

# *DracanusLarp*

## *Gateway to Fantasy & Adventure*

The Combat Manual

V0.0.1



# Combat

## Introduction to Combat

This section is devoted to an important and integral part of Dracanus. Part of the LARP experience is combat with Fantastical creatures, deadly warriors, horrifying undead and a host of other things that want to cause your Character (you) harm. These skills will allow you to respond in kind to such threats.

Before we delve into the skills however let's focus on a few important matters beforehand.

## Combat Safety

First and foremost; Combat and fight sequences are merely simulations and you must go through our COMBAT SAFETY before you can engage in combat. Combat Safety will be done on an individual basis between you the player and one of the Dracanus Officers.

Combat Safety will start with:

1. The weapons you use will be inspected by the officer to ensure that they are safe to use, have no sharp or extremely hard parts that may cause harm either to yourself or others.  
Weapons MUST be checked regularly as overtime and use they are subject to wear and tear. Should we determine that a weapon is unsafe it can no longer be used in combat situations and you will have to replace it.
2. The second phase of combat will gauge your ability to fight safely and not cause any harm during the game to your opponents, after all this is a game and we don't want anyone to be unintentionally hurt. Regardless of your skills in a real world fight NO ONE will be exempted from Combat Safety UNLESS they will be playing a completely NON-COMBAT role.

Even before you get to sparring with one of our officers here are a few other important rules

**Strike Zones** – Aim for the body, arms and Legs, despite using foam boffer weapons, they can still hurt, Head and groin shots ARE NOT allowed.

**Baseball Batting** – This term relates to using more force than necessary to hit a target. Always try to use the lightest hit possible even when you're pretending to do a "Mighty Blow" slow it down use as little force as possible to make contact with your target.

**Machine Gunning** – this is the process of striking a target so quickly that there is little chance to even respond to the attack. When attacking you will be calling out the damage your weapon is inflicting, each strike must correspond with the call. (As an example you are attacking with a long sword which inflicts 8 metal damage with no further adjustments). You swing your sword at your target and call out "8 metal" before you swinging again.

## Dracanus Combat System

### Health and Defense

So the first thing you will need to know about is Health points (HP) and Defense Points (DP).

**Health Points** (HP) are the total amount of damage you can withstand before you die. These points are determined by your Characters Species and can be increased through a variety of means such as skills, and magic. Health points can be recovered in a variety of ways including Resting, Potions of Healing, Divine Miracles, Laying of Hands ability of Paladins.

**Defense Points** (DP) are the total amount of Armor you are wearing; the number determines the amount of Damage you can withstand before your HP is affected.

The totals for Health and Defense are kept separate as different things may not affect either for example, Bows ignore Armor hitting a Characters HP directly, and Some Acids affect Armor without harming flesh. Healing Spells and potions return HP, whereas Armor must be repaired in order to restore DP.

**Damage (DMG)** – Damage is the amount of points that an attack causes. Every weapon does a base amount of Damage which is subtracted from DP and or HP.

When attacking with most weapons Damage will be done first to DP. The goal is to reduce it to 0 so that you can start depleting an opponent of their HP.

## Death

When your character reaches 0HP they are not dead they are incapacitated and slowly bleeding out, players will begin a slow (silent) Count when they reach 20 their character expires.

So you have died, whether in combat or by accident, don't worry your game doesn't end here, in the world of Dracanus it is quite possible to be brought back from the other side by many means but until one of those means are effected, you become a disembodied spirit unable to interact with the living, existing between the realm of the living and what lays beyond. During this time you can still move about the world of the living, and observe all that's going on, some such as clerics, have spells that allow them to see and communicate with the dead.

When dead you can move through solid objects, and still see and hear what is going on in the living world, you can also interact with others that are dead, be forewarned there are entities inhabiting this mid-plane and some may have hostile intentions towards others.

## Basic Combat

Okay you have your HP and your DP totals, you have a weapon that does damage you are now ready to get into your first combat. So you find a Target.....

Example of a Basic Melee Fight, Below is a fight between you a Basic Human Fighter wearing A Chain Mail Shirt and with a Long sword and Shield. You start with 20HP (Humans have a base start of 20 Health points) and have 15 DP (chain shirt covers front and back 12 DP + Large shield 3DP) The Long Sword does 8DMG. The Orc Starts with 25HP and is wearing a leather Armored Shirt and attacking with two Hand Axes That's a lot of numbers lets show it a little simpler...

You	Orc
20HP	25HP
12DP	6 DP
8DMG	4DMG/4DMG

So you and the Orc are face to face, each of you is going to attack the other, using your LARP Safe weapons, you try to land blows against each other, every time you successfully strike your opponent Arms, Legs, and Body they Subtract 8 points first from their DP and then from their HP. Once either is reduced to 0 or below in hit points you fall to the ground "Incapacitated" and start a slow count down from 20 (keep the count silent)

## Basic Combat Skills

### Armor Use

(Specify Armor/Shield)	This skill must be taken by any person who wishes to be competent with a type of armor or shield. Anyone wearing armor or using a shield without this skill does so at a penalty of -5 DP (DP can only be reduced to a minimum of ) The Armor Use skill Represents the knowledge of a full suit of a specified	100
------------------------	---	-----

	type of Armor I.E. Leather, Scale, Plate, Etc. or a Single Shield type.	
--	---	--

### **Weapons Use**

(Specify Weapon)	This skill must be taken by any person who wishes to be competent with a weapon. Anyone wielding a weapon without this skill does so at a penalty of -5 DMG (Damage can only be reduced to a minimum of 1) The Weapons Skill represents the knowledge to use a single weapon without penalty.	100
------------------	--	-----

## **Defense Points**

In combat the best armor is the best defense against being injured. Defense points are attributed for the various parts of Armor that your character is using. Below is listed the various locations and type of armor that covers the designated part of your body. Defense Points are cumulative and when you are attacked damage is taken from this score before affecting your Health Points unless damage specifically targets DP or HP.

Defense Points by Location

Armor Types - This list shows Armor and how much defense it provides in descending order. Those armors that are similar (or identical) in the DP protection they provide will be placed together. (DP list created by Trevor Cahill)

- The DP listed below for items that come in pairs is listed for the set. If a player opts to only use one half of the set the DP is lowered by half (rounded down with 1 being the lowest DP provided)
- DP is gained for ALL armor that is worn, so one can Layer things appropriately IE wearing a gambeson beneath Chain and Plate Grants the DP for each item.

## Upper Body

Type	Helm*	Gorget	Pauldrons	Curiass (front plate)
Full Plate	8	6	6	9
Field Plate	7	5	5	8
Plate Mail	7	4	4	7
Chain Mail	6	3	3	6
Scale Mail				
Banded Mail				
Bronze Plate Mail	6	N/A	N/A	6
Studded Leather	4	2	2	4
Leather	3	2	2	3
Hide	2	1	1	2
Padded	1	1	1	1

Type	Curiass (back plate)	Vambrace (upper)	Vambrace (lower)	Gauntlets
Full Plate	9	6	6	4
Field Plate	8	5	5	4
Plate Mail	7	4	4	4
Chain Mail	6	3	3	3
Scale Mail				
Banded Mail				
Bronze Plate Mail	6	N/A	4	N/A
Studded Leather	4	2	2	2
Leather	3	2	2	2
Hide	2	1	1	1
Padded	1	1	1	1

## Lower Body

Type	Tassets	Cuisse	Grieves	Sabatons	Total DP
Full Plate	6	6	6	5	73
Field Plate	5	5	5	5	63
Plate Mail	4	4	4	4	53
Chain Mail	3	3	3	3	42

Scale Mail					
Banded Mail					
Ring Mail	3	3	3	3	39
Splint Mail Brigadine					
Bronze Plate Mail	4	N/A	4	N/A	30
Studded Leather	2	2	2	2	28
Leather	2	2	2	2	25
Hide	1	1	1	1	14
Padded	1	1	1	1	11

\*Visors Add +1 DP when Lowered

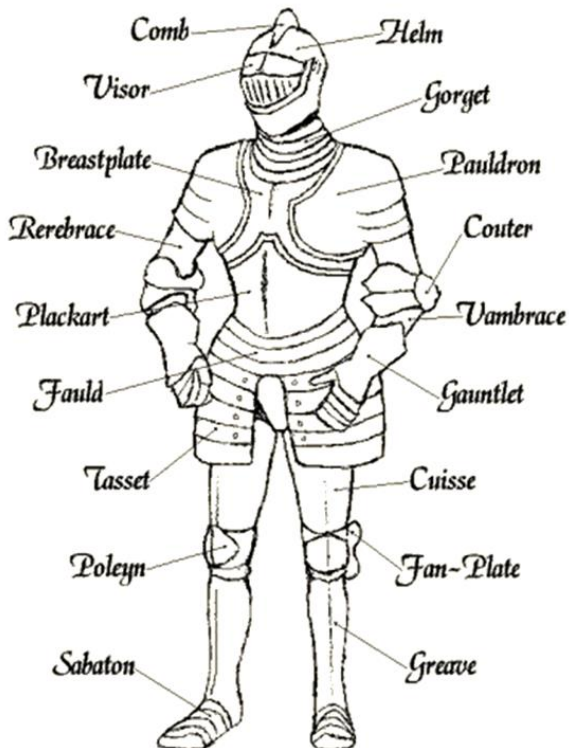
## Suit of Armor Close-Up

### The Medieval Battle Harness

The Suit of Armor or Battle Harness that is depicted to the left is just one form of armor. Depending on where the armor was crafted, the culture or even the individual smith, there may be pieces in addition to what is shown or some pieces may not be incorporated into the suit at all, However for purposes of Dracanus the example show many of the pieces you might typically encounter.

Full Plate Armor was the choice of many Battle ready Knights; it offered the most protection and coverage of the body; however it was Expensive, cumbersome, and took a considerable amount of time to put on. The help of a squire was often required to assist the knight to strap all the pieces into place.

Under the plates a Knight would also wear some form of padding such as a gambeson to cushion the shock of blows, and to prevent rubbing and chaffing of the armor on their flesh. It was also common to wear a Layer of Chain mail in addition to protect any gaps or opening left in the armor and act as a secondary precaution.



### Head and Shoulder Pieces

**Helm** – There are many different shapes and styles of helmets that were designed through the ages, even today in the modern age, helmets are used by military and law enforcement and many others to prevent injuries. Each variation of helm has its own unique advantages and disadvantages however for the purpose of our rules we have classified them into two categories, Open Faced and Closed Faced Helmets.

**Open Faced Helmets** – This is any Helm that does not cover the face though there may be a nose guard or eye protection it still leaves a large portion of the face uncovered. The main advantage of these helmets is that they allow for a wider range of visibility.

**Closed Faced Helmets** – These helmets completely encase the head and face of the wearer. The front plate of the helm may be on a hinge (a Visor) that allows it to open or close as needed by the warrior. Though this allows for more protection of the person's head and face it typically reduces

the visibility allowing a limited range of sight to the wearer.

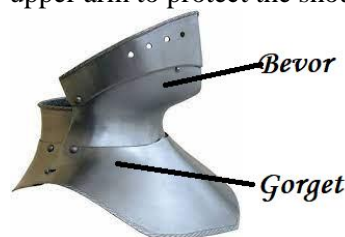
**Comb** – An extension from the front to back of a helm which is intended to strengthen a helmets structure, this piece was often very elaborate and could also be used to denote rank and/or have a special holder placed near the back to hold a feather or tail of some sort.

**Visor** – A plate often hinged, that was attached to the helm to protect the face of the wearer, the Visor would have slits for eyes and occasionally small slits or holes called “Breaths” to allow for ventilation and additional visibility.

**Bevor** – Is a piece that was often worn either in conjunction with or in lieu of the Gorget, its function was to protect the throat, neck and lower face.

**Gorget** – This piece typically shaped to resemble a collar and was intended to protect the neck and upper shoulders often it would have Anchor points to attach other armor pieces such as pauldrons to it.

**Pauldron** – these pieces would be attached to an anchor point on the breast plate or gorget as well as the upper arm to protect the shoulders. In Some cases the Pauldrons would cover both shoulder but may also cover a Single Shoulder (typically the side that wields a weapon and unprotected by a shield)



### **Torso Armor**

**Breast Plate** – This large piece often covered both the upper torso however there are examples where it fully covered the entire torso removing the need

for a Plackart

**Back Plate** – The largest piece of armor aptly called the Back Plate (found no other name for this piece), is to protect the wearers Back and Spine from rear attacks, typically it was a single piece that would attach to the Breastplate at the shoulders and under the arms as well as to the Plackart.

**Plackart** – This piece covered from waist to chest and occasionally interlocked or covered the Breastplate and Fauld. In some instances the Plackart was designed as part of the Breast plate instead of as a separate piece.

**Fauld** – This piece of Armor typically attached to the lower part of the Plackart or Breast Plate and the Back Plate, it was intended to protect the Waist and Abdomen of the wearer.

**Tassets** – Armored Plates or Skirt intended to protect the gap between the upper thighs and the abdomen.

### **Arm and Leg Armor**

**Rerebraces or Upper Cannon** – These pieces were typically overlapped by the Pauldrons and protected the upper arms.

**Couter** –pieces that protected the Elbow, typically attached or overlapping both the Rerebraces and the Vambraces.

**Vambrace or Bracers**– Often used to refer to complete Arm coverage and divided into upper and lower cannons but more accurately used to define the pieces that protect the forearm.



**Gauntlets** – The armored Gloves or mittens protected the hands and fingers often the top of the gauntlets were crafted of Metal while the interior and palm side would be made from Leather or cloth.

**Cuisse** – Armored Thigh Piece that would typically be worn beneath Tassets.

**Poleyn** – This piece protected the knee and often was designed to interlock with the Cuisse and Greaves though in some instances Cuisse, Poleyn and Greave were made as a single hinged piece.

**Greaves** – Armor that covered the lower leg often designed to overlap the Sabatons and interlock with Poleyn

**Sabaton** - Armored foot coverings, in some instances these pieces completely encompassed the foot. Some Sabatons had sharp knifelike projections from the foot or built in spurs on the rear.

## Recovering Health and Defense Points

One thing to keep in mind is that Defense points can only be recovered by having armor repaired whereas Health Points can be recovered through various forms of healing or by resting and not engaging in strenuous activity.

**HP/DP Counter Cords** – Find it difficult to keep track of your HP and DP during events? A simple solution is to use a counter cord which consist of 20 beads on a long cord with space to move them, we recommend using separate colors to distinguish between ones and tens and Hit Points and Defense points, we will give out some cords (as supplies are available) that are Red and White beads on a black cord for HP and Black and Blue Beads on a white cord for DP.

To use these cords you simply slide a bead from the groups when you take damage of the appropriate kind.

**Example** you sustain some 5 damage but your armor is hit you would move 5 of the Black beads on the DP cord You take an additional 6 points from the next hit, you move 4 of the black beads and 1 of the blue beads that represent the Tens ( $5+6=11$  so you need 1 point moved of the Black and 1 of the blue)





## **Advanced Combat**

This section will be devoted to advance features of combat, adding buffs and skills to enhance combat for those wanting to do a little more than just Hack and Slash.

### **Combat Skills**

#### **Combat Skills Basics**

Armor Use
Weapons Use

#### **Combat Skills Advanced**

<b>Buffs</b>	<b>Melee</b>		<b>Missile</b>
Armor Focus	Armor By-Pass	Final Blow	Point Blank
Weapon Focus	Assassinate	Knockback	Rapid shot
	Berserk	Knock Out	Staple
	Block	Sever	
	Channel Strike	Shatter	
	Counter	Stability	
	Cripple	Stun	
	Disarm		

### **Buffs**

These are skills that are added to other skills to enhance damage or add an effect

**Armor Focus** - This skill allows a person to effectively wear a specific suit of armor or use a shield.

<b>Skill</b>	<b>Requirements</b>	<b>Description</b>	<b>Cost</b>
Tier 1	Armor Use (Specify Armor or Shield)	+1DP Bonus to armor worn	100
Tier 2		+2DP Bonus to armor worn	200
Tier 3		+3DP Bonus to armor worn	300
Tier 4		+4DP Bonus to armor worn	400
Tier 5		+5DP Bonus to armor worn	500

**Weapons Focus** - This skill has trained the warrior to use a weapon to its greatest extent, granting them a bonus to damage. This skill can be applied to both melee and missile weapons.

<b>Skill</b>	<b>Requirements</b>	<b>Description</b>	<b>Cost</b>
Tier 1	Weapons Use (Indicate Weapon)	+1 to Damage	1000
Tier 2		+2 to Damage	1500
Tier 3		+3 to Damage	2000
Tier 4		+4 to Damage	2500
Tier 5		+5 to Damage	3000

### **Melee**

Skills related to hand held weapons and unarmed combat. Each Melee Skill can be used once per combat (per purchase) unless specified in the description. They can be stacked with Buffs but cannot be combined with other attacks

Skill	Requirements	Description	Cost
Armor By-Pass	Weapon Focus (melee weapon) Tier 2	This allows a strike to avoid armor and deal damage directly to Health Points (Arrows fired from a Long Bow or Short Bow automatically gain this skill).	2000
Assassinate	Weapon Focus Tier 5 Anatomy (of specific Species) Tier 5	This skill allows the user to execute another person instantly reducing them to 0HP However it can only be used against those persons that are Prone and unable to defend in any manner (roll, dodge, block, etc.),	
Berserk		<p>The person using this skill must perform some action showing themselves to be working themselves into a Berserk rage (action can be a song, stomping there feet, bashing there weapon repeatedly against a shield or armor etc.) for a minimum of 1 minute. Upon completion of the action the character gains double Health and deals double damage with melee weapons. During this state (which lasts for 10 Minutes they must attack any visible target (whether friend or foe). When the time expires the warrior loses the Additional HP and collapses exhausted for 20 minutes where they are unable to perform any strenuous activity. (I.e. running, lifting additional objects, etc.) Furthermore any damage they received is deducted from them (it is possible for a warrior to die after coming out of the berserker state)</p> <p>While in the Berserker State the warrior gains double the Hit Points and does Double Damage however when they enter the exhaustion state they lose the exact amount of hit points they gained regardless of the damage they have taken. For Example Ragar the Savage normally has 20HP when he enters the Berserker state his HP becomes doubled giving him 40 HP, during the fight he takes 10HP Damage when the Berserk State ends he also loses the 20 HP which means he loses 30HP in total, leaving him with only 10HP <math>40-10-20=10</math></p>	2500
Block	Weapon Focus (melee weapon) or Armor Focus (shield) at Tier 2	This skill allows the target to block one melee attack negating the damage and status effects that would have been received.	2000
Channel Strike	Weapon Focus (melee weapon) Tier 2	The user has learned a mysterious technique that allows them to funnel their life force into the strike, The user may convert as many health points (HP) as they have available into damage HOWEVER it only applies to the next attack IF they fail to hit the target they still lose the health points. Requires Weapon Finesse (melee weapon) and Weapon Focus (melee weapon) at Tier 2.	3000
Counter	Weapon Focus (melee weapon)	This skill teaches the warrior to use an opponent's attack against them; the combatant effectively blocks an	3500

	Tier 2.	incoming attack cancelling any status effects (vs. melee weapons only) and cause the attacker to receive half the damage they would have caused.	
Cripple	Weapon Focus (melee weapon) Tier 2	The target suffers a wound that incapacitates the affected limb (Arms or Legs) Until they receive healing any damage they do is reduced by half.	3000
Disarm	Weapon Focus (melee weapon) Tier 3	Cause's an opponent to have the weapon removed from their hand and tossed several feet away.	3000
Final Blow		This Skill allows the user to instantly kill a target that has been: rendered prone and incapable of any way to dodge, restrained, incapacitated or reduced to 0hp. This skill is NOT able to be used against PC's it may only be used against NPC monsters and characters.	1500
Knockback	Weapon Focus (melee weapon) Tier 2	This skill channels all the users' strength into a blow that causes a victim to be hurled back 10ft and knocked to the ground. Those possessing exceptional strength can ignore this skill unless the possessor has an equal or higher tier of exceptional strength.	2500
Knock Out	Weapon Focus (melee weapon) Tier 3	This skill renders the target unconscious for a minimum of 8 hours. The individual can recover from this state if: <ul style="list-style-type: none"> <li>Someone applies a stimulant to bring them round</li> <li>The target suffers any form of damage (minimum 1 HP loss)</li> <li>They are shaken, jostled, and slapped for 2 minutes.</li> </ul>	3000
Sever	Weapon Focus (melee weapon) Tier 3.	This skill allows a person using an edged weapon to amputate an appendage (arms or legs) on a successful strike. The person is unable to make use of the Amputated limb until it is reattached and healed.	3000
Shatter	Weapon Focus (melee weapon) Tier 3	Destroys one weapon or one piece of armor on a successful strike (Player must call out shatter during the attack, whatever their weapon strikes is "Shattered" and all DP granted by the piece is lost until it is replaced. Shattered items are reduced to scrap.)	3000
Stability		This allows those proficient in the skill to retain their feet instead of being knocked down from any effects	1000
Stun	Weapon Focus (melee weapon) Tier 2.	This technique allows the attacker to incapacitate the target for 3 seconds. While Stunned the target is unable to move or react to any action towards them until they are able to recover from the status. (contributed by Kevin Anderson)	2500

## Missile

Skills added to missile weapons i.e. Bows Cross bows, throwing daggers etc. Unless otherwise stated in the description Missile skills can be used until the user runs out of ammunition. These can have Buffs stacked on but cannot be combined with other attack forms.

Skill	Description	Cost
Point Blank	This skill allows an Archer to do double damage when in close proximity to their target (within 5ft). This skill is only useful once per combat as there is no way to reload/rearm for a second shot.	2500
Rapid shot	Allows for each successful hit to count as though an extra missile has been fired up to a maximum of 5 (the user must possess an equal amount of missile weapons which are expended in the shot)	2500
Staple	This form of attack pins the target in place, it can be done with any piercing type weapon. The disadvantage is that the person must relinquish the weapon for the duration of the stapling shot.	2000

## Jousting

In Dracanus there are occasionally tournaments with jousting as one of the main events following are the rules that players will follow when they engage in such.

Each player will have a Mount and a Lance.

Each lance will be inspected by a Safety Officer to ensure it complies with our rules regarding safety.

Lances may be created by players and will consist of a Core (pvc pipe 1 inch diameter, length is up to the players discretion but cannot exceed 8ft in length, from grip to tip) the tip of the core must have 2 inches of foam padding extending from it.

Mounts are to be crafted in the form of “Hobby Horses” (animal head on a pole) for safety the pole will be covered in padding (pool noodle will suffice but must cover the entirety of the pole)

Each player will roll a d20 adding relevant skill bonuses to their roll, between each bout and roleplay the results. Jousting is a Match consisting of 3 Bouts between 2 opponents.

### Relevant Skills

Weapons Use “Lance”

Riding Land base (animal they are riding)

**Jousting** - This skill teaches the basics needed to perform in a joust

Tier	Requirements	Description	Cost
1	Weapon Use Lance Riding Land Base	+1 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	100
2		+2 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	200

3		+3 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	300
4		+4 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	400
5		+5 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	500

A player that rolls a Natural 20 knocks their opponent from their horse (regardless of bonuses)

A player that rolls a Natural 1 is knocked from their horse (regardless of bonuses)

2-6 = Miss one's opponent

7-14 = Hits one's opponent

15-19 = Breaks a Lance upon opponent

Striking an opponent is worth 1 point

Breaking a Lance upon an opponent is worth 2 points

Unhorsing an opponent is worth 3 points (and grants the winner the mount)

Players refusing to Rp the match Forfeit and lose the ability to get XP for the match