

## Fools and Heroes Covid Risk Assessment

This document covers the common issues which cause people to come into close contact under normal circumstances and how best to avoid them. Nothing in this document is a permanent change to game rules, if covid turns out to be a long enough term problem for that occur then any changes will go through the exec. Due to the rapidly changing situation and the fact that we have not yet run many events, should be considered a work in progress. Please give feedback if anything does not work as written or additional circumstances have been forgotten.

We strongly recommend you think outside the box and try to think of unusual styles of event which stop these issues coming up in the first place. Recommended formats include IC socials, short duration OOC or even IC weapons practice (people are less likely to do silly things if their character has no risk of death), or use the "Room of Doom" format outside (focus on traps and poisons rather than monsters).

### Healing

Under normal circumstances, healing requires close contact. The safest way to guarantee no contact from healing is required is to not have any situations where people need healing, whether that is through no events at all or zero-threat ones. If an event is supposed to be no-threat, LARP weapons should be OOC banned just in case someone does something stupid. The suggestions below are ideas for how to make healing more safely distanced, small variations are allowed as long as they do not confer any IC advantage. If using one of the variants below you must have the opportunity to do it as usual, e.g. no pouring a potion 2m away from someone with a monster standing over them and claiming there's no way the monster could have got you, no tying bandages while you are running towards/away.

#### Bandages

Be very careful of bandaging people, and OOC ask the target if they are OK with you being touched or if they would prefer to use their own physrep. Everyone who would prefer to bandage themselves could carry their own bandage phys-reps in a separate pocket or pouch, and it is recommended everyone does this as some people may not want to bandage other players. When using a bandage on someone else, you should transfer a bandage from your ic supply to the ooc pouch. If someone else uses a bandage on you, use one of your phys-reps from the ooc pouch.

#### Potions

This can work more or less as normal except that you shouldn't crouch near them, just pour out the potion from a standing position 1-2 metres away. This must not be used to gain an IC advantage, do not use the gap to evade monsters.

#### Spells

Stay standing at a suitable distance and cast the healing spell over the patient, do not touch them.

#### Waking People

Stand near to them and count to 30 out loud. If using smelling salts stay standing and count to 5 out loud. Use of a long weapon to poke them with is also acceptable. You could also use writhe spells, Sidheans may use them for waking up allies.

### Combat

All players should avoid using any weapon smaller than a sword. Bear in mind that daggers can lead to a fundamentally different and much closer style of fighting, this should be avoided. In addition, players are asked to consider their fighting style and maintain distance between them and their opponents.

The usual rule of no grappling should go without saying, violations of it are likely to result in worse consequences than usual. The same goes for "dagger hugs" and the same motion with a sword (reaching over someone's shoulder to stab them in the back).

### Spells

Spellcasting involves talking/shouting, and raised voices are known to increase the risk of covid transmission. Do not shout spells at people in close proximity. Spellcasters who do not do a lot of fighting may wish to wear masks.

#### Fear

Under no circumstances should you try to physically block someone who has been feared. Remember that staying in place and cowering is an acceptable way to roleplay fear, and remember good monster etiquette means you should not attack them or take IC advantage of people who choose to do this.

#### Heat Metal

If someone is subjected to a heat metal spell you should not try to help them get out of their armour.

#### Touch Spells

Things like protection from magic, dragonscales and so on should be cast next to the target and you shouldn't touch them.

#### Obey

Be very careful when giving commands via Obey spells. Make sure that whatever you use does not involve physical contact. Avoid such staples as "remove everyone's bandages" and the like. Even "Attack your allies" should be used with caution as it results in a fight in a small, chaotic group.

### Guidance For Referees

#### Bestiary

Monster masks should be avoided and must not be shared on a mission day under any circumstances. They present a significant infection risk due to touching something which has been heavily breathed on, and to the LO who will probably have to collect and clean them. Masks are still required for some monsters, please do not use an alternative physrep without permission from SR Bestiary. The bestiary contains extensive options for non-masked monsters, and some which masks are commonly used for do not actually require them (spectres can just use a hood).

If monster masks are used, they absolutely must not be used by anyone else before the branch's next running date (unless they belong to the monster), and must be cleaned in between (even if they belong to the monster). Make very sure no masks used for a morning mission are used in the afternoon.

Similarly, be extremely careful with makeup. It is recommended that you avoid monsters that need makeup, but if you want to use makeup you must get monsters to apply their own makeup using single-use disposable cotton wool pads or tissues, or use board markers. Used pads or tissues should go into a plastic bag separate from all other kit.

The following monsters usually involve daggers/claws/touch effects, please use something else if possible: werewolves, scarecrows, skarahai, raggedy men, feyunds, ghouls, ghastrs, dverges, disarmed dragonkin. Do not upstat them to enable use of swords, and swords are still not allowed for mages. Zombies, ghouls and ghastrs also have special touch attacks, either do not use them or don't use that ability.

#### Soft Kit & Props

The risk of surface transmission is low enough that these should be able to be used more or less as usual. People should be careful to not rub things which go over the head (e.g. holy

symbols, tabards) on their face, and if hand sanitiser is available, use it before taking off anything going back into the monster bag. Beware of props which people might breathe on at close range, e.g. a crystal ball people stare into is probably a bad idea.

Make sure you have plenty of time to give out kit and props, do not have all the monster party crowding over a bag at once. If some props or kit are more desirable and may cause a race, assign those roles/items before you open the bag, and only allow one person at a time to get things out or take items from the person handing them out.

#### **Writing Missions**

Try to avoid significant events, e.g. big missions to launch or end plot, while cases are high. This may upset people who do not feel safe coming along, or incentivise people showing mild symptoms to who have had a possible chance of contact to decide they will come along.

Please bear all of the above concerns in mind when writing missions. If you want to avoid masks, bandits, heretics, evil mages, rebel lords, peasant uprisings, whatever suits the local background make good human enemies. If you do want to use masks, it may be easier to stick to one category of enemy (i.e. foulspawn, undead) in order to keep track of masks and enable the other mission (if you are using anything like the usual 2 mission format) to use the other set.

Remember that some characters may be more or less useful than usual.

Combat is best run as a loose skirmish rather than line fighting so you should plan accordingly and not write encounters that require players or monsters to defend a narrow gate or the like. Use parts of the site with a lot of open space for combat and downstat monsters to take account of increased space and movement. Monster with bows and throwers are ideas.

Avoid encounters that restrict space too much so that players can keep their distance. Things like narrow corridors, stepping stones which may have 2 or 3 crammed onto at a time, or traps that require people to press close together to avoid them should not be used. On the other hand, if used well, natural hazards can be an excellent way to create danger without needing to come into close contact with monsters.

Avoid attacking the party from multiple angles which will just squeeze them into a tight group, front line and one flank is OK, an ambush from behind may work, front and rear at the same time should not be used. If party members are not pulling their weight and hiding at the back, this should be dealt with IC.

Talkie encounters will need to maintain distancing so avoid situations where a conversation needs to be held quietly or covertly. Side missions for thieves are probably best being shelved for the duration.

#### **Guidance for LOs**

The job of LO is going to be significantly harder during this period. Please coordinate with your referees a few days before you run to make sure they are fully prepared. Please also ensure your players and visitors are fully aware of any obligations.

#### **Branch Discipline**

This has the potential to be very contentious. If these rules are to work at all they must be adhered to by everyone. If someone is not maintaining distance or is otherwise acting in a manner that increases risk to others it is the LO's responsibility to remove that person from site. Two metres is a lot further than most people think it is, make it clear at the start of the day.

#### **Supervising Refs**

If you are in a position to review adventures before they run, please do so or at the least make sure the monsters being used can both be phys-repped and dealt with by the players.

#### **Site**

Please ensure that your usual site is actually open for use and that you are aware of any new restrictions in place. If your site is not available, please support your players in attending other sites where that is practical and the other LO is OK with this.

#### **Managing Numbers**

Where number limits apply, the LO will need to devise a system by which they manage that. It is strongly suggested that branch members take priority, and that a system be put in place to allocate spare places to visitors. How each branch does that is up to them, including if they wish to use a lower number limit. It is vitally important that legal limits are stuck to, any LO allowing too many people will be immediately removed from post if not banned from the society.

#### **Magic items**

If a branch member has magic item which they have concerns about (e.g. it compels or requires physical contact), the LO should talk to the SRs about a possible change or extension.

#### **Sharing water**

In a nutshell, this is not allowed. There are a few cases where it is OK such as between people who would normally share saliva or in a medical emergency. People who turned up in the same car or see each other away from LARP is not a good enough excuse. People should carry their own water if there is any chance they will need it, unexpected heatstroke happens but people who get too many emergencies may be told not to attend the branch again or removed from the event.

#### **Local outbreaks and rules**

We strongly advise you not to run if your local area currently has a concerning infection rate. It is also reasonable to set restrictions on attendance from anyone from those areas, even if they are branch members, as some branches have members distributed across very wide areas. We ask you not to run any plot which those members would be especially sad to miss if that is the case, and not to run any indoor events (e.g. banquets, fests with indoor areas) while anyone in a "local lockdown" would be excluded from them.

England is currently not using the tier system but Scotland still is, and Wales is not using the same rules as England.

#### **Testing**

It is up to branches whether they want players to take LFTs, we believe this is a good idea. They can be useful, but they can also give a false sense of security, all an LFT says is you probably didn't have a high viral load for covid at the moment of the test so they are most useful in the car park on the day. Some players get tested frequently due to work, this should not be considered assurance that they are covid-free because it usually means they are at higher risk of being infected. Temperature guns are extremely unreliable outdoors and a high temperature is no longer a common symptom of covid, please do not use them unless in addition to other controls. Proof of vaccination is sometimes used instead of LFTs, but bear in mind you can still be infectious after full vaccination.

The LO and mission refs have authority to remove someone from the adventure if they fail to comply with the attendance requirements set by the branch, or if they start to show symptoms during the day.

#### **Vaccinations**

At this stage we are not considering excluding anyone for not being vaccinated, and bear in mind that not everyone has been offered both doses vaccine. If at a later date when it has been offered to everyone branches did want to require people to have had vaccines for specific events (especially for indoor events) this would be up to the event organiser, but exceptions should be made for any good reasons (e.g. medical exemptions, severe phobias, difficulty getting access to one).

We have not yet considered detailed advice for indoor events, if you are considering running one please contact central. You may encourage members of your branch to get vaccinated.

### **Guidance for all players**

#### **Consider how you travel**

If you normally get a lift with others to larp please ensure that if you continue to do so that you are following all current guidance and taking any necessary precautions. Car sharing with anyone you do not have regular contact with should aim to be limited to one passenger and one driver in the car, if one or two branch members tend to share the burden of providing all the lifts please try to spread this among more people.

#### **Masks (covid protection)**

We are not issuing hard rules on mask wearing because their effect outdoors is significantly less than indoors, and the general advice is that people should not wear them when exercising (fighting, walking up hills, carrying heavy props). They may be advisable where someone has to talk loudly facing a group, e.g. monster briefings, talky encounters, low-combat spellcasters. Anyone who wants to wear a mask must not be told not to, anyone with a good reason not to must not be told to. They do not have to look IC, the blue surgical one are far more effective than IC-looking things like bandanas, but a bandana over a surgical mask is fine. They should be worn whenever possible if indoor areas are involved.

#### **Things to bring/carry**

Things will go much smoother if everyone brings certain things with them.

- Bandages. In order to be healed you will need a supply of your own bandage phys-reps. See above.
- Water or other fluids. There will obviously be no sharing of water on missions, please bring your own.

- Hand sanitiser.

In addition, if you can bring any of the following you might be able to help your referee out whilst monstering.

- any masks for basic line monsters you might own.
- suitable facepaints or board markers (red, black and green are most useful)
- Wipes for removing facepaint
- different options for monster kit.
- Ribbon. A piece each of red, green and purple if you have them will be plenty.

Please do not feel you need to buy things in order to help with the above. If you do not already own any of the above there is no obligation whatsoever to buy any.

Surface transmission from items which have not been in extended contact with your face is probably a low risk, but bringing your own common monster items (if you have them) will avoid the temptation for multiple people to crowd around a monster bag.

### **First aid**

Should a first aid incident occur, this is very difficult to deal with without face to face contact. Also bear in mind that first aiders tend to be safety conscious and there is a chance that fewer of them will want to show up in a pandemic, check whether you have one in attendance and if not let people know the risk.

We recommend that you add a couple of FFP3 masks to the first aid kit for use during first aid incidents. It is extremely difficult to transmit covid while wearing one, they are a much higher grade of protection than standard face coverings. Both parties wearing FFP2 may also suffice if you struggle to obtain FFP3.

### **TL;DR**

- NO MASKS TO BE SHARED UNDER ANY CIRCUMSTANCES, IDEALLY DO NOT USE AT ALL.
- USE EXTREME CAUTION WHEN USING MAKE-UP AND DO NOT SPIT IN IT
- WRITE MISSIONS TO ALLOW FOR DISTANCING BETWEEN BOTH PLAYERS AND MONSTERS
- MODIFY YOUR COMBAT STYLE TO STAY AT A DISTANCE
- ALL INTERACTIONS SHOULD BE AT A DISTANCE, INCLUDING HEALING AND SEARCHING BODIES.
- KEEP IT LEGAL - MANAGE YOUR NUMBERS
- WEAR A MASK IF TALKING TO A GROUP (if you can)
- DO NOT SHARE WATER