

Chapter 2: Kaurath Specific Rules

Starting Characters!

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

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

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

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

CP Caps and Retirement

There are no fixed CP Caps in this game. The character builder tool implements a slowly increasing maximum CP limit as the campaign rolls out. But this will just keep growing.

However, there is a requirement to retire if purchased attribute maximums are exceeded.

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

- A maximum Base Attribute of 11 for any Attribute
- A maximum Clarity Attribute of 6

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

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

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

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

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

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

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

Death

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

When you die you may go to logistics to report your death and receive any information they wish to provide you. You may then return to a Sanctuary. After taking a Long Rest in an Active Sanctuary (resting 10 minutes) and roleplaying remembering your experiences, you will be able to return to the game having restored your physical form and allowing you to interact as normal, with your Threat and Aegis attributes restored to their current maximum and your armor fully repaired.

The in game understanding of what happens is:

When people die in this world, they reform at the nearest sanctuary. This is true for all people with the will to continue on or with something they feel they must do before they can enter their final rest. Those that return are laid low by strange visions and images that they saw as their spirit drifted in the world. They must spend time sorting through the images before they can think clearly and finally form their body again.

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

The Core Accelerant rules describe what happens when you die. When you return as a spirit to the Sanctuary, you start the three minutes of roleplaying. To return from death, call “Purge Spirit, Heal All and Refresh All Armor to Self” at the end of the 10 minutes of roleplay.

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

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

Ex: You have a threat pool of 8 and a clarity pool of 3. You have spent 2 Clarity leaving you one. When you die, you return with a threat pool of 7 (even if you spent all of them before dying) and a clarity pool of 2 containing the 1 point you had not spent. Should you die again, your pools are reduced further to a threat pool of 6 and a clarity pool of 2 (as no pool can go any lower than 2.) Your threat will be 6 then but clarity will remain 1 until you spend it.

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

You recover from “Taxed” traits at the beginning of every event. However if you were Taxed before that you can be immediately collected by a Psychopomp at the start of the event.

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

Note: You need to notify plot each time you Die and go to a sanctuary to resurrect. This will let us track your total number of deaths, separate from anything a Reaper or Mage might do.

Final Death by Choice

Character death can be a dramatic end to your character’s story, or the beginning of your next character’s story. Characters may choose any moment they want for their character to fall down from a blow and permanently die. This can be done to create a dramatic death for any reason. You can take a wound in battle and fall immediately, or stubbornly fight through the injury until the end of the fight, and shortly after the combat is over, fall to a mortal wound. Many variations of this option are allowed so that you may set yourself up for a death that is dramatically appropriate for you.

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

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

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

Attributes

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

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

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

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

You can raise the Base Attributes or Clarity by spending character points. Each time you raise one of these attributes it costs a number of character points equal to the new value of the attribute. Raising Aegis from 3 to 4 would cost 4 character points. Raising Clarity from 2 to 5 would cost 3 character points to raise it to 3, 4 character points to raise it to 4, and 5 character points to raise it to 5, for a total of 12 points..

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

Base Attributes

Aegis and Threat

These are the attribute pools used to power most skills. Some skills do not cost anything to use, for example melee or missile attacking a sword for the normal one point of Uncalled damage just requires that you know how to use a sword by having bought the Edged Weapon skill. Some others just require proper role playing. But some other skills are unusual enough that they use up a point of either Aegis or Threat. Each pool of points starts at the value on your sheet at the start of the game and drops as you spend points.

Aegis

These are for defensive and restorative skills and boons

Threat

These are for offensive skills and debuffs.

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

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

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

Clarity

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

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

You can spend a point of Clarity at any time to refresh your Determination pool, or to Refresh either Aegis or Threat to full (outside of an Active Sanctuary -- inside of an Active Sanctuary you can already refresh those pools fairly quickly). When you do this, call "Imbue to Self". You can also spend points of Clarity to support Ritual Magic instead of any other use for that point.

At long events there may be additional ways to recover Clarity that will be made clear when they happen via a Grant effect, usually sounding similar to "By My Voice, Grant 2 Clarity by Piercing". Numbers and calls may change. There may also be a special indicator in the primary Sanctuary for the event, normally the Tavern.

Determination

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

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

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

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

Vitality

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

Full Refresh

Any time a player spends a Long Rest in an Active Sanctuary (normally the Tavern) or an hour in a Cabin, while resting and getting a drink of water. The two basic attribute pools (Aegis and Threat) or Unified Base Attributes are restored to their maximum values, as is Armor, but not

special pools such as Clarity or Determination.. One can also change the set of Items one has attuned.

Maximum Attribute Totals and Pool Totals

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

Armor Points

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

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

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

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

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

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

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

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

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

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

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

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

The basic requirements for the prop follows.

Heavy Armor

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

Heavy Armor Prop

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

Medium Armor

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

Medium Armor Prop

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

Light Armor

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

Light Armor Prop

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

Weapons

The details of what is a valid weapon are mentioned below in the skills section too but we pulled all the data together here along with construction notes. We allow Boffer Weapons, Latex, and Plastidip but because some players have latex allergies require players with Latex weapons make sure they are properly sealed and in good condition before each use as part of the normal requirement for all players to check that their weapons remain safe for use at all times.

Please note that while Dagger makes fine throwing weapons we do not permit the use of very short weapons in combat because of the risks of accidentally punching someone.

As with all safety rules this rule exists to avoid problems which are likely or have been seen elsewhere or at earlier events. All safety rules are reviewed when the state of the has changed, an unintended event occurs, or between seasons.

Packet construction rules can be found on the web site.

| Weapon Name | Max Blade / Shaft Gap | Head Size | (Min Length) Max Length | Core Size | Max Grip Length | Thrust Tip |
|---------------------|-------------------------------------|---------------|----------------------------------|---------------------|-----------------|----------------|
| - | Between Blade and Crossguard / Grip | - | (Includes Thrust Tip and Pommel) | PVC / FWET | - | Open Cell Foam |
| Dagger | Not Allowed for Combat 24" Max Prop | | | | | |
| Short Weapon | 2 | 6-18 | 36 | 0.5 / 0.505 | 14 | 2 |
| One Handed Edged | 2 | 6-18 | 46 | 0.5 / 0.505 | 14 | 2 |
| Fists | 2 | None | 46 | 0.5 / 0.505 | 14 | 2 |
| Spear * | 2 | 6-18 | 58 | 0.75 / .745 | 30 | No |
| Thrown Weapon | - | 6-12 | (12) 56 ** | None | - | 2 |
| Bow | None | | 58 | 0.75 / - | 14 | No |
| Cross Bow | | | 24 | 0.5 / .505 | 8 | No |
| Foam Dart Bow | | | None | - | - | No |
| Two Handed Weapon * | 2 | 18-24 | 62 | 1 / .745 | 36 | 2 |
| Staff * | 1 | - | 76 | 1 / 1.065 | 18 | 2 |
| Polearm * | 2 | 18-24 | 80 | 1 / 1.065 | 36 | 2 |
| | | | | | | |
| | Min Dimension | Max Dimension | Max Circle | Max Non-Circle Area | Straps Required | |
| Buckler | 6 | 18 | 18 | - | Yes | |
| Shield | - | 24x36 | 24 | 534 sq in. | | |
| Tower Shield | - | 30x48 | 36 | - | | |
| Paired Buckler | 6 | 12 | 12 | - | Yes | |

Standard B3 packet bows with the limiter are permitted under the Bow rules.

- Weapons over 46" should be used 2 handed to ensure proper control.
- Paired staves should be discussed in details with Weapons Marshals
- Coreless throwing weapons under 12" should be cleared with weapons marshal each event
- Long thrown weapons such as javelins must be reviewed by weapons marshals.
- All weapons should be checked for Cold weather behavior when the temperature falls below 50 degrees F.
- The weapons marshal can ban any weapon for a specific event or longer.

Special Weapons

Any items not listed are special weapons and discovered or created during play. This includes Rune Projectors, Blasting Wands, and other Spell Punk and early period Steam Punk gear.

Speak with Plot if any of these are an issue of concern in game, and then logistics to go into the specific rules already in place should they come up.

Destroying Shields, etc.

The base rules for destroying Shields, Weapons, and other game items are covered elsewhere.

The key note to share is that a shield that blocks a Destroy Shield or a Destroy (whatever I hit) effect suffers the destruction, though levels of Resist act as ablative protections, being stripped off instead.

If a shield contains inscriptions, notes, references to how to cast certain effects, or other items like potion carries attached to it they are **not** destroyed but when the shield is dropped to the ground may be recovered. This takes at least 3 seconds of *Focus* per attached in game item. After that the shield can not be worn in a way that serves as a protective device but can be retained for access to the attachments. It is assumed to be destroyed for game purposes and while you are holding the remnant in hopes of finding time and possible help to repair it, any attack which strikes them does destroy any in game items attached and carries through to your base armor or your body and must be treated as directed at and striking them,

Spellcasting and Spell Foci

To cast spells you must have a spell focus to channel your spells and caster abilities. You can hold it at your side except when using Bolt Storm.

It may be a glove, bracer, wand, book, rod, staff, weapon, shield, armor, or a symbol you hold in your hand which represents your spell school, A Necromancer might use a skull, an Augmenter might use a piece of flesh, and an Invoker might use an image of flames.

You start with one made as part of your training. You may make as many foci as you want for your own use using simple ritual magic. One spell focus on your person may be used as a light source per long rest. Call "Imbue Light" to activate it. This is dispelled by Silence.

Sanctuaries

***** We have changed the terminology for Sanctuaries from Active and Inactive Sanctuaries to Fast and Slow Sanctuaries.*****

There will normally be at least one Fast Sanctuary in the game at any time and a number of Slow Sanctuaries.

During much (but not all) of the game there will be an indicator in the designated area for this event that the Sanctuary is "Fast". For example a specific Lamp or glowing rune. When a Sanctuary is Fast certain game rules apply such as the ability to perform certain Refreshes during a Long (ten minute) Rest. Other Sanctuaries are Slow and take sixty minutes to have the same effects.

During a field fight we expect the **Fast** Sanctuaries to become temporarily **Slow** as indicated by turning off the special light. In essence, you may not duck into a Sanctuary to refresh for free then pop back into combat. Generally in cases where combat is close to town, sanctuaries will not be active until the fighting resolves.

Taking a Long Rest in an Active Sanctuary will allow you to Refresh your Aegis, your Threat, and repair all of your Armor in preparation for upcoming encounters.

Also while in a Fast Sanctuary healing and grant skills may be used without expending Base Attributes. You must still follow all other requirements of the skill you use to heal.

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

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

Clarity and Ritual ability are reset to their Maximum values at the start of an event but will not refresh on their own during play.

Other pools refresh at the start of an event and as indicated in the pool description. For example, Determination only refreshes at the start of the event and when you spend a Clarity.

Slow Sanctuaries

By spending an hour in a Slow Sanctuary without using your game skills you Refresh your Aegis, your Threat, and repair your Armor preparing for upcoming encounters. While in a slow sanctuary healing and grant skills can be performed without cost by Focusing for ten minutes.

Tavern

- The tavern is always a Slow Sanctuary but it is only designated a Fast Sanctuary at certain events. It is also polite to avoid packet or weapon combat within a Tavern out of respect for the non-combat characters and due to safety concerns with the food.

Cabins

Cabins are always Slow Sanctuaries as described above. This ensures you start the morning refreshed in all respects (except Clarity and Determination).

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

Cabins are less effective as a Sanctuary because the magic that flows in an active sanctuary is slower in your sleeping quarters.

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

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

Safe Spaces

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

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

Talismans

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

Definitions

Short Rest

10 seconds spent resting.

Rest

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

Long Rest

10 minutes spent Resting in an Active, Fast Sanctuary, or 1 hour in a Slow Sanctuary such as a Cabin.

Day

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

Daytime

Daytime begins at the start of breakfast (around 9am) and ends with the start of the following dinner (around 7pm). Effects which apply only during Daytime are active during that period.

Nighttime

Nighttime begins at the start of dinner (around 7pm) and ends with the start of the following breakfast. Effects which apply only during Nighttime are active during that period.

Non-Combat

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

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

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

If surrounded or otherwise unable to escape you should consider yourself slain and start then short death count before going to spirit and following the normal protocols for death.

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

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

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

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

Hearth

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

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

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

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

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

Do not confuse a physical hearth with the domestic Culture referred to as Hearth.

Sustain

Attunable has replaced this item attribute. The minimum lifetime of an item marked with sustain is 4 events after creation.

Attunement, Durable, Expendable

For its in-game effects to be used an item must be attuned by the person wielding it.

This normally happens over a Long Rest in an Active Sanctuary. Items are either Durable (most Magic Items and some Crafted Items) and can be used repeatedly or Expendable and used once (or barely more) and then stop working. The base number of Durable Items you can have Attuned is three (3) items. The base number of Expendable items which you can have Attuned at any given time is a separate three (3), Various skills, heritages, and Cultures may change that number.

When you attune an item using a Long Rest in an Active Sanctuary you will know its effects immediately after it's attuned. Even if they are negative effects. You will not know them before attuning, so you cannot avoid negative effects without identifying the item with a ritual or appropriate skill.

Formal Duel

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

Skill Tags

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

Information Skill

As described in the base rules.

Full Refresh

If a skill is tagged *Full Refresh* or contains the text usable once per Full Refresh then this skill is Exhausted when used and will only be refreshed when you take a Full Refresh of any sort in

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

Per Meal

If a skill is tagged *Per Meal* or contains the text usable once per Meal then this skill is Exhausted when used and will only be refreshed at the start of Breakfast, Lunch, Dinner, or Midnight Rations, notionally 9am, 1pm, 7pm, 12 midnight..

Per Day

If a skill is tagged *Per Day* or contains the text usable once per Day then this skill is Exhausted when used and will only be refreshed at the start of Dinner, notionally 7:00 pm.

Per Event

If a skill is tagged *Per Event* or contains the text usable once per Event then this skill is Exhausted when used and will only be refreshed at the start of the next Event. A few such skills may be usable again at a high cost and if so will indicate that cost after a slash, e.g. - / C is free the first time used in an event and costs a Clarity if used again.

Runic

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

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

Tattoo

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

From Behind

See the base rules.

Spirit Form

Some skills permit you to become a spirit and as such be immune to any effects which do not explicitly affect you as a Spirit. If the attack and the call is not explicitly "To Spirit" you can call

“Spirit” and take no effect. If you do end up taking an effect (other than Speak) while in Spirit Form unless also Dead you purge Spirit and if the skill in you used to go to Spirit has any special effects that occur when it ends they occur now.

Performance Required

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

Focus NN seconds

Skills that require time focusing on them may be tagged Focus and a time period. You must follow the basic accelerant rules. Focus for that period of time.

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Traits

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

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

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

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

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

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

Elemental Traits

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

Mental Traits

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

crying out or stepping backwards as the effect is inflicted. Touching one's head is often an ideal way to share that it was mental.

Metabolic Traits

These are traits associated with the body and how it reacts or associated with plants and animals. Those that currently exist in the game are Aging, Blood, Bone, Disease, Nurture, Pain, Poison, Radiation, Sleep, and Thorns. Others might be formed from combinations. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may roleplay a Metabolic effect by crying out or stepping backwards as the effect is inflicted. A small gesture appropriate to the attack type or at least a wince of pain may be an appropriate additional hint what hit you.

Physical Traits

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

Domain Traits

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

Heritage and Culture Traits

These are traits associated with the different types of beings in the world, the cultures they come from, their skill sets, and inherent statuses.

Everyone has a Trait for their character's Culture. (The default is **Wild** if one must be picked and none were assigned.)

Everyone has a Trait for their character's Heritage. (The default is **Human** if one must be picked and none were assigned.)

NPCs may have a Heritage not available to players, some use Domain Traits instead and others use conditions. Among the Heritages which are often assigned to a Non-Player Character/Non-Protagonist/Cast include heritage traits such as **Banshee, Demon, Demon**

Acolyte, Ghost, Vampire, Ghoul, Werewolf, or Zombie. This trait may come with special rules on the character's card.

If applied to a player character they may appear on an inflict/imbue card or in a chapter below and may be targeted for weal or woe. A creature's character card will usually list that trait. Even if not on the card if the character has a well defined Heritage including such items as Vampire or Ghost, that key word is also a targetable trait and could be used in an **Expose Trait** or a combat call such as **3 Damage to Trait**.

Condition Traits

Some characters, and occasionally Player Characters, get a Condition trait which is like a heritage trait which is also a targetable trait. The trait **Possessed** and similar status traits also fall into this group. They tend to be assigned to a character when something happens and then removed when something happens to change that again. When removed they usually remove the underlying inflict.

Special Traits

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

Note that any attack delivered by raw magical power without a flavor might be called by Magic. And that defenses against magic apply to any called packet attack delivered with an incantation.

Alchemy

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

Bloodied

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

Clarity

This trait is used for attack skills which can cost Clarity and do not do multiple attack effects. It indicates that this ability is special to NPCs.. Special NPCs will have a skill for handling BY Clarity attacks, Other NPCs should just take the effect.

Corruption

The trait reflects things which attack the very structure and essence of Erümír. It is found in things from the Void outside the Worlds.

Dead

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

Explosion

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

Fated

These are attacks or skills that set a future event or result to happen or become more likely. They often set the trait Fated which if cleared will remove that destined result. the future.

Frenzied

You are affected by Frenzy right now. This trait is dynamic, like Bloodied to simplify certain calls and tracking.

Justice Mark

This trait is bestowed by certain skills used by those who haunt the night to strike fear in the hearts of criminals. It is usually a Permanent trait and accompanied by an Inflict Card with details. That card must be shown to any Reaper or Guide if you are beyond the Veil. As with any mark it may be exposed or Diagnosed by a skilled Magistrate or Paladin of Law.

Magic

These are attacks or skills that are inherently powered by magic of some sort. The source of these attacks is unchanged no matter what school of magic the caster may employ. This trait is also used for defenses which apply to any for magical attack, meaning, packet delivered spells starting with an incantation.

Mechanism

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

Medicine

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

Nightmare

This trait marks both beings from the realm of Nightmare but also their attacks and some of their inflicts.. It's opposite is Sleep.

Noncombat

If you are wearing the marker as non-combat you gain this trait. NPCs can use it to Root you to keep you from running away, Disarm you to make you drop an item you are carrying, or to kill you with a direct Death effect in addition to their normal attacks..

Oathbreaker

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

Plague

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

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

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

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

Piercing

These are attacks or skills delivered that always affect the target. No defenses may be called to prevent these attacks or skills from taking effect, except rules which give a result of "Spirit" or "No Effect" Blocking with a shield will not protect a character from attacks or skills delivered with this trait. *Ex. You can not defend against this skill with any normal called defense: Elude,*

Guard, Shield, Resist, Parry, Avoid, or Reduce or Increase”.

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

Possessed

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

Spirit

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

Taxed

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

Town

This is a trait that all player characters have.

Weapon

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

Domain Traits

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

Origin and Condition Traits

These are traits associated with the different types of beings in the world, the cultures they come from, their skill sets, and inherent statuses.

Everyone has a Trait for their character's Culture. (The default is **Wild** if one must be picked and none were assigned.)

Everyone has a Trait for their character's Heritage. NPCs may have a Heritage not available to players, some use Domain Traits instead and others use conditions.

Some characters, and occasionally Player Characters, get a Condition trait which is like a heritage trait such as **Banshee, Demon, Demon Acolyte, Ghost, Vampire, Ghoul, Werewolf, or Zombie**. This trait may come with special rules on an inflict/imbue card or in a chapter below and may be targeted for weal or woe. A creature's character card will usually list that trait or if not the key word in the first list is also a targetable trait. The trait **Possessed** and similar status traits also fall into this group. When removed they usually remove the underlying inflict.

Silence, Incants, and Performances

An area which can confuse people is the interaction between the effect **Silence** and the types of spell casting which require incantations or performances. As a clarification the **Silence** prevents the successful completion of a spell Incant (the 8 syllable prefix to a spell call) or a performance (an artistic expression which precedes a Warcaster's effect call.) It will block both of these fully even for those using nonverbal incants or performances. However it never blocks the actual OOG Call describing the effect in the cast of spells, warcaster abilities or even spell effects delivered via a weapon strike. This in the later case **Silence** would stop you from applying a new effect to a weapon if that required an Incant. But once the effect was imbued into the weapon then it could still be delivered if the only verbal needed was the OOG Effect call. Similarly if you complete the 8 syllable incantation or the warcaster Performance before you are silenced you can still make the OOG Call and the effect happens. Because timing is hard in a heated battle let's all try and lean into this and give each other the benefit of the doubt.

Alternatives to Incants

The Incantation in spell casting both adjusts the speed of spell casting by adding an 8 second delay before the incant, and improves immersion by having the cast do a very visible unusual activity that is noticeable to those they hope to affect.

If needed we can introduce an alternative casting method such as a **highly visible** gesture that takes the **same amount of time**. It still requires the same roughly 8 seconds to cast and your character is still doing some quiet chanting in a way that **Silence will block**.

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Communities

A community is a trait which a group of characters can be granted and are characterized by a three word tag such as “Heroes of Celtios”. Specific Headers have the ability to create such a tag and to apply or remove it from a given character. Community traits, once granted, are active for the whole event but reset at the start of each event. One may hold more than one community trait. *Albie could be granted the We are Insects trait by the Warchanter of his band -- Its their name, as well as the Rescuer of Spirits trait by a different Warchanter who is leading the group trying to save all the captive spirits from the evil Ectomancer.*

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

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

Create a new community

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

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

Induct a new member

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

Remove a member

This ceremony allows you to remove a member from a community. By calling “Remove [*CommunityName*] to [*CharacterName*]” the person who created the community can remove a member from the community. Anyone who is removed from a community by the community creator can not join a community until the next event, though they may continue as a member of another current community.

Leaving a Community

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

In Between Game Actions and Information Skills

There are some skills tagged as *Information Skill (InfoSkill)* which also allow you to ask the plot team a question in writing in the plot mailbox during a game . Depending on the question and resources available on the plot team you might get an answer back quickly or it might not come until after the event.

Any left over items submitted during the event but not resolved during the game be queued up for resolution in between games unless something rendered them moot.

At the end of each event every player may submit an In-Between Game Action (IBGA, sometimes BGA) as part of their PEL. All such actions should be submitted within two weeks of the end of the event to give the plot team time to try and address at least one item for each player.

As an IBGA you can use an InfoSkill to ask a question or try to resolve an issue or research something. Specific information skills include details on what special areas they address. The Profession Skills are defined as generally open ended measures of competence outside of the face to face roleplaying environment and obviously can be used as part of an IBGA as well as Rituals and to support roleplaying. Similarly other skills might be the basis for your actions between games, using your Expose Oathbreaker skill to support your career as a masked vigilante bring honor back to Lord Bel's family. But it is entirely possible to assert you are doing something unsupported by skills but appropriate to your character, be it whittling you name into a line of trees along the shoreline or trying to learn a new ability or trying to buy a plot of land, or any other action appropriate to your character and the world.

If there is a long break between events (midsummer and midwinter often have 3-4 month gaps) the plot team may solicit a second IBGA to either strengthen the one thing or do a second thing as well. In such cases they expect to be able to address two normal IBGAs.

One can always submit more items by email to plot however the team will try to address one IBGA action, new or left over, for each player before moving on to the second one for anyone.

Obviously details may vary with the specifics of the action. Note that actions submitted on the web form are more easily tracked so things in emails might get missed.

You should always expect to get some feedback from each item even if it is “That specific thing, AAA, is not possible, have you considered XXX as an approach” so If you do not get anything it might have been misplaced and require follow up.

Answers may however take a while so you might get several “Working on it, should take a few more events, continue?” replies before it is resolved. The PLOT team will strive to get you a result by the start of the following event where we can unless the action requires your presence and you are absent.

An IBGA can be used to set up for and request a specific module be prepared for the next event. The PEL form may also solicit module requests explicitly and such go into the list after all the IBGAs request there to help the team ensure they are presenting material of interest to the player base.

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