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INTRODUCTION

Welcome to an exciting new aspect of role-playing games: LIVE-ACTION! The **INTERNATIONAL FANTASY GAMING SOCIETY (IFGS)** is an organization dedicated to producing and playing fantasy live-action games.

The IFGS runs games where instead of rolling dice to determine if you have struck that smelly orc, you actually swing and connect with a safe, foam-padded "sword". No longer is your character limited by what the game says your "movement rate" is. You can run as fast as your feet can take you. Checking for surprise? There's nothing like the rush (and maybe fear) of having a band of ogres jump from the bushes when you REALLY didn't know that they were there. You want to pick a lock? We use a representation that requires a good deal of manual coordination.

An IFGS game is similar to improvisational theater, where some actors (the Non-Player Characters) set the

scenes, and the players make their way from scene to scene playing their roles as they have designed them. There are challenges of all sorts, be they battles, riddles, physical obstacles or treacherous dealings. All of this is carried out in a fantasy medieval setting, with sword play, spell casting, and the occasional dragon or damsel in distress.

Teams of players have at times encountered an army of over 50 creatures, a 4,500 square foot maze, or a 35-foot long dragon with a 30-foot wingspan. Games have been run over several days, or in the darkness of night. Games are run in both indoor and outdoor settings, and typically involve over 50 participants, but have been known to include over 200.

QUICK PLAY RULES

The IFGS rules are nearly 200 pages long, and contain over 200 spells, special abilities, and skills. They allow for all kinds of fantasy interactions, including powerful divinations, archery, poisons, and exotic weapons.

Nonetheless, we don't want to make people have to buy our rulebook just to check us out. That's why we have the Quick Play Rules. These rules are a severely chopped down version of the rules, which are just enough to get you ready to play your first game as a 1st level adventurer. By no means are these rules complete. They are just meant to give you a taste of what we think is one of the best opportunities for action, role-playing and great gaming!

If you are interested in more of what the IFGS has to offer, please feel free to purchase one of our rulebooks. You won't be sorry!

CONTACTING THE IFGS

There are numerous ways that you can get more information about the IFGS and IFGS games.

National Mailing Address and Phone Number:

IFGS
P.O. Box 3577
Boulder, CO 80307-3577

We can also be contacted on the Internet.

National IFGS Web Page & email

www.ifgs.org
clerk@ifgs.org

STARTING A CHARACTER

Starting a character in the IFGS is very easy. You only need to pick from one of eight classes of character:

- **Clerics** are representatives of the gods, and are specialists in healing and protection.
- The heralds of nature, **Druids**, are skilled in elemental magic, healing, and nature's ways.
- **Fighters** are stalwart warriors, skilled especially in hand-to-hand combat.
- Valor and strength are the hallmarks of **Knights**.
- **Mages** are unequaled in their command of the arcane.
- Meditation and self-control are specialized by **Monks**.
- The best archers become **Rangers**, who also are talented in survival and wilderness skills.
- Nothing beats a **Thief** for dealing with locks, poisons, or perhaps silently eliminating a guard.

Once you have chosen your class, you should pick a name and design a background for your character. It's not important to have a detailed personality for your character at the start, but it helps to have a few ideas about who your character is before you play. Is your character an honorable wizard who was raised in a lawful and righteous noble family? Perhaps your druid doesn't think like everybody else, coming from a non-human race, and having a non-human perspective on life.

RULES

The following is a basic rundown on how we simulate magic, sword fighting, and the other things you need to play in your first game

LIFE POINTS

Each character in an IFGS game has a certain number of "life points", which represent the amount of damage that the character can sustain. This concept is

identical to the “hit points” used in many other games. When a character takes damage, their life points are reduced. If a character takes more damage than their total to unconsciousness, then the character is knocked unconscious. If they take additional damage which pushes them past their total for death, then the character is dead.

In addition, characters have life points in each limb. If damage done to a limb exhausts the points in that limb, then that limb is disabled. A disabled arm must drop a weapon it is holding, and cannot be used. A disabled leg cannot have weight put on it, and the character may not longer run. If both legs are disabled, the player should kneel.

HEALING

Characters that are not dead can be healed. There are numerous spells and abilities which can heal damage. In addition, each character can have their wounds bound up to twice per day. Each “binding” heals one point of damage.

WEAPONS

The IFGS uses safe, lightweight, padded simulacrum of fantasy weapons, such as staves, axes, and swords. It is very likely that these weapons will be provided for your use in your first game.

Fighting with these weapons is very much like you would expect. You make jabs, feints, and blocks just like you have seen in movies. You attempt to strike legal areas, and when you do so, call out the damage inflicted by the blow. If the blow is dodged or blocked, then no damage is dealt, so you need to fight with skill and precision to defeat your foes (especially before they hit you instead!)

It is very important to fight in a controlled and safe manner. Although these weapons are padded, they can still cause injury if you strike too hard, or strike your opponent in an illegal area. **At no time is it allowed to strike the head, neck or groin of your opponent.** If you do so, immediately stop, and make sure that your opponent is okay. No damage is ever dealt from accidental blows to the head, neck or groin. To prevent these illegal blows, or blows that are too hard, it helps to fight in a controlled and calm fashion.

ARMOR

Many characters can wear suits of armor. If a character can wear leather armor, they start their first game with a suit of leather armor. There are two other types of armor available. Chainmail armor provides two points of armor, while platemail provides three points of protection. In addition, some spells will provide additional armor protection to a character.

Suits of armor are represented by a patch of colored felt worn on the torso of a character. Brown stands for leather, a blue patch is used for chainmail, and platemail is represented by a red patch.

The armor of a character deducts from every instance that they are damaged. For example, Thalia the Red is a Fighter, and she is wearing her leather armor, which provides her with a point of armor. A friendly Cleric has cast an *Enhance (Protection +1)* spell on her, so she has a total of 2 points of armor. When a menacing orc strikes her with a sword for 5 points of damage, she only takes 3 points of damage (5 points of damage - 2 points of armor = 3 life points lost).

MAGIC

Three of the classes (Mage, Cleric and Druid) are capable of casting magical spells. In order to cast a spell, the player must do the following:

- Keep your feet planted, and have the use of both arms.
- Make an incantation for six seconds.
- Not take any damage during the incantation.
- Spend the required spell points
- Call out the spell effect and the targets (example: “Dead Eye, 4 points, Blue”)

Typically you can announce who is targeted with a spell by calling out the color of their costume, but it is also useful to point at the target.

ABILITIES

Abilities work very similar to spells. The player must concentrate for six seconds, expend the appropriate points and then call out the ability used. If the player takes damage while using an ability, they must start over.



CLERIC

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

Damage: 2
(with any thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

Armor: 1 (leather armor)
(can wear chainmail armor or use a shield)

Spell Points: 16 per day

Detect Evil or Good

Cost: Free, unlimited uses
Duration: 30 seconds
Enables the cleric to detect evil or good emanations in a path 3' wide by 10' long.

Detect Undead

Cost: 1 Spell Point
Duration: 5 minutes
This spell lets the cleric detect undead creatures in a path 10' wide by 30' long.

Enhance

Cost: 1 Spell Point
Duration: One Combat
This spell give either +1 Armor or +1 Damage to up to 10 people.

Haven

Cost: 1 Spell Point
Duration: 5 minutes
The recipient of this spell cannot make attacks, but also cannot be attacked by 1st level creatures. It requires a

yellow flag

Heal

Cost: 1 or 2 Spell Points
Duration: Instant
This spell heals 2 points of damage for each spell point expended.

Religion Lore

Cost: 1 Spell Point
Duration: Instant
The Cleric can learn the tenets and nature of a religion.

Repulse Evil or Good

Cost: 1 Spell Point
Duration: 5 minutes
The recipient of this spell cannot be approached within six feet by an evil (or good if the cleric chooses) creature of 1st level. It requires a yellow flag.

Reveal Magic

Cost: 1 Spell Point
Duration: 5 minutes
This spell lets the cleric detect magic emanations in a path 10' wide by 30' long.

Simon's Spell

Cost: 1 Spell Point
Duration: 5 minutes
The target of this spell must obey a one word command.

Turn Undead

Cost: Free, unlimited uses
Duration: 1 minute
Two undead creatures of 1st level are forced to retreat.



RUID

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

Damage: 2
(with any non-metal thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

Armor: 1 (leather armor)
(can use a non-metal shield)

Spell Points: 16 per day

Animal Pact

Cost: No Cost, can only be performed once
Duration: Permanent

The Druid and his group will not be harmed by one group of animals (avians, bears, canines, felines, reptiles, or rodents). However, this Pact is lost if the Druid ever harms a member of the Pact.

Animal Tamer

Cost: 1 Spell Point
Duration: 10 minutes

The target animal will not harm the Druid's party.

Burn Out

Cost: 1 Spell Point
Duration: Instant

A single fire of up to campfire size is extinguished.

Camp Fire

Cost: 1 Spell Point
Duration: 5 minutes
Creates a magical campfire.

Celtic Fist

Cost: 1 Spell Point
Duration: One Combat
This spell makes one weapon a +1 magic weapon.

Clinging Vine

Cost: 1 Spell Point
Duration: 5 minutes

All 1st level creatures within a 5' radius of the center of this spell are entangled by vines and roots, and held fast.

Faery Lights

Cost: 1 Spell Point
Duration: 5 minutes

Generates a light which is identical to a flashlight.

Heal

Cost: 1 or 2 Spell Points
Duration: Instant

This spell heals 2 points of damage for each spell point expended.

Heal and Speak w/ Plants & Animals

Cost: Free, unlimited uses
Duration: Instant

The Druid can heal plants and animals of any injury. The Druid can also speak with and understand plants and animals.

Identify Plants & Animals & Pure Water

Cost: Free, unlimited uses
Duration: Instant

The Druid can identify plant and animals, and can determine if water is pure.

Reveal Magic

Cost: 1 Spell Point
Duration: 5 minutes

This spell lets the druid detect magic emanations in a path 10' wide by 30' long.

Spring Water

Cost: 1 Spell Point
Duration: Permanent

This spell purifies 5 gallons of water.



FIGHTER

Life Points: 3 Each Limb
10 to Unconsciousness
18 to Death

Damage: 4
(with any hand-held weapon)
3
(with any thrown or missile weapon)

Armor: 1 (leather armor)
(can wear any armor or use a shield)

Battle Fever

Uses: One use per day
Duration: One Combat

This skill gives the fighter +4 Life Points to unconsciousness and death.

Gauge Weapons & Armor

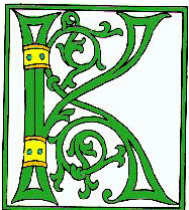
Uses: Unlimited
Duration: Instant

The fighter can determine the quality of weapons and armor.

Gauge Opponent

Uses: One use per day
Duration: Instant

The fighter can determine the melee damage or the armor of one creature.



KNIGHT

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

Damage: 3
(with any thrown, hand-held or missile weapon)

Armor: 1 (leather armor)
(can wear any armor or use a shield)

Courage Points: 12 per day

Heal

Cost: 1 Courage Point
Duration: Instant
This ability heals 2 points of damage.

Heraldic Lore

Cost: 1 Courage Point
Duration: Instant

The knight can identify the heraldic symbols of another knight's orders.

Immunity to Disease

Cost: Free, always in effect
The knight is immune to non-magical diseases.

Strength I

Cost: 1 Courage Point
Duration: One Combat

The knight has double human strength for the purposes of lifting, breaking and pushing, and is considered to be 2nd level against the Clinging Vine spell.



AGE

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

Damage: 2
(with any thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

Armor: 0 (none)
(cannot wear any armor or use a shield)

Spell Points: 20 per day

Branding

Cost: 1 Spell Point
Duration: Instant
Inflicts one point of damage to a creature.

Crash Time

Cost: 1 Spell Point
Duration: 5 minutes
All 1st level creatures within a 5' radius of the center of this spell are put to sleep.

Dead Eye

Cost: 1 or 2 Spell Points
Duration: Instant
This spell inflicts 2 points of damage per spell point expended on one creature.

Defense

Cost: 1 Spell Point
Duration: One Combat
Gives the Mage +1 Armor, and requires a blue flag.

Detect Magic

Cost: Free, unlimited uses
Duration: 30 seconds
The Mage can detect magical emanations in a path 3' wide by 10' long.

Electrify

Cost: 1 Spell Point
Duration: Until used
Generates 6 points of electrical damage, which is discharged through the mage's weapon. This spell requires a red flag.

Enthrall

Cost: 1 Spell Point
Duration: 5 minutes
A target of 1st level will consider the Mage to be a trusted ally.

Lock

Cost: 1 Spell Point
Duration: Permanent
A lock is magically sealed by this spell.

Mend

Cost: 1 Spell Point
Duration: Permanent
A broken object is fixed by this spell.

Read Language

Cost: 1 Spell Point
Duration: 5 minutes
The Mage can use this spell to read an unknown language.

Reveal Magic

Cost: 1 Spell Point
Duration: 5 minutes
This spell lets the mage detect magic emanations in a path 10' wide by 30' long.

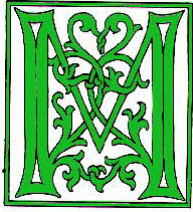
Savvy

Cost: 1 Spell Point
Duration: Instant
Determines a single property of a magical item.

Speak Easy

Cost: 1 Spell Point
Duration: 5 minutes
The mage can speak and understand an unknown

language.



MONK

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

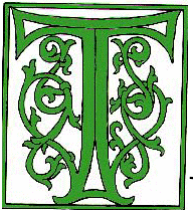
Damage: 2
(with any thrown, hand-held, or missile weapon)
(cannot use longsword or great axe)

Armor: 0 (none)
(cannot wear any armor or use a shield)

Monk Points: 16 per day

Blocking

Cost: 1 Monk Point
Duration: One Combat
Gives the monk +1 Armor.



THIEF

Life Points: 3 Each Limb
8 to Unconsciousness
16 to Death

Damage: 2
(with any thrown, hand-held or missile weapon)
(cannot use longsword or great axe)

Armor: 1 (leather armor)
(cannot wear any other armor or use a shield)

Backstab

Uses: Unlimited
The thief can inflict 3 points of damage when attacking from behind.

Heal Self

Cost: 1 Monk Point
Duration: Instant
Heals 2 points of damage on the monk only.

Legend Lore

Cost: 1 Monk Point
Duration: Instant
The Monk learns any legends, myths, and history about a single object.

Timing

Cost: Free, unlimited uses
Duration: up to one hour
The Monk can determine how much time has passed.

Detect Poison

Uses: Unlimited
The thief can detect and identify poisons.

Gauge Value of Treasure

Uses: Unlimited
The thief can determine the monetary value of objects.

Hearing

Uses: One use per day
The thief can overhear conversation up to 30' away, and hear faint noises through walls and doors.

Pick Locks

Uses: Unlimited

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The thief can use a “lockpick” to pick locks.



ANGER

Life Points:	3 Each Limb 8 to Unconsciousness 16 to Death
Damage:	3 (with any thrown or hand-held weapon) 4 (with a bow or crossbow)
Armor:	1 (leather armor) (can wear chainmail armor or use a shield)
Ranger Points:	12 per day

Find Water

Cost: 1 Ranger Point
Duration: Instant
The Ranger can determine the direction to the nearest source of water.

Gather Food

Cost: 1 Ranger Point
Duration: Instant
The Ranger can gather enough food to feed ten people.

Gauge Missile Weapons

Cost: Free, unlimited uses
Duration: Instant
The Ranger can determine the quality of missile weapons.

Healing Potion

Cost: 1 Ranger Point
Duration: 10 minutes or until drunk
The Ranger can brew a potion that heals two points of damage when drunk.

Nature Lore

Cost: 1 Ranger Point
Duration: Instant
The Ranger can learn history, legends, and lore about a natural location, or event.

Speak w/ Animals

Cost: 1 Ranger Point
Duration: 10 minutes
This ability enables the Ranger to speak with animals.

Tie Knots

Cost: 1 Ranger Point
Duration: Special
The Ranger can tie a knot which cannot be untied by 1st level creatures.

Tracking

Cost: Free, unlimited uses
Duration: unlimited
The Ranger can follow faint, old, and obscured trails.