

## Packing Checklist:

<input type="checkbox"/> Towels	<input type="checkbox"/> Water Bottle
<input type="checkbox"/> Deodorant	<input type="checkbox"/> Food/Snacks
<input type="checkbox"/> Toothbrush	<input type="checkbox"/> Wallet/Keys
<input type="checkbox"/> Toothpaste	<input type="checkbox"/> Pens/Paper
<input type="checkbox"/> Shampoo/Bodywash	<input type="checkbox"/> Phones/Chargers
<input type="checkbox"/> Socks	<input type="checkbox"/> Boffers/Weapons
<input type="checkbox"/> Underwear	<input type="checkbox"/> Phys Reps
<input type="checkbox"/> Blankets	<input type="checkbox"/> Makeup/Prosthetics
<input type="checkbox"/> Pillows	<input type="checkbox"/> Makeup Remover
<input type="checkbox"/> Costuming	



## Tips/Reminders

- ❖ Some people bring old sheets or curtains to hang around their bunks for privacy while sleeping! These are best secure with XL binder clips, twine, or sturdy push pins.
- ❖ For clothing and towels (especially socks, bras, and underwear) always bring more than you think you will need in case of rain, hot weather, etc. You'll appreciate the options later.
- ❖ Most if not all events we have a Tavern that sells fresh food, drinks, and pre-packaged snacks. Consider bringing your wallet, in case you get hungry.
- ❖ If you are new, don't stress too much over costuming. While we encourage new players to go all out and show their talents/express their characters through costuming, we understand this can be costly or take time. Do your best, and feel free to ask questions at the game! Many experienced players or staff members can offer money saving tips for excellent costuming.



# Checklist Terms

For new or returning players, here's an explanation for some of the terms used on the packing checklist!

**Phys Reps:** "Phys Rep" is short for "Physical Representation". If your character has items, they will need to be represented by a physical item. For example, if your character finds a necklace or book of some significance at the game you may want to (or in some cases are required to) provide a phys rep for that item. An example of a required phys rep would be an alchemists lab. If you play an alchemist, you are required to have a phys rep of your lab.

**Makeup/Prosthetics:** Some races playable in the game require makeup or prosthetics. For example, Lizardkin require makeup scale patterns on the body. Elves require prosthetic ears.

**Makeup Remover:** This is to help you out if you play a makeup race. Nothing is worse than showering and only succeeding in becoming a filthy living rainbow of makeup.

**Boffers/Weapons:** Boffers are LARP safe weapons made of foam. We also allow latex weapons, if approved by our weapon safety staff. When in doubt, ask staff! We have many boffersmiths who can offer advice. If you can't get your own weapon right away, don't panic. The game has loaner weapons available for new players!

**Costuming:** Costuming for Aftermath is primarily medieval. Think knights, peasants, pirates, barbarians, etc. While costuming is required, however we understand that newer players may need time/assistance putting theirs together.



## Additional LARP Terminology:

**Logistics:** Logistics is the part of our staff that can help you update your characters or understand your build/abilities. They are located in the tavern at the beginning of every event.

**Build:** These are the points that you accrue through attending events. They can be spent on skills, lores, and abilities for your character.

**GOB:** Short for “goblin points”, this is a reward for donations/working for the game. It can be spent on prizes, extra lives, or what is called “gob capping” (gob capping allows players to acquire levels/build faster).

**Tags:** Tags is the part of our staff that can give you the tags for your alchemy, spells, poisons, etc. They are located in the tavern at the beginning of every event.

**Player Rep:** Short for Player Representatives, player reps are player elected staff members. They can address any issues you may have in the game, or direct you to the appropriate staff member if you need. If you have a complaint, concern, or question always feel free to ask a player rep!

**Medic:** Medics are people who volunteer for the game, and are certified in CPR/First Aid.

**Head of Security:** For any safety concerns, please see the head of security.

**Rogue Marshall:** Rogue marshalls are the staff members that aid you in your nefarious deeds. If you enter someone's tent or cabin without permission, or steal an item, always find a rogue marshall first.

**HOP:** Head of Plot. This is the person that leads the plot team in telling stories and building the game's world.



## LARP Terminology Cont'd. :

**AHOP:** This is the assistant to the head of plot. They are also in charge of the plot team, and work closely with HOP to be able to answer questions or make decisions in the HOP's absence.

**NPC:** This stands for "Non-Player Character", and is a character created by plot.

**Mod:** This is short for "module". Mods are also called adventures. These are events run by any plot member that can take a single player or multiple players to a place or NPC for a roleplay or combat experience. They are used to help players reach goals. For example: You want to build a bridge. A plot member takes you on a mod to clear the forest of monsters, so that you can harvest the wood.

**Plot:** Plot members are the story tellers of the game. They create the world you interact with, run mods, and play/create NPC's.

**Plotline:** Plotlines are long term stories or campaigns that are run by plot members. Many mods or battles may occur when a player follows a plotline.

**Roll/Rolling:** A roll, or rolling a cabin, is the act of entering a cabin with the intent to steal from or kill players. Rolling can also be used to describe one player killing another.

**FD:** This stands for "final death". When a player has run out of lives and they die, they have reached their final death and are gone forever.

**Rez:** Short for resurrection, this is when a player dies and loses a life then returns to life.



## LARP Terminology Cont'd. :

**Through The Circle:** This is a phrase tied to “rez” or “rezzing”. If you rez, you must come through a circle of power, or rez circle. To say that someone went through the circle means that they have died/lost a life.

**Out of Play/OOP:** Being out of play is denoted by the wearing of a white headband. If you are out of play the things you see and hear cannot be taken into play (this is cheating), and you cannot interact with players who are in play.

**Metagaming:** This is the act of cheating by taking information you know but your character does not, and using it in the game.

**Formal Complaint:** Players have the right to file what is called a formal complaint if serious circumstances have occurred between themselves and another player and/or staff member. Please do not hesitate to reach out to a Player Representative or Management for more information should this occur.

**Immersion:** Immersion is the suspension of disbelief that allows players to get into the headspace of their characters and become immersed in roleplay. Imagine you are sharing a tragic or heartfelt moment as your character, but someone starts yelling to someone about finding their car keys behind you and distracts you. They have broken your immersion.

**Tavern:** This is a gathering place for players, and the place you can buy food if you need it.



## LARP Terminology Cont'd. :

**Monster Time:** You may hear someone ask you if you've done your monster time yet. To make sure everyone has tasks, mods, or combat experience the game requires that every player complete two hours of Monster Time per event. You can do this by finding the table called Monster Town and signing up. It is a great way to learn combat!

**Gather:** Gathers are what we call events in-game.

**MyLarp:** MyLarp is the system we use to store character data. It is where you will create your character and update their abilities by spending build.

