CHECKLIST

Quick reference for common LARP calls

- [ ] Listen for the damage number when a strike lands
- [ ] Acknowledge every call with a nod or short reply
- [ ] Apply the effect straight away without waiting
- [ ] Freeze and stay silent when you hear a safety call
- [ ] Ask a marshal after the scene if a call was unclear
- [ ] Keep your own calls loud and clear enough for everyone in range
- [ ] Check the briefing or reference card for system-specific terms
- [ ] Never assume a hit counted if no call was made