

# Kaurath 2.0.8

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<b>Chapter 0: Theme</b>	<b>9</b>
<b>Safety and -isms</b>	<b>9</b>
Inclusivity	10
Accessibility	10
Code of Conduct	11
Tolerance	11
Redemption	11
Requesting a Review	12
Nobility	12
<b>Play to Lift</b>	<b>13</b>
<b>Gestures</b>	<b>13</b>
Hand Gestures/Check in Gestures	13
Are you ok? Checking in.	14
I am ok/This is all in character	14
I am not ok/I need this action to stop	14
<b>Content Warning</b>	<b>15</b>
<b>Fit for Live Action Gaming and General Site Rules</b>	<b>15</b>
<b>Chapter 1: Base Rules</b>	<b>17</b>
Rules of Etiquette	17
Always In Game	18
Combat	24
The Flurry Rule	26
Death	31
Spirits of The Dead	32
Effect Listing	35
One Page Effect Summary	56
<b>Chapter 2: Kaurath Specific Rules</b>	<b>57</b>
<b>Starting Characters!</b>	<b>57</b>
CP Caps and Retirement	57
<b>Death</b>	<b>58</b>
Death by Choice	59
<b>Attributes</b>	<b>60</b>
Base Attributes	60
Aegis	61

Threat	61
Clarity	61
Determination	62
Unified Base Attribute	62
Vitality	62
Full Refresh	62
Maximum Attribute Totals and Pool Totals	63
<b>Armor Points</b>	<b>63</b>
Evaluating Armor and Armor Coverage	64
Heavy Armor	65
Medium Armor	65
Light Armor	65
<b>Weapons</b>	<b>65</b>
<b>Sanctuaries</b>	<b>66</b>
Cabins	67
Safe Spaces	67
Talismans	68
<b>Definitions</b>	<b>68</b>
Short Rest	68
Rest	68
Long Rest	68
Day	68
Non-Combat	68
Hearth	69
Sustain	69
Attune	70
Formal Duel	70
Skill Tags	70
Information Skill	70
Full Refresh	70
Per Day	71
Per Event	71
Runic	71
Tattoo	71
From Behind	71
Spirit Form	71
Performance Required	72

<b>Traits</b>	<b>72</b>
Elemental Traits	72
Mental Traits	73
Metabolic Traits	73
Physical Traits	73
Special Traits	73
Domain Traits	76
<b>Communities</b>	<b>76</b>
Create a new community	76
Induct a new member	77
Remove a member	77
Leaving a Community	77
<b>Chapter 3: Characters and Their Origins</b>	<b>78</b>
<b>Cultures</b>	<b>78</b>
Hearth	78
Road	78
Sailborne	78
Wild	78
<b>Heritages</b>	<b>80</b>
Elbaels	80
Gnomes	81
Greenskins	82
Humans	84
Lacuna	84
Pacted	85
The Pact of the Willful	85
The Pact of the Paragon	86
The Pact of the Guide	86
The Pact of the Burdened	86
Weirkin	87
Importing Previous Characters	87
<b>Chapter 3b: Homelands</b>	<b>88</b>
Provinces	89
Nearby Realms	89
<b>Chapter 4: Headers</b>	<b>91</b>
<b>Base Headers</b>	<b>91</b>

Berserker	91
Crafter	94
Mage	97
Rogue	105
Warchanter	109
Warrior	112
<b>Open Skills</b>	<b>114</b>
<b>Companion Spirit</b>	<b>122</b>
<b>Prestige Headers</b>	<b>123</b>
Apothecary	123
Argent	125
Bloodrager	128
Composer	130
Enchanter	132
Forte	135
Fury	136
Hammerfall	139
Rageshaper	141
Rampager	143
Shadow Hexer	145
Skald	147
Spelldancer	150
Spellsword	152
Swashbuckler	154
<b>Chapter 5: Purist</b>	<b>156</b>
Pure Berserker	156
Pure Crafter	160
Pure Mage	164
Pure Rogue	170
Pure Warchanter	173
Pure Warrior	177
<b>Advanced Headers and Rules</b>	<b>180</b>
Dragon Mage	180
Natural Philosophy	180
Rune Magic	180
Mentalist	180

<b>Mental Contact</b>	<b>183</b>
Possession	183
<b>Domains of Power</b>	<b>185</b>
<b>Deities</b>	<b>185</b>
<b>Chapter 6: Crafting</b>	<b>187</b>
Items	187
Crafted Items	187
Sustainable Items	187
Crafting Items used to Sustain items	188
Example	188
Enhancing Items	188
Rule changes	188
Workshops	188
Ingredients	189
Cooperation	190
Gathering Ingredients	190
Alchemy Ingredients	191
Potion Ingredients	191
Shaping Ingredients	191
Tinkering/Rune Projector Ingredients	191
Storage	192
Recipes	192
Alchemist	193
Potion Brewer	195
Shaper	196
Rune Projector	198
Tinkerer	199
Example	201
<b>Chapter 7: Ritual Magic</b>	<b>202</b>
Things we know for sure	203
Types of Ritual Castings	203
Scribes	204
Interruptions	205
The Paths in Summary	206
Path of Ceremony	207
Path of Sacrifice	210
The Path of the Planner	212

Gaining Initiation	214
The Path of the Powers	214
The Path of the Magician	216
The Path of the Magister	218
The Paths of the Matrix	220
The Paths of the Deck	220
The Paths to be discovered	220
Special Bonuses	221
Determining Difficulty	221
Difficulty Chart	222
Naming A Ritual	223
The Power Chart	224
Casting Sequence	225
Resolution Sequence	226
Preparation Rituals	227
Create Ritual Ingredients	227
Create a Grounding Talisman	227
Diverting Side Effects by Personal Sacrifice	228
Empower a Crafted Ritual Ingredient	228
Empower a Ritual by Sacrifice	228
Empower Ritual Focus	229
Focused Damage	230
Focused Protection	231
Rapid Item Attunement	231
Transfer Experience	231
Apprentice Rituals	233
Blood of the Magi	233
Delivery Enhancement	233
Enchant Item, Apprentice	233
Traumatic Death	234
Vision	234
Veteran Rituals	236
Disenchant, Veteran	236
Researched Delivery Enhancement	236
Spell Cry Ritual, Veteran	236
Sustain Magic	236
Expert Rituals	237
Chained Spell	237
Dim Magic	237

Enchant, Expert	238
Retribution	238
Sorcerous Rituals	240
Create Lacuna	240
Eviction	240
Experimental Delivery Enhancement	240
Spell Cry Ritual, Sorcerous	241
Greater Rituals	241
<b>Chapter 8: Magic Schools and Spells</b>	<b>242</b>
Spell lists	243
Augmentation	243
Invocation	244
Necromancy	245
<b>Appendix: Change Log</b>	<b>246</b>
Hops	246
Grape	246
Fennel	246
Eggplant	247
Durham	248
Carrot	249
Blueberry	250
Apple	250

## 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 heritage.

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 the staff's choice. The default is to report these actions. Players may choose to bring a criminal action that has made them uncomfortable to the 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 the game.

## Tolerance

As part of our position against any prejudice regarding race, ethnicity, creed, gender orientation or expression, sexual orientation, et al we explicitly reserve the right to refuse service to players who express approval of intolerant behavior and we take complaints regarding the behavior of players in and out of game on a case by case basis. We also reserve the right not to offer service to any one for any reason we choose. This includes issues the player may have taken at other games with whom we partner or elsewhere. Any refunds are at our discretion since the costs are incurred when the site is booked.

If you hold positions incompatible with our standards of tolerance of our family friendly approach then this is probably not the right LARP for you. Please enjoy other games with more compatible standards. If over time your behavior appears to be compatible with our game we will gladly review any such situation. Our concern is always to comfort and enjoyment of our players and their ability to enjoy the sort of game we wish to offer.

## Redemption

Kaurath supports the possibility of change and redemption both in game and out of game. The effort needed is proportionate to the nature of the issue. If a player has been given a time out due to an issue we will review the situation after that time has passed in the hope that the underlying problem has been addressed. If problems recur our response will increase and the possibility of a permanent time out is always there. There are always other LARPs to enjoy.

## Requesting a Review

To ensure our process remains fair and transparent we will refer any request to review a “ban”, Time-out, or other restriction to a panel of former players and other experienced LARPer for outside review. Their recommendation may be adopted directly or reviewed by the game’s owners.

If steps were taken based on legal issues outside the scope of the game then those issues should be addressed first and then will be reviewed by the owners before being referred for review.

## Nobility

Those who attain noble titles 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 has 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 no story they wish to engage in, 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 not 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.

## Formal Duel

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.

# Play to Lift

As a part of the general notes for nobles we expect all members of the community to share the work of moving the story forward. One key technique which has been given a good name is "Play to Lift".

In "Play to Lift" style gameplay, the goal is to create cool moments and experiences for others. An important facet of this style is to pick your character actions from a large set of possible choices based on what would make the scene better. There is an urge to say "I can't do that because it's not what my character would do" but if we think creatively we have found it is almost always possible to actually come up with a good answer. You have defined your character's limitations and how they approach the world.

If we found our characters unable to sweep others into a story or to delegate things to those not busy or unable to help make scene more striking, we would want to ponder if our characters approach to the world is not good for play and if it is not we would want to chat with our friends and staff about options and possibilities. His technique is harder for some than others. But if you find yourself having private scenes in small groups a lot that is probably a bad sign.

Similarly if you get plot handed to you (and people will push plot at some character preferentially, perhaps because they are noble or because you know they have a relevant skill) think of ways to bring others into it. Ask around for others with relevant skills, delegate a task to new players or other not otherwise occupied, draw them into conversations on plans and tactics and seek their "outside" opinions to "keep from getting stuck with old tactics".

# 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 aspects 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 received 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 gotten 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.”