

## Things You May Be Wondering

### ***What makes a zodiac combat sport LARP special?***

At any zodiac combat sports LARP event you can expect two things: a fun and engaging storyline and top notch martial arts training. Our goal is to have every player leave with more martial arts knowledge than they came with in an exciting and safe themed atmosphere.

We offer archery, short & longsword training, guided meditations and other martial arts concepts. Side quests & trainings are ways to level up your character & improve your own personal combat skills. If you own your own bow and would like to bring it for archery you may. Just remember, ***your bow is not allowed to be used outside of the designated archery area.***

### ***Is there food at this thing?***

With current Covid Regulations, we will not be providing food at this year's events. We encourage you to bring snacks for yourself throughout the day. Refrigerators, microwaves, and a grill will be available for you to bring your own food and keep it stored at safe temperatures. (please label your food before putting it in a shared space)

### ***What on earth do I wear?***

When going through the steps of creating your character, you have creative freedom to make yourself look however you would like. Of course you're not a time traveler from the future. This is set in the world of knights and dragons. You can take inspiration from The Lord of the Rings, Game of Thrones, even Disney Princes and Princesses. Most of all: have fun doing it!

### ***OK I am intrigued, what's the story?***

Boarish Kingdom LARPs follow a continuing storyline that we post on our social media accounts for everyone to be able to catch up on before the day of the event. Please follow us on Facebook and Instagram: @BoarishKingdom

### ***When do I create my character?***

You have the option to create your character when you register, however you do not necessarily have to create your character at that point. If you decide not to create your character at registration, you can download the Character Creator PDF off of the Zodiac Combat Sports website and email it to [sifustevemulloy@gmail.com](mailto:sifustevemulloy@gmail.com), mail it to Zodiac Combat Sports • 125 Franklin Street, Saco, ME 04072, or bring a copy of it with you the day of the LARP.

### ***How long will I be in character for?***

Once registration is complete, you become your character until gameplay ends Saturday Night. We encourage you to fully immerse yourself into medieval life. If you're worried about not having any cool photos to show your coolness to others, don't fret. We will have photographers attempting to catch you in the moment of action as to not ruin or take you out of having fun. *(Yes this is the nice way of telling you to leave your phone in the car for the weekend – we promise you'll survive...actually scratch that, you might survive but there is no promise your character will)*

### ***What are the weapon requirements?***

For all first time Zodiac LARP players, you can use long swords or short swords. If crafting your own weapon, short swords are single-handed meaning a handle of 6-8 inches with a blade of 22-32 inches. Long swords are two-handed weapons so the handle can be up to 14 inches with a blade of 32-40 inches. All swords must have a minimum of 1 inch thick padding around the bladed area.

*Please note: We are not responsible for your weapon. If it breaks, we suggest you bring extra duck tape & foam to make repairs.*

### ***What Else should I bring?***

Bring bedding if you plan to stay the night. (ei. sleeping bag, sheets, blankets, pillow) Bug Spray & Sun Screen are the only non medieval items that one should bring to this event. Snacks for the cabin are ok as well. Other than that, use your judgment and feel free to email us with any questions.

### ***Can I drink/bring alcohol?***

Zodiac LARPs are alcohol free. If for no other reason than the sheer fact that we are swinging swords at each other in simulated fights...drinking and swords don't mix (yes that goes for Viking style players too)

*Please feel free to contact us with any other questions you may have. On the next page you will learn about choosing class & race when building your character.*

# Zodiac Combat Sports

## LARP Character Development – Choosing Your Class & Race

### Warrior

- **Weapons (level 1)**
  - Short Sword
  - 2 Handed Long Sword
  
- **Leveling Up**

*Leveling Up Occurs During Zodiac Combat Sports LARP Events. Character Survival during a LARP will grant a Level increase of 1. Side Missions and training can also help one Level Up Mid-Game. In order for a Warrior Character to use newer/stronger weapons they must level up.*

  - At Level 5 a Warrior May Choose Between One of the Following Classes
    - Knight
      - Gains the Ability to use Shield & Sword Combo, Spear, & Poll Axes
      - Aligns as a team player
    - Rogue
      - Gains the Ability to use Shield & Sword Combo, Double Short Swords, Thrown Weapons
      - Aligns as an individual
    - Archer
      - Gain the Ability to use a Bow & Arrow if trained in Archery at ZCS LARP Events
      - Aligns as a team player or individual

# Zodiac Combat Sports

## LARP Character Development – Choosing Your Class & Race

### Mage

- **Spells (level 1)**

- Basic Energy Ball (-1 HP)
- Basic Healing (+1 HP)

- **Leveling Up**

*Leveling Up Occurs During Zodiac Combat Sports LARP Events. Character Survival during a LARP will grant a Level increase of 1. Side Missions and training can also help one Level Up Mid-Game. In order for a Mage Character to learn newer/stronger spells they must level up.*

- At Level 5 a Mage May Choose Between One of the Following Classes
  - Wizard/Witch – *Spells*
    - Ability to Gain Mastery of
      - All Written Spells
        - Spells will take preparation but are of a greater variety than that of a Sorcerer
  - Sorcerer – *Magic*
    - Ability to Gain Mastery of
      - Environmental Magic
      - Elemental Magic (fire, earth, air, or water)
        - Magic is very specialized but grow with training as opposed to preparation thus can be used immediately once learned
  - Healer
    - Ability to Gain Mastery of
      - Potions (involving HP Modification)
      - Max Healing Spells
      - Max Protection Spells
      - Max Stabilizing Spells
      - Revival Spells
    - At Level 15 a Healer May Choose One of the Following Classes
      - Healer (Remain Human with Magic)
      - Angel (Gain the Ability to Give Life)
      - Demon (Gain the Ability to Take Life)

# **Zodiac Combat Sports**

## **LARP Character Development – Choosing Your Class & Race**

### **Races**

As far as Race is concerned, it is a tool used in your Character Creation. Options for race include: **Human, Elf, Orc, Dwarf & Halfling**. There are no added bonuses in HP or skills because of ones character race.

Allow the race you choose to guide how your character looks, dresses, moves, and interacts with others. This is one of the mythological sides of the LARP so have fun with it.

Happy LARPing!