

Converting Existing Characters

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Welcome

Welcome back to Kaurath. This document exists to answer your quick questions on getting from where you were at the end of 2018 to where we will be at the start of 2019.

Our goals in changing the rules underlying Kaurath

We want to continue to build a high fantasy role playing game that supports a wide range of players, experience levels, styles, and plot depth with interesting content. We want to continue a long running story without getting mired in legal disputes. We want to engage players and their loved ones and support positive play. We want to give our players agency to affect the world through their actions, while also allowing the living world they are affecting to react and impact them in turn.

Each person's goals are different, and, for many, may change. We want to be able to offer all of our players the style of play they want even as it develops over time.

It can be challenging to face changes to existing characters and rules. But we have a number of options, including Lacuna, specifically to help our players learn the new mechanics and build the character they want, be it an old friend or a new challenge.

We want to ensure that new players will have the tools they need to engage the stories just as the more experienced players can and have rules and a culture that creates just as positive an experience for our new players as for our longer term ones.

In conclusion, we are always open to taking steps that increase options for our players as they discover new areas of interest or goals for their characters; since those characters grow and evolve over time, sometimes reaching a fitting end of their tales and sometimes taking up new challenges. We are open to communication.

Importing Existing Characters

Existing characters, either from Kaurath or visitors from other worlds, who play our game will take a little work to convert to the new rules system and to fit into the new world.

There are some up and down sides to having to have made the shift. It fit naturally in the flow of the game's plot. This shift allows us to move forward on new capabilities we always wanted to do but could not get permission to do in the past. It lets us address the long standing fun imbalance of very high level and very low level characters playing the same game, and it allows us to offer more options for the high level characters to grow.

On the down side, we have to avoid using certain Intellectual Property under dispute and to be polite we need to adjust some aspects of our own IP to ensure we are not violating anyone's rights. We also can't use certain words about past events in official publications as they may violates someone's IP or Trademarks.

Think about who you are playing

Start off with who your character is, at their core, and if you like playing that person. If you don't like your character *as is*, determine if you need a change in them or in starting a new journey. The air is different; the earth is different. It's not so much as to force everything to change, but just enough to notice your abilities and instincts adjusting. This shift from an old world to a new one allows an in-game reason for things to become slightly different, if that will help you.

Think about what you want to do going forward.

What is the essence of the character you **want** to play?

Are you an aggressive fighter or a defensive fighter? Are you sneaky? Do you use magic? Do you heal people and lift their spirits? Do you create tools for yourself and others?

Once you have this, think about the other things you enjoy doing and how important they are to you. Roleplay? Discovering secrets?

Take that list and put it in order from most important to least. Make a note of the ones which are most important for your roleplaying and history, but do not focus on the the details from other systems as much of that was rules specific - instead focus on the essence of what you enjoyed about it and we can work with you to get things set up properly. A few may unfortunately touch on things that we can not deal with, such as disputed Intellectual Property. Those will need to remain just history until those issues are resolved.

Play Balance

Because we are going for a High Fantasy feel, we chose a higher starting point total and cap to reflect those abilities. Since we are a campaign game, players can keep playing for a long time, but enforcing caps on attributes are intended to force players to spread their skills out and eventually encourage players to retire as they complete their personal story arc and take up a non-adventuring role and/or start up a new adventurer. New and experienced characters should be equally useful to have on missions, as each adds unique skills to the play mix and there are a limited number of skill uses possible per Long Rest. So everyone needs to be thoughtful and use free things like basic attacks, be they melee, missile, or packet, as a base and add in your called skills thoughtfully.

All characters start in the same place

Our goal is for all characters, from the newest player to LARP veterans, to feel useful. The more experienced characters may have more options, but every character has something to contribute to the game and any given adventure on which they go.

All characters in Kaurath will start with the same 50 base CP to spend and the same opportunities to earn bonus CP. This can be done through one time options like submitting a detailed backstory, that tells us your current goals, or specific, needed donations, and per-event options such as helping to set things up, put things away, work until the game is fully packed up, and submitting timely PELs.

To reflect contributions made during our transitional change and by our long term players, we are applying some of the volunteer and contribution credits from 2018 towards your new characters. This will give our existing players a little bump for having helped out, but not enough to create a problem with play balance.

Won't things get worse for the new players over time?

We recognize the risk of disparity. To address this, we have a set of limits on a number of the attributes in the game. Once you choose to exceed those limits, your character is required to start moving along a retirement path, be it settling down to live a peaceful non-adventuring life, taking up a position of authority incompatible with active adventuring (such as managing a Province), or sacrificing most of your power, or even your life to accomplish some great purpose.

We set these attribute cap numbers and the limits on Prestige Headers so that every new character is still an important asset to any adventuring group.

Is your story over?

A few characters were at elevated power levels or have done all they needed to do. They might not be the best candidates to convert right now.

In such a case, sometimes it is best to put the character to the side and play as an NPC or a new character for a few events to get a feel for the world. At the end of that test period, consider if you would like to convert the character or formally retire them and start something new. It also gives you the option to save a few additional character points up to spend on the new character you are making.

In some cases, the high level character really should retire from the adventuring life, perhaps sending out a younger relative in their stead or another protege.

In Game Race and Related Issues

Some entering characters will find their bodies adjusting to the power and magics of the new world. As part of the transition their “race” becomes one of the local races, usually the one that matches most closely to their previous race, but sometimes to the one that fits their mindset best (you choose what you become), and they acquire the abilities of the appropriate Culture. In some cases, the broad generic ‘race’ of Human is the best fit. And in a few cases, the change is more dramatic or driven by the story of their arrival.

Changes of race and even gender are not uncommon in literature, and other sources; so take this opportunity to consider who your character really is inside, and, if appropriate, let that come out.

You should also be aware that some players were not members of the local cultures and may be referred to with terms currently under litigation. All parties have claimed no desire to persecute players for what they may say or do in character, however we respect all Intellectual Property rights and wish to avoid anything which might appear to misuse material currently under dispute and those terms won't appear in our published materials.

Conversion Table

<u>Old Kaurath</u>		<u>New Kaurath Race - Culture</u>
Human	->	Human - Hearth, Wild, Road
Barbarian	->	Human - Wild, Road
Vaeltaa**	->	Human - Road
Kulta Keros, Ektor Szakel	->	Human or Gnomes - Hearth
Akherra	->	Human or Gnomes - Road
Elves	->	Elbael - Hearth
Wilderness Elves*	->	Elbael - Wild
Halflings*	->	Human or Gnomes - Road or Hearth
Ograth**	->	Greenskin, Ogres - Wild
Razioch**	->	Greenskin, Orcs - Hearth
Gythainen	->	Weirkin - Hearth, Reptile base
Anthropomorphic Cats*	->	Weirkin - Hearth, Wild; Cat base
Anthropomorphic Animals*	->	Weirkin - Hearth, Wild, Road
Feathered People*	->	Weirkin - Hearth, Bird base
Phaunos (Horned) Elves*	->	Pacted: Willful or Weirkin - Road, Hearth
Dark Elf	->	Elbael - Hearth
Stone Colored Elves*	->	Lacuna or Elbael - Hearth

***Races described in bold are potentially subject to litigation and you must adapt your character to avoid such issues.**

****Races marked with two stars are part of the Kaurath IP but to ensure we respect the IP rights of others we must carefully adjust aspects of them.**

Existing Magic Items

Characters arriving in Kaurath may find their items of power dormant or interacting with the local magic fields in new and different ways. All magic items fall dormant upon arrival. You can turn items in to Logistics as part of checkout and we will work to convert them between events, but there is a faster solution online. We have a questionnaire at you can fill out that will help us properly convert the items that are key aspects of your character. This takes time, so please do it as early as possible. Because our model of magic is for fewer items able to express a wider range of possible effects, there is a limit on how many items will be converted directly. Those which can not convert cleanly due to rules system mismatches and any items beyond the effective limit will instead become tags usable for Ritual Magic, or Crafting.

Questionnaire Link: <https://goo.gl/forms/3ctYM20i0Lc9MFDx1>

Production Tags

Any existing non-Magic Item tags a character has brought from Old Kaurath or such a place will need to be converted to be used in Kaurath now.

Some of those tags represented things which have been simplified to be handled by role-playing of physical representations alone now. Others have specific magical effects which are no longer available. Some enabled things which no longer exist.

Since they represent effort on the part of your character in preparing or acquiring useful crafting items or in hunting down rare and exotic materials most will be converted into the sorts of Ingredients which are useful in crafting. Every tag becomes a Common Ingredient, and 2 count as a Uncommon, 4 as a Rare, 8 as an Exotic, and 16 as a Special.

Raw Magical Effects can be used directly as Ingredients for Ritual Magic as can any Magical Item not being converted and sustained as such. That is the way to try and convert an item, empowering its physical form with Ritual magic to produce the desired effects as the powers now permit.

Characters with Transformational Magics on them

If your character has been magically linked with some other form of being, perhaps a creature of power or the Heroic Grade version of your race, that magic must change on arrival as well.

This sort of enchantment traditionally represented two things. It was a retirement package when your character would otherwise have stopped playing, perhaps due to death, and the possibility of accessing extraordinary powers during play when facing dangerous foes. It was also used as a form of advancement for higher level characters.

The retirement package aspect is covered by the Character Retirement section in the Kaurath rule book.

The advancement options are covered by Prestige Headers, Advanced Headers, and the ability to research new spells, new crafting recipes, or, even to develop new skills.

The rest of these powers are supported by the Companion Spirit header. The magics on a new arrival of this sort may manifest themselves as a supporting Companion Spirit or attract one more suited to the new world lore. From that spirit, your character gains some extraordinary skills and abilities scaled for the power level of this game and suitable for use during play without needing staff to tell you it's time to use those abilities.

Character Points

All characters **start** with 50 Character Points.

If you submit a full **backstory** with details for plot to work with the character gets a one time 5 Character Point bonus

There is a **cap** on how many points a character can use per year. This starts at 50 points and increases by 20 each year. The backstory bonus is in addition to this 20.

Thus, in 2019, a new character has a cap of 70 Character Points. In 2020, it will be 90 Character points and so on.

You will earn a character point for each **full weekend** event you attend and for **staff supported online roleplaying** sessions.

You also gain points for **set up, tear down**, submitting a **PEL** on time, and staying until the **end of the event** to finish cleanup. Cleaning **bathrooms** qualifies for bonus points.

Donations to an event from the items needed list will be awarded points towards your cap, excess points will carry over to the following year.

Recruiting new players and **NPCs** is an important step and is also worth a points after their second event.

Contributions made to Kaurath in **2018** are worth up to 10 CP as a special reward for those dedicated players who have been working hard to keep things going well.

And, finally, if we do a special **fundraisers**, or you donate a fully storable easy to assemble and tear down illuminated working **Stargate** prop, that is worth a bonus which will be applied towards a 5 CP special donation bonus pool that will always fill first each year.

In summary:

Starting CP:	50 CP
Character History:	*5 CP
2018 Credit Max:	*10 CP
CP Cap Increase Yearly:	+20 CP
Capital Project Bonus Yearly:	+5 CP
Full Weekend Attendance:	1CP
One Day Attendance:	½ CP

8 Hour NPC Shift: ½ CP
Regular List Donation: ½ CP
Special Donations: Case by case

NPC Credit: Comparable to attendance

Setup: ½ CP
Cleanup: ½ CP
Staying until staff clears: ½ CP
PEL within 2 weeks: ½ CP

Cleaning Bathrooms: 1 CP
Taking all trash to dumpster: 1 CP
Putting Tables Under Roof: 1 CP
NPC Camp Cleanup: 1 CP

Staff Supported Roleplay: ½ CP

Failure to Clean Cabin: Lose all earned event and volunteer CP (not bonus CP)

Recruiting new NPC is worth 1 CP on second event, ½ CP for each of next 2 events. **

Recruiting a Full season NPC is worth 2CP, this stacks with above. **

Recruiting a new PC is worth 1 CP for each of their first paid event.**

* = Bonus CP

** = Provided per person. Only 1 person may gain this benefit.

Visitors and Immigrants from Accelerant games

If you come from another Accelerant based system the Attribute mapping is natural -

Vitality - is the attribute which is your life or health

Threat - is the attribute you will use for attacks.

Aegis - is the attribute you will use for defense.

Clarity - is the attribute that controls refreshes.

Armor - should be re-evaluated as described in the rules Light->2, Medium -> 3, Heavy -> 4

Determination - is a special point pool for those headers which have uses described for it.

With prior conversations between the teams running games a simple conversions guide starting with the items above may be developed.