

Wet Behind the Ears

An IFGS Game By Joshua Imboden

A Light & Frothy 5-hour game for 5 characters levels 1-3, with 10 total levels. A Thief is recommended and a Ranger/Druid would be helpful. Due to this event occurring after Anime Fest, it is required for each LM to leave at least two slots available on their team for newbies until after the convention.

Background lore will be sent to the Loremasters to provide to their teams at their discretion.

Fighting: 6

Physical: 5

Mental: 6

Risk: 6

This is a game designed for more role-playing oriented characters. Although there will be no issue with bringing "hack and slash" characters as they will still be able to achieve all game objectives, players may find the game much more enjoyable to bring characters that prefer NPC interaction.

Date: September 13th at Cecil B. Winter Park in Garland. The first team is expected to start at around 10:00 am. Additional teams will be staggered in about 30-45 minute increments. Please show up at least one hour before your expected start time. NPCs, please show up no later than 9:00 am.

Game Fee: \$15 PC, \$5 NPC

Fate Point Option IS in Effect.

No other variant rules are in effect except for those specific to the game.

In-Game lore:

"An old friend of the Loremaster is requesting some help. She is trying to recover something valuable from the wreckage of an infamous pirate, but how to recover it since his ship now lies on the bottom of the sea? Whether you're an old veteran or a novice adventurer, you'll still be wet behind the ears by the time you're through!"

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