

Non-combatants at Curious Pastimes

We are aware that there are many people who do not wish to or are unable to take part in combat for OOC reasons at Curious Pastimes events. However, Curious Pastimes games are live sites from time in to time out and thus it is possible that a PC may encounter combat at any time during this period.

In order to provide the full game experience for any players not taking part in combat IC we have a very straightforward procedure that hopefully provides agency for all participants to manage their own experiences.

Each player should decide if they are declaring themselves as “non-combatant.” As a guide for this decision **any player who feels unable to fulfill the requirements of taking a strength or strike down call, i.e. if a player feels they are physically unable to fall over and get back up without OOC difficulty, should not take part in combat at CP.**

Once a player has decided they are non-combatant or “non-com” all they need do if faced with a combat situation, i.e. a situation where they would be attacked, is raise their hand and state their non-com status, find somewhere safe (please choose the nearest convenient place, players should not return to an area of safety or to where their group or friends are unless that area is immediately nearby) to sit/lie down if necessary or feasible (players should use their own judgement about what is safe and/or comfortable here) and begin their death count as if they had been reduced to zero hits on their head and chest. From this point a player should refer to the same death and dying rules as all other players.

Please note, players who have declared themselves as non combatants as described above should not enter the battlefield at Curious Pastimes events, nor should they go on game, faction or group skirmishes as these activities are deemed to be very likely to include combat and the whole area for these activities is “live,” meaning that an attack could come from any direction at any time.

As a final point of note, whilst we do not encourage non com players to enter combat situations this is only part of the game at CP and we really welcome volunteers for non combat roles during faction monster slots as we know from experience these add enormous value to the game.