

What is IFGS?

The International Fantasy Gaming Society is a non-profit, Live Action Role Playing (LARP) organization dedicated to having fun! The IFGS has a "class" based rule system which is rich in detail, yet easy to learn and easy to use.



If you are not familiar with LARPing, it is one-part improvisational theatre, one-part reenactment, and one-part role-playing game in which the participants actually attempt all of the actions that their characters want to perform in the game

Want to sneak past those guards? With the aid of your own physical skills, plus some in-game rules, you get to try to get by unseen. Want to talk the wizard out of his magical staff? Convince him, in character, that he should give it to you. Want to slay that red dragon? Take your sword and attack it. IFGS mixes your real-world abilities with fantastical skills and spells to allow you to live out a new adventure every time you play

IFGS games usually involve a Quest of some kind, and YOU are the Hero! You can use you real-world skills, and the skills and abilities of your character's class to achieve your goal!

Combat

IFGS games involve a varying amount of mock combat situations. LARP Combat is a whole lot of fun, and is very safe. The rules in force and weapons that are used strongly reinforce the safety of these events. Participants are briefed on safety before each IFGS event, and all events are supervised. The rulebook explains how the combat system works. Most IFGS chapters have weekly weapons practice and all Chapters welcome novices.

All weapons are foam-padded, and must be approved by an IFGS Safety Officer before they are allowed in a game. The most commonly used weapons are padded swords, staves, simulated bows and beanbags (representing thrown weapons). Each of these weapons does a defined amount of damage with a successful hit. Damage that a character does depends on the level and class of the character. Hits to the head, throat, hand, or groin area are not allowed at any time, but hits virtually anywhere else on the body are permissible.

Most of the character classes are allowed some kind of armor protection in the game; however, the armor isn't actually worn, but is indicated by wearing a small square of colored cloth. Leather, chain mail, and plate mail are used, and provide different degrees of protection against damage. Some players create elaborate light-weight costume pieces that represent

their character's armor, but any real armor is not recommended and may not be allowed in-game for safety reasons.

Each character has a fixed number of life points, depending on their level and character class, and a character remains "alive" (in a game sense) until they reach zero life points. Life points are recoverable in many different ways within the game system. If a character "dies" during a game, which is a rare occurrence, the player has a variety of options available for both the short term and the long term.

Magic

The magic roleplaying system is highly developed in IFGS games, and much of the rulebook is devoted to the magic roleplaying system and the description of the various spells and abilities of the different classes, and their effects.

A character has a certain number of spell points for each level of experience. New spells, and more spell points, become available with each level. The rulebook contains the complete set of spells, skills, and abilities for each character class.



Useful Information

National IFGS website:

<http://www.ifgs.org>

Dallas Chapter IFGS website:

<http://www.dallasifgs.org>

Rulebook & Other Documents:

<http://www.ifgs.org/frcdocs.asp>

Character Classes:

Cleric, Druid, Fighter, Knight, Mage, Monk, Ranger, Thief

About the IFGS

Imagine yourself as a fighter, wielding a broadsword to win your way free of enemy warriors. Or a wizard locked in a mystic combat. Perhaps you have pictured yourself as an infamous rogue, slinking into a dragon's treasure cavern. This is the world of IFGS gaming, where you can roleplay anyone you want to be for a day.



The International Fantasy Gaming Society (IFGS) is a not-for-profit organization created to run safe, live-scale, outdoor fantasy games. If you like fantasy, science fiction, or heroic games, you will enjoy gaming with us. The IFGS has a live-scale fantasy gaming system with mechanisms for fighting, spell-casting, lock-picking, and other skills. Mix these rules with your own abilities, and you've got a recipe for a fantastic adventure! The adventurers who travel with us encounter hungry dragons, sage wizards, brutal trolls, rotting undead, as well as more mundane opponents. They also encounter aristocratic kings, backstabbing queens, honorable damsels, knights in distress, brutal amazons, fae elven folk, and stout dwarves.

The IFGS is one of the oldest live action role-playing organizations in the United States and has recently celebrated it's 25th Anniversary! Begun in 1981, the organization started as a group of friends getting together to play games in the mountains near Boulder, Colorado. As the

membership spread to Dallas and other locations around the country, the need for a national organization became evident. Inspiration for the Society came from the [Dream Park](#) novels written by Larry Niven and Steven Barnes. With their permission we adopted the IFGS name from the organization in their Dream Park novels. As a fun side note, both Niven and Barnes have participated in several IFGS events!

Our Games

IFGS games emphasize opportunities for our members to utilize their own imagination, either by writing a story, playing out a role or by helping create an environment through settings, props, or special effects. Our games are usually team adventures, where each team is competing against the story rather than against other players. Games may take many forms but the most common is a 'line-course' adventure held outdoors somewhere. The teams follow a linear course through the game scenes, dealing with whatever they meet on the way. Plots range from simple to very complex, with a variety of physical and mental challenges to be overcome while completing the game. Games are rated based on the challenge of these elements.

Unlike pen-and-paper or tabletop gaming, our emphasis is on **doing** what your character wants to do, within safe limits. From ropes courses to actual river rafting, our games give players opportunities to actually get involved in the adventure. But what if you're not interested in hiking up a mountain or swinging a sword? There are plenty of roles in most of our games that do not require physical exertion. Additionally, room-based games offer many opportunities for intrigue and roleplaying.

Most of our gamers have a variety of characters - not just one! And with the rewards you valiantly earn from your adventures you can buy magic items, which allow you access to many of the spells, skill, and abilities of other classes! Our primary mission is to have fun!

