



From the Mystic Realms Members Manual 2023-07-26

## Under Age Participation

Mystic Realms live-action roleplaying can be a fun, family focused activity, so long as every member recognizes the need to maintain the roleplaying environment. Many roleplayers attend events seeking an immersive world where everyone contributes to the environment. Children and minors can add to the environment, expanding roleplaying opportunities, bringing the dimension of family, and making the world seem more real by their inclusion, but when they misbehave or act inappropriately they can also detract from the environment. Thus, members will work together to strike a balance where children and minors are incorporated into play in a manner that ensures safety for everyone and also meets the minimum standards of theatrical roleplaying.

### Children

The Mystic Realms community encourages members with children to bring them to events, but also acknowledges the responsibility attendance places on the parents or legal guardian of the child. Children must not disrupt the roleplaying environment. They must of course be in costume and be portrayed as children living in the setting.

#### Under 10 Years

Children 10 and under must be non-combatants. They are too small to be allowed around combat.

It's too easy for a running person to accidentally trample a small child in the heat of combat. Parents must not endanger their children, or place other people in situations where they could accidentally injure a child.

Children 10 and under who are able to understand and follow the rules may create characters with up to 2,500 spent status. They will be limited to 5 health and rank 1 skills. Older children may participate in cautions-combat after demonstrating a capacity to use their skills and react to hits.

Very young children (in most realms) can be given the ability healing touch I-III that will work without their understanding provided they are held by a wounded or injured character or sit near the dead character. The child loses this ability when they become able to understand play.

#### 10-12 Years

Children 10-12 years of age may play characters after demonstrating a capacity to play by the rules, stay in character, count hits, properly use character skills and properly respond to skills used against them. They may play characters with up to 5,000 spent status. They will be limited to 5 health and rank 1 skills. They will be limited to cautious combat adventures unless their physical size allows them to participate safely in combat. In that case they may be allowed to participate on adventures, but not battles.

#### Handling Children

When children are not well behaved players and cast must address this issue with the supervising adult and not with the child. Players should only approach the child if there is an immediate danger or a safety concern. Difficulties with children can range from hard hitting to crying at the first sign of a monster. In all cases the children need to be quickly attended to and removed from the situation by the supervising adult. The witnessing player or

cast member will announce to the supervising adult present “Clarify: [Describe activity or situation of concern]” and the supervising adult will immediately remedy the situation. The child does not need to be removed from the adventure unless issues persist and then the child will be disallowed participation.

## **Minors**

Minor members are thirteen to seventeen years of age who have both (1) the requisite maturity to participate in live-action roleplaying events and (2) attend an event with a responsible adult who is either their parent or legal guardian or another adult appointed by the parent or legal guardian to be responsible for the minor at all times when they are at events. An adult is 18 years of age or older.

While the Mystic Realms program seeks to help minors develop their dramatic abilities, minors must attend with the desire to develop theatric skills and the commitment to remain in character at all times. In addition, the theatric events take place out of doors, often in rustic locations and at night. There is physical activity in running and theatric touch combat.

Mystic Realms does not supervise minors when at events as club efforts are placed into running the event for all participants. Thus, minors must attend with a member who acts as their responsible adult. Younger minors will often be accompanied by their parent or legal guardian. Minors who are older may attend with a responsible adult who is appointed by the minor’s parent or legal guardian to be responsible for their minor.

The responsible adult should be an adult sibling, family relation, or other adult known well to the minor’s parents or guardian. The minor must remain with the responsible adult at all times while at a Mystic Realms event. Minors who separate from their responsible adult may be asked to leave an event without refund.

Minors who attend an event accompanied by a responsible adult must present the Mystic Realms Parental Consent Form MR115 completed and signed by their parent or legal guardian nominating the responsible adult to that capacity. The parent must be reachable by phone at all times when the minor is at an event.

### **13-14 Years**

Minors who are 13-14 years of age may be limited to cautious combat if unable to follow rules or lack the size to safely participate in live-action combat. In all cases the producer of the club will make the final determination after testing a child’s ability to participate safely under the rules. Minors who are 13-14 years old may play characters with up to 7500 spent status.

### **15-17 Years**

Minors who are 15-17 years old will generally have sufficient size to participate safely in combat. At 15-16 they may play characters with up to 12,500 spent status, while 17 year old minors may play characters with up to 15,00 spent status. Mystic Realms may waive these limits for a minor who demonstrates significant maturity, a dedication to theatrics and a commitment to following rules.

# Combat

## Accommodations

Mystic Realms seeks to provide safe entertainment for people with all levels of physicality. Our clubs are supportive groups and members are willing to help each other become the hero regardless of ability, age, disability, and/or infirmity. When conditions preclude a person from embracing live-action combat the rules provide alternatives.

The non-combat rules allow a participant to totally avoid combat, but still participate in roleplaying and most other interactions. For those individuals who are not totally precluded from combat, the cast members will run cautious-combat adventures which help these individuals experience the excitement of live-action roleplaying combat without the physical exertion.

Being a non-combat or cautious-combat must be designated at check-in and cannot change during the event without approval of the Producer and Coordinator. All cautious-combat players are considered non-combat players when not on a cautious-combat adventure.

Parents or legal guardians with children are non-combatants or cautious-combat when in the presence of their non-combatant or cautious-combat children. A non-combatant or cautious-combat player will not be allowed to participate in any live-action combat.

## Non-Combat

A non-combat player cannot engage theatric touch combat by choice, age, or medical condition. In order to keep these players safe, they must remain in the main play area and/or sleeping sites. They should use roads only to travel between these sites or the parking area. Non-combatants must always keep away from areas where combat can develop.

A non-combat character may not go out on adventures or out to battle activities. A non-combat character may go out on cautious-combat adventures, but may not participate in cautious-combat. Non-combatants must not approach into a scene where cautious-combat can occur. The Guide will provide guidance. If combat develops the non-combat character will move out of the combat area, while announcing “non-combat.”

If a non-combat player is in an area where combat develops the non-combat must immediately announce “non-combat” with every step taken and move quickly from the area to a place where the combat is unlikely to reach. This may occur when walking to sleeping areas or if the main play area is attacked.

If the non-combatant is in a building when combatants enter the non-combatant should withdraw into an out-of-play location within the building. The bathroom and kitchen are always non-combat areas. If there is no out-of-play refuge they should move into a corner and announce “non-combat”. No characters involved in the combat should approach within five feet of a non-combatant taking refuge in a corner. If multiple non-combatants are present they must move to one corner so combat may take place in other locations of the structure.

## Cautious-Combat

The theatric focus of our community, the adventure-based design of our events, and the caring community of our members affords us with the unique ability to run an adventure replacing actual combat with a cautious, non-competitive simulated combat interaction.

All cautious-combat players are non-combat players except when going on approved cautious-combat adventures. All players going on a cautious-combat

adventure must acknowledge that every combat on the adventure will be performed using the cautious-combat method.

## **Method**

Cautious-combat creates a safe, non-challenging combat environment allowing children and those with medical, or other, conditions to participate in combat under the following rules:

- (1) Movement is limited to slow walk speed only.
- (2) Casting invocations and ranged weapon counts are spoken at a slower pace than normal at approximately two seconds per count with attacks being lobbed at the target (adults should use underhand throws).
- (3) Cast members are not fighting to provide a challenge. They are not permitted to block player attacks and will exaggerate their reactions to hits.
- (4) All combatants (cast and players) make melee weapon attacks using low speed swings with touches of minimal contact.

## **Execution**

Cautious-combat is declared at the start of the adventure and the entire adventure is performed cautiously for ALL characters on the adventure.

A group of players seeking a cautious combat adventure should agree to travel together before seeking an adventure. They may accompany short adventures if their numbers are 4-6. They may accompany long adventures if their numbers are 8-10. Players without need for cautious combat traveling with this group understand that their own combat-play will be limited to cautious combat for the duration of the adventure.

The group will approach the guide and alert the guide in character in this manner “The members of

our group are looking for an adventure with cautious-combat.” The phrase “cautious-combat” will be an in-play term meaning non-challenging combat. The Guide will ensure all agree to “cautious-combat” by asking, “Does everyone understand this will be a cautious combat adventure?” If so, the guide will accommodate.

At the entry point of the adventure the guide will loudly shout “Clarify: Cautious-Combat!” All cast members must respond “Clarify: Cautious-Combat Understood.” If a cast member does not respond the guide must have the players wait while they walk forward in the adventure and clarifies how cautious-combat works.

During all combat scenes players and cast will use cautious combat rules. Anyone fighting beyond a cautious level will be reminded by use of the key words, “cautious-combat.” The guide will remove anyone from combat who is warned more than once by stating “Clarify: Please leave the cautious-combat.”

Guides will help players and cast maintain the safe combat environment, but it is the responsibility of individual members to act safely and within the “cautions combat” rules.

# Mystic Realms Parental Permission & Guardianship Form

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A signed Parental Permission and Guardianship Form must be brought with a minor to every Mystic Realms Event that they attend. The minor must be accompanied by the responsible adult at all times when attending Events. The minor and responsible adult must adventure together and must remain within sight distance during outdoor activities.

I, \_\_\_\_\_ (parent or guardian), understand that Mystic Realms, Ltd., its employees and affiliated organizations do not have the facilities or personnel to supervise minors. I understand that in order for my son/daughter to attend a Mystic Realms event I must appoint a guardian who I am familiar with and trust to be responsible for my son/daughter at all times during the Mystic Realms event.

My son/daughter, \_\_\_\_\_ (minor's name), has my permission to attend the Mystic Realms event at \_\_\_\_\_ (location) on \_\_\_\_\_ (date). I appoint \_\_\_\_\_ (name of responsible adult) to supervise my son/daughter. \_\_\_\_\_ (name of responsible adult) is an adult and will be responsible for my son/daughter at all times while attending this Mystic Realms event.

I agree that Mystic Realms, Ltd., its employees or its affiliated organizations will not be held liable for any injury that may befall my son/daughter while attending a Mystic Realms event.

I agree to indemnify Mystic Realms, Ltd. for any damages that may be caused by my son/daughter.

\_\_\_\_\_  
*Name of Parent or Guardian*

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*

I agree to be responsible for \_\_\_\_\_ (minor's name).

\_\_\_\_\_  
*Name of Parent or Guardian*

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*