# TABLE OF CONTENTS

# 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 291 pages long, and contain over 250 spells, special abilities, and skills. They allow for all kinds of fantasy interactions, including powerful divinations, archery, poisons, and exotic weapons.

While the complete rules are amazingly fun, they take a while to learn. That's why we have these *Quick Play Rules*. This is a severely chopped down version of the rules which is just enough to get you ready to play your first game as a 1<sup>st</sup> 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 download our rulebook from the website. You won't be sorry!

## CONTACTING THE IFGS

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

National IFGS
   Website:       www.ifgs.org
   Contact email:  ifgs@aol.com
   Facebook:     IFGS

Dallas IFGS
   Website:       www.dallasifgs.org
   Contact email:  contact@dallasifgs.org
   Facebook:     DallasIFGS

Central Texas
   Website:       www.ctxifgs.org
   Contact email:  ctxifgs@gmail.com

Northern Alabama
   Facebook:     NAL IFGS

Ohio River Valley
   Facebook:     Ohio River Valley IFGS

## STARTING A CHARACTER

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

• **Clerics** are direct 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 an 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, and each "binding" heals one point of damage.

### WEAPONS

The IFGS uses safe, lightweight, padded simulacrums 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 various types of armor. If a character can wear leather armor, they start their first game with a suit of Leather armor. There are other types of armor available. Chainmail armor provides three points of armor, while Plate mail provides four points of protection. In addition, some spells will provide additional armor protection to a character. Any PC can wear Cloth armor, which provides one point of armor.

Suits of armor are represented by a patch of colored felt worn on the torso of a character. Green represents Cloth, Brown represents leather, a Blue patch is used for chainmail, and Plate mail is represented by a red patch.

The armor of a character reduces damage received from every attack. For example, Thalia the Red is a Fighter, and she is wearing her leather armor, which provides her with two points of armor. A friendly Cleric has cast an *Enhance (Protection* +1) spell on her, so she has a total of 3 points of armor. When a menacing Orc strikes her with a sword for 6 points of damage, she only takes 3 points of damage (6 points of damage - 3 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 one foot planted, take no more than one step, and have the use of both arms.
- Make an incantation for five seconds.
- Not take any damage during the incantation.
- Have the required spell points, and spend them
- 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 primary 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 five 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
                11 to Unconsciousness
                19 to Death

Damage:          1
(with any thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

Armor:           1 (cloth armor, 2 (leather armor),
(can wear chainmail armor, and can use a shield)

Spell Points: 25 per day

### Detect Evil or Neutral or Good
Cost:            Free, unlimited uses
Duration:        30 seconds
Range:           Self
Enables the cleric to detect either neutral, evil, or good emanations in a path 3' wide by 10' long. You must state which attribute is being checked.

### Identify Undead
Cost:            Free, unlimited uses
Duration:        Instantaneous
Area:            1 Target
Range:           30 feet
This spell tells the cleric what type of undead creature they are looking at.

### Turn Undead
Cost:            Free, unlimited uses
Duration:        1 Minute
Area:            2 Targets
Range:  30 feet
The Cleric can make undead creatures of their level or lower turn and walk away for one minute.

### Enhance Armor
Cost:            2 Spell Points
Duration:        One Combat
Range:           30 feet
This spell gives +1 to Armor for up to 10 people.

### Haven
Cost:            1 Spell Point
Duration:        5 minutes
Range:           1 inch
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
Range:           1 inch
This spell heals 2 points of damage for each spell point expended.

### Religion Lore
Cost:            1 Spell Point
Duration:        Instantaneous
Range:           Self
The Cleric can learn the tenets and nature of a religion.

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

### Reveal Magic
Cost:            1 Spell Point
Duration:        Instantaneous
Range:           Self
This spell lets the cleric detect all magic emanations in a half-circle with a 30' radius, 10' high.

### Reveal Supernatural Creatures
Cost:            1 Spell Point
Duration:        5 minutes
Range:           Self
This spell lets the cleric detect all supernatural creatures (undead, lycanthropes, demons, etc.) in a half-circle with a 30' radius, 10' high

### Simon's Spell
Cost:            1 Spell Point
Duration:        5 minutes
Range:           15 feet
The Cleric can issue a one-word command to a 1st level target, the creature must be able to understand the Cleric.

## DRUID

Life Points:     3   Each Limb
                 11 to Unconsciousness
                 19 to Death

Damage:          1
(with any non-metal thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

Armor:           1 (cloth armor) or 2 (leather armor)
(can use a non-metal shield)

Spell Points: 25 per day

### Animal Pact
Cost:            No Cost, can only be performed once
Duration:        Permanent
Range:           Self
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.

### Identify - Plants & Animals & Pure Water
Cost:            Free, unlimited uses
Duration:        Instantaneous
Range:           1 inch
The Druid can identify plant and animals, and can determine if water is pure.

### Heal and Speak With Plants & Animals
Cost:            Free, unlimited uses
Duration:        Instant
Range:           1 inch
The Druid can heal injured or diseased non-sentient plants and animals. The Druid can also speak with and understand plants and animals.

### Animal Tamer
Cost:            1 Spell Point
Duration:        10 minutes
Range:           30 feet
The target animal will not harm the Druid's party.

### Camp Fire
Cost:            1 Spell Point
Duration:        5 minutes
Range:           30 feet
Creates a magical campfire.

### Celtic Fist
Cost:            1 Spell Point
Duration:        One Combat
Range:           Touch
This spell makes one of the Druid's own weapons a +1 magic weapon.

### Clinging Vine
Cost:            1 Spell Point
Duration:        1 minute
Range:           15 feet
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:        30 minutes
Range:           Self
Generates a light which is identical to a flashlight.

### Heal
Cost:            1 Spell Point
Duration:        Instant
Range:           1 inch
This spell heals 2 points of damage.

### Reveal Magic
Cost:            1 Spell Point
Duration:        Instantaneous
Range:           Self
This spell lets the cleric detect magic emanations in a half-circle with a 30' radius, 10' high.

### Spring Water
Cost:            1 Spell Point
Duration:        Instantaneous
Range:           1 inch
This spell purifies 5 gallons of naturally polluted water. Does not affect poisoned or magically altered water.

## FIGHTER

Life Points:    3  Each Limb
                12 to Unconsciousness
                20 to Death

Damage:         3
(with any hand-held weapon)
                2
(with any thrown or missile weapon)

Armor:          1 (cloth armor), 2(leather armor),
(can wear any armor and can use a shield)

**Battle Fever**
Uses:           Two uses per day
Duration:       One Combat
Range:          Self
This skill gives the fighter +4 Life Points to
unconsciousness and death.

## NIGHT

Life Points:    3  Each Limb
                11 to Unconsciousness
                19 to Death
Damage:         2
(with any thrown, hand-held or missile weapon)

Armor:          1 (cloth armor), 2 (leather armor)
(can wear any armor and can use a shield)
Knights start with a +0 Magic weapon

Courage Points:  24 per day

**Heal**
Cost:           1 Courage Point
Duration:       Instant
Range:          1 inch
This ability heals 2 points of damage.

**Heraldic Lore**
Cost:           1 Courage Point
Duration:       Instant
Range:          Self
The knight can identify the heraldic
symbols of another knight's orders.

**Battlefield Lore**
Uses:           2
Duration:       Instantaneous
Range:          Self
The Fighter can read what happened by examining a
battlefield.

**Fighters Recovery**
Uses:           Heal self until 20 points healing used
Duration:       Game day or until used
Range:          Self
The Fighter can heal themselves in any increment up to
20 points of healing per day.

**Gauge Weapons & Armor**
Uses:           Unlimited
Duration:       Instant
Range:          Touch
The fighter can determine the quality of weapons and
armor. They must handle the weapon for 5 seconds.

**Gauge Opponent – Base Armour**
Uses:           2
Duration:       Instant
Range:          30 feet
The fighter can determine the base armor value of one
creature.

**Identify Supernatural Creature**
Cost:           1 Courage Point
Duration:       Instant
Range:          30 feet
This spell tells the cleric what type of supernatural
creature they are looking at up to 30' away.

**Immunity to Disease**
Cost:           Free, always in effect
Range:          Self
The knight is immune to non-magical diseases.

**Reveal Supernatural Creatures**
Cost:           1 Courage Point
Duration:       Instant
Range:          Self
This spell lets the cleric detect all supernatural creatures
(undead, lycanthropes, demons, etc.) in a half-circle
with a 30' radius, 10' high

**Strength I**
Cost:           1 Courage Point
Duration:       One Combat
Range:          Self
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.

International Fantasy Gaming Society

**M**AGE

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

Damage:  1
(with any thrown or hand-held weapon)
(cannot use bow, crossbow, longsword or great axe)

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

Spell Points: 35 per day

## Branding
Cost:  1 Spell Point
Duration:  Instantaneous
Range:  30 feet
Inflicts one point of damage to a creature, and marks that creature.

## Crash Time
Cost:  1 Spell Point
Duration:  5 minutes
Range:  15 feet
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:  Instantaneous
Range:  50 feet
This spell inflicts 2 points of damage per spell point expended on one creature.

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

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

## Electrify
Cost:  1 Spell Point
Duration:  Until used
Range:  Self
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
Range:  15 feet
Any 1st level target will consider the Mage to be a good friend and trusted ally.

## Lock / Unlock
Cost:  1 Spell Point
Duration:  Instantaneous
Range:  1 inch
A lock is magically sealed by this spell. A item that has been LOCKED at 1st level can also be UN-locked with this spell.

## Mend
Cost:  1 Spell Point
Duration:  Instantaneous
Range:  1 inch
A non-magical broken object is fixed by this spell.

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

## Reveal Magic
Cost:  1 Spell Point
Duration:  Instantaneous
Range:  30' radius, ½ circle, 10' high
This spell lets the mage detect all magic emanations in a half-circle 30' in radius, 10' high.

## Savvy
Cost:  1 Spell Point
Duration:  Instant
Range:  1 inch
Determines a single property of a magical item.

## Speak Easy
Cost:  1 Spell Point
Duration:  5 minutes
Range:  Self
The mage can speak and understand an unknown language.

## ONK

Life Points: 3 Each Limb
11 to Unconsciousness
19 to Death

Damage: 1
(with any thrown, hand-held, or missile weapon)
(cannot use longsword or great axe)

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

Monk Points: 25 per day

### Blocking
Cost: 1 Monk Point
Range: Self
Duration: One Combat
Gives the monk +1 to Armor.

## HIEF

Life Points: 3 Each Limb
11 to Unconsciousness
19 to Death

Melee Damage: 1
Thrown: 3
(with any thrown, hand-held or missile weapon)
(cannot use longsword or great axe)

Armor: 1 (cloth armor, 2 (leather armor)
(cannot wear any other armor or use a shield)

### Backstab
Uses: Free, unlimited uses
Range: Melee Strike
The thief can inflict 4 points of damage when attacking from behind and hitting the torso.

### Heal Self
Cost: 1 Monk Point
Duration: Instantaneous
Range: Self
Heals 2 points of damage on themselves only.

### Legend Lore
Cost: 1 Monk Point
Duration: Instantaneous
Range: Self
The Monk learns any legends, myths, and history about a single object.

### Sense Magic Item
Cost: Free
Duration: Instantaneous
Range: 1 inch
By holding their hand within 1" of an item and meditating for 5 seconds, the Monk can tell if an item is magical.

### Timing
Cost: Free, unlimited uses
Duration: up to one hour
Range: Self
The Monk can accurately determine how much time has passed for up to one hour.

### Gauge Value of Treasure
Uses: Free, unlimited uses
Range: 1 inch
The thief can determine the monetary value of non-magic objects.

### Hearing
Uses: 2
Range: 30 feet, or through a normal door/wall
The thief can overhear conversation up to 30' away and can hear through normal walls and doors.

### Pick Locks
Uses: 2 attempts per lock
Range: Touch
The thief can use a "lockpick" to pick locks.

### Sense Poison
Uses: Free, unlimited uses
Range: 1 inch
The thief can detect and identify poisons.

International Fantasy Gaming Society

RANGER

Life Points:
3   Each Limb
11 to Unconsciousness
19 to Death

Melee Damage: 2
(with any hand-held or thrown weapon)
3
(with a bow or crossbow)
5
(critical hit with a bow or crossbow)

Armor:          1 (cloth armor), 2 (leather armor)
(can wear chainmail armor and can use a shield)

Ranger Points: 24 per day

## Find Water
Cost:           1 Ranger Point
Duration:       10 minutes
Range:          Self
The Ranger can determine the direction to the nearest source of water.

## Gather Food
Cost:           1 Ranger Point
Duration:       10 minutes
Range:          Self
The Ranger can gather enough food to feed ten people.

## Gauge Non-Magical Missile Weapons
Cost:           Free, unlimited uses
Duration:       Instant
Range:          Touch
The Ranger can determine the quality of missile weapons, including the base damage of the weapon.

## Healing Potion
Cost:           1 Ranger Point
Duration:       Game day or until used
Range:          Touch
The Ranger can brew a potion that heals two points of damage when drunk.

## Identify Potion
Cost:           1 Ranger Point
Duration:       Instantaneous
Range:          1 inch
The Ranger can determine the type and strength of any non-magical potion after examining it for 5 seconds.

## Nature Lore
Cost:           1 Ranger Point
Duration:       Instantaneous
Range:          Self
The Ranger can learn history, legends, and lore about a natural location, person, animal, legend, or event.

## Provide Shelter
Cost:           1 Ranger Point
Duration:       10 minutes
Range:          1 stationary shelter
The Ranger can create a stationary dome that will shelter the team from strong winds or temperatures.

## Sense Potion Type
Cost:           1 Ranger Point
Duration:       Instantaneous
Range:          Self
The ranger can detect and identify the nature of the potion, and if it is poison.

## Speak With Animals
Cost:           1 Ranger Point
Duration:       10 minutes
Range:          Self
This ability enables the Ranger to speak with animals.

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