

Kaurath 2.0

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Chapter 0: Theme	9
Safety and -isms	9
Inclusivity	10
Accessibility	10
Code of Conduct	10
Nobility	11
Gestures	11
Hand Gestures/Check in Gestures	12
Are you ok? Checking in.	12
I am ok/This is all in character	12
I am not ok/I need this action to stop	12
Content Warning	13
Fit for Live Action Gaming and General Site Rules	13
Chapter 1: Base Rules	15
Rules of Etiquette	15
Always In Game	16
Combat	22
The Flurry Rule	24
Death	29
Spirits of The Dead	30
Effect Listing	33
Chapter 2: Kaurath Specific Rules	55
Starting Characters!	55
CP Caps and Retirement	55
Death	56
Death by Choice	57
Attributes	58
Base Attributes	58
Aegis	59
Threat	59
Clarity	59
Determination	60
Unified Base Attribute	60
Vitality	60

Full Refresh	60
Maximum Attribute Totals and Pool Totals	61
Armor Points	61
Evaluating Armor and Armor Coverage	62
Heavy Armor	63
Medium Armor	63
Light Armor	63
Sanctuaries	63
Cabins	64
Safe Spaces	64
Talismans	64
Definitions	65
Short Rest	65
Rest	65
Long Rest	65
Day	65
Non-Combat	65
Hearth	66
Sustain	66
Attune	67
Formal Duel	67
Skill Tags	67
Information Skill	67
Full Refresh	67
Per Day	67
Per Event	67
Runic	68
Tattoo	68
From Behind	68
Spirit Form	68
Performance Required	68
Traits	68
Elemental Traits	69
Mental Traits	69
Metabolic Traits	70
Physical Traits	70
Special Traits	70

Domain Traits	72
Communities	73
Create a new community	73
Induct a new member	73
Remove a member	73
Leaving a Community	73
Chapter 3: Characters and Their Origins	75
Cultures	75
Hearth	75
Road	75
Sailborne	75
Wild	75
Races	76
Elbaels	77
Gnomes	78
Greenskins	79
Humans	79
Lacuna	80
Pacted	81
The Pact of the Willful	81
The Pact of the Paragon	82
The Pact of the Guide	82
The Pact of the Burdened	82
Weirkin	82
Importing Previous Characters	83
Chapter 4: Headers	84
Base Headers	84
Berserker	84
Crafter	86
Mage	90
Rogue	98
Warchanter	102
Warrior	104
Open Skills	107
Companion Spirit	114
Companion Spirit [Name]	115

Prestige Headers	117
Apothecary	117
Argent	119
Bloodrager	122
Composer	123
Enchanter	126
Forte	128
Fury	130
Hammerfall	133
Rageshaper	134
Rampager	136
Shadow Hexer	139
Skald	141
Spelldancer	144
Spellswor	145
Swashbuckler	148
Chapter 5: Purist	150
Pure Berserker	150
Pure Crafter	154
Pure Mage	157
Pure Rogue	163
Pure Warchanter	167
Pure Warrior	171
Advanced Headers and Rules	174
Dragon Mage	174
Rune Mage	174
Mentalist	174
Deities	177
Domains of Power	177
Mental Contact	177
Possession	178
Chapter 6: Crafting	179
Items	179
Crafted Items	179
Sustainable Items	179
Crafting Items used to Sustain items	180

Example	180
Enhancing Items	180
Rule changes	180
Workshops	180
Ingredients	181
Cooperation	181
Gathering Ingredients	182
Alchemy Ingredients	182
Potion Ingredients	182
Shaping Ingredients	183
Tinkering/Rune Projector Ingredients	183
Storage	183
Recipes	183
Alchemist	184
Potion Brewer	186
Shaper	187
Rune Projector	189
Tinkerer	189
Example	191
Chapter 7: Ritual Magic	194
Things we know for sure	195
The five classes of ritual complexity	195
Types of Ritual Castings	195
Scribes	195
Interruptions	196
Path of Ceremony	197
Path of Sacrifice	200
The Path of the Planner	202
Gaining Initiation	203
The Path of the Powers	204
The Path of the Magician	206
The Path of the Magister	208
The Paths to be discovered	209
Special Bonuses	210
Determining Difficulty	210
Difficulty Chart	211
Naming A Ritual	212
The Power Chart	213

Casting Sequence	214
Resolution Sequence	215
Preparation Rituals	216
Create Ritual Ingredient	216
Create a Grounding Talisman	216
Diverting Side Effects by Personal Sacrifice	217
Empower a Crafted Ritual Ingredient	217
Empower a Ritual by Sacrifice	217
Empower Ritual Focus	218
Focused Damage	219
Focused Protection	220
Rapid Item Attunement	220
Transfer Experience	220
Apprentice Rituals	222
Blood of the Magi	222
Delivery Enhancement	222
Enchant Item, Apprentice	222
Traumatic Death	223
Vision	223
Veteran Rituals	225
Disenchant, Veteran	225
Researched Delivery Enhancement	225
Spell Cry Ritual, Veteran	225
Sustain Magic	225
Expert Rituals	226
Chained Spell	226
Dim Magic	226
Enchant, Expert	227
Retribution	227
Sorcerous Rituals	229
Create Lacuna	229
Eviction	229
Experimental Delivery Enhancement	229
Spell Cry Ritual, Sorcerous	230
Chapter 8: Magic Schools and Spells	231
Spell lists	231
Augmentation	231
Invocation	232

Necromancy	234
Appendix: Change Log	235
Grape	235
Fennel	235
Eggplant	236
Durham	237
Carrot	238
Blueberry	239
Apple	239

Chapter 0: Theme

This Live Action Roleplaying Game (LARP) has been designed as a continuing high fantasy campaign game to explore themes of **conflict, entropy, oppression, institutional slavery, dictatorships, community, religious interpretation, cultural modification and elimination, what brings us together, and what drives us apart.**

This game is intended as a player versus environment (PvE) game for physical conflicts unless consent is given for character versus character (CvC) physical conflict. All other rules of contact still apply when consent is given for physical conflict. Player versus player (PvP) conflicts are intended to be role play based though they can be resolved through the option of a “Formal Duel” if both players consent.

To meet these ends, we have decided to craft a world where people of various levels of experience, both in and out of game, can affect change in the world around them.

The people of Kaurath have recently undergone a great change. They've left their world behind, some of their friends, and now they find themselves in a strange new world. They find themselves in unfamiliar bodies, ones adapted for this new world, but remember all their previous experiences. They recently defeated their greatest foe and their kingdom was torn apart in the process and sent scattered from the world. The kingdom they knew is half of what it was. It still resembles what they've seen on maps, but it is no longer the parts of the maps they've walked before. It is unfamiliar terrain and a path through the mountain. Soon they will discover what it was that lived outside the barrier. What they'd been protected from for so long.

Safety and -isms

We designed the world of Kaurath to be inclusive and not subject to the ethnocentric racism and misogyny that are often falsely attributed as a constant of medieval and ancient cultures. To be clear, we strongly condemn the ideology of white supremacy that has been co-opted by hate groups as well any doctrines encouraging religious intolerance. While medieval and ancient earth was a violent place filled with tragedy, we have sought to break down social barriers, and will not tolerate the use of real world bigotry or 'isms.'

The world of Kaurath has its own social barriers to overcome and real world 'isms' are simply not welcome. For example, though this experience features themes of legacy and the feuding of cultures, heirs are chosen on merit rather than gender or orientation and aren't necessarily even related by blood. A woman's worth is in no way defined by her ability to have children, and age is not considered a burden but something to be respected. Likewise, we want to make it clear that our written cultures are not intended to be racial divides. Due to generations of intermingling and raiding, ethnocentrism and discrimination based on the color of one's skin is impractical.

This underscores our real-world commitment to center conflict in Kaurath around familial and kingdom tensions, not race.

Through all of this, we seek to provide a safe, consent driven narrative. If you feel you are unable to participate in collaborative storytelling and creating a safe space, then this experience is not for you.

Criminal actions witnessed by staff members may be reported to local authorities at staff's choice. The default is to report these actions. Players may choose to bring a criminal action that has made them uncomfortable to staff's attention and request local authorities deal with the problem, or they may request that the action be kept quiet.

Inclusivity

Kaurath will be a better experience without real world sexism, homophobia or transphobia, ableism, or racism. We ask that our participants respect this decision and avoid language or behaviors that could be interpreted as breaking this rule.

To be clear, participants who harass other players or break this rule will be removed from the experience.

Accessibility

Kaurath has been designed to accommodate a wide variety of play styles and levels of physicality. In medieval sagas, having skill at board games or being able to recite poetry was just as important as skill in arms. We want to reflect that in the world of Kaurath as well. This means that you don't have to be a warrior or lead troops in battle to enjoy the experience or be an important and respected member of your community.

That said, game sites often have some challenging terrain. We will try to accommodate the play experience for people who can't travel across distances, but it is often slippery and much of it is not wheelchair accessible.

Code of Conduct

Kaurath is a heroic sword and sorcery game set in an alternate earth-like world. Our story and setting have created a more gender and racially inclusive cultural situation than was the case in our own history. However, the thematic time period represented was dirty and violent and some controversial themes may come up in role play scenes. We ask that every player be respectful and considerate to each other.

As mentioned, overt, offensive, racist or sexist slurs aimed at any player's real or depicted race or gender will not be tolerated, but there is more to consider. A live event is one-part theater

production, one part improvised: If your plan is to portray a character with controversial personal opinions or material in their backstory, we encourage you to talk with your fellow players about your role play and intentions before and after game.

Nobility

Those who attain noble title in game are expected to act in a manner that promotes inclusion in the game. This includes seeking those who are not actively involved in major plots and stories and adding them in if possible. If you are a noble and notice a player who had not been included in several encounters make an effort to find out if that is by choice. If they have not been involved because they have not been invited you should find ways to get them involved. If there is not story they wish to engage find out what they will engage if possible and get some feedback to staff/cast so it can be addressed. By taking on a noble title you become a liaison between the staff/cast and the player base. If you are not comfortable with this role you should seek other means of advancing your character goals.

Nobles will be heavily involved in character versus character drama when dispensing justice in accordance with in game laws. This may involve enforcing things that some characters actively seek to ignore. While you should still act in character in these scenarios, it is crucial to not let this turn into a method to bully players. If a character wants to engage in illegal activities per in game laws do not follow them around everywhere so they cannot enjoy their character. But keep them on their toes so they know their actions are being noted. This is a fine line. But as a noble it is your responsibility to ensure the player can still have fun. When a player conflict comes up that can it be resolved with role play, it should be handled in a Formal Duel. Once the Formal Duel is over the dispute should be considered resolved. This is so that all players may experience conflict but so they have a way to end the conflict without permanently ruining play experience.

A Formal Duel is intended to be a scene where both characters act out their conflict through physical aggression. Whatever the outcome of the Formal Duel, which depends on the terms agreed to by the players involved, that particular conflict should be considered settled until new incidents arise. This keeps the past settled and does not let conflict gain momentum over time.

Gestures

In this campaign we will be employing the use of specific gestures to indicate when you need a break from interaction and to check in during interactions. Check in gestures are entirely out of game and cannot be prevented by any effect.

Hand Gestures/Check in Gestures

Three hand gestures will be used for checking in. These require you to point from one shoulder to the opposite shoulder. This should be done with a tapping motion to draw attention to the gesture. This may be reinforced with tapping on your chest if your gesture is being ignored.

If you need to, seek out staff member help.

This is meant to create a positive collaborative experience and is subject to all harassment policies in regards to if an issue has been communicated.

This is never intended to be used as a way to avoid consequences for character actions and using this in such a manner may result in being asked to leave play.

Are you ok? Checking in.

To check in, point with one finger to your opposing shoulder in view of the player you are checking in with.

I am ok/This is all in character

To respond to a check in, or to communicate that the current action is acceptable to your play experience if you see hesitation, point with two fingers to the opposing shoulder in view of the player you are checking in with.

I am not ok/I need this action to stop

This is the most critical check in gesture. To respond to a check in or to communicate that the current action/interaction is not acceptable to your play experience, motion to your opposing shoulder with a closed fist in view of the player you are checking in with. You are encouraged, but not required to communicate the issue.

At any time you may signal this gesture for any reason. You should not be questioned about why you are making this gesture. It is expected that all players involved in an interaction where this gesture is made take every effort to cease the action that is causing an issue and/or move the offending interaction out of sight and hearing of the person using this gesture.

If you are using this gesture and the interaction that causes issue does not stop, you may call "Imbue to Spirit" and leave the interaction, returning to either a Sanctuary or a Safe Space away from any roleplaying and combat and calling "Purge Spirit" to come back into play. Take as much time as you need to get comfortable before returning.

Content Warning

Kaurath contains depictions of violence. It also contains the occasional use of: loud noises, fog machines, fireworks, smoke, flashing lights and absence of light, depictions of bigotry, depictions of abuse, depictions of graphic violence and injury and disrespect of religions that while based in fantasy, may bear similarities to real world religions.

Kaurath can have a strong horror or violence theme. Players may be subject to intentionally frightening or shocking stimulation. Though set in a fantasy world, Kaurath will endeavor to maintain a considerate and researched narrative approach when dealing with depictions of minorities and other marginalized groups. Kaurath will not ever condone the use of sexual assault or rape themes in depicted scenes.

Some players will want to explore darker themes which might echo traumatic real world issues for other players. Some of these topics should only appear in backstories and even conversations about those aspect of the character's life need to be handled carefully and respectfully with your audience. Use the check-in gestures when these topics come up and be polite to others who signal that this is not something they can roleplay.

Fit for Live Action Gaming and General Site Rules

If you have a medical condition including a need to take drugs of any sort we expect you to have gotten medical clearance to play from an appropriate and fully informed medical professional.

We don't need to see it, but we do require our players to have to get that clearance. If you fail to do so or lie about medical clearance we must regretfully ask you to leave.

If you want to do something illegal under state or federal law or in violation of site policy do it elsewhere. Our insurance and agreements with our sites impose restrictions including the need to abide by those laws. Failing to do so risks our game and thus we will need to ask you to leave immediately and notify the appropriate parties.

Do not LARP impaired. Specifically, **do not play** while under the influence of **alcohol** or any other **judgement impairing drugs**, prescription or otherwise. To avoid problems we ask that **no one** uses alcohol, illegal drugs, or marijuana on site. For legal drugs we ask you get clearance from an appropriate health professional.

Do not smoke around people. Participants and staff have allergies and respiratory issues aggravated by smoke. For safety reasons we restrict smoking and vaping to a small non-game area away from play.

As a matter of fairness do not hold in game conversations in such areas or while using these substances since it prevents players from participating in the roleplay.

Also note that our cabins are shared spaces, both with other LARPer during events, and used by others including young people on other days so it is vital that they are clean when you leave.

We expect and require you to work out issues with your cabin mates, avoiding things which upset them or will cause them problems where possible, and discussing your concerns in a reasonable, calm and polite way.

Some of our players are families with children and we expect responsible adult behavior around them too.

We expect our players to be responsible (or under responsible guardianship) and thus able to exercise good judgment.

As our game is based on trusting each other if we can not trust you in any given area we need to be concerned that we can not trust you in other key areas as well and that this may not be the LARP and community for you.

This section of rules can be summarized as “Be a calm, sensible, and reasonable person” and “discuss any issues calmly and work out a sane compromise” and “Do nothing risky or illegal as a player - regardless of your character’s morality.”