

Boffer Rules

At the time of character creation, each player gets 24 points to buy skills with. They must also choose a class at this time: Warrior, Wizard, or Rogue. Warriors are good at Warrior skills, but learn Rogue skills slowly (2 x STUDY points), and Wizard skills very slowly (3 x STUDY points). Wizards are very good at learning spells, but learn and Rogue skills slowly (2 x STUDY points) and Warrior skills very slowly (3 x study points). Rogues are jacks-of-all-trades, learning Warrior skills and Wizard skills fairly well (2 x STUDY points) and Rogue skills exceptionally well (1 x STUDY, of course).

Everyman Skills

Skill	Study Cost	Game Function
First Aid ¹		Heals 1 pt after combat if started within 1 minute; takes 1 minute to complete
Trade	1	Can be learned multiple times; earns the character 5 cp per day per level; can represent any skill that could be used to make money; dancer, lumberjack, grave digger, etc.
Body	1	How many hits it takes to kill you. Base is 5.
Spirit	1	How many levels of spells or special abilities you can cast before you are out of magic or tired. Recovers 12 per hour, on the hour.

Warrior Skills

Warrior skills cost the following study points:

Skill	Study Cost	Game Function
Fist*	0	1 hit base damage
Club (any size)	0	1 hit base damage
Small Weapons (1'-2' long)	2	2 hits base damage
Medium Weapons (2'+ to 4' long)	3	3 hits base damage
Large Weapons (4'+ to 6' long)	4	4 hits base damage
Thrown Weapons	2	2 hits base damage (not melee)
Archery	3	3 hits base damage (not melee)
Shield	2	You can use a shield
Smithing	2	You can make and repair weapons, armor and shields; Can be learned multiple times
Advanced weapon skill	5	+1 damage will ALL proficient weapons; Can be learned multiple times.
Critical Strike	10	x 2 damage in melee for 1 strike; costs 10 spirit to use
Disarm	5	Opponent drops their weapon on a successful hit; costs 5 spirit to use
Trip	5	Opponent falls to the ground on a successful hit; costs 5 spirit to use

Anyone can pick up a weapon and parry with it or swing it; if unskilled, they only do one point of damage, regardless of how much it would normally do. This includes thrown weapons, but not archery, you can't use a bow at all without some training. Shields use also requires the skill; after all, warriors have to be of some use.

* A 'fist' is a 1' length of pipe insulation that is covered with duct tape. Advanced weapon skills add to damage.

Wizard skills

Skill	Study	Game Function
Scribe Scroll	2	You can scribe as many levels of spells as you have levels in scribe scrolls, every game day. Cost is 1 sp/level. You must know the spell to scribe it, and must know at least one spell of the correct element to cast it. Works just like a spell, but doesn't have a SPIRIT cost at the time of casting. You may trade in unused pts in this skill for 5cp each.
All spells	1	See the individual spell descriptions; cost is per level

Rogue Skills

Skill	Study	Game Function
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Pick Locks	4	Can try to pick locks; without the skill, you cannot even try
Disarm Traps	4	Can try to disarm traps; "
Backstab	5	Do x2 damage in melee from behind; costs 5 spirit to use.
Cosh	5	Knock out opponent from behind (for 5 minutes); "
Create Traps	2	Lets you make traps up to the level of your trap skill per day.
Evaluate treasure	2	Lets user evaluate items worth (they will have oog code)
Alchemy	2	Can be learned multiple times; lets you make potions and poisons up to the level of your alchemy skill per day. Cost is 1 sp per level for ingredients.

Potion	Level	Game Function
Damage Bonus	1/level	Each level does +1 damage on a weapon for 1 strike
Sleep Poison	15	Target struck falls asleep for 5 minutes
Paralyze	10	Target cannot move for 5 minutes, but is aware of what is going on around them.
Heal Damage	1	Heals 1 pt of damage to BODY
Strength	2/level	Target swings his weapon for +1 damage per level, for 1 minute
Stone Skin	2/level	Target has +1 BODY per level, for 1 hour

Combat

To do combat, you swing your boffer weapon (not very hard) and pop your opponent anywhere except the head or groin, or any hand wielding a weapon. At every swing, you must call out to your opponent the amount of damage you do before your first strike; this lets your opponent know if you have a magic or silver weapon, and how much damage you do. The different types of damage that can be called out are: Steel, Wood, Fist, Silver, Magic, Air, Earth, Fire, and Water..

The number of hits of damage you do in melee is equal to the base damage for the weapon + Advanced weapon skill bonuses + any magic or poison bonuses. For example, Joe the Warrior has Medium weapon skill, advanced weapon skill (3), and a magic +1 damage sword. His damage is equal to 3 (for the medium weapon) +3 (advanced weapon skill 3) + 1 (magic bonus) =7 per swing.

Taking damage is fairly simple. You can take as much damage as you have Body, and then you are dying. Spells and armor can add to your body score. When you are at 0 body (and you can never go to less than 0), you are dying, and have 1 minute to get first aid or healing. If you get first aid or healing, and your body is at 1 point or higher, you are OK and can act as normal. If you don't, you die and either have to get raised, or you have to go to game control and see what the Game Master wants to do with you.

If you pick up what you think is a magic weapon, but it has never been attuned to you, it doesn't work for you. Also, if you are unskilled with a particular weapon type, your base damage is only 1 point. For example, Joe the Warrior picks up what he thinks is a magic great sword (6' long, large weapon skill). He is unskilled in large weapons. His damage would be 1 (unskilled) +0 Magic (doesn't know how much damage it does) = 1. Advanced weapons skills don't add if you are unskilled in the basic weapon. He would call out "1 steel" every time he swung the sword.

Ranged weapons-thrown weapons and bows- do their base damage plus advanced weapons bonuses, plus magic or poison bonuses. You cannot do a Critical Strike or a Backstab with ranged weapons. You have to call out how much damage you do every time you attack with a ranged weapon. Ranged weapons can be blocked by shields or parried with melee weapons. To hit with a thrown weapon, you just throw the weapon and call out your damage. You can collect up your weapons at any time, and they are reusable. To hit with archery, you must do the following : draw an 'arrow' from your 'quiver', 'load' you bow (touch the 'arrow' to your bow), draw the 'arrow' to your ear, and call your damage as you throw your arrow. Arrows are little beanbags with a streamer at least 2' long attached to them. They are one use only, but they are cheap. After a battle, you can collect them up and put them in your 'used' bag (oog).

There is to be no wrestling, kicking, punching or etc. Also, hard swings will not be allowed either. Do I make myself clear? If at any time anyone is hurt or thinks someone is being unsafe, they should call out HOLD. At that time, everyone involved in the combat should stop what they are doing, and figure out what is the reason for the hold. When the problem is resolved, they should call '1, 2, 3, LAY ON!' To restart the fight.

Buying stuff

Money is metric; 1 pp = 10 gp = 100 sp = 1000 cp.

Weapons cost 1 gold piece per point of base damage they do, including bows. Arrows cost 1 silver piece each. Armor (yes, there is armor) costs 1 gold piece per point of damage it protects against, and acts like extra BODY, for every encounter. Leather armor is good for 4 pts, chain mail is good for 8 damage, and plate mail is good for 12 damage. Shields cost 4 gp. Other armor may have values in between these armors. It costs 1 silver piece per gp value to maintain armor, shields and weapons per game day, or they become damaged and unusable. (weapons do only 1 base damage, armor only counts as 4 pts less, shields are useless). Magic weapons and armor don't need to be maintained, they never lose effectiveness. These costs must be paid for every game day, unless your character did not use the item in question (left the plate armor at home) or was not in even 1 fight. Bows and thrown weapons have to be maintained if they were used to attack an opponent, or to parry with.

Characters with really excellent costumes will be awarded 2 more armor pts than they are really wearing; i.e., 0 pts (none) becomes 2, 4 pts (leather) becomes 6, etc. People are just so impressed with you that that their first swing has no oomph on it.

After the encounter, the character is assumed to regain his composure, readjust his straps, and Bingo! his armor is up to full value again. This takes one minute of in-game role-playing. An encounter lasts until all hostile characters are out of line of sight from each other for at least one minute.

If a character is out of money, take heart; clubs are free, as are 'fists'.

A club is a weapon of any length that only does 1 base point of damage, and you cannot use weapon proficiencies with it. (in game, it is a stick you picked up in the woods; however, these clubs must still be real boffer weapons.). If you have been using a 6' staff for four games now, and you want to pay for a real weapon (4gp) and the skill to use it, then it will become more effective. A fist is a 1' long piece of pipe insulation covered in duct tape; very similar to a thrown weapon. However, they should have a string connecting them to your wrist (so they can't be accidentally thrown). You can't parry with your fist, you take damage from any weapon that hits them.

All boffer weapons should be made from a pvc core, with pipe insulation and duct tape covering it. Short weapons (2' or less) can be made with a 1/2" or 3/4" pvc pipe, Medium weapons (4' or less) from 3/4" pvc pipe, and long weapons (6' or less) from a 1' pvc pipe. All weapons should have insulation padding at least 1/3 of their length, and each end should have a thrusting tip. Open cell foam can be used to decorate you weapon, but must still be covered in tape. The tip should have a 2" 'thrusting tip' on it so people don't get whacked by the pvc. They'll be inspected by the gm or the props master to make sure they are safe. Bows are the same, but are curved and can be used to parry with only, not for striking. Thrown weapons and fists should be made up of pipe insulation and open cell foam only, with no pvc core. Shields should have a pipe insulation edge to keep them from chewing up weapons.

Smithing: for every level of smithing skill, you can save 1 sp on the cost to create or maintain armor and weapons, up to half the cost to create the item, or the full cost to maintain it. This is for every game day (1x smithing skill for a 1 day game, 2x smithing skill for a weekend game). If these skills are not used by the end of the game, the character can be assumed to use them out of game to make 5 cp per skill not used.

Spells

Spells are divided into 10 levels. Spells cost 1 study to learn and 1 spirit to cast per level., base cost for a Wizard. Spells are divided into the 4 elements...Earth, Air, Fire & Water. A prerequisite for any spell is knowing at least one spell in the level below, which means that we'd have to come up with at least 10 spells of each element, or 40 spells total. And for variety, we should come up with 2 or 3 times that many, especially for lower level spells. The 10th level spell of each element I was going to reserve for raise dead; all four 10th level spells would be required for it to work.

Spells To cast a spell, you have to do the following:

- 1: Say the proper incantation, which consists of "I invoke the power of a (insert spell name here)".
- 2: Have enough Spirit to cast the spell. Nothing happens if you don't have enough.
- 3: Tag the target of your spell with a beanbag, just like an arrow except with no streamer. It does not have to be thrown, except for offensive use. These beanbags are out of game objects (OOG).
- 4: If the spell also does damage, you should call out the damage as you throw your beanbag.

Spells cannot be blocked with a shield or parried with a weapon, but must be dodged.

If the target of a spell does not know what the exact effects of spell are, they may call a 'Hold' and ask for clarification from the caster (who should know what the spell does).

Spells

Air

Level 1 Spin Wind Dart Repel

Spin: target Spins in place for 10 seconds, and cannot parry

Wind Dart : Target suffers from 2 pts of Air damage

Repel : Target cannot approach caster for 1 minute, but caster cannot push target away

Level 2 Bind Disarm Sweep

Bind : Target's arms are bound to their sides for 10 seconds

Disarm : Target must throw anything in game they have in their hands to the ground 10 feet away, and they cannot pick it up for 10 seconds

Sweep : Target is swept off his feet and cannot get up for 10 seconds.

Level 3 Lightning Bolt Whirlwind

Lightning Bolt : Target takes 6 pts of Air damage

Whirlwind : Caster is invulnerable to all arrows and thrown weapons for 1 minute

Level 4 Resist Air Steal Breath

Resist Air :Target is immune to the next Air spell that he chooses to resist, for the next hour; the caster can use this spell retroactively to resist a spell that has just hit him (within the last 10 seconds)

Steal Breath : Target takes 4 pts of damage and falls down, and cannot get up for 10 seconds.

Level 5 Twister

Twister : Target throws any in game held item 10 feet away; then spins in place for 10 seconds, then falls to the ground and cannot get up for 10 seconds (disarm, spin, and trip)

Earth

Level 1 Bark Skin * Might* Earth Dart

BarkSkin :Target has 2 extra body for the next hour, or until it is lost, whichever is first.

Might : Target swings weapons for 1 extra damage for the next 10 minutes.

Earth Dart : Target takes 2 pts of earth damage.

Level 2 EntangleGiant Strength*

Entangle : Target cannot move his feet for 10 seconds

Giant Strength : Target swings weapons for 2 extra damage for the next 10 minutes.

Level 3 Stone Skin* Mend Flesh

Stone Skin :Target has 6 extra body for the next hour, or until it is lost, whichever is first

Mend Flesh : Target is healed of 6 pts of damage, as well as curing a Crippled Limb.

Level 4 Resist Earth Cripple Limb

Resist Earth : Target is immune to the next Earth spell that he chooses to resist, for the next hour; the caster can use this spell retroactively to resist a spell that has just hit him (within the last 10 seconds).

Cripple Limb : Target takes 4 pts of damage directly to his body, and whichever limb specified is crippled for the next hour, unless healed.

Level 5 Iron Skin*

Iron Skin : Target has 10 extra body for the next hour, or until it is lost.

Fire

Level 1 Fire Dart Light Flame Blade

Fire Dart :Target suffers from 2 pts of Fire damage

Light : Caster can create a magic light (which should be represented by a glowstick or a area light) that will last until the next dawn (or until it really runs out; must have a prop for this spell)

Flame Blade : target can swing weapons for 1 extra Fire damage for the next minute

Level 2 Heat Weapon Purifying Flame Flash

Heat Weapons : Target must throw anything in game they have in their hands to the ground 10 feet away, and they cannot pick it up for 10 seconds OR they suffer 4 pts of damage.

Purifying Flame : Target is healed of 4 pts of damage, as well as curing any diseases.

Flash : Target is blinded for 10 seconds (must cover their eyes with their hands)

Level 3

Fire Bolt

Fire Shield

Fire Bolt : Target suffers from 6 pts of Fire damage

Fire Shield : Target is protected by a fire shield for the next minute; anyone striking them in HTH combat takes 3 pts of fire damage

Level 4

Resist Fire

Searing Pain

Resist Fire : Target is immune to the next Fire spell that he chooses to resist, for the next hour; the caster can use this spell retroactively to resist a spell that has just hit him (within the last 10 seconds)

Searing Pain : Target takes 4 pts of damage directly to their body, and falls down in pain and cannot get up for 10 seconds.

Level 5

Fire Spear

Fire Spear : Target suffers from 10 pts of Fire damage

Water

Level 1

Ice Dart

Light

Ice Blade

Ice Dart : Target suffers from 2 pts of Water damage

Light : Caster can create a magic light (which should be represented by a glowstick or a area light) that will last until the next dawn (or until it really runs out; must have a prop for this spell)

Ice Blade : target can swing weapons for 1 extra Water damage for the next minute

Level 2

Ice Armor

Ice Patch

Ice Armor : Target has 4 extra body for the next hour, or until it is lost, whichever is first

Ice Patch: Target is slips and falls down and cannot get up for 10 seconds.

Level 3

Ice Bolt

Purify Blood

Ice Bolt : Target suffers from 6 pts of Water damage

Purify Blood : Target is healed of 6 pts of damage, as well as curing any poison on the target.

Level 4

Resist Water

Poison

Resist Water : Target is immune to the next Water spell that he chooses to resist, for the next hour; the caster can use this spell retroactively to resist a spell that has just hit him (within the last 10 seconds)

Poison : Target takes 2 pts of damage directly to their body, and continues to take 2 pt every hour until for 8 hours, or until they receive a purify blood

Level 5

Drown

Drown : Target takes 5 damage directly to their body, and drops all held items, and falls down and cannot get up for 10 seconds (5 pts, disarm , and sweep).