

Kaurath 2.5 - Player Rules

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NOTE	11
Chapter 0: Theme	12
Safety and -isms	12
Inclusivity	13
Accessibility	13
Code of Conduct	14
Tolerance	14
Redemption	14
Requesting a Review	15
Play to Lift	15
Nobility	16
Living World and Mutability of Rules	16
Gestures	18
Hand Gestures/Check in Gestures	19
Are you ok? Checking in.	19
I am ok/This is all in character	19
I am not ok/I need this action to stop	19
Content Warning	20
Fit for Live Action Gaming and General Site Rules	20
Chapter 1: Base Rules	22
Rules of Etiquette	22
Game Actions	23
Always In Game	23
Caution	24
Clarification	25
Let Me Clarify	25
Emergency	25
Safety Restrictions	25
No Physical Contact	25
Searching a Character	25
Search For...	26
Carrying a Character	26
No Alcohol or Drugs	26
Rules Restrictions	27
Prop Restrictions	27
Game Environment	28

Out of Game Areas	28
Special Areas	28
Gates	28
Turn Back Markers	29
Combat	29
Deliveries	31
Melee Attacks	31
The Flurry Rule	32
The Proximity Rule	33
Claws and Natural Weaponry	33
Packet Attacks and Spell Attacks (Packet)	33
Spell Attacks (Weapon)	34
Concentrate	34
Missile Attacks (Packet)	35
Missile Attacks (Props)	35
Touch Delivery	36
Special Attacks	36
Affliction	36
Gaze	36
Gesture	36
Name	36
Room	37
Search Response	37
Voice	37
Vitality	37
Death	38
Death Strike	38
The "Death" Effect	38
Mishaps	39
Spirits of The Dead	39
Attack Effects	39
Game Time	39
Rest	40
You Are Well Rested	41
Focus	41
Beneficial Effects	42
Effect Listing	42
Agony	42
Cure, Remove...	42

Damage	43
Death	43
Destroy...	43
Diagnose	44
Disarm...	44
Disengage	45
Drain	45
Expose...	45
Frenzy	46
Grant...	46
Heal...	50
Imbue...	50
Inflict...	50
Maim	51
Paralyze	51
Refresh...	52
Repair...	52
Repel	52
Root	52
Silence	53
Slam	53
Slow	53
Stabilize	53
Stricken	53
Stun	54
Speak	54
Waste...	54
Elude, Guard, Shield	56
Avoid, Parry, Resist	56
Purge	56
No Effect	56
Reduce, Absorb	56
Increased	57
Reflect	57
Spirit	57
Armor	58
Traps	59
Shackles	60
Short	60

Permanent	61
Ambient	61
Double and Triple	61
Chained Effects	61
From Behind	62
Information Skills and In Between Game Actions	63
Other In Between Game Actions (IBGA/BGA)	64
Hidden Skills	64
Chapter 1.1: Core Rules Notes	66
Ranged Weapons and Thrown Spells	66
Stunned	67
Chapter 2: Kaurath Specific Rules	68
Starting Characters!	68
CP Caps and Retirement	68
Death	69
Final Death by Choice	71
Attributes	71
Base Attributes	72
Aegis	72
Threat	72
Clarity	72
Determination	73
Vitality	73
Full Refresh	73
Maximum Attribute Totals and Pool Totals	74
Armor Points	74
Heavy Armor	76
Medium Armor	76
Light Armor	76
Weapons	76
Special Weapons	78
Destroying Shields, etc.	78
Spellcasting and Spell Foci	78
Sanctuaries	79
Tavern	80
Cabins	80
Safe Spaces	80
Talismans	80
Definitions	81

Short Rest	81
Rest	81
Long Rest	81
Day	81
Nighttime	81
Non-Combat	81
Hearth	82
Sustain	83
Attunement, Durable, Expendable	83
Formal Duel	83
Skill Tags	83
Information Skill	83
Full Refresh	83
Per Meal	84
Per Day	84
Per Event	84
Runic	84
Tattoo	84
From Behind	84
Spirit Form	84
Performance Required	85
Focus NN seconds	85
Traits	86
Elemental Traits	86
Mental Traits	86
Metabolic Traits	87
Physical Traits	87
Domain Traits	87
Heritage and Culture Traits	87
Condition Traits	88
Special Traits	88
Domain Traits	91
Origin and Condition Traits	92
Silence, Incants, and Performances	92
Alternatives to Incants	92
Communities	94
Create a new community	94
Induct a new member	94
Remove a member	94

Leaving a Community	95
In Between Game Actions and Information Skills	95
Chapter 3: Characters and Their Origins	97
Cultures	97
Hearth	97
Road	97
Sailborne	97
Wild	98
Heritages	99
Elbaels	99
Gnomes	100
Greenskins	101
Humans	102
Lacuna	102
Pacted	103
The Pact of the Willful	103
The Pact of the Paragon	104
The Pact of the Guide	104
The Pact of the Burdened	104
Weirkin	105
Erümâni Vampires	105
Importing Characters	107
Chapter 3b: Homelands	108
Provinces	109
Nearby Realms	110
Chapter 4: Headers	111
Open Skills	111
Gathering, Common, Uncommon, Rare	122
Base Headers	125
Berserker	125
Crafter	126
Mage	128
Spell Attacks through Weapon as an Accommodation for Medical issues	137
Rogue	138
Warchanter	141
Warrior	145
Chapter 4B: Playtest Rules	147
Priests	147
Priestly Casting	147

Devotions	148
• The Green -- Aura of the Green - Trait Plants	148
• Saga -- Aura of Insight - Trait Lore - Keepers of Knowledge -	150
• Maw -- Aura of Madness - Trait Madness	153
Shrines	155
Divine Gifts	158
Divine Champions (Advanced Header)	159
Crafting	160
Gathering	160
Learning Crafting	161
Item Crafting Parameters	161
Crafting Workstation	163
While Crafting	163
Researching New Blueprints or Refining Existing Ones	164
Ingredients for Crafting	165
Exotic and Special Ingredients and Plans	165
Gathering	165
Lock and Traps	166
Starting Items	169
Crafted Expendable Items	170
Poisons, Imbided	171
Crafted Durable Items	171
Separate Attunement Limits	171
Magical Items	172
Chapter 5: Magic Schools and Spells	174
Spell lists	175
Augmentation	175
Invocation	177
Necromancy	178
Chapter 7: Purist	179
Pure Berserker	179
Pure Crafter	183
Master Smith	188
Pure Mage	193
Pure Rogue	199
Pure Warchanter	202
Pure Warrior	206
Chapter 8: Prestige Headers (Examples)	210
Apothecary	210

Argent	213
Bloodrager	215
Composer	217
Enchanter	219
Forte	223
Fury	225
Hammerfall	227
Rageshaper	229
Rampager	231
Shadow Hexer	233
Skald	236
Spelldancer	238
Spellswor	240
Swashbuckler	242
Chapter 9: Advanced Headers and Rules	244
Dragon Mage	244
Natural Philosophy	247
Rune Magic	247
Mentalist	247
Advanced Necromancy	251
Chapter 10: Special Rules	252
Mental Contact	252
Possession	252
Domains of Power	254
Deities	254
Companion Spirit	257
Chapter 11: Ritual Magic	258
Things we know for sure	259
Types of Ritual Castings	259
Scribes	260
Interruptions	261
Different Style of Rituals	262
Paths of Ritual Magic	263
Well Known Rituals	265
Preparation Rituals	265
Bless Water	265
Create Ritual Ingredients	265
Create a Grounding Talisman	265
Diverting Side Effects by Personal Sacrifice	266

Empower a Crafted Ritual Ingredient	266
Empower a Ritual by Sacrifice	266
Empower Ritual Focus	266
Focused Damage	268
Focused Protection	268
Rapid Item Attunement	268
Transfer Experience	269
Apprentice Rituals	270
Blood of the Magi	270
Delivery Enhancement	270
Enchant Item, Apprentice	270
Kayla's Elemental Assessment	271
Traumatic Death	271
Vision	272
Veteran Rituals	273
Disenchant, Veteran	273
Kayla's Elemental Messenger	273
Researched Delivery Enhancement	273
Spell Cry Ritual, Veteran	273
Sustain Magic Lifetime	274
Expert Rituals	275
Chained Spell	275
Create a Greater Scapegoat Talisman (Element)	275
Dim Magic	276
Enchant, Expert	276
Retribution	276
Keyla's Object Assessment	277
Sustain Magic Item Attunement Ritual	277
Sorcerous Rituals	278
Create Lacuna	278
Eviction	278
Experimental Delivery Enhancement	278
Spell Cry Ritual, Sorcerous	279
Greater Rituals	279

NOTE

This Version was trimmed to move complicated rules into a Staff Only Supplement.

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Chapter 0: Theme

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

This game is intended as a player versus environment (PvE) game for physical conflicts. We expect most play to be our characters interacting with the Non-Protagonist Characters played by Staff in both role playing and simulated combat and other physical and mental challenges. Some disagreements with other characters are inevitable in a rich and nuanced world. Player Character versus Player Character (PCvPC) conflicts are intended to be role play based though they can be resolved through the option of a "Formal Duel" if both players consent. All other rules of contact still apply when consent is given for physical conflict.

Some games have issues between players that spill over into play. We, on the other hand, expect our Players to be adults or able to interact as such. Interpersonal conflicts outside the game world should be resolved by conversation and sometimes with the help of a neutral party.

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

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

Safety and -isms

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

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

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

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

Inclusivity

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

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

Accessibility

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

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

Code of Conduct

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

As mentioned, overt, offensive, racist or sexist slurs aimed at any player's real or depicted race or gender will not be tolerated, but there is more to consider. A live event is one-part theater production, one part improvised: If your plan is to portray a character with controversial personal opinions or material in their backstory, we encourage you to talk with your fellow players about your role play and intentions before and after the game.

Tolerance

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

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

Redemption

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

Requesting a Review

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

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

Formal Duel

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

Play to Lift

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

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

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

Similarly if you get plot handed to you (and people will push plot at some character preferentially, perhaps because they are noble or because you know they have a relevant skill) think of ways to bring others into it. Ask around for others with relevant skills, delegate a task to new players or

others not otherwise occupied, draw them into conversations on plans and tactics and seek their “outside “ opinions to “keep from getting stuck with old tactics”.

Nobility

It is important to remember that Nobility is an obligation. Those who attain noble titles in game are expected to act in a manner that promotes inclusion in the game. This includes seeking those who are not actively involved in major plots and stories and adding them in if possible. If you are a noble and notice a player who has not been included in several encounters make an effort to find out if that is by choice. If they have not been involved because they have not been invited you should find ways to get them involved. If there is no story they wish to engage in, find out what they will engage in if possible and get some feedback to staff/cast so it can be addressed. By taking on a noble title you become a liaison between the staff/cast and the player base. If you are not comfortable with this role you should seek other means of advancing your character goals.

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

Living World and Mutability of Rules

The Core rules of our game and of Accelerant represented in the first three chapters (0, 1, and 2) are intended to give us a stable framework for the game.

Chapter zero discusses principles on which we built the game and thus is unlikely to change though we may clarify them from time to time when it appears to be necessary.

Chapter one contains the base rules of the Accelerant systems which allows players of any game built on the Accelerant rules to easily move to another game as a player or as an NPC. We do not expect them to change except very slowly as part of the community conversations and will note areas we are not using or areas where we will always implement certain optional choices in Red in this book. We are also attaching some summary material to the base

Accelerant rules to help make them more accessible but such clarifications are not intended to change the underlying rules.

Chapter two contains the areas such as Armor Available or detailed weapon standards which are world specific but which are structural and unlikely to change. We can imagine these changing due to safety improvements but expect those to be rare. We have a great imagination so we can conceive of ongoing actions in game by enough player characters to change something or failures to act and permitting a Big Bad to change something at this level for the worse. But we do not expect it.

Chapter Three discusses the Cultures and Heritages of the game world, focusing on the playable peoples. These may change to preserve play balance or as new groups are discovered and become playable but the essence of what is already outlined should cover everything we can think of. However we have added new Heritages and Cultures when new groups became playable which needed alternative representations.

Chapter Three also includes the rules for characters coming into our world from elsewhere (and possibly leaving it for other games) -- these are likely to change based on the common external sources of characters.

The remainder of the rules represent what the characters within Kaurath have learned about how Erumir works, what skills are feasible to learn and how they interact. It is likely people will discover new skills, spells, and magical rituals.

New Skills are most likely to appear first in Advanced headers. It is also possible to find or create new Prestige headers, Purist Headers, or Advanced headers as well. The 2 Base header limit and one prestige or Purist header limit are structural. The details of the prestige, Purist, and ADvanced headers were provided as examples in response to player requests and other ones have and may continue to be discovered.

The set of known rituals was deliberately limited to avoid legal issues and to represent the challenges of a new magical world. But we expect players to keep developing new ones. As they become better known we expect the standard set of rituals to expand.

Similarly it is clearly possible to refine some rituals down into simple castable spells using the practice rules and thus expand the corpus of the known Schools of Magic or even try and create a new and non-overlapping school.

The Domains of Power are observed structural elements of Erumir and have been found not to change. Similarly some aspects of the Greater Powers are clearly structural but beyond that it is an open and in-game question for which a firm answer may well exist.

Gestures

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

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Hand Gestures/Check in Gestures

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

If you need to, seek out staff member help.

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

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

Are you ok? Checking in.

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

I am ok/This is all in character

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

I am not ok/I need this action to stop

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

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

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

Content Warning

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

Kaurath can have a strong horror or violence theme. Players may be subject to intentionally frightening or shocking stimulation. Though set in a fantasy world, Kaurath will endeavor to maintain a considerate and researched narrative approach when dealing with depictions of minorities and other marginalized groups. Kaurath will not ever condone the use of sexual assault or rape themes in depicted scenes. We will try and treat topic of children with suitable delicacy for a family friendly game in a realistic but High Fantasy world

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

Fit for Live Action Gaming and General Site Rules

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

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

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

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

Do not smoke around people. Participants and staff have allergies and respiratory issues

aggravated by smoke. For safety reasons we restrict smoking and vaping to a small non-game area away from play.

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

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

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

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

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

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

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