witches and witchcraft
Others:

Consent information:

This sheet is to consent to our Heavy Immersion Intense Mode(HIIM). Please sign your name at the bottom of this sheet if you consent to the following. If there is one thing on the list you are severely uncomfortable with please circle it and we will filter information appropriately. If there is more than one thing you are uncomfortable with then unfortunately we will not accept you as a HIIM

compatible player, due to the increased possibilities of our staff putting a player in an uncomfortable position.

Being touched (appropriately)

Being lightly pushed

Having your room entered while sleeping

Being purposefully woken from sleep

Being left alone in tight/small dark spaces for any period of time

If you do not consent to more than one thing on the list please write "I do not consent to HIIIM" on the line and sign your name.

I hereby consent to being put in the above mentioned situations by DreamScape LARP and release DreamScape LARP and its staff/volunteers of any physical or emotional distress it may cause me, rendering them NOT LIABLE for any damages to my items/physical body/emotional wellbeing/mental health.

Signed _____