

# Quick Start at Kaurath

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# Welcome

Welcome to Kaurath, a live-action role-playing game set in the Land of Kaurath and surrounding areas within the world of Erümir. We are a High Fantasy game with a long history and rich options. This document is designed to answer your quick questions about starting a new character. Since the game is designed to support visitors from other worlds, both the large campaign game we used to be part of and another one, this document also addresses those special issues for now. However, a separate update to the visitors' guide to Kaurath will also be provided for those individuals.

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 character-versus-environment (CvE) game, unless consent is given for character-versus-character (CvC) physical conflicts. The players must be mature (not old, but good at discussing things Out of Game (OOG) be it before or after the game, or in your cabin when everyone is feeling OOG, and must be able to avoid feelings bleeding over from the character to the player or the player to the character (called bleed) which can be very hard.)

Our player base include adults from ages 18 into their 70s and children from the age of 14 up with their parents' presence and consent. Younger children will occasionally be present as so to speak Babes in Arms but not actively play the game.

This document is intended to give you a quick start to understand the shape of the rules of the game and to help you understand how characters are built. Many folks start playing the game as a non-protagonist character one of the cast who enter and leave and make the world live while our protagonists are Center Stage throughout a given event the advantage of starting in the cast is you have a chance to get to know the rules in small bite size chunks nonetheless having a sense of the overall Shape of Things is always useful so it's worth reading through what we have here.

# What are you interested in for characters?

There is no right or wrong answer but most people looking at a new game have one of three things in mind when they're talking about characters so we're going to talk about each of these approaches:

- I have a general idea of what to make something that is like that (“I want to be a forest Elf with a bow on a quest to prove myself.” “I am a soldier who has had solid basic training and now can't bear the idea of going back to the farm.” “I am a Gnome who wants to help people. Healing spells, healing Potion, poisoned blade. All the important stuff.”) You can follow the general steps and end up with a good starting character and a bunch of points left over to customize them as you discover more areas or activities you would like to focus on.
- I have a character I like elsewhere, whether it's the old Kaurath game, its world, or another world with a similar flavor. Can they simply be transported into Kaurath and join in?
- I'm not entirely sure - could you show me how to create a generic Fighter, Healer, damage-casting mage, Archer, Sneaky McSneak, or similar classic character in this system?

Or we discuss A specifics of the first two approaches where you have some or a lot of an idea of what you're looking for in the character let's walk through the general shape of characters here this will let you know the absolute minimum pieces of the game mechanics you need to understand as well as give a bunch of examples of things that can be chosen among and they go to shape who your character is and what they do

## Building a character

We are about to walk through a simple example of building a character and in the process we'll mention a whole bunch of things you should do along the way no matter which flavor character you end up building

1. Pick the basic idea you have for the character concept (including things like the ones mentioned above) and note it down. For example, “An older soldier, looking at going back to the farm now the great war is over, but who knows, there is more to life than turnips.”
2. Sketch out a few things you are sure of, if any. “I want to be able to withstand attacks.” Just able to shrug things off. I don’t want to wear metal in New England, it is either too hot or too cold.”
3. Pick a Name. Something unique and memorable for you. While you can change it, it is better to choose something flexible. Maybe “Valiant” rather than the evocative but annoying “Staba Ya Guts.” Unless you want to play a Kobold, tongue in cheek.

## Create an account on LARPortal.com.

You can absolutely do all the character building with the full rules and paper and pencil. But you must put it online before your first event. And we find building your character using LARPortal is easier.


Go to the website at <https://www.LARPortal.com/> and create an account using an email address you can easily access and a memorable password.

Select “Join a Campaign” or “Sign Up for a Campaign”


**Welcome to LARP Portal**

LARP Portal is an application that brings LARP players and campaigns together.


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**Sign Up for a Campaign**  
Search for campaigns to PC, NPC or Staff.




**Update My Characters**  
Add or maintain your character.




**Register for an Event**  
Register for an event as a PC, NPC or Staff.



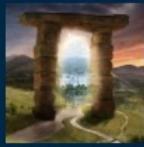
**Update My Profile**  
Update the information about yourself.



**Write My PEL**  
Write, edit, save and submit your new post event summary letters.



**View My Points**  
View your earned, spent and banked points at a campaign level.



# LARP Portal

The Gateway To Managing Your

From the menu on the left (or as a pull down from the “hamburger menu” in the upper right you pull down this menu and select Join A Campaign.

## Campaign

Kaurath



 Home

 Player <

 Campaigns <

### Campaign Info

**Join A Campaign**

Setup <

Skills Modify <

Events <

Donations <

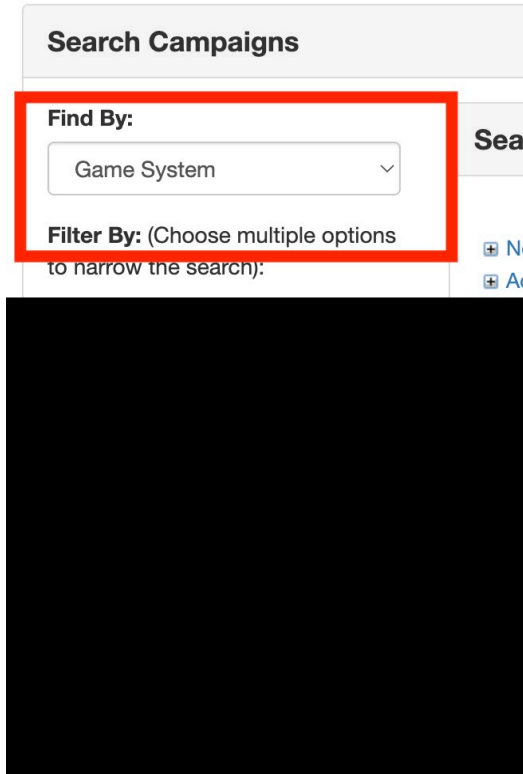
Approve Character Histories

Character Build Points <

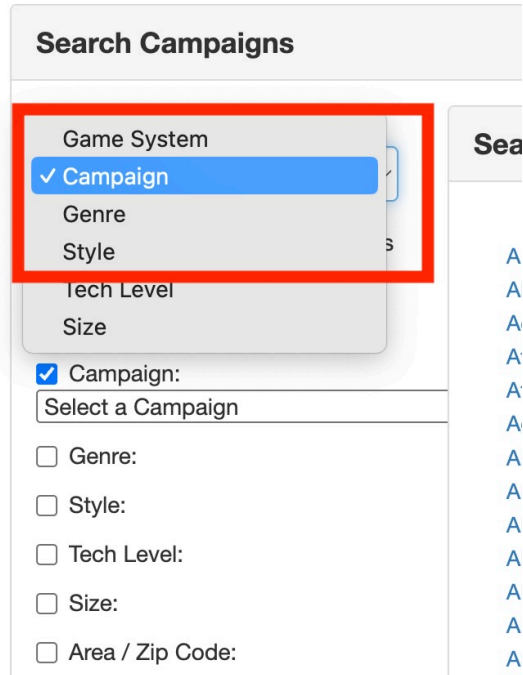
PELs <

On the page, it prompts you to select “Campaign Name” instead of “Game System”.

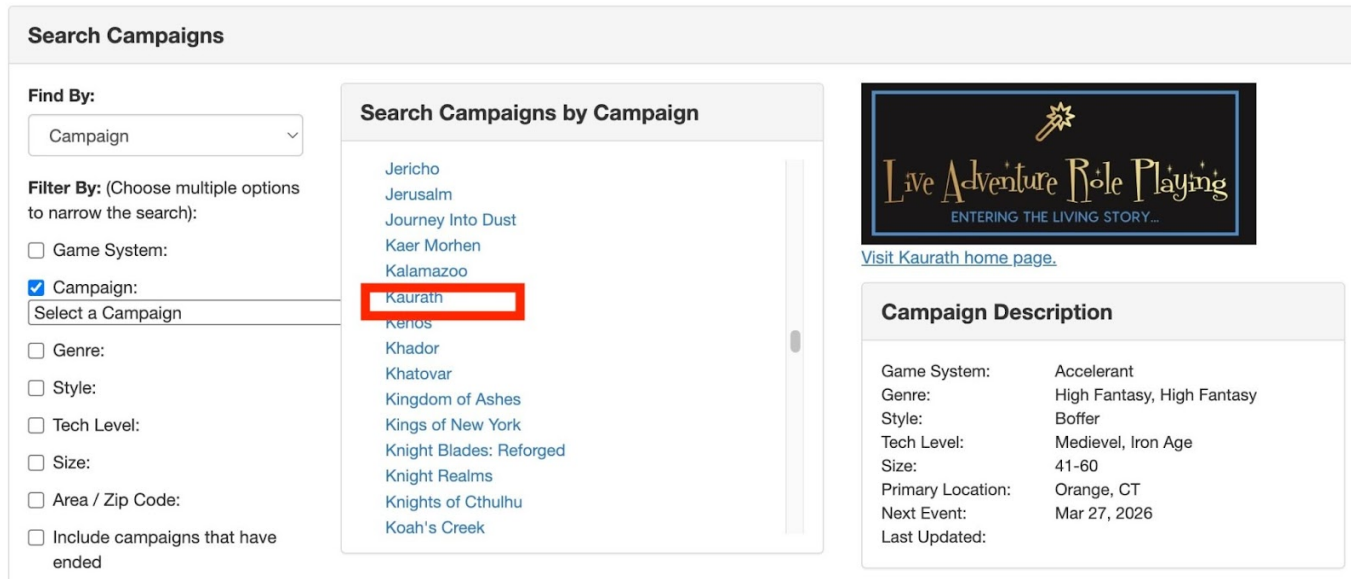
# Campaigns



# Campaigns



# Campaigns



Select **Kaurath**

And roles: PC and maybe NPC as well

Add to Your Campaigns	
Available Roles: <input type="button" value="Submit Request"/>	Current Roles:

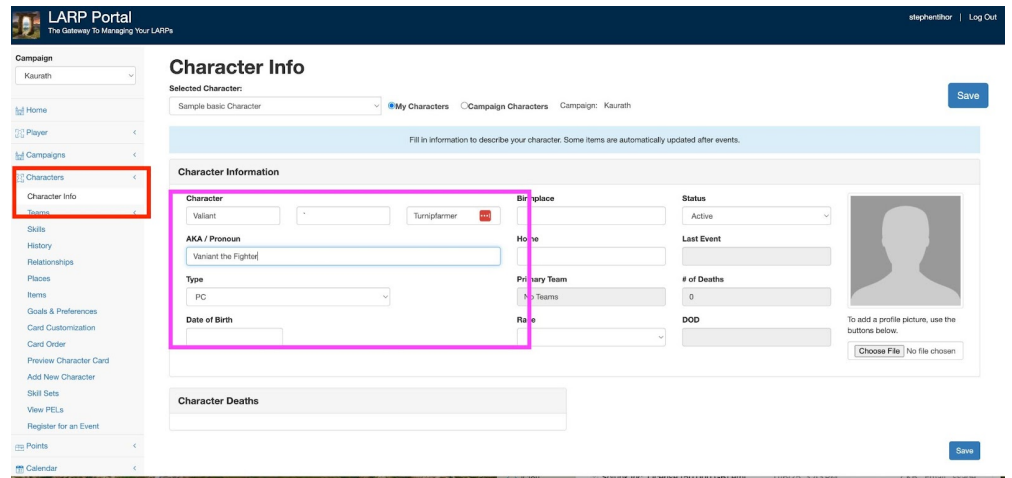
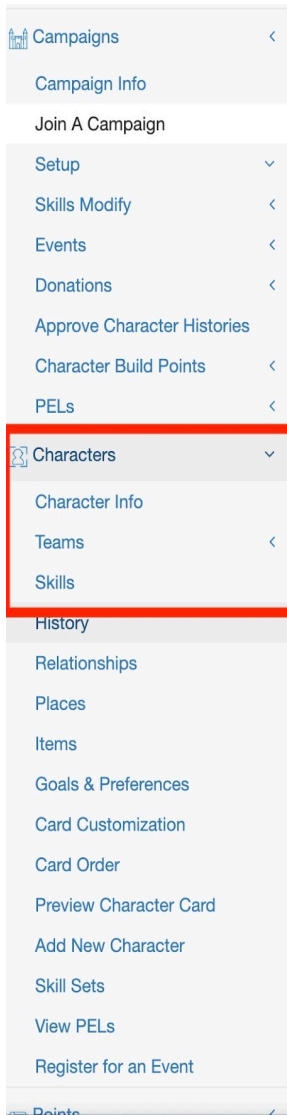
Fill out your basic profile: <https://ui.larportal.com/Profile/Profile.aspx>

Add a new character: <https://ui.larportal.com/Character/CharAdd.aspx>

Start to build out your character: <https://ui.larportal.com/Character/CharSkills.aspx>

When you look at the screens you see a tree of names and some of them have numbers attached to them. These are the bits that support your character and we hope that this document will help you understand all of them.

Now go to Character and under the first item, then fill in the character's name so you can get to the sheet later if you stop.



Then go to Skills. (See the red box below)

The screenshot shows the 'Character Skills' interface. On the left, a sidebar contains a 'Skills' menu item highlighted with a red box. The main area is titled 'Character Skills' and contains a list of skills with checkboxes, a 'Save' button, and a table of skill costs. A purple box highlights the skill list, and an orange box highlights the cost table.

Skill	Cost
Total CP	50.00
Total Spent	50.00
Total Avail	0.00
Attributes	0.00
Aegis (4)	0.00
Threat (4)	0.00
Threat (5)	5.00
Clarity (2)	0.00
Culture	0.00
Hearth	0.00
Heritage	0.00
Human	0.00
Base Header	0.00
Deprecated Berserker	0.00
Crafting	0.00
Mage	0.00
Priest	0.00
Rogue	0.00
Warrior	2.00
Armor	3.00
Expertise	0.00
Big Dama	0.00

Now you're set to record your choices by clicking on the items in the Purple Box and scrolling as needed.

The costs will appear in the Orange box. The Total Avail (Total Character Points Available) is the interesting number. It will start at 50 available and drop down towards zero as you spend points, or go up as you complete things like attending an event or writing your back story and having it approved.

**Pro Tip:** For a starting character, I recommend not spending all your resources. -- You will find things to spend points on after you get out into the field. But you're also going to be earning points as you play or help staff the game help set up help clean up lots of things will give you additional points to build characters with and the staff is very generous about letting people tune tweak and just replace things on their early characters mostly we just want to maintain continuity so the more character is well played and understood and known the more in-game justification you need to suddenly stop being a fighter and start being a mage or vice versa.

**Comparison:** Your character is a mid tier hero. A normal farmer might have 20 or 25 character points, mostly in their vitality, ability to swing a scythe and farming skills and a few other craft skills.

Initially everything is Blank

## Character Skills

Selected Character:

Valient

My Characters

Campaign Characters

Campaign: Kaurath

Save

Show Exclusions

Skill validation may take a few moments. Please wait while the screen refreshes **BEFORE SAVING**.

### Character Skills

- Attributes
- Culture
- Heritage
- Base Header
- Open Skills
- Companion Spirit
- Prestige Header
- Advanced Header

Skill	Cost
Total CP	50.00
Total Spent	0.00
<b>Total Avail</b>	<b>50.00</b>

Select all the starting boxes

### Character Skills

- Attributes
- Culture
- Heritage
- Base Header
- Open Skills
- Companion Spirit
- Prestige Header
- Advanced Header

## Then Click **SAVE**

This means you have the ability to actually take attributes, or skills of interest, let the system know who your Heritage is and so on.

There are three Attributes you can buy directly. Start by buying them each. They cost Zero points each.

## Take all the free items next

Click the plus next to Attributes. The screen will refresh and display the specific attributes under the generic header.

Much of your time during the game is just roleplaying, talking, and moving around, and even fighting with safe weapons or throwing spell packets. All of these are things that you put on the plate and actually do, even if during the game you pretend to be a different person doing them. It's called What you can Do is what you can Do (WYCDIWYCD.)

But there are things in High Fantasy worlds that you, the player, may not be able to do like magic. These three attributes, **Aegis**, **Threat**, and **Clarity**, are names of the three pools you spend points from during play when you want to do something your character is good at but which you cannot do.

SO check these then hit **SAVE**

### Character Skills

- Attributes
  - Aegis (4)
  - Threat (4)
  - Clarity (2)
- Culture
- Heritage
- Base Header
- Open Skills

**Attributes**

**SHORT DESCRIPTION**

Attributes

**Cost: 0.00**

**LONG DESCRIPTION**

These are fine starting numbers. In time, you will want to buy them up, but not until you have something that uses them and have a better idea of the ratio you need. Some players don't buy them up for quite a while - do you want to do a few things more times or many things a few times -- you will figure this out during play.

We tell you more about the attributes below at [LINK GOES HERE] when you want to know, but you should keep up a few more steps.

## Click on **Open Skills**

These are skills anyone can take, and we will guide you to take the free ones here as well. If you do not take them you are deliberately disadvantaged. WE will talk about that [WAY LOWER]. But don't worry for now, you can always change things.

### Character Skills

- Base Header
- Open Skills
  - Diagnose Stable
  - Field Medic
  - First Aid
  - First Responder
  - Arm/Disarm Trap
  - Harvest Ingredient
  - Pick Locks
  - Read and Write
  - Ritual Knowledge
  - Tough
  - Tougher
  - Experienced [Profession] [Add Value](#)
  - Skilled [Profession] [Add Value](#)

And then

### Character Skills

- Harvest Ingredient
- Pick Locks
- Read and Write
- Ritual Knowledge
- Tough
- Tougher
- Experienced [Profession] [Add Value](#)
- Skilled [Profession] [Add Value](#)
- Master [Profession] [Add Value](#)
- Multitasking
- Parole or Dispense Justice [Select Value](#)
- + Light Armor
- + First Weapon Skill
- + Buckler
- + Gathering, Common (1) [Select Value](#)
- Tracking

Skill	Cost
<b>Total CP</b>	<b>50.00</b>
<b>Total Spent</b>	<b>0.00</b>
<b>Total Avail</b>	<b>50.00</b>
Attributes	0.00

That's all you really should know. Also, this didn't cost anything -- You start with 50 points. That is a solid veteran character.

You started with 50 CP available and you still have 50.

So at this point you have a full prepared blank slate.

**Common Name:** **Full Name:** Valiant  
**Race:** **Birthplace:** **Player Name:** Stephen Tihor  
**Total CP:** 50.00 **Total Spent:** 0.00 **Total Avail:** 50.00



Skill	Cost	Complete Card Description
Attributes	0	
Aegis (4)	0	
Threat (4)	0	
Clarity (2)	0	
Culture	0	Sustain 1 Extra Magic Item
Heritage	0	
Base Header	0	Rules are being revised in 2026. A two-base header limit is coming. Be thoughtful about this impact and be prepared to discuss it when asked.
Open Skills	0	
Diagnose Stable	0	"Diagnose Stable"; " <i>Diagnose Stable</i> "
Read and Write	0	Can read any text the player can already read
Light Armor	0	Can wear light armor. When worn gives 2 armor.
First Weapon Skill	0	First free weapon skill
Buckler	0	1.5ft diameter circle or equivalent.
Vitality (2)	0	

I will point out your vitality at the bottom. It is a derived attribute adjusted by various skills you may buy. At the start you can take 2 points of damage before falling down. (See Damage at [SECTION BELOW].)

If you are wearing armor that looks like light armor (as described under Armor in the rules) you gain 2 points of armor protection for those representations. This adds 2 more points to make the total 4 points of damage which you need to take before we get to What Happens When I Reach Zero Vitality.

There are a number of other useful skills which are handy to take as a new character in the Open Skills section such as First Aid but some players feel that they may not be worth the point cost. Their costs are low and you can certainly take them later with the character points earned for participating in an event as either a player or a non protagonist cast role.

## Player versus Cast?

There are a few choices before you play. A lot of players choose to take a non-player character role during their first few events to have a chance to learn how the game works and get some intense practice in safe LARP combat and learning small contained bits of game world lore as you play various characters.

We are glad to help newcomers learn to fight and about the world. The deeper dives below are useful to help understand the core rules we use, Accelleran, but the section right below focuses on someone putting together their first Character.

## What Sort of Character do you want to play?

Now consider what the core idea you have for your character is. We have several Base Headers and each matches one or more of the common High Fantasy character ideas. The common motifs in a given genre are often called “Tropes”. Sometimes these are called ‘motifs’ or even ‘character themes’. Each base header supports one or more common tropes and if you have an idea that is not directly applied then taking a second one will support a lot.

The next key choice is the Base Header:

- Berserker - the classic Conan the Barbarian types, strength, intuitive, frenzied fighters
- Crafter - the clever smith, inventive Alchemist, brewer, or even runesmith
- Mage - all the direct magic users
- Priest - someone whose devotion gives them access to powers
- Rogue - thieves, assassins, tricksters and the like
- Warchanter - those whose public performances help their friends or harm their foes
- Warrior - All the variations on those who fight with weapons and skills

So let's think a bit more about what we want from our character and which one (or ones) line up.

- Berserker - This style of character attacks in a Frenzy, and that enthusiasm dries and fuels their attacks. They tend to strike hard but have more limited defenses and tend to get out in front of their friends so they always have a closer enemy to attack. They also have access to some forms of runic and tattoo style magics that give them powers including defense from visible inscriptions on their body and armor.
- Crafter - This trope covers all smiths, alchemists, tinkerers, brewers, artificers, and shapers. They are not inherently combat characters, but can easily craft arms and armor and other devices to permit them to be effective when so

equipped. They also brew things such as healing potions which are obviously useful.

- Mage - This trope covers the classic magic user and all its common variations who twist powers to cause effects normally at range although beneficial magics can be touch cast as well.
- Priest - This header represents those who channel the Devotion to some of the greater or lesser powers of the world to empower their actions directly and for those who share their devotion.
- Rogue - This header supports all the tropes of the Thief and Scout, Assassin and Skirmisher.
- Warchanter - The Warchanter forms groups of characters to work and fight together and can grant them bonuses and healing. This permits them to embody most of the classic bardic and combat support styles of characters.
- Warrior - This header covers all the usual melee and missile combat tropes, including soldier, archer, ranger, and all the elements of a D&D Fighter. They are aimed at good offense, good defense and flexibility whether they are fighting face to face and shooting from a distance.

Some character ideas blend two different Headers. For example, Spellswords combine Warrior and Mage so they can deliver spells at the point of their swords. These are all specialized combinations and are called Prestige headers, as opposed to those who Specialize in just being a Pure Warrior.

So what sort of character will we make is the key question. If our character “Valiant” is trying to embody the classic warrior trope then we could take the Warrior base header and the bulk of the skills there next:

- Heritage
- Base Header
  - Berserker (Interim)
  - Crafting
  - Mage
  - Priest
  - Rogue
  - Warchanter
  - Warrior

Selecting and clicking on the PLUS ( + ) next to Base Header to see all seven and then check the box next to Warrior, and ... wait for it ... click **SAVE**.... And wait for the browser to refresh,

And we click the [+] next to Warrior and start taking the skills under Warrior

Warrior

- Armor Expertise
- Big Damn Hero
- Cleave
- Disarming Strike

- 
- Endurance
  - Hammer Strike
  - Laceration
  - Onslaught
  - Quickened Refit
  - Ringing Blow
  - Riposte
  - Stumble
  - Sword Breaker
  - Warden's Hand

---

Warrior

- Armor Expertise
- Big Damn Hero
- Cleave
- Disarming Strike

And start selecting all these cool skills

- place holder 1
- Endurance
- Hammer Strike
- Laceration
- Onslaught
- Quickened Refit
- Ringing Blow
- Riposte
- Stumble
- Sword Breaker
- Warden's Hand
- Warriors Defense

Skill	Cost
<b>Total CP</b>	<b>50.00</b>
<b>Total Spent</b>	<b>30.00</b>
<b>Total Avail</b>	<b>20.00</b>
Attributes	0.00

SAVE wait and we see what's left...

Now let's think about what kind of warrior.

Do we need a choice of weapons, or is one good?

One is probably enough to start. Borrow one from a friend, buy one, or write and ask the team if you can borrow one for your first event.

Do we want better armor?

Probably but can we represent it well? That is part of the requirements. Even a shirt printed with an image of chain mail is an expense and it does not look great though it can be good as an underlayer. But it is a start. A light aluminum chain mail shirt can be bought and is pretty good. But it does represent an expense. Heavier looking leather is not a bad start.

The rules for Medium armor (granting another armor point) are:

**Medium Armor** provides 3 armor points.  
The requirements to represent that you are wearing medium armor are:

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

So, chest, back, shoulder, and forearms,. All come free with a long sleeve jacket. To present hardened leather it should be a bit bulky looking, going with a larger size and layered underneath, or covered with studs or small plates of metal or leather as well.

A different look are leather bracers, heavy looking, then LEther vest and pants.

Area Armor Covers	Counts as
Chest	1
Back	1
Helm	1
Shoulders / Pauldrons	1
Forearms	1
Hips	1
Upper Legs	1
Lower Legs	1

We also took Armor Expertise so if we do both the studded or heavy Leather jacket and the Medium armor skill then for 3 more CP we get 2+1+1=4 Armor points on top of our 2 Vitality. And we can “Repair All Armor” during any Long Rest (do a little role playing).

<b>Skill</b>	<b>Cost</b>
<b>Total CP</b>	<b>50.00</b>
<b>Total Spent</b>	<b>32.00</b>
<b>Total Avail</b>	<b>18.00</b>

So this brings us to **Attributes** 0.00 18 character points. We can spend a few to buff our attribute pools and grab a couple of useful skills **Open** to all players and a couple of underpriced ones that will be removed over the summer but are there now:

In Open skills we take:

- Tough
- Tougher
- Diagnose Stable
- Field Medic
- First Aid

- Open Skills
  - Diagnose Stable
  - Field Medic
  - First Aid
  - First Responder
  - Arm/Disarm Trap
  - Harvest Ingredient
  - Pick Locks
  - Read and Write
  - Ritual Knowledge
  - Tough
  - Tougher
- Multitasking
  - Parole or Dispense Justice [Select Value](#)
  - Light Armor
  - First Weapon Skill
  - Buckler
  - Gathering, Common (1) [Select Value](#)
  - Tracking

Skill	Cost
<b>Total CP</b>	<b>50.00</b>
<b>Total Spent</b>	<b>38.00</b>
<b>Total Avail</b>	<b>12.00</b>

So we have 12 Character Points left (before proposing a history) to consider increasing our attribute pools to do more things during each fight,

- Aegis 5 (will cost 5CP)
- Treat 5 (will also cost 5CP)

So the total is 10CP more leaving 2 but giving us 5 Threat of offensive actions and 5 Aegis for defensive ones.

Or to take up Gathering the Ingredients used by Crafters and trade some of the ingredients we gather to a crafter during the game for some slightly better gear.

- Gathering, Common
- Gathering, Uncommon,
- Gathering Rare

Hunting, Mining, or Farming will cost you 12 points ( +2+4+6 = 12) leave Zero. Before History.

**So we have a functional character**, they embody a trope, the multifaceted warrior with medium armor. Our costuming is a thick leather jacket or two arms piece and a vest or vest and pants. Just bulky looking ones. But they are still a little Generic McGeneric. To be **Valiant** we should think about where they come from. Are they a Human from a town on the Border of Kaurath but still within it.

For that we pick the three background areas: Culture, Heritage, and Homeland. Picking in any order is fine. Sometimes your image is a steady home they came

from or a small farming town they want to get away from. Either of those says pick Culture first, then work out.

While Culture and Heritage and Homeland all have some in game aspects they are mostly key in how your character sees themselves.

- Culture
  - Hearth
  - Road
  - Sailborne
  - Wild

- Heritage
  - Elbael
  - Gnome
  - Greenskin
  - Human
  - Lacuna
  - Pacted
  - Weirkin

And there are some more advanced choices which are not great for quick starts.

The easy button is to pick **Human** from a **Hearth** culture whose **Homeland** is the local area of Kaurath or adjacent.

- Culture
  - Hearth
- Heritage
  - Human
- 

Each of these lets you Attune one more item.

So we have finished with the sheet for Valiant our Human Warrior. In the spirit of simplicity we want them to be local to Kaurath, so we assume from a small farming town outside of Kaurath City in Haltia.

## Valient ( Warrior Build ) - Kaurath

Common Name: Valient Full Name:  
 Race: Birthplace: Player Name: Stephen Tihor  
 Total CP: 50.00 Total Spent: 50.00 Total Avail: 0.00

Skill	Cost	Complete Card Description
Attributes	0	
Aegis (4)	0	
Threat (4)	0	
Clarity (2)	0	
Vitality (5)	0	
Hearth	0	Increase your Sustain or Attune; ( <i>One more item</i> )
Human	0	Sustain (or Attune) one extra magical item.
Warrior	2	Warrior
Armor Expertise	3	+1 Armor
Big Damn Hero	1	A "Disengage"; " <i>Disengage</i> "
Cleave	3	TT "Double 4 Damage" ; " <i>Double 4 Damage</i> "
Disarming Strike	2	T "Disarm" ; " <i>Disarm</i> "
Endurance	3	+1 Vitality
Hammer Strike	2	T "Slam" ; " <i>Slam</i> "
Laceration	1	T "4 Damage" ; " <i>4 Damage</i> "
Onslaught	2	TT 8x "2 Damage" ; 8x " <i>2 Damage</i> "
Quickened Refit	2	A "Grant 3 protection to self". ; <i>Grant 3 protection to self</i>
Ringing Blow	1	T "Agony"; " <i>Agony</i> "
Riposte	2	-/C "Reflect Weapon by Clarity" ; " <i>Reflect Weapon by Clarity</i> "
Stumble	1	TT "Root" ; " <i>Root</i> "
Sword Breaker	2	TT "Destroy", weapon, shield, armor, or form; " <i>Destroy</i> ", <i>weapon, shield, armor, or form</i>
Warden's Hand	2	A "Grant Guard Weapon" ; " <i>Grant Guard</i> "

Note: We took Tough and Tougher. They are worthwhile now but may well be replaced over the summer and we will move the points into the replacement skills.

## Registering for an Event

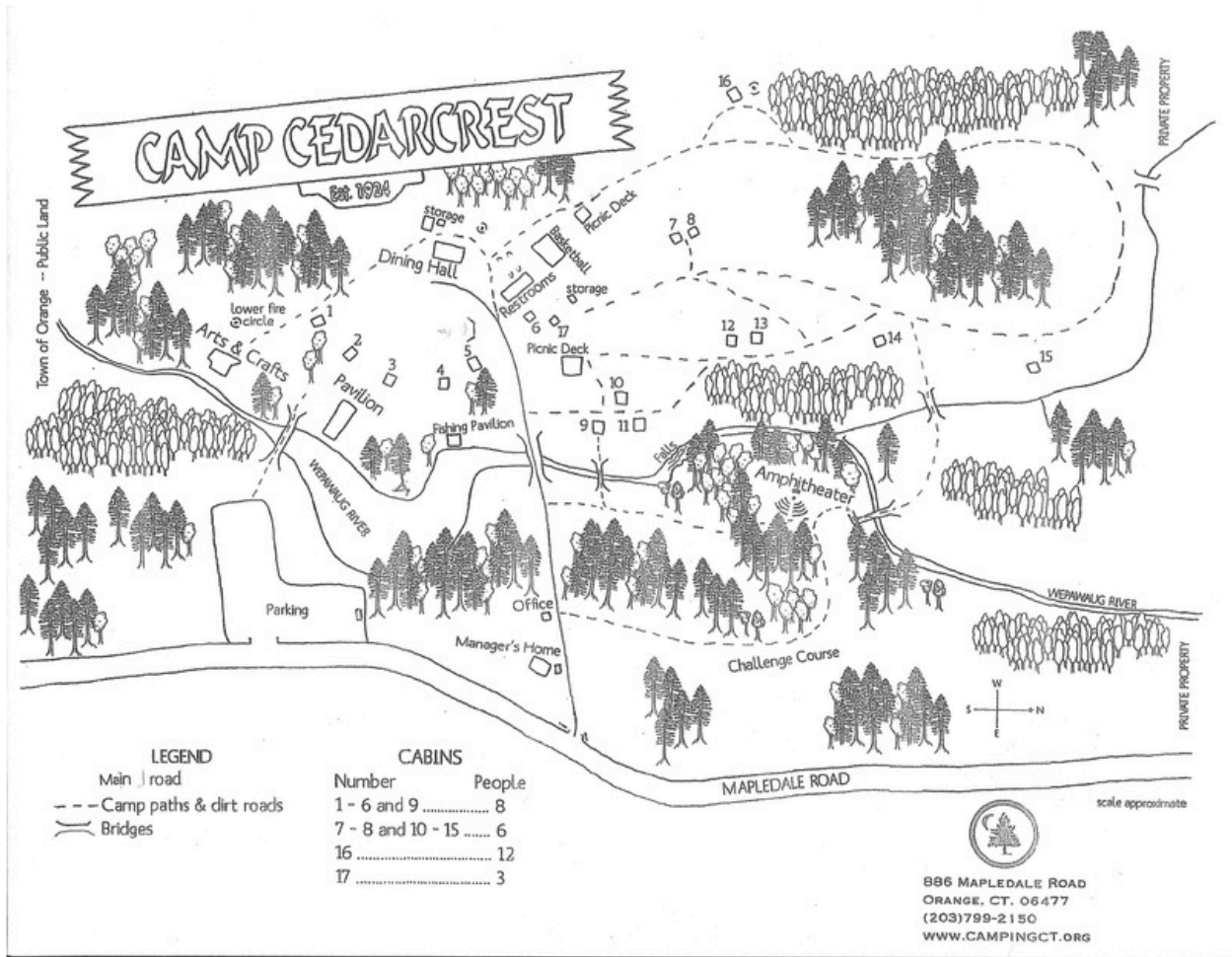
LARPortal has a You Tube video that discusses registering for an event as PC

▶ How to Register for an Event as a PC (EVENTS) and as NPC

▶ How to Register for an Event as an NPC (EVENTS) including housing.

If coming to a game with friends, note that either by forming a “team” and all joining the same team and including it in your registration, or indicate how the Housing Goblins can pick the right players by filling in the housing preferences.

We try to put people together in appropriate groups, and fill in cabins with singles or pairs who are not parts of larger teams. Everyone is chill with new folks, but to prevent colder New England events from chilling players in the other sense we also try and prioritize housing players in the cabins with fireplaces. (PC Cabins 1-5, Staff 6, NPC or very large groups 16. Other cabins are assigned as needed or used for plot purposes ) We buy wood from the campsite to keep things warm as the cabin electricity is not up to space heaters, only electric blankets.



End of Quickstart

# One Page Quickstart

Set up an account at LARPortal. <https://ui.larportal.com/register.aspx>

Sign up for the Kaurath campaign: <https://ui.larportal.com/Campaigns/JoinACampaign.aspx>

Our name is Kaurath and we use the Accellerant rules system

Fill out your basic profile: <https://ui.larportal.com/Profile/Profile.aspx>

The Player Dashboard has a lot of useful links: <https://ui.larportal.com/Dashboard.aspx> such as add a new character: <https://ui.larportal.com/Character/CharAdd.aspx>

Start to build out your character: <https://ui.larportal.com/Character/CharSkills.aspx>

Check the boxes for Attributes, Culture, Heritage, Base Header, Open Header, then [SAVE]

**After you hit SAVE wait for the popup message before proceeding.**

Under Attributes check the boxes next to Aegis, Threat, and Clarity, then [SAVE]

Under Culture select Hearth, then [SAVE]. Under Heritage pick Human, then [SAVE]

We may change Attributes, Culture, and Heritage later but these are the safe generics.

Under **Open Skill**, check the boxes next to **Diagnose, Read and Write, Multitasking, Light Armor, First Weapon Skill**, and **Buckler**, then [SAVE].

For now we also recommend checking the boxes next to **Tough** and **Toughe**, then [SAVE].

Think but what sort of character you want to play and select the best Base Header match:

Choose one Base Header you want from **Berserker, Crafting, Mage, Priest, Rogue, Warchanter**, and **Warrior**. Check the box next to it, then [SAVE].

Click the [+] next to that header.

For Berserker, Rogue, Warchanter, or Warrior:

click the [+] next to that header and select all skills except the one starting **Pure**,

Then [SAVE].

For **Mage**, Check the boxes next to **Acolyte's Boon, Bolt Storm, Consultation, Fly Fools!, Mage Armor, Magic Missile**. Then [SAVE]

Check the Box next to **Primary Skill**. Then [SAVE]

Pick your School of Magic, elemental attacks (Invoker), healing and body weapons (Augmenter), or dealing with death and minds (Necromancy):

Check the Box next to **School of Magic Point (MP)**, and then [SAVE].

Check the Box next to the name of that School of Magic, then [SAVE].

Click on the [+] next to the choice labeled with School of Magic **Trait** such as **Invoker Trait** if you selected Invoker.

Pick one of the Traits from that list. (for example **Fire** for Invoker), then [SAVE].

Check the box next to **Primary School Apprentice**, and then [SAVE].

Click on the [+] next to that skill and then [SAVE]

Check the box next to **Spell Points - Invoker** and then [SAVE]

and that will let you learn the first 6 spells

Select up to six spells by checking the boxes next to them, and then [SAVE].

For more spells, click the box next to Primary Adept to get a spell point and spend it

By clicking the box next to a spell and then [SAVE]

Repeat the process by taking more level of Primary Adept and then the spells.



## One Page Effect Summary

- Agony** - Intense pain. 10 seconds. Can defend. Can run.
- Cure...** - Remove one named effect or trait. If none named, choose 1 NOT imbued or inflicted.
- Remove...** - Force remove an effect. No touch cast. Can defend.
- Damage** - Removes Armor, then Protection, then Vitality. It can't be removed or dispelled.
- Death** - An attack with this effect kills you. 5 minutes, then Spirit.
- Destroy...** - Target is destroyed and cannot be used until repaired.
- Diagnose** - Used to determine if a called effect exists on a person. Yes/no answers; damage #
- Disarm...** - Must drop until it stops moving or place down for 5 seconds.
- Disengage** - Plant feet 3 seconds, then gesture with a weapon at attackers; they must move back out of weapon range so that you cannot cross extended weapons.
- Drain** - No running. No Skills. If specified, can't use the thing specified. Rest 5 Minutes.
- Expose...** - Call out if you have the specified trait, unless dead/unconscious.
- Frenzy** - Attack the closest creature. Can use skills. Dead or Unconscious to end.
- Grant...** - You receive a boon. Limit three unless it is Grant Extra (limit 1). 1 per thing affected. Protection drops after armor, before health.
- Double and Triple** - Effect lands 2 or 3 times. Defend separately. Take what's left.
- Heal...** - Restores Vitality
- Imbue...** - Effect described on card.
- Inflict...** - Effect described on card.
- Maim** - Arm or leg. No effect on torso. Call target or area hit. No hopping or resting off.
- Paralyzed** - You cannot move, but can hear. If you fall unconscious, fall immediately. 5 minutes.
- Refresh...** - Restores attribute or trait.
- Repair...** - Repairs armor up to max.
- Repel** - Prevents all attacks from the target. Stay 10 ft away. *Rest 5 minutes.*
- Root** - The Right foot cannot move. May pivot on foot. *Rest 5 minutes.*
- Silence** - Can't talk. No incants. Out-of-game Verbals still happen. *Rest 5 Minutes.*
- Slam** - 3 steps back and fall or take a knee for 3 seconds.
- Slow** - No running. Rest 5 minutes.
- Stabilize** - Sets unstable to 0 vitality and stable.
- Stricken** - Cannot take positive effects until removed.
- Stun** - Unconscious. Incapacitated. Rest while affected. *5 minutes.*
- Speak** - Talk to the target even if you are usually not able to do so. May still not work.
- Waste...** - Consumes target effect/attribute. Can be refreshed or cured to restore. Ignores armor
- Weakness** - No called melee weapon attacks. Rest 5 minutes.
- Elude, Guard, Shield** - Dumb defense. Must use. Stops it. (Missile, Weapon, Spell)
- Avoid, Parry, Resist** - Smart defense. Choose to use., Stops it. (Missile, Weapon, Spell)
- Purge** - End an effect after it's affected you—3 seconds to use.
- Reduce, Absorb** - Affected by effect, but take less of it, or stop it and turn into something else.
- Increased** - The effect used is more effective than usual.
- Reflect** - Negates and sends the effect back at source. Can defend against the returned effect.
- Spirit** - Insubstantial. No effect on all calls not "to Spirit". Eyes down, hands at side. Walk slowly.
- Short** - Effect lasts until you rest for 10 seconds.
- Permanent** - Effect lasts until the event ends and might continue. Tell plot. May be cured.
- By My Voice (BMV)**, all who can hear, **By My Gesture (BMG)** while pointed at, **By My Gaze**  
2 Secs.
- By Your Name** (Name or description).



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## Answers to common Questions:

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### What is “Accelerant”?

We will share a few words about the rules we are using and why.

The underlying rule system is called Accelerant. It is used in a number ofLARPs like this one in New England to make it easier for people who might want to play in several different games, as either player characters, cast / non-player characters, or a mix. With the same core rules one does not have to learn everything from scratch.

### Attributes and pools

If you’ve played any tabletop role-playing games, you’re probably familiar with the concept of attributes. They tend to be simple, small integers that give a measure of how good your character is at some things, or how much they can take in the way of damage, and how well they resist some attacks.

That’s the first set of things on the sheet -- upper left under the name.

- **Vitality** represents how much life force you have and how much damage you can take.

- **Aegis** represents your ability to take defensive actions, resisting a magical attack.
- **Threat** represents your ability to do generally offensive things.
- **Clarity** represents your ability to perform extraordinary actions.

There are also some attributes that are calculated based on other things you choose. The one people use most is called Armor. You will learn about Armor below as well.

- **Armor** represents how protected you are by physical and mystical barriers that soak up attacks before the rest of the damage is applied against your Vitality pool.

I just used the word pool and that's because these numbers Vitality, Aegis, Threat, Clarity, and even Armor, represent the maximum value that you can have in a given attribute but in fact during the flow of the game these numbers will fluctuate between this maximum number and a low of zero.

**Protip:** The numbers on your sheet are technically the **Maximum Vitality, Maximum Aegis, Maximum Threat,** and so on. These are closest to Ability scores under D&D for example.

Vitality may be the simplest Pool to explain. Your Vitality pool starts at the maximum Vitality (the number on your sheet). When you are injured, for example by being struck in combat, the **Current Vitality** is reduced by that number of points. When you are healed by Medicine, Alchemy, Magic, or special skills, it will get higher, although normally not exceeding the **Maximum Vitality**. In D&D terms this is just like the current Hit Points which fluctuate from your Maximum Hit Points down to zero.

Armor is a lot like Vitality, but it's fixed by repair rather than healing. We will mention the pool of determination later.

**Aegis, Threat, and Clarity,** are spent to perform the type of actions listed (we will show you examples of this below.)

All the pools start full at the beginning of the weekend, and other than Clarity (and something else we will mention later if you are a Mage) can be refilled regularly during the weekend. We will go over that below (under Sanctuary). Clarity refreshed between events, since it is used for really big things like bringing people back from the dead.

**Building a Character: Your brand new character is what a tabletop role-playing game would term mid-tier and the starting values for the**

**pools should be enough to do most of the things your character will need to do. You may not need to increase them for some time.**

## What you can do is What you can do

A core premise of Accellerant is that your character has all the physical skills you can perform that are within the milieu of the game (a High Fantasy game with a Medieval or early Renaissance world) . That includes engaging in lightest touch combat with LARP safe weapons.

We inspect any weapons to be used to make sure they are in good shape at the start of the event, and we provide some basic combat training for those inexperienced in it.

Key concepts include

- using the Lightest Touch your opponent can feel,
- Making sure you don't swing a weapon more than 90 degrees,
- Not striking someone on the head, neck, hands, or groin.
- Not laying hands on someone except as part of a carefully prenegotiated scene,
- Being aware that adrenaline increases and most people are less and less precise in their levels of force.
- Being careful of weapons safety by having them inspected every event. When it gets New England cold normally safe soft foam can become more rigid and unsafe.

Whenever we can we try to follow WYCDIWYCD (the title of this section) for physical skills that are safely performed. But we do make accommodations in some cases often by requiring the player to buy a skill to represent some actual ability their character has because they do and sometimes by having in-game skills to make someone more effective in game at something.

## What about stuff like being an Elf or an Orc?

Your background is made of up some active game things like a **heritage** which is where we track Elf versus Orc. There is also the **Culture** that you come from. For example the Vaelta are a traveling people, following their herds across the plains but with a rich tradition of honor and fierce loyalty to the Crown. They are **Human** by **Heritage** but their **Culture** is **Road**, which grants them different benefits than the settled townfolk of Kaurath City whose **Culture** is **Hearth**, or the Pirates of the Obsidean Ocean whose **Culture** is **Sailborne**. Your character also has a Homeland such as the fertile plains of Kasember. And a background that encompasses everything they have done to become an Adventurer. We will be adding some additional support for background skills over the Summer of 2026.

# What are all the different groups of Skills?

There are some skills everyone can take. They are called **Open Skills**. You can learn any Open Skill you can afford if you meet the prerequisites for it.

There are seven major packages of skills. These are called the **Base Headers** and you can learn either one or two of them. They permit access to a large variety of skills of a given theme such as Magic or Sneaking. We used to allow more and are gradually cleaning that up as it led to broken characters.

Within each Base Header there are also one or more **Purist Headers** which count as a second header choice and double down on the base header to become even more of whatever it is.

For those less focused there are the **Prestige Headers**. They require two different base headers and give skills that mix aspects of each of the base involved.

There are some **Advanced Headers** which include other sorts of skills from Mentalism to Natural Philosophy but which require in character role playing to unlock.

There are also a few special cases like **Companion Spirits** which handle some special background issues for character transferring from the old Kaurath rules or who have a very special semi-imaginary friend, who isn't played as a Lacuna.

## Open Skills: Utility Skills

Many of them have low or no cost because they represent things all players can do and provide a way to represent your character being able to do what you want to do, or not to do it. They also help balance characters to charging a few points for taking such a skill or not charging if you are - in effect - agreeing not to do it. Reading and Writing is an example of a Free Skill that just tracks if your character can read the languages you can read. We use real world languages to represent normal in-game languages and consistent runes and scripts to represent the unusual writing systems which can be learned in real life.

Basic medicine, tracking, lockskills, and gathering useful Crafting Ingredients are all generally available as Open Skills.

Ritual magic is an Open skill for those who do not learn it below.

**Building a Character: Take the free skills that make sense, Spend at most 6 points on other open skills including at least one weapon. We will suggest some more below.**

**If you want to lead ritual magic or gather useful crafting ingredients by at least the first step in those skill trees.**

## Open Skills: Weapon Skills

Any character can wield any LARP safe weapon that has passed inspection. If they follow the combat rules it does one point of uncalled damage if it hits a legal target area.

Without taking weapon skills they can not block attacks. If someone hits your weapon you either take the damage or block it but drop the weapon.

Because using LARP safe weapons is one pillar of the game, these skills are inexpensive or free. The same is true of Armor and Shields and fancy weapon combinations but some are restricted to those who have taken certain headers (below).

## Base Headers

There are a handful of Base Headers (fewer than ten) which are the major skill clusters. They are similar “character classes” in role playing games like D&D. They are called ‘Headers; because there are clusters of other skills under them, For example Warrior has a number of specifically called attack skills under it to supplement your free uncalled attacks.

While it may make sense to learn **two** Base Headers later, a new character should start with one and buy up enough of the skills under it to be effective.

The header and the classic tropes they support are

- Berserker - the classic Conan the Barbarian types, strength, intuitive, frenzied fighters
- Crafter - the clever smith, inventive Alchemist, brewer, or even runesmith
- Mage - all the direct magic users
- Priest - someone whose devotion gives them access to powers

- Rogue - thieves, assassins, tricksters and the like
- Warchanter - those whose public performances help their friends or harm their foes
- Warrior - All the variations on those who fight with weapons and skills

Creating a Character: This is the key choice and the skills that are picked here will let you know what ratio of Aegis and Threat you may need in each fight. Each header costs about the same and you start with enough points to buy everything interesting in one.

As you earn points you can even consider specializing in that one as a Purist or what your secondary skill set would be.

# Other Useful Articles

## Useful Articles: Player versus Character Skills

1. What You Can Do Is What You Can Do, cases where the Player's skills are allowed to shine through.

They include physical processes like walking, running, dodging, and even swinging our light foam-coated simulated weapons to hit the person, playing the character in the hope of injuring the character (only), reducing their Vitality, and eventually causing them to die in-game or at least surrender or run away.

All our safety rules and training are designed to prevent dangerous activities that carry a significant risk of injury.

Some in-game skills may be simulated using different skills. Lock picking might be simulated by actually picking pretty simple medieval-style locks. Or solving Indian lock puzzles. Or unknotting ropes. Each requires some skill and takes some time, and we can adjust the difficulty. One is what the character might be doing, but the others have similar mental and physical impact and take time, so if you are opposed to your fellow heroes, they can be holding attackers while you move things forward.

2. In-game actions using your character's Skills. That is treated as a generic term for in-game abilities that your character has that you don't have or can not safely perform in the middle of a game area. It also includes things like Magic Spells and Mental Abilities that are part of your character but not part of you, the player.

For example, if you are one of the Lacune, born of thoughts and dreams, your origin will give you the power, once each event, to turn and reflect any single attack at the one who made it.

A Troll Warrior might have a 'skill' called "Shrug Off" that lets them shrug off weaker weapon blows for 10 seconds. During that period, any blow that hits them but where the attacker does not call a damage number has no effect. Using this skill might cost them one point from their pool of Aegis.

A key step in building a character will be selecting your skills. As you do, keep an eye on how much Threat or Aegis each takes. You will be able to recover your spent Threat and Aegis after a specific adventure is done and you return safely to the Tavern to rest, rehydrate, and warm up or cool down. However, during the fight, you have only what you started with and only a few ways to gain more in the midst of an adventure.

An important decision during each adventure is deciding which skills you spend your Aegis and Threat on and when to do it.

*[ Tip: Our design tries to ensure that every character is useful on any adventure, but that experienced characters have more options available, more durability when being attacked, and can keep going longer, but each of those is not more than twice a starting character. This helps with options but each character, even a newly made starting character, is an important contributor to the adventure, and in their area of expertise they are a major asset. Every adventure and every conflict is different but to give you a sense of our goal is that in a straight fight two starting characters against one experienced character is a fair fight. ]*

There are a few other pools that will show up in play based on skills you learn, such as how to wear armor while running, fighting, and using your adventuring skills, or being a specialist in a skill such as magic. We will discuss them later. (Armor will be first since it applies to everyone, but often is linked to your choices of combat skills.) However, we will continue to walk you through the process of building a character based on a concept. We will finish with Valiant, our ex-soldier who is adventuring as a melee fighter, discussing things in detail as an example. Then, we will summarize the key points and walk through the choices for other interesting tropes, such as the archer or the sneak thief.

## Useful Articles: Heritage and Culture

These are the nature and nurture of fantasy gaming. Heritage is nature set at birth, Culture is how you were raised or chose to live. While they are the next things in order on your character sheet, as with the starting ability pools it's often best to pick a placeholder and come back later.

You pick your Heritage...

... Are you a Human, an elementally based Elf, a Gnome, a Wierkin with features and traits of a humanoid animal, or do you bear a different Heritage of the dozen we have. Each gives some features and a trait (the trait is the same

name, so a Gnome by Heritage has the Trait Gnome.) Those heritage traits can be used in certain spells and skills to affect or target only characters with that heritage. Traits are detailed below.

... and then a Culture ...

Given your Heritage and where you are from you should pick a Culture that feels right for you:

- are you Hearth, having lived in a town or other stable setting;
- Road, traveling from place to place in a pattern like a traveling merchant or a wandering bard moving from village to village based on their whims;
- Wild, living in the wilderness; or
- Sailborne, spending most of your time on ships.

The culture you choose will give you some skills and a trait that may come up later

We offer a range of options, including traditional high fantasy ones and original creations. If nothing jumps out at you, then you should take the easy default for now, Human and Hearth.

You may well come back here and adjust things about your character as we build them and for the first events after you start playing. We will mention places where that sort of thing often comes up. And we even give you a couple of events to switch things around so you can test things and settle into them before you lock your character down.

So our new adventure Valiant, a farmer who served his mandatory service during the Barrowheart War, and found returning to life on the farm was too limiting, is starting with Vitality 2, Aegis 4, Threat 4, and is a Human heritage with a Hearth culture. Those heritages give him the ability to wield five attunable magical items not just three.

Now let's talk about the skills that help us build out the character so they can do the things we envision them to do.

## Useful Articles: Traits

Traits define fixed things about you or your actions and can be used to both target and block skill use. For example, you are a Gnome, and someone else is playing a Warchanter that can Heal all the Gnomes in the room, or a Rogue might be able to locate you due to training that lets them use the Expose skill on that trait. Or a Fire Elemental will do damage by Fire, and you might have a special defense to Reduce or Avoid an attack made By Fire.

Traits can also mark your status in the short or medium term. For example, the trait **Bloodied** means you still have some damage on you, and a healer might be able to find you. Or a Ghoul might be drawn to your wounds and able to do more damage because of them. **Companion of Swans** might mean you are a member of a group of heroes who travel together under a banner marked with swans, and your party's bard (a warchanter) might be able to grant you special attacks and defenses as a member of this group. Your Heritage, Culture, and Headers are always considered traits. The core rules discuss traits in Chapter 2 of the Rules.

## Traveling to Kaurath

# Traveling to Kaurath

**From NERO™, Alliance LARP, LAIRE, etc.**

**And from other Accelerant Games**

Existing characters, either from Kaurath in the Old World, 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 fits 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 violate someone's IP or Trademarks.

## Think about who you are playing

Start 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 to start 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 offensive or 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.

Small fight?

Large battles?

Roleplay?

Discovering secrets?

Becoming a worthy Noble?

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 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 the caps on attributes will ensure players 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; specific, needed donations; per-event options such as helping to set things up, put things away, and working until the game is fully packed up; and submitting timely PELs.

## 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 in place, most tied to attributes.

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), sacrificing most of your powedoe aowm great Goal, 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 had done all they needed to do. They might not be the best candidates to convert now.

In such a case, it's sometimes 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 older character or formally retire them and start something new. It also gives you the option to save a few additional character points 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. If for you consider these options but want ways to extend your old character's memories and history even with the change of principle character there are some options such as playing a Lacuna inspired by your older character. Talk to the New Player or Plot teams and they will work through things with you.

## In Game Heritage 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 options, referred to as "Heritages", usually the one that matches most closely to their previous one, but sometimes to the one that fits their mindset best (you choose what you become), and they acquire the abilities of the appropriate Heritage and Culture. In some cases, the very flexible choice of Humans is the best fit. And in a few cases, the change is more dramatic or driven by the story of their arrival.

All sorts of changes even going as far as gender are not uncommon in literature and media. 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</u>	<u>Race - Culture</u>
Human	->	Human	Hearth, Wild, Road
Barbarian	->	Human	Wild, Road
Vaeltaa**	->	Human	Road
Kulta Keros, Eltor Szakel	->	Human or Gnomes	Hearth
Akherra	I ->	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 or Wild; Cat base
Anthropomorphic Animals*	->	Weirkin	Hearth, Wild, or Road
Feathered People*	->	Weirkin	Hearth; Bird base
Phaunos (Horned) Elves*	->	Pacted: Willful or Weirkin	Road or Hearth
Dark Elf	->	Shadow Elbael	Hearth
Stone Colored Elves*	->	Lacuna or Earth Elbael	Hearth

\*Entries marked with one asterix are potentially subject to litigation and you must adapt your character to avoid such issues.

\*\*Entries 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 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.

Fill out this form for each item to be converted:

<https://forms.gle/ThVLBEbDn3W3vr4E7>

## 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. A single tag becomes a Common Ingredient, and 2 become an Uncommon Ingredient, and any remaining groups of 4 becomes a Rare Ingredient.

If you have more converted ingredients than you expect to use at the first event you can spread them out over the first several events, but should plan to use all of them by the end of year. The Crafter's Guild may be able to offer your trade-in and other options in game. The individual known as the "Banker" might also be able to assist if not player character can help.

Raw Magical Effects can be used directly as Ingredients for Ritual Magic as can any Magical Item not being converted and sustained as such. These may also be used as

part of a process to convert an item, empowering its physical form with Ritual magic, to produce the desired effects as the powers now permit.

# Money and Property

If you have props in hand,, those props are what they represent, be a minted coin of copper, silver, gold, or platinum, a gemstone, or a draft from a Merchant House within Kaurath.

If you have money somewhere else in the old banking system, then you should decide if it happened to be in banks within Kaurath when the great magic happened. If it would have been here then let us know. If we don't have a copy of your sheet from the end of the year then or your land holding records please send us one of your landholding records of your landholding records.

The loss of access to the old Mints and the other changes in trade have caused the Merchant Houses to retrench and adjust things to match the local trade as trade routes are set up. Our philosophy is to try and be fair, and if the shape of things is changing, make sure we are giving rather than taking. However, as the world changes, some stuff that was useful may be less useful. Coins as treasure will be less of a thing, so going forward, there will be fewer coins around, and coins may well work more in comparison.

If you have land holdings, they stay here too. Land held directly from noble titles, we have direct tracking on. Private holdings are being managed by other databases, so we will need a current copy to convert.

If managing your estates is a significant element of your plan, we encourage you to reserve some CP for related skills as the High Kingdom works out the details of the change. (5 should be a good start.)

# 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 the 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 each year. The backstory bonus is in addition to this.

*Thus, in 2026, a new character has a cap of 135 Character Points. In 2027, it will be 150 Character points and so on.*

You will earn a character point for each full weekend event you attend and for staff-supported role-playing sessions.

You also gain points for setup, teardown, 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 campaign. Excess points will carry over to the following year.

Recruiting new players and NPCs is an important step and is also worth 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 fundraiser, or you donate a fully stable, 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 in a year:	+5 CP
Full Weekend Attendance:	1 CP

One Day Attendance: ½ CP  
8-Hour NPC Shift: ½ CP

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 the dumpster: 1 CP  
Putting Tables Under Roof: ½ CP  
NPC Camp Cleanup: ½ CP

Staff Supported Roleplay: ½ CP

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

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

Recruiting a full-season NPC is worth 2C; this stacks with the above. \*\*

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

\* = 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 that 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 and its protections is

Light -> 2, Medium -> 3, Heavy -> 4

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

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

## Notes from above

The Heritages and Cultures each have an effect on your character's in-game abilities, but they also speak to who you are playing as a character. The Razioch of Southern Kaurath are a highly Honorable culture of heroic warriors, bonded to land itself. The Gnomes are skilled but have big personalities that can be deduced from the gems on their foreheads.

And yes, I said Forehead. Each of the different heritages has some makeup requirements, except for Humans. Some are minor, but each takes work. If you are unfamiliar with any makeup skills, folks are usually glad to help, but for a quick start. We can go back and change things easily as we work.