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Mythre LARP

Mythre is a simple [LARP](#) designed for simplicity and originally targeted towards younger players (ages 10 - 17), their parents, and guardians. At its core, Mythre is for live-action, dramatic storytelling where the rules are there to help build up on a character but not get in the way of the players actually telling their stories.

Mythre itself consists of the basic rules covering character's enchanted races and their special in-game abilities, from magic to combat. There isn't a lot of front and back-matter that is present in other LARP handbooks because this isn't a game designed for 100+ players who need every possible in and out-of-game condition covered. It is more the pick-up basketball game of LARPing.

Thanks

As an intellectual project, this game would not exist without wisdom and insight from designing, writing for, staffing, and playing the various LARPs I have been involved with since the 1990s. However, for the material as written here, there are a few primary sources of rules that I drew the most inspiration from: Adrian McLeer's "Forest of Doors" rules system, "Capes! Superhero LARP," Lurking Fear Productions' "Chaotic Fluidity" rules system, and Mike Haffey's "Young Dragons." Along with all these sources was the input from William Kotas about his own experiences playing with and designing LARP rules systems which helped me let go of loved ideas that simply didn't fit.

Design Concepts

For simplicity during game all characters are called **Pathfinders**, staff are called **Guides**, and other people helping with the game (but without official staff duties) are called **Wanderers**.

Keep it Simple Stupid (KISS)

- There is only a small set of things a player needs to know:
 - Their own character's backstory.
 - Their own in-game abilities and how they work.
 - The small number of in-game effects that might be used on them.
- As a minimalistic LARP many skills and rules found in many other bofferLARPs are intentionally absent, mostly to remove abilities that have traditionally led to many edge cases, awkward "fixes," and confusion. There are no complicated crafting or social rules, "haste," "erase memories," shields, armor, threshold, dozens of unique spells, and other tidbits that add interesting flavor and hundreds of pages to handbooks.
- In game abilities don't interact in complex ways, but **can** be used creatively.
 - If there are ways characters' abilities could interact in unexpected ways they **don't**, **period**.
- If an ability doesn't specifically say a character can do something with that ability, they can't do it without a Guide saying it can be used in a different way.

Keep it fun

- Mythre is intended to be a [Player vs. Environment](#) game as opposed to [Player vs. Player](#).
- The goal isn't to dominate every discussion, win every battle, or to never stumble and fall. If a person can never fail, success has no value.
- Stay in-character whenever possible, breaking out of character can hurt everybody's immersion.
- If someone isn't playing by the rules, let a Guide or Wanderer know but try to not let it stop play or break character immersion.
- In the end, treat everybody with respect and realize it is all simply pretend.

General Rules

- The most important rule is that all of the rules of Mythre are flexible. If a Talent **occasionally** gets used in 5 minutes instead of waiting the required 10 minutes, that is fine. If an ability can be used creatively with a Guide's approval, go with the creative use. If Guides want to increase or decrease a listed value because it fits better with their game and players, change the value and let people know it has been changed.
- If players use an in-game ability, such as "dodge" they must clearly call out the ability's tagline (if any). This lets people understand what the character just did and that they are playing fair with abilities.
- Players can strike with hand-held weapons like boffer swords at a rate of 1 hit per second, per weapon. This prevents "machine-gunning" where people run up to each other and hitting as fast as possible in a way that people couldn't do if it was an actual weapon. This also allows for combats to be longer and lets all the players have a chance to participate, not just the fastest.
- Nerf-style guns and bows can be decorated but cannot have any internal changes to the physical mechanics of the firing system (removal of air restriction, change in springs or plungers, etc). Nerf-style projectiles cannot be decorated but it is suggested that the player's initials are written on them in permanent marker.
- Nerf-style guns must be manual (no batteries) and can have a maximum ammunition capacity of 8 darts before manual reloading, if a player is using a clip-based weapon the limit is still 8 rounds per clip and between clips players must wait 10 seconds for "cooldown." Good example weapons are the Nerf "N-Strike Maverick" and the Nerf "Rebelle Secrets & Spies Arrow Revolution Bow Blaster."
- As stated in other sections, there are no rules related to armor. Characters can wear armor as part of their costuming but it has no in-game mechanical use. This is for rules simplicity and to help keep combat to be equally challenging to all players without the issue of "threat scaling" where creatures need to be sent out to challenge the most combat-focused that often immediately overpower non-combat-focused characters.
- All LARP spell packets used for the various magical Traditions must be constructed of white, silver, or gold fabric. These show up the best against the ground and at night when thrown. All other colors are reserved for potential future use.

Starting Equipment

- Each character can start with any costuming and accessories they desire.
- Each character can start with three weapons from the choice of boffer weapons and Nerf-style guns/bows.

Special Rules Exceptions

- The Racial Ability: "Elemental Water: Nixie Charm" and the Spirit Virtue Talent "Silver Tongue" are **not** considered Mental effects. This is for game balance and rules simplification reasons favoring the creativity of the players.
- Heads, hands, and feet are not woundable locations. This means if a person gets hit in these locations they don't take a Wound or need to use any defensive abilities. However, spell packets hitting these areas do take effect. Players cannot intentionally block using their heads, hands, or feet.

Combat Basics

- Mythre is a lightest touch boffer LARP with a few basic concepts:
 - Boffer weapon hits should be the lightest touch that is needed for someone else to feel the strike.
 - Don't use brute strength to push boffer weapons past an opponent's weapons.
 - Don't grab or fight each other with anything besides boffer weapons, Nerf-style weapons, and LARP packets.
 - Don't shoot Nerf-style weapons at people's heads **ever**.
 - Outside of weapon use, nobody is allowed to directly touch another person without express permission. If a player don't have express permission, but need to use a skill such as a healing skill, work very close without actual touching.

- For minors, an adult guardian must grant permission **each game** for any person to touch the minor and adults can **never** directly touch minors in any location besides the tops of shoulders and the arms from elbows to finger tips.

Wounds, Maladies, and Dying

Wounds and Dying

Becoming wounded and healing those wounds are based on "Hit Location" rules common to many boffer LARPs.

- Each of limb and torso are treated as different targets. If someone is hit in an area and they don't have some form of **toughness** to absorb the blow then that area is Wounded.
- The default damage from all weapons is 1 point. Only damage above one point needs to be called out each attack.
- Toughness is a barrier against being wounded gained from various sources. Sources of damage remove the same amount of toughness. If an attack does more damage than a character has in toughness, or they choose not to use their toughness, they take a Wound.
- If a character solidly blocks a weapon blow with their own weapon but still gets hit, they do not take a Wound.
- If something is Wounded, it can't be used, so if a leg is wounded they have to drop to a knee, if an arm is wounded it can't hold anything nor can it be used to cast magic.
- If someone has 3 or more limb Wounds, or takes a single wound to their torso (hips to neck), they drop to the ground unconscious and start to bleed to death.
- If healing has not started in 5 minutes of starting to bleed to death, the character dies.
- Once healing starts, the countdown to death **pauses**. Once the healing is finished the countdown towards death ends.
- If healing is interrupted, the countdown towards dying starts from where it was paused.
- If a character is Wounded in combat to where they have to go unconscious, but there is still fighting occurring, the character should take their weapons and move out of the way before going unconscious to prevent being stepped on.
- If a character has toughness from different sources, Talents, Racial Abilities, etc, they choose the source of the toughness as it is used up.
- Toughness is used when a player chooses to use it, so they can choose to take a Wound instead of using up their toughness, saving the toughness for a later point.

Maladies

Maladies are a catch all for being diseased, poisoned, and all other types of debilitating sicknesses.

- If a character has a Malady they cannot run, may only defend themselves in combat (may not use guns at all), cannot cast magic, or use any Talent that is physical in nature.
- A character can use any Racial Abilities they know and any Talents that are not physical or magical.

Dying

- If a character dies, they wait silently for resurrection or a Guide or Wanderer to give them instructions on what to do next.
- If a character dies, unless rules specifically say so, when they come back to life Maladies are still present.

Optional Rule(s):

- After 1 hour of having Wounds or a Malady that are not directly leading to death, those Wounds and Maladies cure themselves. This can be useful in games without a character with a healing-related skill present.

Character Creation

A character's personality and actions come from within, but at times during games there need to be rules that assist in defining a character's special abilities while fairly judging conflicted actions, such as game combat and how magic works. For this reason, once a character is imagined, players choose from a set simple-to-remember **Virtues**, **Talents**, and **Abilities** that reflect that character's personal qualities and special in-game abilities.

Character Creation Guide

There are a few simple steps for creating a new character:

- Come up with an idea for the character, their strengths, their weaknesses, their goals, their history, and the their interesting qualities.
- Choose the character's [Mythic Race](#).
 - Choose **1** free Racial Ability for the race chosen.
- Choose the character's **2** or **3** Virtues. The number of Virtues for a game are determined by the Guides.
 - Each Virtue grants a choice **2** Talents from that Virtue type (Mind, Body, or Spirit).
 - Players can choose multiple Virtues from the same type such as choosing both of Mind's Virtues: Knowledge and Wisdom.

Mythic Races

Players start out by choosing their character's race which grants the character access to certain in-born Abilities. Each of the races has their own unique origin and nature that related to the larger story of the mythic world and help players immerse themselves into their characters.

Each of the races have minor makeup requirements so others can tell each of the races apart and differentiate characters from other creatures like spirits, monsters, and otherworldly beings.

Rules

- Choose a race from the ones below and **1** free Racial Ability from that race's list.
- Unless Racial Abilities note otherwise, they can only be used once every **2** hours.

Enchanted Human

- **Racial Makeup:** For each Racial Ability that Enchanted Humans have they must have at least one visible mark (makeup) somewhere above their shoulders or on their arms that represents the tie to that Racial Ability's theme Element: Earth, Water, or Wood. This mark is an inborn birthmark and does not change between games.
- There are non-Enchanted Humans that can be played by Guides and Wanderers, but all Pathfinders who want to play humans are considered Enchanted.

Racial Abilities:

- **Elemental Earth: Body of Pure Jade**
 - After concentrating for at least a minute (no other activities can be done) and then saying "Body of Pure Jade" the character using this gains 5 points of **Toughness** against Wounds.
 - A character can never have more than 5 Toughness from this Ability at a time, but it will stack with Toughness from other sources.
- **Elemental Water: Nixie Charm**
 - After talking to a character for at least 15 seconds, pointing at that person, and saying "Nixie Charm" (an out-of-play statement) the next few statements said by the character using the Charm will be taken in the best possible light by the person receiving the Nixie Charm.
 - Nobody is aware of a Nixie Charm being used.
 - Nixie Charm is not stopped by Mental protections.
- **Elemental Wood: Rites of Renewal**
 - A character can touch another person and say "Rites of Renewal" which has the same effect as the Spirit Virtue's Weavings spell "**Phoenix's Flames**" Talent but it also removes any Mental effects and Maladies. This Ability requires no time to activate but keeps the same drawbacks of **Phoenix's Flames**.
 - This ability can be used on the character themselves but only the resurrection aspect and takes 1 minute of being dead to activate then five minutes to complete along with the same drawbacks of **Phoenix's Flames** after the character returns to life.
 - This will often be a good choice for single-character games so that a character's death is not permanent and thus bringing an immediate end to the game.

Secane

- Pronounced: Seh-Khan-E
 - **Racial Makeup:** The player must apply makeup and/or prosthetics that make them appear feline (catlike). Clip-on fabric cat ears
-

that attach to the hair are a simple prosthetic that can be purchased online for under \$5.

Racial Abilities:

- **Short Claws:**
 - A Secane can have a set of two short claw boffers (under 20 inches), colored or taped red, that represent their natural feline claws.
 - These claws can never be taken or broken and the character can keep them elsewhere when they are not in use (such as hung on a belt loop).
- **Animal Empathy:**
 - The character can say calming words and make calming friendly motions to calm a small group of animals, even if the animals are being aggressive (but are not in full combat). They can lead the animals away, play with them, and do other non-aggressive actions involving the animals.
 - Animal Empathy does not confer any ability to actually speak with animals in a way they understand, only to calm and physically interact with them.
 - If another person is overly aggressive towards or attacks any of the animals the Animal Empathy immediately ends.

Valdyr

- **Racial Makeup:** The player must wear elf-style ears and "feathered" makeup around the eyes/eyebrows, hands, and jaw line. Players may optionally wear cosmetic feather wings of any solid color (white, black, etc).

Racial Abilities:

- **Invisibility:**
 - When against a large object (tree, wall, fence, etc) a character can steeple their hands above their head and become completely invisible and minor noises they unintentionally make are inaudible (must be ignored).
 - They remain invisible until they lower their hands, intentionally make noise, or take a full step.
- **Resist Magic:**
 - When being impacted by something called with the **Magical** tagline the character can call "Resist Magic" and ignore the effect.

Xenn

- **Pronounced:** Zen
- **Racial Makeup:** The player must wear small horns and must wear highlights of green and brown on all visible skin surfaces.

Racial Abilities:

- **Empathic Healing:**
 - A character can touch another character and immediately heal a single Wound on another character (arm, leg, torso).
 - This has no limit per two hours, but after the first time every time the character uses this ability before the two hour reset the character heals the Wound by taking the Wound on themselves in the same place (transferring the wound).
 - The Wound transfer for using Empathic Healing more than once per two hours cannot be stopped by **any** means but can be healed normally.
- **Forest Walk:**
 - Starting at a tree the character crosses their arms above their head (a letter X), palms open and can stand next to or walk directly between any trees unharmed.
 - While they are using Forest Walk they are visible to everybody but ethereal (somewhat transparent/ghostlike).
 - Nothing can harm them while their arms are crossed and nobody can try to stop their walking while they are using this ability.
 - When using this ability players can only walk in a direct line between trees where they can see the base of the next tree and cannot walk through permanent structures like fences and houses.

Virtues

All characters have Virtues, core traits that set them apart and help define their character's personalities and exceptional qualities. Virtues don't have to be qualities that the player possesses but are qualities of their character.

Rules

Virtues are grouped into three different types: Mind, Body, and Spirit. Each Virtue chosen grants characters:

- A choice of 2 Talents from that type of Virtue from that type's list.
- Individual Virtues, such as Knowledge, Passion, and Finesse, **may** be used by Guides in ways not listed here. For example, a Guide might say a character with the **Strength** Virtue is be able to move a very heavy object that a character without that Virtue could not move. The character may try to move another heavy object but even having **Strength** is not enough. These are not changes that add permanent abilities to the Virtue but ways to handle the many one-off edge cases that don't need their own page of hard-and-fast rules.
- If a character knows a spell from a Tradition of Magic (Charms, Namings, and Weavings), they can use any magical scroll or object that is of that Tradition that they might encounter. For example, a character who knows the "**Dragon's Breath**" spell from the Namings Tradition, but not the "**Phoenix's Flames**" spell from the Weavings Tradition, would be able to use a magical scroll with the title: "Namings: Skin of the Dancing Viper" but not a magic scroll with the title: "Weavings: Breath of the Eagle's Wings."

Optional Rule(s):

- Players may trade one Talent choice to cut the time between uses of a possessed Racial ability in half. So instead of waiting 2 hours between uses they only wait 1 hour (this can only be done once per Racial Ability).
- Players may trade one Talent choice to select an additional Racial Ability from their race's list. Enchanted Humans may also choose their third Racial Ability in the same way.
- Instead of the standard set of 2 Virtues for a Pathfinder the Guides may choose that all Pathfinders can choose 3 Virtues. This is likely to be useful for games with a handful of players so there is a good coverage of useful Talents between the limited number of players.
- If several people do not show up for a game, Guides can grant players a one-game-only temporary Virtue selection so that important missing skills are available for that game.

Virtue List

Type	Virtues	Tradition of Magic
Mind	Knowledge and Wisdom	Charms
Body	Finesse and Strength	Namings
Spirit	Passion and Serenity	Weavings

Virtue Descriptions

Mind Virtue	Description
Knowledge	Education and studied learning.
Wisdom	Innate understanding of themselves and the world.

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Body Virtue	Description
Finesse	Physical grace and nimbleness.
Strength	Physical power and toughness.

Spirit Virtue	Description
Passion	Emotional strength and drive.
Serenity	Inner quiet and sensitivity.

Mind Virtue

Choose 2 of the Mind Talents below

- **"Charms: Raven's Gaze"** Get 3 LARP-style packets per ten minutes that they can throw calling "Magical Raven's Gaze FEAR!" which causes the person hit with it to be stunned in fear. They must first step back at least 5 steps from the character and cannot move towards them for 10 seconds (if the caster moves towards the target after casting this spell, the person under the effect of the spell does not have to continue moving back). The character subjected to this spell can defend themselves and others but they cannot take offensive or aggressive actions for 10 seconds. In addition a character can use this spell, still saying "Magical Raven's Gaze" to give themselves a protection from a Mental effect. However, while the Mental protection is active they cannot summon the LARP packets for the fear effect, but they can choose to drop the Mental protection and immediately use the fear effect as normal.
- **"Scholar"** After 5 minutes of "research" in a book, character gets very basic "filler" information about a topic from the people helping with the game.
- **"Arcanist"** Can sense magic, tell if something is magical and the nature of the magic, can power a magic item or place by touching it and concentrating for 2 minutes (or time listed).
- **"Beast Speaker"** Can speak with intelligent animals in very basic terms and they **may** answer back.
- **"Empath"** Can remove the effect of a Mental condition impacting a character by talking for 15 seconds.

Body Virtue

Choose 2 of the Body Talents below

- **"Namings: Dragon's Breath"** Get 3 LARP-style packets per ten minutes that they can throw calling "Magical Dragon's Breath 2!" for 2 points of damage each to the area hit. In addition a character can concentrate for 30 seconds and call "Magical Dragon's Breath" to active and pass around a low-brightness green glow stick (sold in camping areas of stores and available as chemical and electrical) that last until they go out or are turned off (there is no limit to this ability just that 30 seconds is spent creating each).
- **"Dodge"** Can call "dodge" to **any** one thing that hits them once per 10 minutes (ignoring the hit entirely).
- **"Healer"** Can heal wounds and cure maladies by pretending to treat the patient for 1 minute and they will recover in 10 minutes or for 3 minutes and they recover in 5 minutes.
- **"Crafter"** Can fix something that is "broken" after 1 minute work, 5 minutes if moderately complex, and 10 minutes if of major complexity. This skill also lets them pick a lock by playing rock-paper-scissors. An easy lock takes 2 out of 4 R.P.S. and a complex lock takes 3/5 R.P.S.. A single character's failure to pick a lock can be retried after 10 minutes.
- **"Athelete"** Can exercise and stretch for 5 minutes and get 1 additional toughness against wounds **OR** resistance to the first Malady that impacts them, to be used during the game or 10 minutes to get 2 toughness and the resistance to a Malady (combat/sparring does not count as exercise). No more than 2 toughness and 1 resistance to Maladies can be gained from this Talent at a time.

Spirit Virtue

Choose 2 of the Spirit Talents below

- **"Weavings: Phoenix's Flames"** After concentrating and touching a dead character for 5 minutes and calling "Magical Phoenix's Flames" the dead character comes back to life. If a character is not dead this spell can still be used (after 10 seconds instead of 5 minutes) and saying "Magical Phoenix's Flames" to bring them back to full health and wellness. However, the previously dead or dying character can't use any Talents for 10 minutes after being brought back and can only fight to defend themselves, not fight to wound others (this spell cannot be used as an offensive spell meant to intentionally disable). Characters can still use their Racial Abilities during the 10 minute recovery time.
- **"Medium"** Can sense the presence of invisible things including hidden doors and are the only people who can see and talk to the dead **unless** the spirit has a blue neckband or glow necklace which means everybody can see and hear them. People with Medium cannot see or reveal invisible things, simply sense they are somewhere nearby.
- **"Serene Form"** During any activity that involves tasks like jumping, climbing, traps, dodging (not combat) they may ignore a single failure by saying "Serene Form." Once used they must wait 10 minutes to use this Talent again.
- **"Silver Tongue"** After saying something they didn't mean to say they can "undo" what they **just** said by saying "Silver Tongue." Everybody must pretend like the character didn't say what was just before "Silver Tongue" being said. This can be used once every 10 minutes and is not a Mental effect.
- **"Storyteller"** Can weave a newly created spoken tale taking at least 5 minutes and at the end the character will receive cryptic visions of the past, present, and future. If other characters take part in the telling and extending of the same story, adding their own 3 minutes to the story, everybody who participated receives their own cryptic visions. This ability can only be used once every few hours at the **Guides'** discretion.

Additional Terms

- **"Hold!"** This means everybody stops **everything** they are doing until someone calls "3, 2, 1, Lay on!," the game is paused. Call a hold if any person are out-of-game hurt, someone drops their glasses in combat, or for any other reasons absolutely necessary to immediately stop the game.
- **"3, 2, 1, Lay on!"** Start or resume playing the game.
- **"Boffer"** A soft foam weapon that is safe to strike without hurting another person.
- **"Magical"** This effect is magical in nature.
- **"Medic!"** Someone is actually hurt and needs help, the game completely stops and everybody is silent except the people hurt and those helping them.
- **"Tagline"** The words used when using an in-game effect such as a magic spell or defensive ability.
- **"Flat"** The strike is not intended to harm, often assumed when sparing.

Boffer Weapons

Melee Weapons

Boffer weapon construction can be complicated and specifications vary dramatically from game to game. In essence boffer weapons are intended to be padded enough so they are non-painful when hitting another person.

It is suggested that starting players begin games with pool-noodle based weapons. These can be easily created with [Canoodle](#) sword handles and an off-the-shelf pool noodle. For more of a customizable weapon, it is suggested to use weapons built to the [AMTGARD](#) specification.

Nerf N-Force Swords, and similar off the shelf toys, are **not** suggested as they have minimal padding, sharp points, and firm cores.

Spell Packets

Constructing spell packets is simple and many can be made for under \$8 using cheap fabric, bird seed, and rubber bands. There are numerous detailed guildes online, but the only requirement is that rice is not used as it can absorb water, swell, and make the packets strike hard.

Licenses



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In short: This license lets others distribute, remix, tweak, and build upon this work, even commercially, as long as they credit the original creation.

Contributing

Writing, especially games writing, is a perilous task - especially when the writer is also the editor.

The writer thinks they see all of the components laid neatly on paper but often forgets the bits and pieces that reside only in their mind that fill in the glaring holes.

Worse, as a set of rules is tweaked, themes altered, or components swapped back and forth to attempt to create balance, not-so-subtle issues are inserted that the creator cannot see since they are the one who created the issue in the first place.

Any errors, rules weirdness, ability issues, missing/assumed knowledge can be resolved with a git pull request at https://github.com/campfield/mythre_larp. If you are not familiar with using git and github, please drop any suggested changes or updates to **mythreorg@gmail.com**.

I'd appreciate any changes that you think would improve this little project.

Settings

Eventually I plan on adding some very base settings to start games with, a description of a few nations and cultures to start from, some common types of "monsters," descriptions of mythical beings, and a map or two. Any contributions to this in terms of personal creativity would be appreciated.