

Curious Pastimes new player help sheet



Welcome to Curious Pastimes!

As a new player to the system we recommend you take the time to read the rulebook and familiarise yourself with the mechanics of this system. We understand that it can be quite daunting to memorise everything however and this handout covers a few of the basic rules that will aid you in getting the most out of the system. When in doubt don't be afraid to ask. Referees can be identified by the white tabards they wear, usually with a large "R" on the front and a humorous nickname on the back. If you can't find a white tabarded referee you can always ask a faction referee or a member of a faction command team, they are all referees too. You can also ask other players, we were all new once and you will find people are always willing to help out.

Rules of Play

Hit Points, Healing and Death

- You have six locations, legs, arms, torso and head. A normal blow will do 1 point of damage to the location struck. All basic characters start with 1 hit per location although you can purchase skills and abilities at character creation or gain them through the game that will increase this.
- Once a location is reduced to zero it will cease to function, if this is a limb you will be unable to use it until healed. If this is your torso or head you will fall unconscious and begin your death count of two minutes. If healing is not started by the end of two minutes your character has died and you can go to GOD (game operations desk) and create a new one.
- You can be healed a number of ways in the game, corporeal magic, potions and certain magic items are but a few. Most healing takes ten seconds to heal one point to a location, and you must have at least one hit point on your head and chest in order to be conscious. When you are unconscious or dying it is important to remember that you cannot speak in character, if another player asks what has happened to you please only respond out of character with a brief description of injuries they would obviously see, for example if you have been reduced to zero hits on your head you would say 'my head appears to be bleeding badly'. Certain spells can allow the caster to gain a greater knowledge of your injuries but these will be obvious when used on you, and the spell caster should explain when they cast the spell.
- It is possible that you will be hit by a person calling subdue. This works exactly as a normal blow but damage is considered to be non-lethal. When reduced to zero you fall unconscious but at the end of two minutes you will awaken on full hits with no other effects. If your armour was damaged however it will still need to be repaired.

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Armour Use and Repair

- Armour increases your hits depending on the type worn. It must cover a reasonable amount of a location in order for you to gain the additional points. Having the armour skill also allows you to wear and repair it and any other armour of lesser protection. When armour is damaged it can be restored to full hits after two minutes of roleplaying repairing it, you are expected to make a reasonable effort to roleplay this, simply patting at it with your hands is considered bad form.
- If you are repairing your own armour you are expected to take it off first. It is possible to have someone else repair your armour while you are still wearing it but again it is expected that they make a good attempt to roleplay this. Armour does not need to be repaired if you are struck by damage that ignores it, such as certain spells or arrow/bolts.

Casting Spells

In order to cast a spell you must rip a spell card of the correct sphere, level and day at the time of casting. If you are struck while casting the spell you can continue to cast as long as you can complete the verbal for the spell and have enough hit points left to stay conscious. Occasionally it may not be possible to rip the spell card at the exact moment of casting the spell. In this case you are expected to rip the card as soon as possible.

Basic Game Calls

Below are a few of the basic game calls you will hear over the course of the event. These range from OOC (out of character) safety calls to IC (in character) damage calls and spell effects. It is quite possible that you will hear some calls not covered here. In that case, don't worry simply ask a referee or nearby player and they will instruct you how to react. Bear in mind that all special damage calls inflicted by a weapon will also do a point of normal damage to the location struck.

MAN DOWN: An OOC call and is used when someone may have suffered a real life injury. Please stop what you are doing and wait for a member of staff to assess the situation, do not automatically repeat the call. In large battles it is common for referees to ask you to kneel down so they can quickly spot the location of an injured person.

TIME FREEZE: An OOC call used when an event has happened that has occurred instantly. For example a monster teleporting in to a location, when you hear this call please stop what you are doing and close your eyes. When you hear the call TIME IN you can begin roleplaying again and can react to the situation when you become aware of it.
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TIME OUT: An OOC call to let you know the game has temporary stopped. Relax, chat with your friends and when you hear the call TIME IN you can begin roleplaying again.

ARTEFACT/ENCHANTED/MAGIC/SPIRIT/CORP/COLD IRON/SILVER: Weapon damage calls representing different types of damage that may be needed to damage certain supernatural creatures. Unless you are told otherwise they will simply do 1 point of damage to you exactly the same as a normal weapon blow.
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BITTERKISS: This is a very common blade poison, any blow calling this that penetrates your armour or hits an unarmoured location will reduce you to zero hits on that location instantly.

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COMMAND: The caster can force you to obey a one word command for thirty seconds, this must be simple and easy to understand, for example charge, sit or jump. If you are attacked while under the effects of this spell it's effect instantly fails and you may act as normal.

CRUSH: A very powerful weapon call that will destroy all of the armour on any location it hits with the first blow, the second blow will then reduce the location to zero hits no matter how many hit points are on that location. If you are not wearing any armour on the location it will be reduced to zero on the first blow. Crush can be parried with a weapon or shield, in which case it will not do damage.

FATAL: This blow will reduce your head and chest to zero no matter what location you are actually struck on. Armour will not protect you, though this can be parried with a weapon or shield, in which case it will not do damage.

FLARE: This spell will cause you to be blinded for five seconds. You must close your eyes for the duration of this spell.

FUMBLE: You will instantly drop anything held in your hands, as the spell is cast at your hands the item dropped may be bigger than the default mass rule.

MAGIC MISSILE/SPIRIT BOLT: Ranged spells that will do one point of damage to all your locations and ignore all normal armour; they will also knock you completely off your feet and your torso must touch the ground.

PARALYSE/SPELLBIND: If you are hit by either of these calls you are completely paralysed and cannot move or speak for either thirty seconds or as dictated by the person making the call, e.g. they could be calling permanent paralysis in which case you will need to stand still until someone else removes the paralysis with magic or another method. Armour will not protect you but you can parry this call with a weapon or shield.

POSSESSION: You will be under the control of the caster and must obey their commands for 1 minute.

SHATTER: Any one item the caster names will be shattered into pieces and be useless until mended by a spell or skilled crafter. Common targets are one handed weapons, small shields or helmets. The item will not shatter if it is bigger than default mass, for more information on this please refer to the rule book.

SLEEP: You will fall instantly into a deep sleep for 1 minute and cannot be awoken unless you receive a point of physical damage.

SPIRIT STORM/ELEMENTAL STORM: Very powerful spells that cast a magic missile or spirit bolt to everyone in a ten foot radius of the caster.

SPIRIT WRACK: This spell will cause you to be wracked with intense pain for 1 minute. You must drop to the floor, roleplaying being in pain and can do nothing but parry if attacked.

STRENGTH: If you are struck with a blow and the attacker calls strength they are considered to be supernaturally strong. As such you are knocked completely off your feet and your torso must touch the ground. Unlike other damage calls you must still take the effect even if you parry it with a weapon or shield.

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STRIKE DOWN: This will knock you off your feet and so your torso must touch the ground. If inflicted by a weapon it is possible to parry this call with a weapon or shield.

TERROR/FEAR: This call will cause you to run in fear away from the caster for 30 seconds, if it is not possible to run away from the caster (e.g. if it is unsafe to do so) you must cower in fear and may do nothing but parry if attacked. A terror call it is often followed by a rank level, for example 'Terror Rank 5,' if your rank is equal or greater than the level that has been called you are immune to the terror effect, all characters start at rank one and rank may be awarded by factions or in game organisations.

THROUGH: This damage call will ignore your armour completely, it is often combined with other calls such as bitterkiss.

WOUNDING: A touch spell that ignores any normal armour and causes the location touched to instantly drop to zero hit points, also the location cannot be healed for 30 seconds.

Things you may know

As a new player in the Curious Pastimes world it is unlikely that your character would know a great deal about recent events, however it is assumed that you would be aware of the various different factions, their core beliefs and perhaps a rough idea of why they have decided to make their way to an event. All this information can be found in the rulebook under "The Known World" or in the write up for each upcoming event. In addition to this you may well have heard about the College and the Academy, two organisations that are rumoured to educate people in the ways of arcane knowledge and war-craft. Don't be afraid to ask other characters more about the world and its varied and interesting inhabitants.

Good luck and we hope you have fun.

Time in

Friday	7pm to 2am
Saturday	10am to 2am
Sunday	10am to 2am (at event 1 & Renewal) OR 10am to 3pm ish (at event 2 & 3)
Monday	(at event 1 & Renewal) 10am to 3pm ish

See notices in GOD for foraging and scrounging times and their opening times

Event HQ is staffed 24 hours during event times, including for medical assistance and any queries about facilities, the site or any OOC concerns.

Ref HQ is staffed during time in for queries about the game, alternatively speak to your faction command or mercenary liaison

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