

# Glossary



## Out Of Character Terms

### IC - In Character

Events and people in the World of ***Planetfall***. For example, the Missions of ***Planetfall*** occur IC on various planets.

### GM - Game Moderator

The team of people who maintain the game at a high level - organising metaplot, balancing abilities, and making sure the game runs smoothly. The best people to turn to if you have a question about the game.

### LARP-Safe

Something is deemed “LARP-Safe” if it has passed a safety check by an appropriate GM or Ref and is safe to strike someone with.

### Mission

The weekly adventures that are embarked on in ***Planetfall*** - each week will be a different Mission.

### Monsters (or Crew)

During a Mission, over half of the attendees will be playing Monsters - adversaries to the player party, obstacles, enemy rebels, alien creatures, and so on. Though we call them 'Monsters', the term here encompasses anything on a Mission that isn't a Player Character.

## **NPC - Non-Player Character**

Characters who are not played by another player. Other survivors, alien lifeforms, people of authority, rebels, all of whom may be encountered and interacted with. These will be played by the Monster crew during Missions.

## **OOO or OC - Out of Character**

Events and circumstances in the real world. For example, **Planetfall** Missions take place OOC at Shotover Country Park.

## **PC - Player Character**

You! The characters that **Planetfall** players create and represent in the fictional world. You may have multiple player characters in the game at a time if you choose. During a typical Mission, under half of the attendees will play Player Characters attempting to achieve some objective. The rest will be Monsters.

## **PvE and PvP**

Terms to describe the nature of the fight your characters face, 'Player vs Environment' (i.e. the world is out to kill you) or 'Player vs Player' (i.e. everyone else is out to kill you). **Planetfall** is designed as a PvE game though PvP action may occur.

## **Phys-Rep**

Shorthand for "Physical Representation" - describing props that represent something in the game, regardless of how closely they appear. For instance, the "phys-rep" for a sword is a LARP-safe prop.

## **Within Reach / Within Melee Reach**

If a skill says something is "within reach" it means that it should be within about 1m of you - as if you could hit it with a sword.

## **In Character Terms**

To Come

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