



Code of Conduct

Being part of this community we require the pursuit of a harmonious and fulfilling relationship with each other. We strive to create a space where all are welcome and can enjoy a similar hobby.

Any who is believed to violate these rules may be sanctioned or expelled from events and other platforms under The Faeble at the discretion of the organizers.

Denizens of Allegoria are expected to act according to the behavior the gods and monarchs would smile upon. Thus we impose upon such expectations to be upheld at all times within these realms:

1. Speak in the manner befitting of an upstanding denizen
2. Respect all that is living and all that belongs to others
3. Actively participate and enjoy oneself during events and other activities available
4. Always be considerate of others

Thus we strictly do not condone the following behaviors:

1. Speech that would cause a person to fear for their belongings or safety
2. Any form of derogatory speech or actions. This includes but is not limited to discrimination regarding gender identity, sexual orientation, age, disability, race, or religion.
3. Harassment of any degree whether it be in our online platforms or within event grounds
4. Overtly sexual language or actions that can cause discomfort among others
5. Theft or willful destruction of belongings

We encourage roleplay in all aspects of our events but we remind everyone not to get carried away. Be guided by the following:

1. Roleplay responsibly
2. "That's what my character would do" is not an excuse to misbehave or act without consideration for others
3. Practice "Yes, and?" when roleplaying with other people. You can decide how to respond to other people roleplaying with you by choosing an action that corresponds to "yes, and?". Actions that denote "yes, but" or a straight "no" are heavily discouraged. This fosters a good roleplaying relationship with everyone in the community

THE SAFE WORD IS: GRAMMARCY

All staff and participants are expected to respect and respond to the safe word strictly. All forms of play and activities will be halted towards anyone who uses the safe word. They will be escorted to a safer environment afterwards. Anyone who does not practice the safe word policy will be sanctioned with possible grounds of a ban from all events held by The Faeble

All those engaged in combat are expected to behave as knights would. Participating in combat events requires the following:

1. Be a good sport. We will not condone unsportsmanlike conduct
2. All decisions by wardens are final. While we allow requests for consideration, any further argument against our wardens will not be condoned
3. Participants are responsible for their weapons. Members of The Faeble and its staff will not be held liable for any breakage or loss. If a participant's weapon is found unfit for use, they will not be allowed to participate in it.
4. All weapons used in combat LARP must follow the standard weapon guide. Any weapon found unfit for use will not be allowed.
5. When in doubt, play fair

Reporting an Incident

If you witness or are experiencing an incident that violates our code of conduct or makes the environment unsafe, please immediately report this violation so we may conduct sanctions befitting the offense.

1. Approach a Faeble staff. All staff are authorized to escalate reports of any kind
2. You may send us a report with the subject line "Report: [event name] [incident title]" to our email: moon@the-faeble.com
3. Send us a Facebook message on our page www.facebook.com/thefaeble
4. If you'd like to report anonymously, use this google forms to submit a report: <https://forms.gle/udpv6ChHu4TCTUCf8>

Rest assured your report will remain anonymous and will be addressed promptly by The Faeble team

The Faeble Canon

Official stories that are considered "canon" or true in the world of Allegoria will be posted and announced in official Faeble platforms only. You may use these resources to guide your character's story. The sky is the limit for what your character may have done and represented but we have a restrictions to stay true to the Faeble canon

Players and attendees are not allowed the following in the construction of their character and their backstories:

1. Claiming absolute titles
 - Using descriptors such as "best" or "most"
 - Titles of Baron or higher (you may choose to be a Lord or Lady but to climb the rank you must become official)
2. Having high positions with deciding power
 - Becoming the "head" of an organization that has significant political power
3. Being directly related to official characters

4. "Isekai" or any origin that is not native to Allegoria
5. Having magic or power that can be considered "god-like"
6. Having a skill or power that has an area of effect bigger than that of a town

There are ways to incorporate these concepts into your character's story but they must be earned and made official by the storytellers.

Players and attendees that do not follow these rules will have their character become invalid thus the material shares within The Faeble platforms will be removed and prohibited

Photo/Video Disclaimer

- During our events, we typically have photographers or videographers capturing the activities. By attending, you consent to being photographed, videotaped, or recorded.
- The Faebles reserves the right to use any media captured at our events without the express written permission of those depicted. This includes but is not limited to usage in publications, promotional materials, websites, and other media produced or contracted by The Faeble
- While we strive to respect individuals' preferences for privacy, please communicate directly with our photographers or videographers if you prefer not to be included in any media coverage.

LARP Combat Guidelines

Hit Locations

Players may strike these locations on an enemy's body to inflict a wound. If a limb is wounded, the player must render it useless.

Arm

- A limb, specifically from just below the outside point of the shoulder to the tips of the finger
- However, a hand wielding a weapon or a shield will not be considered wounded if struck below the wrist. This will be treated as if the strike had struck the weapon instead.
- A wounded arm is rendered useless, therefore it may not wield a weapon, cast a spell, or be used to carry any object. It must be kept behind the player for the duration of their participation.
- A wounded arm placed behind a player will count towards being part of the torso

Leg

- A limb, specifically from just below the buttocks, or the hips in front, down to the foot
- However, a foot placed firmly on the ground will not be considered wounded if struck below the ankle

- A wounded leg may not touch the ground and the player must utilize their knee instead. If this wounded leg is placed on the ground, it will count towards being part of the torso

Torso

- Everything that isn't a limb
- Includes the hip, shoulders, and collarbone
- A torso cannot be wounded as a clear hit on the torso will result in defeat.

Invalid Hit Locations

Any hit made at these locations is considered invalid and players may face repercussions

Head

- Any strike with clear intent of a head hit will result in the player's defeat.
- Accidental head hits may occur and wardens have the final say on whether the hit is to be sanctioned
- Multiple occurrences of head hits may result in players becoming barred from participating

Neck

- Any strike with clear intent of a neck hit will result in the player's defeat
- Accidental neck hits may occur and wardens have the final say on whether the hit is to be sanctioned
- Multiple occurrences of neck hits may result in players becoming barred from participating

Groin

- Any strike with clear intent of a groin hit will result in the player's defeat
- Accidental groin hits may occur and wardens have the final say on whether the hit is to be sanctioned
- Multiple occurrences of groin hits may result in players being barred from participating

Players suffering from these hits may be escorted out of the activity to recover.

Clear Hit

A clear hit is a strike a player makes that can result in a wound or defeat of another player

Bladed weapons

- Slash - strike made by the weapon's bladed part that stops on or is deflected off the enemy
- Stab - strike by the weapon's tip that stops on or is deflected off the enemy

Blunt weapons

- Strike must be dealt with enough force stronger than a bladed weapon would need

Ranged Weapons

- Any point of the weapon that makes contact on a hit location is considered a clear hit

Invalid hits

1. Grazes - slashes that are made with the flat side of a weapon or do not stop on or are deflected off the enemy
2. Draw cuts - stabs that fail to strike with the tip and simply slide against the enemy
3. Pushes - attacks that are pushed into or slide towards an enemy after the initial attack has already been parried or deflected
4. Unintentional - contacts that did not have the intent or purpose of attacking
5. Clothing hits - attacks that hit the clothing and not the flesh of the enemy
6. Pummel strike - will not result in a wound nor the defeat of an enemy

Contact

Combat LARP is an activity full of contact. To keep the safety of all players, adhere to the following guidelines to which points of contact are allowed and not allowed. Considering this is a contact sport, some amount of incidental contact is expected but repeated violation may result in sanctions

Allowed:

1. Weapon to Weapon
2. Weapon to Hit Location
3. Body to Weapon (subject to valid hits)
4. Weapon to Shield
5. Shield to Weapon
6. Shield to Shield (only as long as the wielders can remain unmoved)

Not Allowed:

1. Body to Body
2. Body to Shield
3. Pushing or any form of force exerted to displace an enemy
4. Shield Bash
5. Forcing an enemy's weapon on them

Defeat

Any two limb wounds or a singular torso wound will result in the defeat of a player.

1. Defeated players must vacate the premises immediately and return to their respective starting points
2. They may not speak or interact with other in-game players or the game mechanics in any way, shape, or form
3. They must move in a way that does not obstruct the current play
4. They may retrieve their equipment from the field but must not interfere with the current play

Combat Etiquette

1. Roleplay! Don't forget to roleplay even when in battle. This makes the experience more enjoyable for everyone
2. Trashtalk with taste. Keep it in character and don't push it
3. Do not handle equipment that is not yours. This avoids accidentally breaking other's property
4. All forms of combat must happen under the watchful eye of a warden. Any combat that occurs outside of the declared activity will be sanctioned
5. Getting too real? Take a break if emotions are high and it's not roleplay anymore. Be responsible and return to the activity once you are ready to continue.
6. Do not be afraid to point out any concerns you spot. Inform a nearby warden or Faeble staff to address these concerns
7. Inform our staff of any possible injuries that have been inflicted on you. If another player has been injured, move promptly away. Do not attempt to stop play and let the wardens handle them. Players must refrain from treating injured players.
8. Always listen to wardens. Respect your wardens as their decisions are absolute
9. Honesty System - combat is fast-paced, therefore some shots may be lost to the warden's eye. We are confident we can foster a community under this honor system.
 - a. Be honest with calling your hits
 - i. When you are defeated, announce it immediately and clearly to avoid being struck again. Lower your head and put up a hand to indicate that you are out of play
 - ii. If you are unsure if the shot is good enough, take the hit. Only hits that are clearly invalid should be treated as such. If you have to think about it, then it's probably a hit
 - iii. Communicate with your opponent if you must. When in doubt, play fair. If you are asked for your current wound status you must clearly announce it
 - iv. Only call your own hits, not someone else's, that's the warden's job.
 - v. If you are not satisfied with a player not taking a hit, call the attention of a warden
 - vi. If your opponent takes a hit that you believe is invalid, tell them
 - vii. In the event of a head, neck, or groin hit, allow your opponent a brief period to recover before returning to the battle