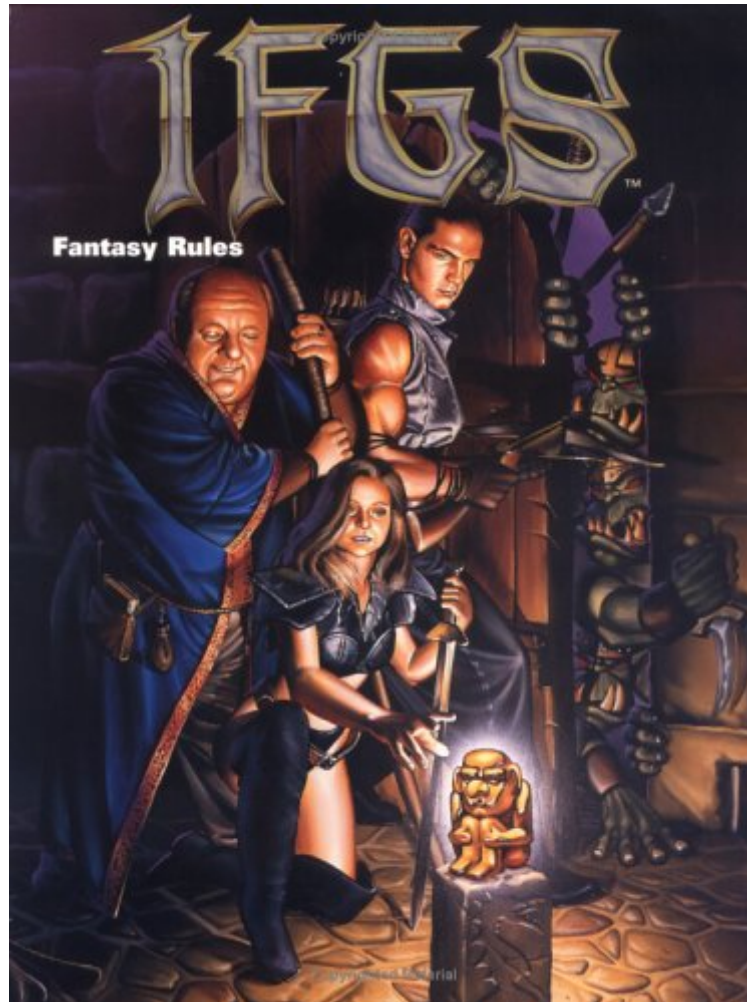


(Ebook pdf) IFGS Fantasy Rules

IFGS Fantasy Rules

International Fantasy Gaming Society

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International Fantasy Gaming Society : IFGS Fantasy Rules before purchasing it in order to gage whether or not it would be worth my time, and all praised IFGS Fantasy Rules:

8 of 8 people found the following review helpful. Live Action Role Playing for DummiesBy Carlos Vela Jr.This book is a must for the avid LARP gamer. It completely describes all information pertinent to playing the International Fantasy Gaming Society's fantasy live action roleplaying game. Become a member and fight your friends in real time. Throw away your dice and live the action you only talk about around the table. Join the action now!!0 of 8 people found the following review helpful. OK, if you're only partly into FantasyBy SchlistaI prefer real hardcore fantasy, and unfortunatley this book let me down a bit. I do love the dressing up in my wizard's robe, but this book leaves it at that. I need more then just dressing up tips. I need the whole society interaction. People must know and that I'm a Level 22 Wizard and can make them do my bidding. I should have to tell them that, my persona should be known throughout the land and this book doesn't offer any guidance on how to do that.3 of 6 people found the following review helpful.

Fantastic!!!!By Patrick MartinThis is the ultimate compendium of rules for your fantasy gaming needs! I personally like playing as an Elf named "Pat Prancer" with a really cool foam sword I bought from a local merchant. These rules are simple and easy to use, and make playing much more fun... As fun as dressing up in a leotard and silk cloak can be! Lightning Bolt!

Rules for live-scale, live-action roleplaying fantasy games. The system includes eight character classes and has mechanisms for fighting (with mock, padded weapons) and for casting spells. This book contains the rules for fantasy games, along with information about how to contact the IFGS and design your own games.

About the AuthorThe International Fantasy Gaming Society (IFGS) is a non-profit organization created to design and run live-scale, safe outdoor fantasy games. Our name is taken (with permission) from the Dream Park novels written by Larry Niven and Steven Barnes.