



# HOW TO NPC

## The Basics

This reference will get you started. **You don't need to memorize the rules**, just the stuff below. Learning more of the rulebook is how you access the deeper game. For now it's more important to access the basics.

### 1. Know Your Larp Basics:

#### Caution

If you see someone moving into a dangerous situation call 'caution' and move the scene over to safety.



#### Clarify

Put a hand on your head, point to the person, state 'clarify', and ask your question. Work it out quickly.

#### Fake It 'Til You Make It

Do your best, have fun, learn as you go.

#### Hold

This is used for safety reasons, for example if someone is hurt. Call 'hold' then kneel as possible.



### 2. Hang Out

Every boffer larp has a place for NPCs to hang out. Get comfy. Have a drink and snacks.

While there you'll see a bunch of people nearby making a game happen, and you can join in wherever you see an opportunity to contribute. They will often ask if anyone can help play monsters, with costuming or makeup, play different characters, make something up, set up a module (mod), do something artistic, or any number of things.

### 3. Combat

Monsters are built differently than PCs. In the Monster Manual you will want to use the 'New To This' choice until you are comfortable playing that monster type.

- a. Read the 'Drop' section of the monster. These can vary a bit, even for new NPCs.
- b. If someone swings or shoots at you and you get hit, that part of you takes a *wound*. If the same part gets hit again, it's *broken*. If it gets hit a third time, it's *destroyed*.
- c. If someone says something as they swing or shoot, that's a *call*. If you get hit with a call and don't have a defense for calls, do what they said for 1 minute. The exceptions are damage and immediate things, like a 'break' or 'disarm' call – those just happen instantly.

### 4. Bleedout

There are only a few types of monster bleedout, and you only need to know one of them at first:

- a. Crunchy Bleedout: when Dropped, take a moment to die, then fall to the ground (or hunch). Pause a second to reflect on the monstrous life you've just led. Then stand up, put your hand on your head to show you are Out Of Game (OOG), walk to where monsters are respawning, and respawn.
- b. IF YOU DON'T HAVE RESPAWNS LEFT: instead of respawning place your mask (if you have one) in an obvious spot where PCs can see it and head back to monster camp.



### 5. Information

Your character or monster only has the information you discuss with a Plot person. You can make stuff up, but please do so within the theme of the game and the bounds of the part as discussed with Plot.

### 6. Learn The Rest As You Go.