

# folksmoot



OLDE WORLD ENTERTAINMENT





Feasts, fights, and festivities await! You've been invited to the annual Folksmoot festival! Come together with friends old and new for a weekend of crafting, fighting, and immersion in a Viking-inspired living fantasy event!

Start your festival with days dedicated to building your Viking-inspired kit and garb, with help from your peers! We'll come together as a community to help you create a kit you can fight for the gods in.

Learn to use your weapons and armor in our safe, immersive system with sparring combat against your fellow festival-goers, in preparation to raid the Abbey and fight for your Jarl! Does your path lie on the front line, or supporting your fellows from afar with your arrows and poultices? The choice is yours!

At the end of your conquest, feast like legends and savor your spoils, you'll have earned it!

# TABLE OF CONTENTS

## choose your class

BERSERKER	3
BLACKSMITH	3
GROEDARI	3
SKALD	3
WARRIOR	3

## ARMS AND ARMOR

WEAPONS	4
ARMOR	4
BRAWLING	4
STAGGER	4

## COMBAT MECHANICS AND SAFETY

SAFETY CALLS	5
LEGAL AND ILLEGAL STRIKES	5
FAIR PLAY RULES	5
HEALTH STATES	5

## CODE OF CONDUCT AND DECORUM

PROHIBITED TOPICS	6
SUBSTANCE USE	6
PHYSICAL CONTACT	6
CONSENT IN ROLEPLAY	6

## EQUIPMENT STANDARDS

ARMOR	6
SHIELDS	6
MELEE WEAPONS	6
BOWS	6

## ESSENTIALS

PROHIBITED ELEMENTS	8
COMMON WARRIOR	9
WEALTHY WARRIOR	9
EXAMPLES	9



# choose your class

Patrons of the Folksmoot fall into one of several different “classes”, that define their lifestyle, fighting style, and abilities in combat. Use this decision to not only guide your style of combat, but your hobbies and approach to problem solving as well.

## BERSERKER

You are a legendary Norse warrior, known for entering a trance-like rage called the beserkerang during battle.

**Special ability:** Once per scene, you may call Shatter to destroy an enemy’s arms or armor.

## BLACKSMITH

Master crafters essential to Viking society, known for their skill with fire and steel.

**Special ability:** With one minute of roleplay, you may Repair broken shields, armor, or weapons.

## GROEDARI

Spiritual and medicinal healers of the Viking age, balancing religious lore and natural remedies.

**Special ability:** With one minute of roleplay, you may Heal one health track for a wounded ally.

## SKALD

Poets and storytellers, skalds are celebrated for preserving myth and history, as well as bringing it to life with their tales.

**Special ability:** Once per scene, you may inspire allies with a speech, restoring Wounded to Healthy.

## WARRIOR

A battle-hardened fighter with unmatched resolve, bearing scars and weapons forged by determination and purpose.

**Special ability:** Once per scene, you may recover from Fallen to Wounded status.

# ARMS AND ARMOR

At the Folksmoot, the forges are hot and the Smiths busy creating your choice of weapons and protection. All attendees of the Folksmoot are able to use the following pieces of equipment.

## WEAPONS

Weapons may be used to ward off blows, but wooden-hafted weapons may only block 3 strikes before Shattering and needing to be Repaired.

**Bows:** The primary ranged weapon of the era. Bows deal Normal damage, but cannot aim for the Head or Groin.

**Hand weapons:** Covering the wide variety of weapons wielded in one hand, Hand Weapons deal Normal damage, and strikes blocked by Shields count towards Shield Degradation.

**Two-handed weapons:** A long-hafted axe, a massive sword. Two-handed Weapons destroy Heavy armor, penetrate Light armor, and count towards Shield Degradation.

## ARMOR

**Light armor:** Cloth and other padded armors. Light armor is destroyed when struck by arrows or Hand weapons, but prevents Wounding on the first hit.

**Heavy armor:** Coats of chain and lamellar plates. Heavy armor is immune to arrows and Hand weapons, but is destroyed by Two-handed weapons.

**Helmets:** A vital piece of protective equipment. Helmets all count as Heavy armor, and the first damaging hit taken may be replaced with a Stagger.

**Shields:** The concept of defense made manifest. Shields block all damage, but can only take 3 hits from Two-handed weapons before Shattering, and must be Repaired afterward.

## BRAWLING

As well as weapons, the Folksmoot is no stranger to a mead hall brawl. Hand to hand combat may be performed through FAKE PUNCHES ONLY.

A solid hit Staggers (pg. 4) the reveler struck.



# COMBAT MECHANICS AND SAFETY

During the Folksmoot, combat can break out at a moment's notice, and it's important to maintain a safe standard for all involved.

In order to maintain the safety of combatants of the Folksmoot, the follow combat rules are to be followed:

## SAFETY CALLS

The following safety calls will be in use:

**HOLD**: Stop everything, there is an emergency.

**CAUTION**: Used to warn another of field hazards.

**CLARIFY**: Used to ask for rule or spell clarifications.

## LEGAL AND ILLEGAL STRIKES

In combat, a strike is considered successful if it makes contact with the opponent or their gear. Even partial blocks count as successful hits. The exception to this is shields, which protect even while worn.

You may not strike other players in the groin, face, throat, or side of the head. You also may not use excessive force, or overpower your opponent's blocks.

Stabbing weapons must have an open-cell tip and be approved by the event. For thrusting weapons, only the tip counts as a striking surface, not the weapon sides, and no thrust may be aimed at the opponent's head.

Ranged weapons are only considered strikes at the tip, and headshots with ranged weapons are not legal strikes.

## FAIR PLAY RULES

During the Folksmoot, weapon trapping with a body, shield, or weapon is not allowed. If weapons become entangled, take a moment to untangle them before continuing your skirmish.

Each player is responsible for taking and keeping track of their own hits, and should trust their opponent to do the same.

You may not switch team affiliation mid-skirmish.

You may not charge other players, or "play dead".

In all instances, please report dangerous or unfair play to a GM, and it will be dealt with.

## HEALTH STATES

Participants in the Folksmoot have three levels of health: Healthy, Wounded, and Fallen.

**Healthy**: Your starting level. You may move and fight as normal.

**Wounded**: You have been injured! Roleplay pain, fatigue, and stress from your wounds.

**Fallen**: You are on death's door. You must collapse and crawl for help, and if 10 minutes elapse in this condition, you fall unconscious.

**Staggered**: Certain effects may cause you to become Staggered. A Staggered player must act dazed or concussed, and cannot fight for 10 seconds.







## CODE OF CONDUCT AND DECORUM

The Folksmoot is a time to come together for fellowship, festivity, and fighting. As such, please adhere to the following guidelines during your roleplay:

### PROHIBITED TOPICS

Racism, homophobia, transphobia, ableism, and sexual assault, whether as topics of roleplay or actual occurrences, will not be tolerated.

### SUBSTANCE USE

Any intoxicating substances used must be legal for use by persons aged 21 and up in Massachusetts, and must be consumed away from populated areas if affecting more than your person.

### PHYSICAL CONTACT

Physical contact with another person is allowed only for healing, moving a body, combat with LARP safe weapons, and consensual grappling. There will be no shoving, tackling, shield bashing, or use of excessive force.

### CONSENT IN ROLEPLAY

Please use the following gestures to opt in and out of, as well as check in during, roleplay scenes:

**Thumbs up:** I am okay with this scene.

**Thumbs down:** Please stop.

**Hand flat towards ground, tilting side to side:**  
Let's move on soon.

When in doubt, always check in with your roleplay scene participants.

## EQUIPMENT STANDARDS

The Folksmoot is intended to be an immersive experience, and as such, equipment is to be held to the following standards:

### ARMOR

Armor must be clearly recognizable as one of the two categories, appropriate to the setting, and free of sharp edges or modern gear.

### SHIELDS

Shields must resemble period-appropriate shields, with lightweight, foam edges, and no sharp edges or hard surfaces.

### MELEE WEAPONS

Melee weapons must be safe, lightweight, and in good condition. No duct tape weapon construction will be allowed. The pommel must be foam or rubber, and the core must be fiberglass, carbon fiber (if under 6 feet), or reinforced (if over 6 feet).

Weapons will be tested to see if the core can be felt under 5lbs of pressure.

Javelins must be under 2lbs, with an open-cell foam tip (of a depth between 6 and 12 inches), and may range from 36 to 72 inches. They must be fully covered in, at minimum, cloth tape, and must have a rigid core.

### BOWS

Bows must have a draw weight under 30lbs at 28 inches.

Arrows must be inspected before firing and found to have no cracks, and intact fletching. IDV or B3 arrowheads are preferred.





style guide



# essentials

The following brief is designed to get you started in creating a historically accurate kit to use in the Folksmoot. During the event, several days will be dedicated to building this kit, and you will have plenty of opportunities to share and gather feedback.

The table below outlines some basic guidelines and examples of historically accurate garb to think about when planning your kit.

Consider whether your character is wealthy, or of high status. If so, consider adding a [mail shirt](#), [furs](#), [embroidery](#), [jewelry](#) (such as arm rings, neck torcs, and brooches), or [leather reinforcements](#) for armor.

Weather your kit through salt, dirt, strikes, and repair for additional authenticity.

Try to use natural dyes and light, desaturated colors, as well as darker natural tones.

For hair, braids and practical hairstyles were common. Vikings had grooming tools, and personal cleanliness mattered.

## PROHIBITED ELEMENTS

To maintain historical integrity, avoid items for which there is no credible evidence during the Viking age, or items that clearly derive from later periods in history. Some common examples include:

**Horned helmets:** A myth, with no archeological support.

**Late-period medieval plate armor:** Gothic or knightly harnesses.

**Gambesons:** The fully quilted and padded style rose to prominence in later medieval Europe.

**Large, non-round shields:** Shields such as heater, kite, and tower shields were not used in the era.

**Anachronistic weapons:** Swords such as large, high medieval, two-handed swords, crossbows, gunpowder weaponry, etc.

Element	Description / Historical Basis
<a href="#">Tunic (wool or linen)</a>	Men typically wore a long-sleeved wool tunic; linen used as undergarment or for lighter garments.
<a href="#">Trousers / Breeches</a>	Wool or linen trousers, often fairly loose, possibly gathered at knee / calf, with leg wraps; practical for riding/sea work etc.
Cloak / <a href="#">Mantle</a> / Coat	Hooded or plain cloak of wool for warmth. Often fastened with brooches. Fur trim/cloak may be worn by those who can afford it.
Footwear	Leather shoes or boots; practical and suited for terrain & climate.
<a href="#">Belt</a> & Accessories	Leather belt with useful tools: knives, pouches. Jewelry (arm rings, brooches) common. Embroidery / trim where available.
<a href="#">Round Shield</a>	Wooden round shield (radius variable), often with a central boss; used in shield-wall tactics.
<a href="#">Helmet (Iron, plain)</a>	Helmet types include conical or rounded ones, often with a nasal guard. Decoration minimal; horns are not historically supported.
Weapons	Common weapons: one-handed axe, <a href="#">spear</a> , <a href="#">sword</a> ; also small tools / knives. <a href="#">Two-handed axes</a> less common; heavy weapons rarer. Only <a href="#">longbow</a> or straight bows; no recurves.
Layering for Climate / Protection	Under-layers (linen), outer tunics or coats; cloaks; sometimes mail (for those with means). Wool was often thick.



# examples



## COMMON WARRIOR

A common warrior of the time would likely wear a wool tunic with a linen undershirt, simple trousers with leg wraps, and a traveling cloak for cold weather.

They would likely have one or two small, family heirlooms with personal meaning, but otherwise would be minimally adorned with ornaments.

As it would be unlikely for them to be able to afford metal armor, they may eschew even a helmet, in favor of a large wooden shield.

## WEALTHY WARRIOR

A wealthy warrior, on the other hand, would likely have many of the same base layers as a commoner, but with a finer quality. With their wealth, they would be more likely to adorn themselves in jewelry and furs.

In addition to their finery, they would also be more likely to afford higher quality equipment, such as metal armor, helmets, and weapons of a superior make.

