

Chapter 3: Characters and Their Origins

Cultures

Each character has one of three cultures. Depending on your origin your culture will be more civilized, **Hearth**, more mobile, **Road**, sea/water faring, **Sailborne**, or survive away from the others, **Wild**.

Culture	CP	Effect	Cost
Hearth	0	Sustain 1 Extra Magic Item	-
Road	0	"Avoid" 1x per event.	-
Sailborne	0	Gain 4 random rare crafting ingredients per event.	-
Wild	0	"Disengage" 3x per event.	-

Hearth

You were raised in a village or city with many neighbors. Your life has been full of trade and barter of skill or time for food or goods.

Bonus -- Sustain 1 extra magic item between events.

Road

You were raised on the road. Perhaps in a caravan, or a ship, or just travelling. You may have family and friends around or explore wherever your feet lead you. From facing a wide range of situations you know some tricks.

Bonus -- Gain "Avoid" once per event.

Sailborne

You were raised under the flapping of the sail cloth. Whether surfing the dunes of sand on a low skiff or the deep waters of the worlds waters, you feel at home, the wind ever your guide.

Bonus -- Gain 4 random rare crafting ingredients at the start of each event.

Wild

You were raised in the wild, solo, or with a family or tribe. There was no village of houses around you nor a market to visit but you make up for this in survival instinct.

Bonus -- Gain "Disengage" three times per event.

Races

You must choose one of these at character creation. Paired with culture this defines what kind of person you are.

Header	Skill	CP	Effect	Cost
Elbaels	<i>Element</i> Alignment	0	Gain one bonus point of the Attribute you choose.	-
Gnome	Obsessed	0	"Purge [Effect] by Heritage". Death, Maim, Paralyze, Repel, Root, and Stun.	
Greenskins	Survivor	0	Gain one bonus point of Vitality	-
Humans	Resourceful	0	May sustain 1 additional item at the end of each event.	-
Lacuna	Abnormal Mind	0	"Reflect"	
Pacted	Compact	0	"With my pact, By my voice, Grant Extra Defense, Resist"	
Weirkin	Sturdy	0	Gain one bonus point of Armor	-

Elbaels

The Elbael are a long-living race tied to the primal elements of the world- fire, water, air, and earth. Those of light and shadow are not uncommon as well. Elbael are drawn to places of elemental power, for reasons even they cannot always explain. When asking a Fire Elbael, for example, why they were drawn to an active volcano during a time of crisis, they may just respond that "it felt right". Those more in tune with magic theory have mentioned, vaguely, something about ley line nexuses; there are rumours that the Elbael can detect them. Elbael have shadowed eyes that are ringed with the colour of their element (fire- red, earth- green, water- blue, and air- white, light- yellow, shadow- purple) and pointed ears.

Wild Elbael are drawn most typically to places of great primal power not established on an average map. Road Elbael travel along well-worn paths, carving roads to populated Elbael cities. These cities, home to Hearth Elbael, are rumoured to be located atop great places of primal power. One such city is simply known as Caldera, placed atop a large, sleeping volcano. Water Elbael can often be seen taking to the open seas, their children on these wanderings being Sailborne, learn to trade and locate goods.

Types: Fire (red), Water (blue), Earth (green), Air (white), Light (yellow), Shadow (purple)
 Makeup Req: visible eye markings in your element color (like this: <https://www.pinterest.com/pin/506514289312793918/>), elf ears

Bonus: Permanent pool increase by 1 in the base attribute pool of your choice. Does not count against pool totals when purchasing more points.

Gnomes

These genial folk often dwell underground and their primary Culture is Hearth. Most gnomes live in clans with a common focus and personality traits. Many of these clans make their homes in the mountains, but there are some clans, notably the Zvezdaria, who make their home elsewhere. They wear facial gems indicating some of those aspects, noted below.

The Zvezdaria clan, for example, study the stars and live amidst the peaks rather than below ground. Their facial gems are green, blue, and white.

It is said, however, that if a gnome decides to go against family tradition, that they are cast out from their ancestral homes. Therefore, pockets of banished gnomes do exist, working together to assure their mutual survival among the other races and cultures of the world.

An example of a banish-clan is the Unified Artisans Cooperative, operating from Greenborough Bend. They trade their goods along the rivers of that area.

Makeup Req: 3 face gems required. Each clan has a focus in a particular trade, and a personality associated with their face gems (like this: <https://www.pinterest.com/pin/500744052292213836/>). Families/clans specialize in different trades depending on the gems on their face. No two families/clans specialize in the same trade.

<u>Gem</u>	<u>Personality</u>
Red:	Familial, Loving, Passionate
Pink:	Kind, Open, Positivity
Orange:	Successful, Joyful, Cautious
Yellow:	Friendly, Innocent, Superstitious
Green:	Hopeful, Logical, Healthy
Blue:	Joyful, Harmonious, Peaceful
White:	Pure, Enduring, Zealous

Bonus: At start of event and when perform a Full Refresh of your Base Attributes you gain "Purge [Effect] by Heritage". Can be used on Death, Maim, Paralyze, Repel, Root, and Stun.

Greenskins

Goblins are a shamanistic people, with green tinted faces, and large ears. They live in small villages with yurts and other animal skin or mud structures. They form tight-knit Hearth communities with one person in each village held responsible for maintaining the villages knowledge, known as the Elder. The elder has many apprentices, one of which will assume the role of elder at any point should the elder fall ill or die. Goblins chant around fires and follow common superstitions in day to day life. To break an ill omen, it is said that you must carry salt and iron.

Orcs have grey tinted faces and tend to be scarred. They spend their lives on the road in search of battle and foes. They train regularly for battle, stopping only to replenish supplies. They leave their youngest and oldest in towns to grow food and train, using what strength they have to prepare the next army or keep the army going. They tend to fall under the Road and Hearth cultures, but there has been word of a retired Orc Captain who, grieving for the losses he caused, disappeared deep into the wilds and has not been heard of since. He was from the infamous Copper Legion.

Ogres have yellow tinted faces and tend towards wearing clothing made of plants, reeds, and animal skins. They spend their lives in the forest and other natural places. They hold a strong respect for the land around them, and despite their size and somewhat frightening appearance, hold to a life of minimal impact and burden to the land and creatures around them. They perform rituals to restore the land around them and help their people thrive in the environs around them, and always seek to right wrongs that outsiders have committed against nature. Ogres tend to favour the Wild, but they can be at home on the Road or in a quiet Hearth life, so long as they are surrounded by nature in some way.

There is rumor that in the past, all greenskins looked the same, but most greenskins claim that tale comes from a traveler who did not recognize a birth defect when they met three green brothers. One was a goblin, one an orc, and one an ogre. All of them claimed to have the same mother and argued constantly about their father.

Types: Orcs (grey), Goblins (green), Ogres (yellow)

Makeup Req: green/grey/yellow skin dependent on choice. Contouring that evokes the feel of the skin tone may be acceptable. (Like this: <https://bit.ly/2qUN5Dr>, or this: <https://bit.ly/2KhMvsa>, <https://bit.ly/2ToTeVo>, <https://bit.ly/2KkbGuk>)

Bonus: Permanent 1 Vitality increase.

Humans

Willful and determined, humans are the most numerous of the races. They tend to be highly adaptable and creative and form communities, though they themselves vary within them. Their personality and disposition vary greatly, so it's a mixed bag on who you'll meet. The humans, like all the mortal races, are capable of great empathy and great cruelty.

A Human of the Wild can be a hermit, living apart from others, or of a clan that reveres natural things banding together in the wilds of the world. A Human of the Road could be a traveling musician or salesman, and find value in open sky and familiar (or not) paths. A Human of the Hearth often enjoys being surrounded by other people, in communities large or small, and doesn't take to traveling often. Sailborne humans may turn to piracy to accomplish their goals.

Makeup Req: None

Bonus: You may sustain 1 additional item at the end of each event.

Lacuna

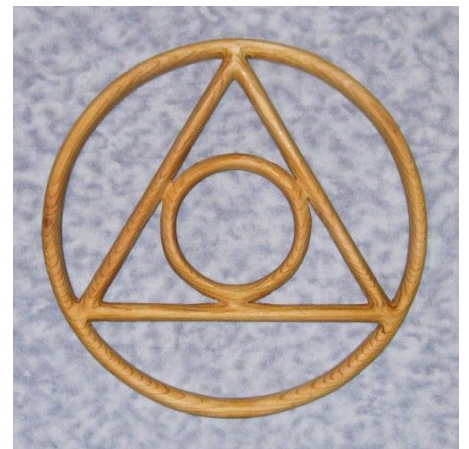
They say the first Lacuna was formed when a child wished so strongly for a playmate that their mind created a physical manifestation of their wish. All this manifestation wanted was to play; enjoyment was its singular focus. As the years turned and the child grew older, this manifestation stayed the same.

Lacuna do not often form communities, being very singularly-driven beings. They will, however, take on the culture that best suits their needs in achieving their goals. For example, there is a sea captain, a Sailborne, rumoured to be a Lacuna searching for the lost sword of the deity of War. That sword is rumoured to grant its wielder power over nature. This captain searches without cessation; who knows if the sword truly exists..?

A Lacuna is a strong thought given form. They can be a driving force for revenge against a particular person. They can be a never-ending quest for the magic of runes. Because of their one-track minds and singular focus, their ability to emote is limited by what they discover in the world around them. They have no memories of who they once were or, rather, whose thought they were. ((Author's Note: Playing a Lacuna is NOT an opportunity to play with mental illness. Please see "Safety and -isms", "Inclusivity", and "Code of Conduct" .))

Makeup Req: This alchemical symbol, visible. ----->

Bonus: Once per event "Reflect" any packet, missile, or melee attack.



Pacted

The Pacted are a mixed race that has been twisted by the great power within them. Power granted by beings whose motives are unknown. These powers, a conduit for greatness which all Pacted share, make them a unique race.

There are four types of Pact known- the Willful, the Paragon, the Guide, and the Burdened- and each of them have their own purpose in the pattern of the world. People of all races are drawn to or revile these Pacted, whose bond with higher powers makes them mysterious and has altered their forms from their original states. Some people are born Pacted and they appear across every other race, always looking the same. These pacts are not just linked in their lifetimes. A family member or creator, for example, could have made the pact with the power from which their strength is drawn. Or, more commonly, they could have made the Pact themselves and given up who they were and become one of the Pacted.

Sometimes becoming Pacted is hereditary and sometimes Pacted will bear children of their original race. In either case, they care for their children as any other would, acknowledging that their choices have had a lasting impact on the lives of everyone around them.

Pacted of the Willful have horns upon their brow, and some even have fur covered legs. Pacted of the Paragon have golden eyes and cheekbones and some even have wings. Pacted of the Guide have orange eyes and horns and some even have tails. Pacted of the Burdened are always life created from inanimate objects, but they always have a humanoid form to them.

The Pact of the Willful

The Pact of the Willful focuses primarily on the existence of free will, the pact made was to ensure themselves and others will not be subjugated by another's will, whether that subjugation helps or hinders the one subjugated. One could find themselves as a champion for the enslaved and downtrodden, or the one who ends what little tie holds a person to sanity. They come from a culture that fears the mental subjugation of all free minds in the world. They move in small groups to keep from drawing attention to their work in freeing others. They are often self reliant in nature and have a strong leaning towards crafting, but they are also heavily focused on protecting their communal groups. Often, once they establish a home, they will set up their community with guards and watch and focus on ensuring none can entrap their minds. Their Pact makes horns grow from their head, a witness to their stubbornness and refusal to submit to the will of any being, both a warning, and a promise.

The Pact of the Paragon

The Pact of the Paragon focuses primarily on mastery of the self, the pact made was to be in service to others, whether others wish it or not. One could find themselves as a bastion against all evil, or creating opportunities for themselves through being the “best” at a chosen craft. They are very self-assured and motivated, always pushing themselves forward to achieve their goals, possibly even at the expense of others desires. Their Pact makes their form shimmer around the eyes in gold, and they may have iridescent wings, often causing others to stare at them in adoration and ignore the effects of what they do.

The Pact of the Guide

The Pact of the Guide focuses primarily on imposing their will on others, the pact made was to touch the world in a broad manner, sacrificing the self for the benefit of the many. A Guide may have made a pact in order to find a cure to save a village from a plague, or may be the only one who knows the cure. They focus on leading others by persuasion and example and seek to have a lasting legacy for the benefit of others. Their Pact makes their form glow orange or shrouded in black around the eyes, they grow horns on their heads, and they may have tails, often causing others to look away from them, and towards the work they do.

The Pact of the Burdened

The Pact of the Burdened is unique in that their creator’s will was imposed upon them to bring them to life. They could be constructs of wood, porcelain, iron, or stone, crafted with loving care. Many of these, when discovered to be living, have been abandoned, but others were specifically brought about by their masters and Burdened with intelligent thought. Their Pact makes their form appear as man-made constructions in the shape of their creators (dolls, armour, scarecrows, etc.).

Makeup Req:

Willful: Horns on head, no marks on face, may include fuzzy legs.

Paragon: Gold around eyes and cheekbones, may include wings.

Guide: Horns on head and orange or black around eyes and on cheekbones but not your whole face, may include a tail.

Burdened: Must look artificial (example- scarecrow, living armour, bone golem).

Bonus: Once per event “With my pact, By my voice, Grant Extra Defense, Resist”

Weirkin

Weirkin, over all, are plants or animals uplifted to a state of intelligent thought. They have anthropomorphic features that become more prominent after dark, unique to one another and by subspecies. They are a hardy people, and living in this naturalistic way has given the Weirkin tougher skin, strong enough to protect them in dire need. Their strength is also greater than their former selves', a product of their harsh upbringing in the wilds. Rumor is that Weirkin used to be the animals and plants they look similar to before something uplifted them and made them like the other races.

Some plant Weirkin, such as the Banyan Weirkin, live together in swampy woods, clustered together and living life off the land; these Banyans live as a Wild culture, avoiding building homes. Others run through the plains chasing food and seasons, like the Zebra Weirkin of the Humming Reeds; they are similar to those of the Road, migrating and moving about over establishing a single home. Others still live in cities with other Weirkin taking advantage of each others' particular skills to live the best life they can, often to great prosperity or, at the least, joy. These Weirkin of the Hearth find great company in one another and their neighbors. An example of Sailborne Weirkin is found in the crew of the Serrated Dreadnaught- a group of shark and manta weirkin have taken to piracy, knowing the waters better than anyone.

Makeup Req: During day, minor flora/fauna features. At night, full flora/fauna features.
Bonus: Permanent 1 Armor increase.

Importing Previous Characters

Existing characters either from Kaurath or places linked to it in the past or visitors from other worlds who play our game will find their bodies adjusting to the power and magics of the new world. Similarly their items of power and any exotic pieces of equipment they are carrying may be affected by the new world.

The process of conversion is discussed in more detail in the companion document on **Importing Existing Characters.**

Remember you always have the choice to keep your existing character on hold and play a new character while getting a feel for the world, then attempt the conversion, possibly with the bonus of points earned but saved, not spent, by the new character.