

Once, it always starts with once.....

Once, long ago but not as long as most would think our two races lived alongside each other in your world. In the early days when man was still teething we watched your people with fascination, your capacity to grow and learn was much like ours when we were a young race and as our race was taught by another we decided to follow in their kindness and teach you...

We shared our knowledge of the world, the cosmos, the universe, we taught you of the land, sea and sky, its beasts and plants, minerals and treasures. We gave you word and language, song and poem... They were precious times...

But as your people grew so did you thirst for knowledge and there was only one thing left we could teach you... The Arcane...

Now, our people learnt the arcane arts from those who taught us, we learnt to change the world by our will, our hearts, our essence... To manipulate reality with a gentle hand... You see magic, as your people call it, is much like paint and we the brush, our canvas the very existence we are conscious in... Magic however and its use is a very delicate thing, used to much or mastered too quickly it can have devastating consequence... A lesson your people would learn all too well...

The key to truly mastering magic isn't so much knowledge or talent but time... A gift my kind gained through our natural longevity...

This is where your people faltered and our bond began to fade... When your people became impatient and lusted to grasp the arcane too quickly you discovered a way to unravel its secrets, a way to see its blueprints, its core structure but without having to truly understand its means, its core... And you called it Science...

The dawn of science allowed your people to master magic quickly but in doing so it bend and even broke some of the laws of the world, it perverted reality and the elements and even began to change us...

For we were the once that taught you, trusted you with this knowledge and when you began to twist it, corrupt it, reality punished us... For we should have had the foresight to see this outcome, we shouldn't have put so much faith in your people just because our teachers did in us... So we left, taking our teaching with us and leaving man to live with their choices and the broken world you had made.

Those of us that had been altered by your deeds or become something else were left behind, imprisoned in your world to make sure your mistakes wouldn't follow us back to ours.

Today you talk of us in fables and song, fear or loves u when you are young, speculate about us in myth, call us by many names but the one I like the most is, quite humbly, Folk.

Folk is a Live Role Playing Game of modern fairytales and folklore. Unknown horrors lurk on the edges of your perception as you investigate what hides behind the vale and become embroiled in fey intrigue.

Character Creation

Folk is a Role Play led game with its focus on who your character is, rather than being defined by what they can do. Characters are written up using the following method, then from that the game organisers will create **3 Character Aspects** that will have active abilities during the game. These are unique to each character - while some might be similar, none are the same. Characters will also have a **Vice** and a **Fear** based on the background submitted.

To create your character, you must answer these questions:

What is your name?

Names are incredibly important, some even holding power. We need to know yours.

What is your date of birth?

Birth is an important part of life, not only as the beginning of your personal journey but holds its own special significance in the cosmos.

What is your blood type?

An important fact for any medical procedure.

Who are you?

This could be your personal traits, your goals in life or your achievements so far. It's what defines you as a person. Tell us a little or as much as you want but provide a good foundation for your character concept.

What is your occupation?

Tell us the real life skills you have based upon your role in society. Root them in your everyday life. Only tell us the most important skills - most likely linked with your job or profession, or previous vocations.

What is the one experience that made you question there was something beyond this world?

You could have seen or heard something that cannot be easily explained away. It could be a moment deep in your past, or something that happened right before your first event. Give as much detail as you can to what happened - don't worry about second guessing the truth behind the event, finding out through play is half the adventure.

What is your one vice?

People have many little flaws and personality quirks, but name the one that is most prevalent - the one that affects you the most, or the one people notice.

What do you fear?

Everyone has one.

From these questions, 3 unique aspects will be made for you, giving you usable skills whilst in character. There will be a chance to learn further skills and other abilities once you have attended your first event.

Effects on Characters

Effects

Effects in Folk are linked directly to key words. These words relate to your character's State of Health and State of Mind. They are whispered by Storytellers or described to you as a brief about something or someone by NPCs.

- Whispered effects are felt immediately and change your States of Being.
- Effects that are part of an in character briefing are not felt until the appropriate action has been taken by the character or creature being briefed about.

States of Being

There are hit points in folk, only in relation to states of being.

All characters have 4 hit points which relate to how healthy you are.

Your character can become **Wounded, Crippled or Dead** physically or **of Sound Mind, Shaken, Panicked or Hysterical** mentally.

States of Health

A blow with a weapon to any part of your body will cause 1 point of damage, it will **Wound** you. The location of the wound will dictate the roleplay effect of the wound as well as the treatment required to eventually heal it. Whilst you are wounded you will not be able to act as effectively as before, be in pain, and your body will be in danger.

You become **Crippled** if:

- You are struck again whilst **Wounded**, or
- Do not have a wound treated by someone with the appropriate skills after 10 minutes of becoming **Wounded**, or
- Get stuck with a weapon with the accompanied "**Crippled**" call

During this state, you cannot act aside from crying for help or crawling. The crippling wound is so severe that it needs immediate medical attention from someone with the appropriate skills.

You are **Dead** if you have not begun to receive treatment for a **Crippled** wound after 10 minutes. There is still a chance to save your life, however, with the use of CPR (available to characters with the appropriate skill).

Even Death may not be the end. Depending on the circumstances you may find out if there is an afterlife or spiritual realm.

A Note on Guns

Folk takes place in the real world, with strange supernatural trappings, and as such firearms of any kind will be very difficult to get hold of, as will ammunition, and will most likely have bad implications if used.

Gun control in the United Kingdom is very strict and as such, In Character legal ramifications may come down on characters using them.

Guns, if fired at a human (rather than Folk or other creatures) will always **Cripple** the target.

States of Mental Wellbeing

Becoming frightened or experience trauma will affect your mental wellbeing. Your mental wellbeing has 4 states: **Sound Mind, Shaken, Panicked or Hysterical.**

You become **Shaken** if the “Shaken” call is whispered to you, be that by a Storyteller or someone (or something) else. Whilst **Shaken** you are nervous and uncomfortable with some irrational behaviour.

You become **Panicked** if you are given a **Shaken** effect whilst **Shaken**, or get given the **Panicked** effect, as above. Whilst **Panicked** you are scared and prone to outbursts of irrational behaviour.

You become **Hysterical** if you are given a **Shaken** or **Panicked** effect whilst **Panicked**, or get given a **Hysterical** effect, as above. While **Hysterical** you cannot act in a rational way, and are in effect having a breakdown. The only skills you may use are those associated with the Flight or Fight response.

The roleplay effects of these states will be determined by what has occurred and how it is dealt with through the roleplay of yourself and others. You will be guided at the time.

All of these states can be healed over time, through other characters roleplay and skill sets. For example, a Psychiatrist may be able to counsel you into a calmer frame of mind.

In severe circumstances you may become **Catatonic** This means you are unable to act or respond to anything around you, even if you are in grave danger. You can be damaged physically and be altered mentally – even to the point of being scared to death.

Character Development

Self-Development

Character development in Folk is an entirely unique experience, individual to each character. There are no skill trees to choose from, no pre-defined lists. However, each skill or ability, or even spell, that you learn is linked to one of three **Keystones.**

MENTIS

Mind Body Soul

CORPORIS

SPIRITUS

Opening up these keystones comes only from real, in game, experience and learning. You should discuss with the Storytellers the abilities you’d like to develop for your character so the both of you can create the skill together.

Boons and Curses

Being embroiled with Faeries, creatures of the vale and Folk of all sorts doesn't leave you entirely unscathed. Some of the creatures have the ability to bestow **Boons** and **Curses** upon others; benefits or drawbacks to their fates and fortunes that can either help or hinder you. The more astute amongst you will know that these are really two sides of the same coin, and it's a rare that these come without a cost to one or both parties involved.

A **Boon** will enhance your abilities or aspects in same way, drastically increasing your luck or favour with these skills, but may come with a cost or misfortune in other areas of your character.

A **Curse** is a massive detriment to your fortunes, possibly inhibiting but more likely impeding your ability with certain skills or aspects of your character. These are powerful forces and will cost a lot to change or remove.

Boons and **Curses** can only be granted or removed by otherworldly creatures.

Safety, Props and other information

As a Live Role Play game it's important to both ensure your safety at our events and comply with the law.

LRP Weapons

Weapons made for Live Role Play are props constructed from a carbon fibre core, foam and painted latex. These weapons look similar to the real life objects they're made to represent but are well padded so that when hitting someone with them they won't cause lasting injury. It's important to note that while the striking surfaces of these are safe, you should always "pull your blows". Also be mindful that you should never thrust or stab with one of these weapons, because of the danger of the core becoming exposed and causing injury.

Airsoft and Cap Guns

Folk makes use of airsoft firearms for their aesthetics, rather than their function. Used as props, these items should adhere to Section 36 of the VCRA (Violent Crime Reduction Act 2006) which came into effect on 1 October 2007 regarding RIF's (Realistic Imitation Firearms).

- Unrealistic imitation firearms (IF's) must have their principal color as transparent, bright red, bright orange, bright yellow, bright blue, bright green, bright pink, or bright purple or have dimensions of no more than a height of 38 millimetres and a length of 70 millimetres.

If a player is classified as an airsoft skirmisher, on the UKARA database, they may use RIFs.

Props

Props for your character can reflect their skills, passions, way of life and personality. They should be safe to handle and never used in combat situations.

Code of Conduct

What we do:

- Ensure, wherever possible, your enjoyment and safety of our events.
- Respond to complaints and concerns in a fair and sensitive manner.
- Take action to stop any discrimination, behaviour, harassment or illegal activity whilst at our events.
- Ban any player, crew, referee or game organiser from the event and any further events, if necessary, due to unsafe alcohol consumption or any drug or illegal substance use.

What we expect you to do:

- Play our Live Roleplay games by the rules set down in the rulebook.
- Adhere to the safety guidelines set down in the safety briefings and in the rulebook.
- Costume appropriately for the game during the hours when the game is in play.
- Make suitable travel arrangements to and from our events so that you can arrive and leave promptly as advised before every event.
- Do not threaten, be aggressive or violent in any way to another player, member of the crew, referees or the game organisers. Everyone at our events has a right to feel safe.
- Discriminatory behaviour, language, or non-verbal language is not permitted.
- Harassment of individuals, whether sexual or otherwise, is not permitted.
- Bullying of individuals, in any form, is not permitted.
- Behaviour or actions that would in any way jeopardise the safety or well-being of other players, crew, referees or organisers is not permitted.
- The drinking in excess of safe limits while at our events is not permitted. Please enjoy alcohol responsibly.
- The use of illegal drugs and other substances is not permitted.

We pride ourselves on being an approachable and friendly Game Team. As such encourage anyone who is the victim or witness of any breaches of this code of conduct to come forward so that we can deal with those instances.

As event organisers we hold a full Public Liability Insurance policy.

KEY WORDS

BOON

CRIPPLED

CURSE

DEAD

HEALTHY

HYSTERICAL

PANICKED

SHAKEN

SOUND MIND

WOUNDED

MENTIS

CORPORIS

SPIRITUS