

Expectations for Your NPC Shift at Knight Realms

These are meant as reminders about the attitude one should approach NPCing, not only so that people in general are entertained, but also so that you enjoy the NPCing experience.

Diversity is key to a good LARP NPC experience, and we, as Content Runners and Staff, will endeavor to help you enjoy your experience and work with your desires, but in doing so, you also must remember that everyone does their 4 hours of service to the game so that everyone at the game can enjoy themselves.

With that in mind, take these words as reminders, meant for your own benefit, as well as the game's. Most of all, have fun, because that's ultimately what we're all here to do.

NPC Expectations and Requirements for a full 4 hour shift in Logistics.

These are basic guidelines for behavior and performance. Obviously, not all situations can be covered, and flexibility on site will be required, but these general points will give you the basic organization a smooth running logistics and encounters need.

- **Willingness to Participate** - It is key that all NPCs understand that they are there to help entertain the PCs, hopefully while having fun themselves, but NPCing is not about "racking up resurrections", NPCs must be willing to take on any role needed to entertain the PCs. While we will attempt to account for certain needs (non-combat status, health issues) you are still there to entertain the PCs, hopefully while having fun yourself. You, as an NPC, cannot demand anything, though you are certainly welcome to politely request something.

- **Readiness to Participate** - An NPC must be properly dressed, awake, and most importantly ON TIME for their NPC shift. It is your responsibility to keep track of the time and know when to be in Logistics for your shift, taking time to make sure all needs are met (medications taken, garb swap, food consumed, etc) prior to arrival. Neutral colored clothing and decent boots are a must. Beyond that, there is no excuse for sleeping in Logistics or on a mod site as an NPC. You know when your shift is from the time you sign in, you cannot be "Excused" from your shift to sleep, unless you are willing to take the rules violation and make up 2 shifts the following event you attend.

NPCs must also present their Character Card, and cannot "find the marshal later" to get signed off. You must carry your character card with you to Logistics. If you feel unsure about taking it with you while you NPC, you can leave your card with the marshal to keep track of, but you **MUST** bring your character card to Logistics. If you do forget your card, you must retrieve it immediately upon finishing your shift so the marshal can sign off your NPC duty.

- **Masks and Costuming** - NPCing a given creature requires specific garb. In the case of our collection, the basics should work like this:

--- A Mask, Make-up or bare head depending on the role. Masks must be worn down (i.e. no mask-on-heads). If no mask is available, then Make Up must be used to properly represent the creature.

--- A Tabard, fur, or shirt, appropriate to the role.

Any further augmentation to a costume is, for the most part, on the NPCs. If they brought a belt, great. If they want to wear pants from the NPC collection, they can if they find an appropriate pair, though it is better just to wear your neutral base-layer. Anything beyond the basics should be done **after** all other NPCs have achieved their basic outfit, though, so no one is left without the minimum.

Upon returning from an encounter, they must put away their costumes properly (including cleaning and sanitizing per COVID protocols), along with their props, to preserve them for future use.

- Roleplay - Before an encounter group goes out, the Encounter Runner should review with the NPCs their basic Combat and Non-Combat roleplay. (i.e. Reminding wolves to growl, thieves to stick to the shadows, and barbarians to be brash and boisterous.)
- Comprehension of the Rules - Before an encounter group goes out, the Encounter Runner must review all special rules that influence that group of NPCs, and make sure they understand them. (i.e. Ghouls with Paralyzing Touch, Barbarians with Devastate, or a Lizardkin with Poison Claws)

Keep in mind, however, that it is also on the players to understand their own rules. If an Encounter Runner has not explained everything, ask, so that you do not misuse your skills. If you are found to be knowingly misusing your NPC card, you will be issued a rules violation, just as if you are PCing.

Combat and Non-Combat NPC Roles

As I mentioned before, there are 7 shifts spread throughout the weekend. These shifts are carefully spaced to maximize the entertainment value of our NPCs throughout different parts of the weekend. This extends to the need for Combat and Non-Combat roles.

Combat NPCs: These are by far the majority of NPC roles. LARPing is an active game system in which people physically engage in melee with monsters and foes, and without NPCs to play those roles, we would all be sitting around swinging at the air. If you are a player with a willingness to fight, then you should sign up for shifts that need fighters: Friday nights, Saturday afternoon and Main Mod. These shifts are prime time for fighter roles, and as you may have seen in previous months, are hurt when there are few to no combat experienced folks playing.

Non Combat NPCs: Understand that these roles exist, but are not common. Non Combat NPC roles are not guaranteed to all players who want them. If you are combat capable, the Encounter Runner will ask you to fight. Do not request a non-combat role. If the Marshal wants you to have a roleplay part, they will ask you. If you are not combat capable (either a Non-Combat player, or physically incapable) then it is

your responsibility to sign up for shifts that have non-combat roleplay opportunities: Friday first shift, Saturday Morning and Mid Day. It does no one any favors if you show up for the shift Main Mod is running on and say "I need a non-combat role" because odds are, there aren't any.

When preparing for your NPC shift, please dress in some form of basic weather-appropriate clothing that can be added onto for your shift. Avoid things that look OOG when coming to your shift as some of our NPC costuming may not cover up all the OOGness of your outfit.

Something as simple as black sweatpants and a sweatshirt without any logo or designs is great for this. That can easily be added upon and they likely won't detract from the game atmosphere. If you have any other nondescript period clothing please bring it and use it, but if not some costuming will be provided.