

Chapter 2: Kaurath Specific Rules

Starting Characters!

A character must choose a Base Header (one of Berserker, Craftsperson, Mage, Rogue, Warrior, or Warchanter) as part of character creation.

Starting characters will receive **50 CP** to build their character.

This may be enhanced by an additional **5 CP** for plot approved character histories. Only 1 character history submission will be awarded per character, but we will support content from additional submissions where possible if you want to include more information.

If at any point you are truly unhappy with your character build, talk to core staff to have your character build reset for your next event. If you are having a miserable time with your current build, talk to core staff and they will work with you to reset your character on site.

CP Caps and Retirement

There are no CP Caps in this game. However, there is a requirement to retire if purchased attribute maximums are exceeded.

Characters are required to start a retirement path or depowering path after exceeding:

- A maximum Base Attribute of 11 per Attributes
- A maximum Clarity Attribute of 6

Retirement is only required after you purchase above the listed limits. The limits will never decrease. This is to keep new players feeling relatively effective when they start. You may carry as much unspent cp as you wish, which will transfer if you retire or permanently kill your character.

Retiring a character is setting the character on a path to be put aside so you may start a new character. This system keeps levels bounded but does not require you to retire on the spot and gives you a number of options to make the appropriate end for their story.

The retirement or depowering path includes one of the following, or another option agreed upon by the player and staff:

- Ascending to a story-influencing position, for example becoming a noble of kingdom influencing power like a prince, king, provencal ruler, or skald.

- Permanent death - this may be scripted if agreed to by staff
- Retiring from a life of adventure
- Exchanging your experience for a major impact to an ongoing storyline, this may include story resolution at plot discretion
 - Example: *Marcus the Wizard decides to use his experience to protect the capital once and for all against future invasions after a war that raged for 3 years. He weaves a great work of magic around the city using all his knowledge and skill. This magic taxes him so greatly that he loses access to his magic, and must retrain in the basics of his craft, just like when he was a new adventurer, but he may retain his untapped experience.*

You must choose and have the plot team start to execute the option you will take within 4 played events after exceeding the maximums or you will be given the default option, exchanging your experience for impact to an ongoing story.

If you choose to sacrifice your power to affect the story you will be granted all your unspent CP on top of the base CP for a new character to use for your characters skills. You may choose any headers and options you want at this point in spite of any decisions you made before, this can include changing prestige classes.

For any of the other paths you will now start a new character and carry over any unspent CP from the character that just permanently died or retired. Note that one method of continuing your core character goals while still starting a new character is to play a Lacuna motivated by a deep goal of your previous character.

Death

In this campaign death is possible but it is never designed to remove your ability to play your character against your will. There are some penalties to dying and you may get some information as a result of your death. You will accumulate a penalty each time you die during the same event.

When you die you may go to logistics to report your death and receive any information they wish to provide you. You may then return to a Sanctuary. After resting 2 minutes and roleplaying remembering your experiences in an Active Sanctuary, you will be able to return to the game having restored your physical form and allowing you to interact as normal, with your attributes and armor restored to their current maximum.

The in game understanding of what happens is:

When people die in this world, they reform at the nearest sanctuary. This is true for all people with the will to continue on or with something they feel they must do before they

can enter their final rest. Those that return are laid low by strange visions and images that they saw as their spirit drifted in the world. They must spend time sorting through the images before they can think clearly and finally form their body again.

The rest of this section of the rules describes the game mechanics you will follow and how we track how many times you have died.

The Core Accelerant rules describe what happens when you die. When you return as a spirit to the Sanctuary, you start the three minutes of roleplaying. To return from death, call “Purge Spirit, Heal All and Refresh All Armor to Self” at the end of the 3 minutes of roleplay.

Recovering from death is a taxing experience, it fatigues your mind and body. When you return to life in this way you gain the “Taxed” trait. Every time you resurrect, your Aegis, Threat, and Clarity scores (your ability pool maximum values) fall 1 point lower for the remainder of the event. Your Unified Base Attribute score maximum falls 2 points lower for the remainder of the event. This penalty increases for each death down to a minimum pool value of 2 points in each pool.

Thus if you were “Taxed” when you died use the reduced Attributes when performing this calculation and your “Taxed” becomes “Taxed 2” and increases after each death. Your pools are Refreshed to the new, reduced values. If you had more points in a pool when you died than is permitted under the new reduced value the pool is Drained to that level.

Ex: You have a threat pool of 8 and a clarity pool of 3. When you die, you return with a threat pool of 7 and a clarity pool of 2, even if you’ve spent all of your attribute points before dying. Should you die again, your pools are reduced further to a threat pool of 6 and a clarity pool of 2 (as no pool can go any lower than 2.)

You recover from “Taxed” traits at the beginning of every event.

Sometimes, psychopomps or other beings who live beyond the veil of life and death will summon those who have visited death’s realm. If at any point, a being comes by and calls “Inflict to Taxed” your character is drawn to call “Imbue to Spirit” and follow them to whatever encounter awaits you.

If the “Taxed” trait is Purged by a special ability then all variations (Taxed, Taxed 2, etc) are purged. When that happens, you will have access to your full attribute pool maximums again. This does not Refresh your pools to their restored maximum unless another game effect specifically provides that.

Death by Choice

Character death can be a dramatic end to your character’s story, or the beginning of your next character’s story. Characters may choose any moment they want for their character to fall down

from a blow and permanently die. This can be done to create a dramatic death for any reason. You can take a wound in battle and fall immediately, or stubbornly fight through the injury until the end of the fight, and shortly after the combat is over, fall to a mortal wound. Many variations of this option are allowed so that you may set yourself up for a death that is dramatically appropriate for you.

After you are mortally wounded, any actions taken to heal your injuries will have “No Effect”. We recommend you continue to portray your character’s corpse for at least 10 minutes to reinforce that this character has died and cannot be restored.

Choosing this option never allows the character to be brought back in its original form.

You will now start a new character and carry over any unspent CP from the character that just permanently died. You have many options including the option of playing a Lacuna motivated by a deep goal of your previous, deceased character.

Attributes

Every character in Accelerant games has a Vitality attribute, which is not a base attribute.

You have a set of Base Attributes which each act as a pool of points you can spend to use certain game skills. And an additional attribute, Clarity, which determines how often these attribute pools can be refreshed.

Aegis and **Threat** attributes start at **4**.

Vitality and **Clarity** attributes start at **2**.

You can raise the Base Attributes or Clarity by spending character points. Each time you raise one of these attributes it costs a number of character points equal to the new value of the attribute. Raising Aegis from 3 to 4 would cost 4 character points. Raising Clarity from 2 to 5 would cost 3 character points to raise it to 3, 4 character points to raise it to 4, and 5 character points to raise it to 5.

Vitality is not increased directly, and not a base attribute. It is increased by purchasing skills.

Base Attributes

Aegis and **Threat**

These are the attribute pools used to power most skills. Some skills do not cost anything to use, for example melee or missile attacking a sword for the normal one point of Uncalled damage just requires that you know how to use a sword by having bought the Edged Weapon skill. Some other just require proper role playing. But some other skills are unusual enough that

they use up a point of either Aegis or Threat. Each pool of points starts at the value on your sheet at the start of the game and drops as you spend points.

Aegis

These are for defensive and restorative skills and boons

Threat

These are for offensive and skills and debuffs.

A Long Rest in an Active Sanctuary refreshes all of these base attribute pools to their maximum value.

When an Attribute pool is refreshed, it is restored to its maximum rating. There is never carry-over for unused Attribute points in any reset.

Example: Tim the Wierkin Mage has 2 Aegis, 4 Threat, and 2 Clarity for his maximum Attribute pools. He casts several spells and is left with 1 Aegis, 0 Threat, and 1 Clarity, but still has enemies approaching and his allies are down. He decides he needs a full reset of his attributes and uses 1 Clarity. His pools immediately reset to their maximum giving him pools of 2 Aegis, 4 Threat, and 0 Clarity and now he can cast more spells. The excess Aegis and Threat he would have gained are lost during the refresh.

Clarity

Clarity is a special attribute which fuels powerful abilities, such as performing Ritual magic, or refreshing your attributes when not in an Active Sanctuary.

The Clarity Pool itself resets at the start of the event only. Points spent from this pool will not normally be recovered.

You can spend a point of Clarity at any time to refresh all of your Base Attribute, Unified Base Attribute, OR Determination pools to full outside of an Active Sanctuary (inside of an Active Sanctuary you can already refresh your Base Attribute pools.) When you do this call "Imbue to Self".

At long events there may be additional ways to recover Clarity that will be made clear when they happen via a Grant effect, usually sounding similar to "By My Voice, Grant 2 Clarity by Piercing". Numbers and calls may change.

For long events the plot team may Grant or Refresh a point of Clarity in the middle of the event. If this happens a special indicator will be placed in the primary Sanctuary for the event, normally the Tavern.

Determination

Special pool used by some skills as 'wild card' points which can substitute for using your Base Attributes.

Some mages and prestige headers have access to an additional pool of power which they can use to fuel their spells or skills. This power is referred to as their Determination Attribute. If you have access to this pool, it starts at its Max value of 8 (unless modified by a skill) at the start of each event.

Anyone with a Determination pool may spend a point of Determination instead of any one of the Base Attribute points needed to cast a spell or use a skill.

The only method most characters have to refresh this pool is by spending a point of Clarity.

Unified Base Attribute

This is a pool of your Aegis and Threat added together and reduced as described by the skill Unified Attributes. This pool will include any modifications to your base attributes from races, cultures, or headers you purchase. Points in this pool replace all access to Aegis or Threat attributes (base attributes) during play.

This pool is not improved directly, but instead improves with increases to Aegis and Threat.

Points in this pool are refreshed by Clarity as per the rules for Refresh of Base Attributes. Points in this pool are used 1 for 1 to pay any Aegis or Threat cost requirements.

"Grant Aegis" or "Grant Threat" calls will add their value to this pool instead.

Vitality

This pool represents your health. It is refreshed at the start of the event. It is reduced by Damage and increased by Healing calls up to the Maximum value on your character sheet. Some skills may increase how much Vitality you have. If your vitality drops below its maximum, gain the "Bloodied" trait temporarily. "Bloodied" is replaced by "Dead" when you are reduced below zero by a death strike or called damage. "Bloodied" is removed when you are restored to your available maximum.

Full Refresh

Any time a player spends a Long Rest in an Active Sanctuary (normally the Tavern) or an hour in a Cabin, while resting and getting a drink of water. The two basic attribute pools (Aegis and

Threat) or Unified Base Attributes are restored to their maximum values, but not special pools such as Clarity or Determination. Armor is also refreshed during this time. One can also change the set of sustained Magic Items one has attuned.

Maximum Attribute Totals and Pool Totals

Each Attribute has a maximum value on your character sheet. It also has a current value which starts at the Maximum and goes down as you spend points, and back up when you are granted points or refresh the attribute. Some game effects will reduce your maximum as long as they last (for example becoming “Taxed” as a result of Death), and in those cases you can not refresh the attributes pool above the new maximum.

Armor Points

These points can absorb damage done to you until they are exhausted. You can refresh this pool by spending 1 minute uninterrupted out of combat roleplaying adjusting your armor or whatever actions are appropriate for the armor you are wearing. Some skills may shorten this time or allow you to restore another person’s armor. After resting you must call “Refresh All Armor to Self”.

Armor Points depend, in part, on the type and quality of the costuming you are using to represent the armor. If you change your costuming for your armor it should be re-evaluated.

Some armor skills require that you wear an appropriate prop when you use them instead of the regular armor rules.

This section describes what we expect from an armor prop for each armor type, and explains how many armor points a player can gain from those skills. Our goal with armor props is to add to the look and atmosphere of the game. We do not require armor that adds a lot of weight, nor must armor provide real life protection. We would rather have armor props made from lighter materials that look good and add to the atmosphere of the game, rather than armor hidden under a tabard or surcoat. Plate mail and metal pieces that look like rigid metal but are created from lighter materials painted to look like armor are perfectly acceptable.

There are three armor skills in the game that require an armor prop; Heavy Armor, Medium Armor, and Light Armor. Each skill requires you to be wearing an appropriate armor prop to use the skill. Armor props are evaluated for coverage and material. Your armor prop is evaluated, as described below.

Evaluating Armor and Armor Coverage

Armor coverage is divided into a number of areas; Chest and back, full helm or half helm, pauldrons or shoulders, forearms, hips, upper legs, and lower legs. To determine how many areas of coverage an armor prop is worth, count the armor type on each area using the chart below and add them all up.

Armor Description	Area of Coverage
Chest	1
Back	1
Helm	1
Shoulders/Pauldrons	1
Forearms	1
Hips	1
Upper Legs	1
Lower Legs	1

Certain skills can change the requirements of armor or the evaluation of the armor prop.

Each area of coverage only counts as 1 area of coverage even if two sides of your body are covered. So both shoulders covered still counts as 1 area of coverage.

For an area of coverage to count, it must be at least 75% covered.

At least 50% of the armor prop requirement must be met with the armor types listed, and all required zones must be covered, to count as that armor prop.

Tim wears a chainmail covering his back, chest, upper legs, and shoulders, and wears plate grieves. He is currently covering the 5 zones needed to count as heavy armor, but only wearing medium armor props. He accepts this and starts play. Later, he decides to increase his armor, and puts on a plate helmet represented by foam (even a skull cap with exposed ears and free vision works here), and mock plate shoulders made of 1/16" plastic and attaches them to his chain. He now has at least 50% of the armor zones covered by plate with his chain shirt underneath. He could even opt to just wear a gambeson underneath, but he still would be considered to have a heavy armor prop, as all the zones required are covered, and there is at least half plate.

The basic requirements for the prop follows.

Heavy Armor

Heavy Armor provides 4 armor points. The requirements for your heavy armor prop are as follows:

Heavy Armor Prop

- ~ Requires chest coverage
- ~ Requires shoulders/pauldrons or a helm
- ~ The armor is plate armor, metal scale mail, or metal brigandine
- ~ Must provide 5 areas of coverage

Medium Armor

Medium Armor provides 3 armor points. The requirements for your medium armor prop are as follows:

Medium Armor Prop

- ~ Requires chest coverage
- ~ The armor is chain mail, leather scale, leather brigandine, or hardened leather
- ~ Must provide 4 areas of coverage

Light Armor

Light Armor provides 2 armor point. The requirements for your light armor prop are as follows:

Light Armor Prop

- ~ Requires chest coverage
- ~ The armor is light leather, hide, fur, or thick cloth armor (gambeson, etc).
- ~ Must provide 3 areas of coverage

Sanctuaries

There is at least one area in the game designated as a Sanctuary. During much (but not all) of the game there will be an indicator in that area that the Sanctuary is "Active". For example a specific Lamp or glowing rune. When a Sanctuary is Active certain game rules apply such as the ability to perform a Refresh.

In essence, you may not duck into a Sanctuary to refresh for free then pop back into combat. Generally in cases where combat is close to town, sanctuaries will not be active until the fighting resolves.

Taking a Long Rest in an Active Sanctuary will allow you to Refresh your Base Attributes and Armor. This will permit you to spend those attributes on skills during upcoming encounters. While in an active sanctuary healing and grant skills may be used without expending Base Attributes. You must still follow all other requirements of the skill you use to heal.

You should take this opportunity to catch your breath, relax, and drink some water. Take this chance to ensure your armor is comfortable to wear and refresh your armor.

Occasionally a character will be able to tell you “You feel well rested”. This is a way for the staff to tell you that your character’s Base Attribute pools and Armor have been Refreshed.

Clarity points are reset at the start of an event but will not refresh on their own during play.

Cabins

For game purposes your cabin may be considered a slower Sanctuary and will grant the same benefits as an Active Sanctuary if you spend 1 hour there. Additionally resting here will restore your Vitality and Armor.

The cabins where players are sleeping become Safe Spaces if there is a suitable Talisman placed on the door to indicate that those within wish it to be a Safe Space, warded from intrusions and combats.

The intent of the Active Sanctuary rules is to avoid people refreshing attribute pools without using Clarity during field fights or other large scale activities. Cabins are less effective as a Sanctuary because the magic that flows in an active sanctuary is slower in your sleeping quarters.

This also allows you to leave your cabin after sleeping there with the advantages of a Refresh as you would after spending time in a normal Active Sanctuary.

Cabins are always Safe Spaces that are out of game spaces from 2 am to 8 am. No Talisman is required for this to be in effect.

Safe Spaces

An area away from combat may be used as a Safe Space to return to play. Your cabin is a safe space so long as you have a Talisman hanging on it to indicate you are using it as a Safe Space. This Talisman is not required from 2 am to 8 am. A Safe Space is a place where you are safe from any combat or negative plot consequences. People within the Safe Space may communicate additional social requirements by mutual consent.

If Tim the Mage is in a Safe Space and is having a hard time with seeing some of their friends fall in battle, they may ask others that enter the Safe Space to not talk about their friends falling so they can recover their mental fortitude.

Talismans

A talisman is any overtly protective looking symbol that is hung from your cabin while you are inside. This must be large enough to be visible. It must be distinct from any other cabin decorations. It should include a symbol or letter of power significant to at least one of the characters in the cabin. This could be a wooden "W" or a Nordic protection symbol or anything else you find suitably protective. It must meet site rules and use the provided hook or clip.

Definitions

Short Rest

10 seconds spent resting.

Rest

Whenever rest is not defined as short or long, this time is 1 minute.

Long Rest

10 minutes spent Resting in a Sanctuary, or 1 hour in a Cabin.

Day

The day begins at the start of dinner (around 6pm) and ends with the start of the following dinner. Skills which are per Day will Refresh at that moment.

Non-Combat

You must wear a glowing blue headband. You do not take damage from weapons blows or packet attacks but you may still roleplay like all other characters. You are expected to not jump in front of weapon blows or packet attacks or block passage for any reason. In general you need to avoid being in combat situations where it will be hard for others to avoid striking you in the heat of battle. Creatures will make all attempts to not engage you in combat but will still roleplay with you.

This indicator should not be used as a way to escape combat after it is engaged.

Similarly this status does not allow you to bypass a combat encounter or other obstacle during an adventure. Unless explicitly permitted (see Warchanter) tactical use of this status is a violation of the spirit of the rules.

Anyone may request Non-combat status for or during an event for any reason without being questioned. Any skills that grant this status will require you to put yourself in a specific place before you can drop this status.

Unless cleared by ownership or those agents ownership chooses, all children under 14 and all people with medical conditions that will be aggravated by boffer combat will always be asked to play as "Non-Combat".

With permission from their parent or guardian children over 14 who demonstrate the ability to play safely may play as combat capable characters with staff approval.

All players must take appropriate steps to ensure they are safe to participate, getting any appropriate clearances from suitable health professionals.

Hearth

This is a circle at least 6 feet in diameter bordered on the outside with a large 2' x 2' square featuring one side with an "H" and one side that is blank. The H must be legible from at least 10 feet away. It is expected that a Hearth will have a light to indicate if it is activated at night. When the Hearth is set up the "H" is placed face up.

If an NPC monster manages to touch and flip over this "H" the Hearth is considered deactivated and cannot be reactivated without being reset and the skill being reactivated.

No NPC or character without a Hearth skill may ever enter a Hearth for any reason. The inside of a Hearth is intended to store instrument cases and instruments to protect them from harm.

Multiple characters with Hearth skills may share the same Hearth but all characters using that Hearth will be affected by the Hearth deactivating should that happen.

Skills will describe what your character does when their Hearth deactivates. All characters using a Hearth will move as Spirits with their head down and hands at their side to return to a Hearth if it deactivates as soon as they are aware of it.

Sustain

This ability permits a sustainable item (what many would call a magical item) to remain active and usable. Items require a point of sustain for each active skill like effect they have. All the effects must be extended for the item to be extended. Each character may Sustain 1 effect between events in addition to Sustain gained through other skills and headers. Sustaining items requires the use of the appropriate consumable item to fuel the Sustain.

- Weapons require the sharpening/weight stone from a Tinkerer,
- Armor requiring armor polish from an Alchemist,
- Other metallic or stone good require the light of power formed by an Shaper,

- Soft-goods and natural products requiring a conditioner created by a Potion maker,
- Runic Symbols need to be re-inked, etc..

Some headers (Human, Hearth) have the very useful ability to Sustain an Entire Magic Item, no matter how many effects it has and they do so without the use of any consumables.

Attune

To be usable, a magical item or crafted item must be attuned by the person wielding it. This requires a Long Rest in an Active Sanctuary. The normal number of magic items you can attune is three. The normal number of crafted items you can attune is also three. When you attune a magic item you will know it's effects immediately after it's attuned. Even if they are negative effects. You will not know them before attuning, so you cannot avoid negative effects without identifying the item with a ritual.

Formal Duel

A "Formal Duel" is intended to be a scene where both characters act out their conflict through physical aggression but it may be resolved in other ways if both parties agree. 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.

Skill Tags

If a skill writeup starts with an specific short key word or phrase such as *Info Skill* that skill is an example of a broad class of skills which share common features. All those rules apply to all such skills.

Information Skill

As described in the base rules.

Full Refresh

If a skill is tagged *Full Refresh* or contains the text usable once per Full Refresh then this skill is Exhausted when used and will only be refreshed when you take a Full Refresh of any sort in game. A few such skills may be usable again at a high cost and if so will indicate a cost possible after a slash, e.g. -/TTT is free the first time and costs three Threat if used again.

Per Day

If a skill is tagged *Per Day* or contains the text usable once per Day then this skill is Exhausted when used and will only be refreshed at 6:00 pm.

Per Event

If a skill is tagged *Per Event* or contains the text usable once per Event then this skill is Exhausted when used and will only be refreshed at the start of the next Event.

A few such skills may be usable again at a high cost and if so will indicate a cost possible after a slash, e.g. -/C is free the first time and costs a Clarity if used again.

Runic

These skills require your character to have been marked personally or on an item, as may be appropriate with one or more Runic symbols and for you to make a suitable representation of that. Some other skills may be able to affect this skill or ability, refreshing it or exhausting it or otherwise modifying it by referring to the scope of effect as Runic.

You hear the call "By My Voice Exhaust all Runic Skills", The Rune of Armor Repair on your breastplate is no longer usable until it can be refreshed by someone with the correct inscription skill or the start of the next event.

Tattoo

These skills require your character to receive a suitable tattoo in game and for the player to apply a suitable physical representation if the skill is to be used at a given event. Some other skills may be able to affect this skill, refreshing it or exhausting the Tattoo. You may only have 3 tattoos unless the skill says otherwise.

From Behind

See the base rules.

Spirit Form

Some skills permit you to become a spirit and as such be immune to any effects which do not explicitly affect you as a Spirit. If attack and the call is not explicitly "To Spirit" you can call "Spirit" and take no effect. If you do end up taking an effect (other than Speak) while in Spirit Form unless also Dead you purge Spirit and if the skill in you used to go to Spirit has any special effects that occur when it ends they occur now.

Performance Required

Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Traits

Traits represent aspects of a character or object upon which various game effects can operate. They are the tools of skill interactions. All characters have the “Town” trait as well as traits for their Race, Culture, Headers, Character Name, and will acquire more over time.

Skills often have traits associated with them and defenses often work against skills with specific traits. Some creatures will be more susceptible to effects delivered from certain traits and less susceptible or even invulnerable to other traits. If a skill is delivered by or to, the word that follows is a trait.

Traits will usually give you an indicator of how to roleplay the effect, wherever possible react as if that trait influences your reaction.

Ex: Agony by Fire may involve trying to put out a fire on your body as you scream in pain, whereas Agony by Cold may involve shivering in pain as frostbite begins to form.

React to traits in ways that enhance the roleplay of others by showing when traits have more or less effect through your roleplay.

Presented below are the basic traits available in Kaurath. Others may be discovered during play. Access to using these traits may be granted at plots discretion or through the purchase of particular skills.

Elemental Traits

These are traits associated with primal powers, usually sourced from nature or elementals that the person using them calls to do their bidding. Those that currently exist in the game are Fire, Earth, Storm, Ice, Cold, Lightning, Embers, and Sand. Others might be formed from combinations. Abilities that work against Elemental effects will work against effects with any of these traits. You may roleplay an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These are traits associated with spiritual powers, usually sourced from the mind or from thoughts. Those that currently exist in the game are Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. Others might be formed from combinations. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may roleplay a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits

These are traits associated with the body and how it reacts or associated with plants and animals. Those that currently exist in the game are Aging, Blood, Bone, Disease, Nurture, Pain, Poison, Radiation, Sleep, and Thorns. Others might be formed from combinations. The effect is caused by a

Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may roleplay a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These are traits associated with the physical world. Those that currently exist in the game are Acid, Crystal, Force, Silver, Sonic, Weapon, and Web. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may roleplay a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

These are traits with particular meanings that may come up during the game. Those that currently exist in the game are Alchemy, Bloodied, Dead, Magic, Mechanism, Medicine, Oathbreaker, Piercing, Possessed, Spirit, Taxed, Town, and Weapon. These traits are not included in any general trait, so abilities must specifically include them.

Alchemy

These are missile or melee attacks created from alchemical crafting. They generally only affect living beings with metabolisms.

Bloodied

Gain this trait any time your Vitality drops below maximum. This trait is cured whenever your Vitality is restored to its current maximum value.

Dead

Gain this trait any time you are affected by a death effect, death strike, or inflicted with death. When you are dead all temporary traits and effects are lost. Damage to your Vitality has no effect unless otherwise noted on a card.

Explosion

These are missile attacks created from crafting. They generally affect any being with or without metabolisms.

Magic

These are attacks or skills that pull from a domain known as magic. The source of these attacks is unchanged no matter what school of magic the caster may employ.

Mechanism

These are devices created from tinkerer crafting skills. They work on most beings with a physical form.

Medicine

These are potions created from the potion making crafting skill. They only affect beings with metabolisms.

Oathbreaker

This Trait may be inflicted or purged by a Warchanter who is witness to an Oath.

Plague

Kaurath is a heroic game populated by heroic characters, and players often go to extreme lengths in the game to accomplish a wide variety of heroic deeds. Sometimes, however, the realities of the real world intrude on the event and players cannot or should not participate in the game for out of game reasons. A player might not feel well, or might have pulled or twisted something, or might have succumbed to extreme hot or cold temperatures, or they might have to actually get sleep so they can drive a long distance home at the end of the event, or they may need to use the bathroom.

Characters can contract a special **Plague** at any time. This plague is a sickness that disables the character. It cannot be cured through any in game means. It is entirely up to you, the player, to determine when your character is suffering from this plague. In game this is a magical curse. Out of game this denotes that you cannot, for out of game reasons, participate in the game at that moment.

If you are sick, or cannot or should not participate in the game you should get some rest and tell people who are trying to interact with you in game that you are **Plagued**. This phrase indicates that although your character may be eager or even obligated to participate in some game event, they are physically and mentally incapable of doing so. This allows you to get the out of game rest or recovery time you need.

If you try to get someone to help with some task, and they tell you that they are Plagued, then in game you know they are debilitated and unable to adventure, fight, or even interact until the Plague has passed. If you encounter a character who is Plagued, respect that and don't try to talk them or guilt them into participating in the game so they can recover.

Piercing

These are attacks or skills delivered that always affect the target. No defenses may be called to prevent these attacks or skills from taking effect. Blocking with a shield will not protect a character from attacks or skills delivered with this trait.

There will never be a skill released in game that will stop this trait.

Possessed

You have been possessed by something else and are acting as if it was in charge of you. This is a role play focused trait and is normally gained and lost during roleplaying. The rules around it encourage consent based roleplaying of this sensitive area of play which our players requested be part of the game.

Spirit

This special trait is defined in the main Accelerant rules. A Spirit can not speak without a special skill use or plot permission. They can walk with their hands at their sides and eyes down. They do not interact and should try and avoid blocking doorways. They ignore all skill use not explicitly delivered "to Spirit".

Taxed

This is a trait that is gained from dying and going through the resurrection process. This trait need only be cured once, but the effects are cumulative each time it is inflicted. This will be tracked as "Taxed", then "Taxed 2", "Taxed 3" etc. This number is just for ease of tracking the penalty. Any skill or call that removes "Taxed" will remove any version of this trait.

Town

This is a trait that all player characters have.

Weapon

These are attacks that are always blockable with a shield. The shield will always protect a character from attacks or skills delivered with this trait. If a packet strikes your shield with no call or with a call ending "by Weapon" it has no effect and you should ignore it.

Domain Traits

These are traits associated with concepts the world of Kaurath is made of. These are undeniable concepts like gravity. Those that currently exist in the game are Animals, Crafts, Creation, Destruction, Harvest, Healing, Law, Light, Magic, Plants, Shadow, and War. Access to these traits may be granted through access to hidden headers or at plot discretion or if a skill allows access to them.

Communities

A community is a trait which a group of characters can be granted and are characterized by a three word tag such as “Heroes of Celtios”. Specific Headers have the ability to create such a tag and to apply or remove it from a give character. Community traits, once granted, are active for the whole event but reset at the start of each event.

Communities normally continue event to event but the need to reassert your active membership each event ensures everyone has a moment to focus on the goal of your community and any shared standards or principles.

If a header can create a Community it will have a specific skill which can be used to lead four specific ceremonies. There is also one action any member can choose at any time.

Create a new community

Because such tags must be globally unique they require Plot approval prior to an event and are entered into a portability database shared by cooperating plot teams.

Creating a new community inducts up to 10 characters present for the ceremony into the community in addition to the character that creates the community. They all gain the *CommunityName* as an Active Trait.

Induct a new member

This is a skill that adds one or more new characters to the community by granting them the *[CommunityName]* Trait; this trait is limited to 10 characters in addition to the character that creates the community total. They all gain the *CommunityName* as an Active Trait.

Remove a member

This ceremony allows you to remove a member from a community. By calling “Remove *[CommunityName]* to *[CharacterName]*” the person who created the community can remove a member from the community. Anyone who is removed from a community by the community creator can not join any community (including rejoining this one) until the next event.

Leaving a Community

Any member can choose to Purge the *CommunityName* trait from themselves voluntarily at any time but they may not join any Community again including rejoining the same one until the next event.

