

Aftermath

Mississippi's Survival/Horror LARP

Packing Checklist:

- | | |
|---|---|
| <input type="checkbox"/> Blankets | <input type="checkbox"/> Pillows |
| <input type="checkbox"/> Boffers/Weapons | <input type="checkbox"/> Shampoo/Bodywash |
| <input type="checkbox"/> Costuming | <input type="checkbox"/> Socks |
| <input type="checkbox"/> Deodorant | <input type="checkbox"/> Toothbrush |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Toothpaste |
| <input type="checkbox"/> Food/Snacks | <input type="checkbox"/> Towels |
| <input type="checkbox"/> Makeup Remover | <input type="checkbox"/> Underwear |
| <input type="checkbox"/> Makeup/Prosthetics | <input type="checkbox"/> Wallet/Keys |
| <input type="checkbox"/> Pens/Paper | <input type="checkbox"/> Water Bottle |
| <input type="checkbox"/> Phones/Chargers | <input type="checkbox"/> White Headbands |
| <input type="checkbox"/> Phys Reps | |

Tips from the Pros!

- ❖ Consider bringing old sheets or curtains to hang around your bunk for privacy while sleeping! Secure them with XL binder clips, twine, duct tape, or push pins.
- ❖ For clothing and towels (especially socks, bras, and underwear) always bring extra in case of rain, hot weather, etc. You'll appreciate the options later.
 - ❖ You can bring your own non-refrigerated food and drinks for your cabin.
- ❖ Don't stress over costuming. We encourage players to show their cosplay talents, but we understand this can be costly/take time. Do your best and please ask questions at the game! Many experienced players can offer money saving tips for wardrobes.
 - ❖ Always say "Yes" to Adventure!
 - ❖ Shower. Shower again.

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Checklist Terms

For new or returning players, here's an explanation for some of the terms used on the packing checklist!

AHoP:

AHoP is the "assistant to the head of plot". They are also in charge of the plot team, and work closely with HoP to be able to answer questions or make decisions in the HOP's absence.

BGP's:

This stands for "Between Gather Points" and is a system of working towards a goal each week between events. It is governed by Plot.

Boffers/Weapons:

Boffers are LARP safe weapons made of foam. We also allow latex weapons, if approved by our weapon safety staff. When in doubt, ask staff! We have many bofferSmiths who can offer advice. If you can't get your own weapon right away, don't panic. The game has loaner weapons available for new players!

Build:

These are the points that you accrue through attending events. They can be spent on skills, lores, and abilities for your character.

Costuming/Wardrobe:

Costuming for Aftermath is primarily *dark medieval*. Think dark wizards, worn and used robes, bloody barbarians with fur, rough old leather, etc. While costuming is required, however we understand that newer players may need time/assistance putting theirs together.

Dungeon Crawls:

These are "side quest" that are stand-alone, self-governed adventures that are not a part of the main plotline. HoDD runs these.

FD:

FD stands for "final death". When a player has run out of lives and they die, they have reached their final death and are gone forever.

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Formal Complaint:

Players have the right to file what is called a formal complaint if *serious circumstances* have occurred between themselves and another player and/or staff member. Please do not hesitate to reach out to a Player Representative or Management for more information should this occur.

Gather:

Gathers are what we call events in-game.

GOB:

Short for “goblin points”, this is a reward for donations/working for the game. It can be spent on prizes, extra lives, or what is called “gob capping” (gob capping allows players to acquire levels/build faster).

Historians:

Historians are players who write down the histories of what has happened across Radeves. Their works are used to create common knowledge and help maintain consistency in our stories over time.

HoDD:

Head of Dungeons and Decorations. This person leads the props, decorations, lights, and sounds for Aftermath. Also, they run Dungeon Crawls.

HoP:

Head of Plot. This is the person that leads the plot team in telling stories and building the game's world.

HoL:

Head of Logistics. Often referred to as “Logistics”, this person is responsible for your digital character creation and updates and is the supply chain for Aftermath. They are located in the tavern at the beginning of every event.

HoM:

Head of Marketing. This person is responsible for all of Aftermath's social media and all community outreach and engagement.

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HoMT:

Head of Monster Town. This person is responsible for overseeing Monster Town.

HoT:

Head of Tags. Often called "Tags", they are responsible for creating and administering all tags in the game. They are located in the tavern at the beginning of every event.

Immersion:

Immersion is the suspension of disbelief that allows players to get into the headspace of their characters and become immersed in roleplay. Imagine you are sharing a tragic or heartfelt moment as your character, but someone starts yelling to someone about finding their car keys behind you and distracts you. They have broken your immersion.

Makeup/Prosthetics:

Some races playable in the game require makeup or prosthetics. For example, Lizardkin require makeup scale patterns on the body. Elves require prosthetic ears.

Makeup Remover:

This is to help you out if you play a makeup race. Nothing is worse than showering and only succeeding in becoming a filthy living rainbow of makeup.

Medic:

Medics are people who volunteer for the game and are certified in CPR/First Aid.

Metagaming:

This is the act of cheating by taking information you know but your character does not and using it in the game.

Mod:

This is short for "module". Mods are also called adventures/quest. These are events run by any plot member that can take a single player or multiple players to a place or NPC for a roleplay or combat experience. They are used to help players reach goals. For example: You want to build a bridge. A plot member takes you on a mod to clear the forest of monsters, so that you can harvest the wood.

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Monster Time:

You may hear someone ask you if you've done your monster time yet. To make sure everyone has tasks, mods, or combat experience the game requires that every player complete two hours of Monster Time per event. You can do this by finding the table called Monster Town and signing up. It is a great way to learn combat!

MyLarp:

MyLarp is the system we use to store character data. It is where you will create your character and update their abilities by spending build.

npc:

This stands for "Non-Player Character", and is a character created by plot.

Out of Play/OOP:

Being out of play is denoted by the wearing of a white headband. If you are out of play the things you see and hear cannot be taken into play (this is cheating), and you cannot interact with players who are in play.

Phys Reps:

"Phys Rep" is short for "Physical Representation". If your character has items, they will need to be represented by a physical item. For example, if your character finds a necklace or book of some significance at the game you may want to (or in some cases are required to) provide a phys rep for that item. An example of a required phys rep would be an alchemists lab. If you play an alchemist, you are required to have a phys rep of your lab.

Player Rep:

Short for Player Representatives, player reps are player elected. They can address any issues you may have in the game, or direct you to the appropriate staff member if you need. If you have a complaint, concern, or question always feel free to ask a player rep!

Plot:

Plot members are the story tellers of the game and work directly under HoP. They create the world you interact with, run mods, and play/create NPC's.

Plotline:

Plotlines are long term stories or campaigns that are run by plot members. Many mods or battles may occur when a player follows a plotline.

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Rez:

Short for resurrection, this is when a player dies and loses a life then returns to life.

Rogue Marshall:

Rogue marshalls are the staff members that aid you in your nefarious deeds. If you enter someone's tent or cabin without permission, or steal an item, always find a rogue marshall first.

Roll/Rolling:

A roll, or rolling a cabin, is the act of entering a cabin with the intent to steal from or kill players. Rolling can also be used to describe one player killing another.

Tavern:

This is a gathering place for players, and the place you can buy food if you need it.

Through The Circle:

This is a phrase tied to "rez" or "rezzing". If you rez, you must come through a circle of power, or rez circle. To say that someone went through the circle means that they have died/lost a life.