LIVING

Kingdoms of

Kalamar

INFORMATION BRIEFING

INTRODUCTION

Here in the introduction, we unravel one of the biggest mysteries of Living Kingdoms of Kalamar:

"What is a Living® campaign?"

A Living® Campaign is an organized role-playing campaign that is played simultaneously worldwide. Kenzer & Company, in conjunction with the Role-Playing Gamers Association (RPGA), directs the Living Kingdoms of Kalamar campaign. This campaign is played in many locations around the world of Tellene from our home in the Principality of Pekal to the southern jungles of the Vohven and the frigid northern wastes of the Wild Lands. Its plots, while maintained by the creative staff, are mainly the product of the wonderful imagination and hard work of our various authors and players. That's right, you are important to the Living Kingdoms of Kalamar campaign. What you do and with whom you talk make a difference in its long-term development. As the campaign progresses, more and more of our modules will be written with multiple endings. This means that players need not feel restrained from doing what they feel their character would do and what they feel the module expects them to. If you refuse to submit to the foreign diplomat's insults in the middle of peace negotiations, then we want you to do what you feel is right. The world is truly Living and you can make the choices you feel appropriate, and experience the repercussions of your actions.

Convention staff and tournament organizers can download scenarios from RPGA Headquarters. Kenzer & Company sanctions these scenarios and only sanctioned scenarios (along with the adventure modules approved for adaptation, found on the Living Kingdoms of Kalamar page) allow a character to gain experience and treasure. So as you're taking the opportunity to experience our modules to the fullest and influence the evolution of Pekal in an extremely tumultuous time, you can gain fame and fortune in the process, as any good adventurer should.

The difference between a Living® campaign and a home campaign is that in a home campaign, it is the responsibility of the Dungeon Master (DM) to create his own items and his own scenarios and to award the players according to his established guidelines. In a Living® campaign, the creative staff establishes the guidelines and awards, acting as the DM for the entire campaign. The many RPGA and Kenzer & Company authors who wish to add to the flavor and adventure of the campaign will write the scenarios for Living Kingdoms of Kalamar. However, these scenarios are edited and adjusted to fit into the overall campaign guidelines. This way not only are we providing a number of exciting adventures each year, but we're crafting an evolving story that will gradually take shape, gaining more and more clarity over the coming years.

Each player creates his or her own character to play in the campaign using the rules contained in the Pekal Gazetteer (a sample of those rules is included in this book). Choose from all the different races contained in the D&D core book as well as the Kalamar specific books such as the Kalamar Player's Guide, Strength and Honor: The Mighty Hobgoblins of Tellene, and Dangerous Denizens: The Monsters of Tellene. The player can then play these characters in scenarios (RPGA uses the term modules or tournaments) and the results of these scenarios affect how the campaign progresses. This is important, as there will be many large-scale plots that could be altered or adjusted due to the scenario results. You can have as many characters as you want to create. Just remember each scenario can only be played by one of your characters.

During each scenario, your character may receive rewards and gain experience points as specified in the sanctioned scenario. It should not need to be said, but a Living Kingdoms of Kalamar character may gain the experience and awards from only sanctioned scenarios. Similarly, most modules come with certificates (certs) that show special rewards. There isn't a cert for every item in the game, but those special items like a token from Prince Kafen, Orc Ghunuk, and magic items are worth remembering with a cert. These can be traded or sold to other players or used in the game with the various NPCs.

While playing scenarios at home, local game shops and conventions, you meet other players and get to know their characters. The unique benefit of this system is that you get to share an experience with many people and make new friends. To that we end, we try to establish a sense of community. We're all friends here playing our favorite hobby. A Living campaign is based on trust. You are trusted to maintain your character sheet and Events Log accurately. The Events Log is used to record which scenarios you play and how much experience and reward you gain while playing the events. There is no automatic checking of your records. You are trusted to follow the rules and play the game to have fun. Likewise, we trust you to promote the fun of the others at the table and the spirit of the campaign itself. There are many Living campaigns out there and Kingdoms of Kalamar is just one of them. We, like everyone else, have a very unique flavor, and it's only by the actions of our players that we can maintain that special atmosphere.

The Living Kalamar campaign is meant to provide a canvas for the authors and players of the campaign to color and detail. While the staff at Kenzer & Company and the volunteer campaign staff will maintain the major plots of the campaign, it is the stories and actions of the players that will continue to shape the campaign. Living Kalamar is a campaign of political intrigue, high fantasy and a dark steamy underworld.

That is a Living® campaign. That is our Living campaign and we hope to become the standard by which other campaigns measure themselves. But we want to be so much more. It's hard for a Living campaign to equal a well-run home campaign. The latter provides an incomparable amount of attention for a specific group of recurring characters where the former must account for thousands of constantly intermingling PCs. This means we need to standardize the rules, streamline the modules, and make the campaign available to all players. But we don't want to lose the detail that makes a home campaign so much fun. With that in mind, the directors of Living Kingdoms of Kalamar hope to bridge the gap between Living play and home play. We're doing so with this campaign book. We hope to show the detail, flavor and atmosphere of the campaign with such clarity that judges will have no difficulty understanding life in Pekal outside of what's contained in our modules. Tellene is a large place with countless cultures and the six players at the table all have personal and unique motivations for their characters. It's impossible to plan for everything that may happen during a module. Does this mean that the judge should just force the players back onto the pre-established path of the module? Not at all. This is D&D! The DM, and by extension the table judge, is a master craftsman of the story. With an understanding of the world, the judge may have it react in an appropriate manner to those PCs that think outside the box. Remember that our modules are meant to be fair for everyone. Working outside the module isn't meant to garner more gold, xp, or items. It's meant to allow PCs the chance to explore and discover the rich cultures of Tellene and enjoy the opportunity to find new solutions to classic problems.

So with this mission in mind, this campaign book aims to contain as much flavor about Pekal that is not already covered in the printed core books as it does campaign rulings and interpretations. We want to capture the mysticism and special qualities that are inherent in a home campaign and bring those feelings closer to Living Kalamar. This is part of our trust in the players of the campaign. It's a wide world: make it yours. But remember what we're trying to accomplish here and work for the betterment of the campaign. Hopefully our sense of community will allow us all to succeed.

Welcome to Living Kingdoms of Kalamar!.

WHAT HAS HAPPENED THUS FAR

In 563, Pekal was a nation on the brink of invasion, but plans were being made to try to insure the safety of the nation and prevent a cold war from suddenly becoming a very active and bloody conflict. Prince Kafen was unable to prevent this from happening, however, and in the summer of 565, the Tokite Army and the Kalamaran Legions appeared on the doorstep of Pekal, anxious for entry. The brave adventurers of Pekal managed to fend off the initial wave, but the navy of Pekal was severely weakened in the first blow, and the army has been recruiting heavily ever since the first incursion onto Pekalese soil.

In the midst of war, other intrigues and plots have spun around the exploits of adventurers. In 563, a census counted all the numbers of residents of Bet Rogala, in hopes of frightening off the Tokite army, to no avail. In 564, a light storm of combined magical and psionic energy rained down on Bet Rogala; the perpetrators of this attack on the city are still unknown. Later in 564, adventurers discovered a plot by Brandobian nations to take over Pekal in the event of actual war with Tokis so that Brandobian nations could claim Pekal for themselves rather than let it fall to the vast. In 565, dopplegangers plotting to impersonate and possibly assassinate Prince Kafen were foiled by adventurers. In early 566, adventurers Ingarin Ichidal and Vanitor Lasipar condemned the College of Magic for dangerously mislaying powerful magic that led to the raising of not one, but two undead hordes over the landscape of Pekal. The College responded with an open debate and airing of complaints, disrupted by further psionic intrigue. The encounter fueled public support for both the College of Magic and the Adventuring Community, which leapt in to defend Pekalese citizens against the new threat.

Now, with Tokite and Kalamaran forces waiting for the right moment to invade, and with the threat of even worse undead incursions, not to mention further intrigue from mysterious corners, it is a time of adventures. Pekal is in need of heroes. Are you among them?

CHARACTER CREATION RULES

CHARACTER CREATION GUIDE – VER. 1.1

These guidelines give you the basic information that is needed to create a beginning Living Kingdoms of Kalamar character. All Living Kingdoms of Kalamar characters must comply with the most current version of the Player's Handbook and Kingdoms of Kalamar Player's Guide.

More information as well as a character sheet and important updates can be found on the Living Kingdoms of Kalamar website at www.kenzerco.com/ and following the links on the left hand side of the site or by clicking HERE if you are viewing this through a PDF reader.

To create your Living Kingdoms of Kalamar character, simply follow these easy steps. It is recommended that the player first become familiar with the information found in earlier chapters of the Pekal Gazetteer.

Step One:

To keep all the characters balanced as well as make the scenarios easier to balance, all Living Kingdoms of Kalamar characters use the Nonstandard Point Buy method of ability score generation. This method can be found in Chapter 2 of the Dungeon Master's Guide. The Living Kingdoms of Kalamar campaign is considered "High Powered' hence each character will use 32 points distributed among the six ability scores.
ABILITY SCORE COST TABLE

Apply racial modifiers to ability scores after the base scores are generated. This gives humans an ability score range of 6-18 and other humanoids an ability score range of 4-20. Obviously there is no difference in choosing a starting score of 6, 7 or 8 from a cost standpoint. There is no benefit to choosing a score lower than 8 other than any roleplaying benefit that might be obtained by having a 6 or 4 (humanoid) score.

TABLE6-1:
ABILITY SCORE COST TABLE

Cost	Score	Modifier	Cost	Score	Modifier
0	6	–2	5	13	+1
0	7	–2	6	14	+2
0	8	–1	8	15	+2
1	9	–1	10	16	+3
2	10	+0	13	17	+3
3	11	+0	16	18	+4
4	12	+1			

Step Two:

You may choose any race and class combination as specified in the *Pekal Gazetteer*. Remember some of the combinations require administrative permission to use. Make any character adjustments based on the racial adjustments as found in the *Kingdoms of Kalamar Player's Guide*.

You must choose a non-evil alignment for your character that also meets any alignment requirements or restrictions of your selected class.

A starting cleric or paladin must serve one of the orders of a non-evil deity as described in the Kingdoms of Kalamar Campaign Sourcebook. Remember that certain clerics are limited in their organizational advancement as detailed in the Pekal Gazetteer.

A character may begin play at any age from Adulthood to Old Age as described in the Kingdoms of Kalamar Player's Guide. No character may begin play at any age younger than the category of Adulthood. The ability score age modifiers are not used in the Living Kingdoms of Kalamar campaign. The character may select his or her height and weight from the chart in the Kingdoms of Kalamar Player's Guide.

A starting character receives the maximum amount of gold pieces for his or her character class. They are allowed to buy any standard equipment from the Player's Handbook, or the Kingdoms of Kalamar Player's Guide. Note: No masterwork quality, magical, or special equipment may be selected or purchased at character creation.

Step Three: Hit Points

Assign your starting character the maximum number of hit points per their starting class. For each level a character gains after his or her starting level increase the character's hit points by half the maximum hit points plus one. Thus a character that gains a level in a class with a d4 hit die gains 3 hit points (2+1) plus his constitution modifier.

The maximum number of hit points is only given for the first level upon creating a character. If the character decides to add a new class that new class is treated just like a 2nd, 3rd, 4th etc. level character—half of maximum plus one.

Step Four: Skills, Feats and Spells

Select your skills and feats following the guidelines in the Player's Handbook, Psionics Handbook and Kingdoms of Kalamar Player's Guide. Feats and spells from the supplemental Dungeons and Dragons guidebooks are limited. See the separately released Adaptation Sheet Document, which includes each book allowed in the campaign, for which are CORE and which are SPECIAL. This document is available for free download on the Kenzer & Company Web site and at the Living_Kalamar Yahoo! Group.

Half-Races, Hobgoblins, Orcs and Uk'Karg
A Race/Class Frequency Matrix
KEY ABBREVIATIONS

Abbreviation	Full Term	Abbreviation	Full Term	Abbreviation	Full Term
BBN	Barbarian	GLD	Gladiator	RGR	Ranger
BRD	Bard	INF	Infiltrator	ROG	Rogue
BRG	Brigand	MNK	Monk	SHA	Shaman
CLR	Cleric	PAL	Paladin	SOR	Sorcerer
DAN	Basiran Dancer	PSI	Psion	SPL	Spellsinger
DRD	Druid	PSW	Psychic Warrior	WIZ	Wizard
FTR	Fighter				

Race	Bbn	Brd	Brg	Clr	Dan	Drd	Ftr	Gld	Inf	Mnk	Pal	Psi	Psw	Rgr	Rog	Sha	Sor	Spl	Wiz
Half-Dwarf (Hill)	N	J	J	U	J	U	U	U	J	J	U	J	J	N	J	J	J	J	N
Half-Dwarf (Mountain)	J	J	N	J	J	J	R	R	J	J	J	J	J	R	J	J	J	J	R
Half-Dwarf (Stone)	R	J	J	U	J	J	U	R	R	J	J	J	J	R	U	J	R	U	J
Half-Githzerai	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Gnome (Deep)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Gnome (Forest)	N	R	J	R	R	U	R	N	R	U	U	J	J	U	U	U	U	J	R
Half-Gnome (Rock)	R	U	R	U	U	R	U	N	R	R	R	J	J	U	U	U	U	J	R
Half-Goblin	R	J	R	R	J	R	R	J	R	J	J	J	J	R	R	R	R	N	J
Half-Gnoll	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Half-Satyr	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Hobgoblin (Dazlak)	J	J	R	J	N	N	R	R	R	J	N	J	J	R	R	N	R	N	N
Hobgoblin (Kors)	R	N	R	J	J	R	R	J	N	J	J	J	J	J	R	J	J	N	N
Hobgoblin (Rankki)	R	R	J	J	N	J	R	J	J	J	J	J	J	R	J	R	J	N	N
Orc (Black)	J	N	J	N	N	J	J	J	J	J	N	N	N	J	J	N	N	N	N
Orc (Brown)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (Common)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (White)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Orc (Yellow)	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
Tel-Amhothlan	J	J	J	N	N	N	J	N	N	N	N	N	N	N	N	N	N	N	N
Uk'Karg	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J

CAMPAIGN RULINGS AND INFORMATION

Abbreviations

We use a lot of abbreviations in the campaign materials. Here is a list of the CORE books for the campaign:

KCS = *Kingdoms of Kalamar Campaign Sourcebook*
KPG = *Kalamar Players Guide*
PGaz = *Pekal Gazetteer*
EPH = *Expanded Psionics Handbook*
PHB = *Player's Handbook* revised

Other books, such as the *Dungeon Masters Guide (DMG)* are often abbreviated in campaign material as well. These are explained in the Adaptation Sheet Document for the *Complete* books and other Kalamar supplements, which is available for free download on the Kenzer & Company Web site and at the Living_Kalamar Yahoo! Group.

Adapted Modules

Kenzer & Co. produces a number of modules that have been bound, printed and sold in stores. These modules are adapted to the LKoK campaign and official for campaign play. Three modules are adapted a year and the adaptation sheet is available on the LKoK website (http://www.kenzerco.com/rpg/kalamar/livingkalamar/). These modules do not need to be ordered from the RPGA or reported to them after the module is done.

As a note, players who have played adaptables beyond the scope of the LKoK campaign may not play it again to gain the rewards and experience as a player. They may, however, judge the adventure as an LKoK module, and receive the gold and xp as laid out in the Rewards for Eating Modules section of Campaign Rulings and Information.

Players may not start an adaptable at one table, leave that group, and finish the event at another table. The player would only get rewards and xp up to the point where they left their original table.

Alchemical Mixtures

Alchemical mixtures detailed on pages 113-115 of the *Kalamar Players Guide* are legal in the Principality of Pekal. Although the College of Magic is able to produce such items, they rarely do for sale. Bet Rogala does have a well established Apothecary's Guild. All items on the list can be bought at regular price or crafted if the appropriate laboratory is available.

Attacking NPCs

Adventuring often distorts the perceptions of adventurers. Often, when strong words or posturing may be ample methods to intimidate an opponent, adventurers reach for weapons. In a lifestyle where mortality is always present, adventurers easily fall into a routine of slaying whatever opposes them. Although simple and convenient, such actions carry heavy moral and legal repercussions. Often an adventurer may suspect that a particular NPC is evil; however, this simple suspicion does not warrant a vigilante death. Similarly, paladins that detect evil may be in for a rude awakening when he or she is imprisoned for murder. Lethal force must be legally justified when slaying a civilized race (any PC race listed in the *Kalamar Players Guide*) and morally justified (this definition is at the judge's discretion).

Attacking Other Player-Characters

Attacking player-characters, regardless of the circumstances, is not allowed in Living Kingdoms of Kalamar. You may feel certain situations justify this course of action, but the act itself cannot take place (characters that have been charmed or dominated are, ultimately, NPCs for use at the judge's discretion. The judge may arbitrate such situations as he or she feels appropriate). If you feel that your character has reached a point where no other course of action is acceptable, inform the judge of your intention. It is up to the judge to determine whether or not the circumstances are relevant and appropriate.

Based on this situation, a judge may decide that you are not able to attack and must continue on with the module. Or, one of the two characters may leave the adventure (either driven off by the attack or leaving to find the appropriate authorities). Based on the situation, the judge should determine why the table has reached inter-party conflict and remove that player-character that he considers the source of such turmoil. If the module can continue without removing anyone, this is strongly recommended.

Average Table Level (ATL)

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters and cohorts are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6 not 3 tables of 4.

Beginning Play as a Member of a Meta-org

Although you can join a meta-org as soon as you meet the requirements, your character must play at least one module before joining any org.

Please NOTE that making a character and then changing it to gain a restricted feat using the "before 3rd level" rule does not circumvent this rule. The character must play at least one module before joining a meta-org.

Bless Water

Unlike most items, crafting Holy Water does not require a laboratory and readily available materials. Holy Water may be made by simply expending the cost to purchase the necessary silver and then casting the spell. Crafting Holy Water does not require permission from the College of Magic or any specific church nor does it cost a Non Adventuring Activity.

Calendar in Kalamar

2006 AD/CE corresponds to 566 IR. Imperial Record is the year as listed in the Kalamaran calendar. There are corresponding years in the Brandobian (1047 YK), Svimohzish (377 CM), Reanaarian (747 YND) and Fhokki (412 FC) calendars. The difference between these calendars is described on pages 234-235 of the *Kingdoms of Kalamar Campaign Sourcebook*.

Campaign Staff

The Campaign Staff changed over in May of 2006, growing into the largest staff that the campaign has had since it began. After experiencing a slow period of module production in 2005, the staff needed to grow to be able to get the campaign back up to speed.

Alana Abbott, the Lead Director, is the head of story development for the campaign, as well as the owner and moderator of the Living_Kalamar Yahoo! Group and the Crying Angel Yahoo! Group. She, along with the rest of the story team, determines the direction of the campaign, recruits writers, and edits modules. She is also the point of contact for the campaign, so if you can't figure out whom your question should be directed to, send it to her. She can be reached at alana.joli@kenzer.com.

Michael Meike and Troy Daniels finish out the story team. Mike is in charge of making sure the campaign has at least three Adaptables produced per year. He selects the print adventures to be adapted and either adapts them himself or recruits trusty individuals to aid him in his efforts. Troy is the head of Special Projects, such as maintaining the meta-orgs and revising and updating campaign materials and documentation. He's also our formatting genius, and he makes our documents look pretty. Mike and Troy both write and edit modules for the campaign as well. The team has grown to three people so that we can start producing more modules and play opportunities every year. Mike can be reached at lkokadaptables@gmail.com, and Troy can be reached through troygollum@yahoo.com.

Brian Spurling is the Conventions Director, who makes sure we continue to have strong presence at national and local conventions. Brian is the guy who gets us to conventions all over the world. He also organizes our Judge's Yahoo! group. If you have a question about campaign policy or promoting LKoK at your local convention, he's the guy to talk to. He can be reached at bspurling@gmail.com. Shellie Adams, the Judge Coordinator, assists Brian and maintains a database of our judges, so she can contact judges to help players find a game in their region.

Pat Judy is the Mechanics Director, who makes sure that our modules and magic items aren't broken. Pat is the man behind the numbers, and his skills at weaseling and monkey juggling the mechanics are vital to the campaign. He can be reached at lkok.mechanics@cragvale.com for all your weasel-monkey needs.

Brian Jelke isn't actually a director, but he is the Vice President of Kenzer & Co., so that makes him kind of important. He's the campaign staff boss and reads the lists regularly (always remember that big brother is watching!). He's the point of contact for the directors with Kenzer & Company.

In terms of campaign rulings, the staff members discuss the particular matter in private and then disseminate that decision to the rest of the campaign. Any decisions where the staff members have diverging opinions that cannot come to a compromise are determined by majority vote. Ideally, compromise is the first option.

FREQUENTLY ASKED QUESTIONS

What books do I need to play?

To be quite honest, once you've confirmed that you're race/class combination is valid for LKoK, the only book you need to have is the *Players Handbook* revised. The Living Kingdoms of Kalamar campaign plays using the 3.5 D&D rules and as such, only the *PLAYER'S HANDBOOK REVISED* is required. However, books such as the Pekal Gazetteer explain the different rules of the campaign. The *Kalamar Players Guide* offers a wide variety of mechanics including variant uses for skills, new feats, prestige classes and spells. And if you plan on judging, books like the Kingdoms of Kalamar Campaign Sourcebook and the Dungeon Masters Guide revised are invaluable assets to your collection, providing amazing depth to the setting of Tellene and providing specific rulings on the different features of D&D 3.5.

What books do I need to write a module?

Technically you only need the *PLAYER'S HANDBOOK REVISED*, although below is a list of books that will improve your capabilities as a writer.

1. D&D Player's Handbook 3.5
2. Kingdoms of Kalamar Campaign Sourcebook
3. D&D Dungeon Master's Guide 3.5
4. Pekal Gazetteer
5. Campaign Book 566-567 IR

6. Previous LKoK Modules
7. Kalamar Player's Guide
8. Dangerous Denizens: The Monsters of Tellene
9. Monster Manual 3.5
10. Villain Design Handbook 3.5

What is a Victory?

A Victory is the name of a gold piece in Pekal. It is rare that residents of Pekal will refer to a gold piece simply as a "gold piece," but at least one notation is usually included in a module when the term Victory is first used.

When can we use the Iconic?

The Iconic, Gentle Kotos Arani, is a first level Cleric mercenary that hires his services to parties comprised of 4 or 5 first level characters. He's not a combatant, but knows a good deal about Pekal and is a superior healer. Although he remains in the rear, he may make the difference between life and death for some parties. The Iconic is an intelligent NPC, though, not an automaton for the party. He does not willfully walk into situations that place him at unnecessary risk (such as setting off a trap that has not been disabled or attempting to distract a dragon while the rest of the party steals some of its hoard).

Where can I find a group to play with?

Well, there are different ways you can do that. Stop by your local gaming store and see if they have games there on the weekends, or if anyone's posted on a "gamers wanted" board. You could also attend a local convention, or post on one of the many LKoK email lists or discussion forums (a list is included above).

TIPS FOR PLAYERS

The RPGA has actual rules of ethical play that members should read and understand. We're not interested in expanding these rules so much as providing helpful tips so that everyone involved with Living Kingdoms of Kalamar can enjoy the experience together. Remember, we're here to have fun together, which requires cooperation and enthusiasm.

1. Remember that the purpose of the campaign is for a group of role players to have fun. The two important words in that statement are "group" and "fun." If you're not having fun playing, then the circumstances in which you play need to change. Perhaps it's your life at the time or perhaps it's the campaign. If it's us, please don't hesitate to speak up. Although we love positive adulations, constructive criticism is what truly improves the campaign. But also remember that you're part of a group. What you perceive as fun may not be shared by the other six people at the table. Cooperation and patience are important to bring to every table you play at. Be part of the group, regardless of whether you play together every week or if this is the first time you're meeting the other players, and everyone involved will have fun.

2. Shower. Especially if you're at a convention. Gamers always try to cram in as much gaming as we can at a convention because we have only a few short days to have as much fun before we go back to the world of the mundane. However, if you forego showering for four days, it doesn't matter if you're having fun because the rest of the table is choking back bile. Showers are important. ☺

3. If you're playing a psionic character, list something else in the "class" section of your character sheet. Inform the judge in private or away from the table that you're playing a psionic character. Whatever you pretend to be in-character you should do so out-of-character as well. Not all players are willing or able to separate IC and OOC knowledge, and when the life of your character is at stake, this simple precaution can save you a lot of trouble.

4. The judge is the final decision maker at the table. It's possible to have an inexperienced judge or merely someone who interprets the rules differently. Politely voice your opinion when the time is right, but do not become belligerent. Con coordinators and the campaign staff can arbitrate any situation that cannot be resolved at the table, but until then, the judge is the final decision at any table without exception. If the judge's decision is not going to bring about grievous harm to your character or another player's character, wait until the module is finished and then voice your concerns to the judge.

5. Gamers can be superstitious. Don't presume that it's all right to borrow their pencils, use their dice or look at their character sheets without asking permission first. Although this may seem silly to you, it may be important to someone else. A simple question shows respect for the other player and avoids what could be a highly volatile situation. Similarly, it is not acceptable to hit someone for rolling your dice without permission.

6. This is a role playing game, which covers a wide array of emotions and intensity. Speaking in-character is both accepted and encouraged, but it is never acceptable to touch (without permission) or harm another person at the table. Even when speaking in-character, understand that the other people at the table might not be able to tell or understand your motivations. Know where the line is and don't cross it.

7. Shower. We can't say it enough. A little soap and water will make you a new man or woman. And more people will enjoy gaming with you. Hotels provide free shampoo and soap. Only you can prevent gamer funk.

8. Know the rules for your character. If you're a spellcaster, look at the material components, casting time, duration, area of effect, target and specific results of your spells. If you're an archer, understand what constitutes a melee or threatened square and the different AC bonuses caused by cover.

9. Know your race. Many humanoid races give a multitude of bonuses. Although some of these come into play frequently and are well known, others are more obscure because they aren't relevant to most situations. Be sure to understand the race you're playing and the benefits that provides.

10. There is very little record-keeping in LKoK and we like it that way. Your character sheet is your own concern and we trust you to keep it correctly and honestly. Please reward our trust by playing honestly and fairly.

LIVING Kingdoms of KALAMAR

CHARACTER RECORD SHEET

CHARACTER _____ **RPGA NUMBER** _____ **PLAYER** _____

CLASS _____ **LEVEL** _____ **ALIGNMENT** _____

RACE _____ **SUB-RACE** _____ **SIZE** _____ **DEITY** _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points — TOTAL | CURRENT HP/WOUNDS | NONLETHAL DAMAGE

AC Armor Class = 10 + ___ | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MODIFIER | MODIFIER

AC — FLAT-FOOTED — TOUCH

SPEED — BASE — ARMORED — RUN (3x) — RUN (4x)

BASE ATTACK Bonus

INITIATIVE Modifier = ___ + ___ | TOTAL | DEX MODIFIER | MISC. MODIFIER

GRAPPLE Attack Bonus = ___ + ___ + ___ + ___ + ___ | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER

RANGED Attack Bonus = ___ + ___ + ___ + ___ + ___ | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
FORTITUDE (Constitution)		=		+		+		+		+	
REFLEX (Dexterity)		=		+		+		+		+	
WILL (Wisdom)		=		+		+		+		+	

WEAPON

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES

WEAPON

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES

WEAPON

RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT

CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

AMMUNITION

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX. # RANKS ___ / ___

CROSS-CLASS	SKILLS (Untrained/Trained)*	KEY ABILITY	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER	=	SKILL MODIFIER
☐	APPRAISE	INT	___	+	___	+	___	=	___
☐	BALANCE	DEX**	___	+	___	+	___	=	___
☐	BLUFF	CHA	___	+	___	+	___	=	___
☐	CLIMB	STR**	___	+	___	+	___	=	___
☐	CONCENTRATION	CON	___	+	___	+	___	=	___
☐	CRAFT (_____)	INT	___	+	___	+	___	=	___
	(_____)	INT	___	+	___	+	___	=	___
☐	DIPLOMACY	CHA	___	+	___	+	___	=	___
☐	DISGUISE	CHA	___	+	___	+	___	=	___
☐	ESCAPE ARTIST	DEX**	___	+	___	+	___	=	___
☐	FORGERY	INT	___	+	___	+	___	=	___
☐	GATHER INFORMATION	CHA	___	+	___	+	___	=	___
☐	HEAL	WIS	___	+	___	+	___	=	___
☐	HIDE	DEX**	___	+	___	+	___	=	___
☐	INTIMIDATE	CHA	___	+	___	+	___	=	___
☐	JUMP	STR**	___	+	___	+	___	=	___
☐	LISTEN	WIS	___	+	___	+	___	=	___
☐	MOVE SILENTLY	DEX**	___	+	___	+	___	=	___
☐	PANTOMIME	WIS	___	+	___	+	___	=	___
☐	PERFORM (_____)	CHA	___	+	___	+	___	=	___
☐	REMOTE VIEW (psion only)	INT	___	+	___	+	___	=	___
☐	RIDE (_____)	DEX	___	+	___	+	___	=	___
☐	SEARCH	INT	___	+	___	+	___	=	___
☐	SENSE MOTIVE	WIS	___	+	___	+	___	=	___
☐	SPOT	WIS	___	+	___	+	___	=	___
☐	SURVIVAL	WIS	___	+	___	+	___	=	___
☐	SWIM	STR**	___	+	___	+	___	=	___
☐	USE ROPE	DEX	___	+	___	+	___	=	___

	SKILLS (Trained Only)	KEY ABILITY	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER	=	SKILL MODIFIER
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___
☐	_____		___	+	___	+	___	=	___

*These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an | to the left of the skill name.
** Armor Check Penalty, if any, applies.

GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TOTAL WEIGHT WORN/WIELDED: _____   TOTAL WEIGHT CARRIED: _____

SPECIAL ABILITIES/FEATS

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

ENCUMBRANCE

LIGHT LOAD: _____   MEDIUM LOAD: _____   HEAVY LOAD: _____

LIFT OVER HEAD: _____   LIFT OFF GROUND: _____   PUSH OR DRAG: _____

EQUALS MAX LOAD   2X MAX LOAD   5X MAX LOAD

LANGUAGES

INITIAL LANGUAGES = race/primary lang. + region/secondary lang. + INT bonus

_____   _____   _____
_____   _____   _____
_____   _____   _____
_____   _____   _____

DESCRIPTION

AGE: _____   GENDER: _____

HEIGHT: _____   WEIGHT: _____

EYE COLOR: _____   HAIR COLOR: _____

GENERAL DESCRIPTION: _____
_____

PLACE OF ORIGIN: _____

NOTES: _____
_____

SPELLS

NUMBER OF SPELLS KNOWN

0 _____   1ST _____   2ND _____   3RD _____   4TH _____
5TH _____   6TH _____   7TH _____   8TH _____   9TH _____

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
☐	0	☐	0
☐	1ST	☐	☐
☐	2ND	☐	☐
☐	3RD	☐	☐
☐	4TH	☐	☐
☐	5TH	☐	☐
☐	6TH	☐	☐
☐	7TH	☐	☐
☐	8TH	☐	☐
☐	9TH	☐	☐

TREASURE

COINAGE	CP	SP	GP	PP

EXPERIENCE POINTS

NEXT LEVEL

PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ _____   FREE MANIFESTATIONS _____
KEY ABILITY MODIFIER   0 - LEVEL

POWER POINTS

POWERS
_____   _____

ATTACK MODES
_____   _____
_____   _____
_____   _____

DEFENSE MODES
_____   _____
_____   _____
_____   _____
_____   _____

NUMBER OF POWERS KNOWN
0 _____   1ST _____   2ND _____   3RD _____   4TH _____
5TH _____   6TH _____   7TH _____   8TH _____   9TH _____

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VERSION PG 2.0

LIVING KINGDOMS OF KALAMAR
EVENT SHEET

Player's Name	RPGA#	Character Name

Starting XP	Starting GP	Starting DU

Event	Convention	Date	GP Gain	GP Total	DU Spent	DU Remaining	XP Gained	XP Total	Judge RPGA #
Intrigue in the Mountains	DanCon X	1/1/02	<-50>	2	25	500	—	2500	147587
Noteworthy Events: obtained a potion of cure light wounds									

LIVING KINGDOMS OF KALAMAR
MAGIC LOG SHEET
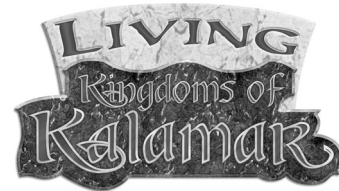
Player's Name	RPGA#	Character Name

Date	Character Level	Learned Spell/Source	Created Item/GP Cost/XP Cost/DU Spent	Judge RPGA #
1/1/01	5	Fireball/Level		747587
1/2/02	5		Potion Levitate/50/10	123456

Let it be known that the days of evil are numbered because _____ (Character Name) has joined the _____ Adventuring Company formed this day _____ (real date). This band of heroes has earned the respect of those they defend, and will be remembered in the songs of bards long after they are gone.

Requirements:

- Adventuring Companies may contain 4 to 10 characters. New characters may be added when members die and are not brought back to life.
- The Company operates out of the city of (check one box) ☐ Bet Rogala or ☐ Baneta. This is their primary city.
- All current members and the title of modules played where there are at least 4 Company members at the table must be recorded on Page 2 of this Adventuring Company Record. Games played prior to the Company's forming are not to be listed.

Benefits:

- For every 4 adventures this character plays with their Adventuring Company, they receive a +1 competence bonus to Gather Information checks in their primary city. This bonus is halved for checks outside their primary city. The maximum bonus gained from this benefit is +4.
- This character receives a 1% discount in their primary city for every adventure this character plays with their Adventuring Company. This discount may be used for food, drink, and lodging. This discount is halved outside of the primary city. The maximum discount gained from this benefit is 20%.
- Characters receive half their allotted benefits while in a city where they are wanted by the authorities.

Adventuring Company Record (page 2 of 2)

Adventuring Company Members:

Character Name   *Player Name*

1. _____   _____
2. _____   _____
3. _____   _____
4. _____   _____
5. _____   _____
6. _____   _____
7. _____   _____
8. _____   _____
9. _____   _____
10. _____   _____

Adventure List:

1. _____   21. _____
2. _____   22. _____
3. _____   23. _____
4. _____   24. _____
5. _____   25. _____
6. _____   26. _____
7. _____   27. _____
8. _____   28. _____
9. _____   29. _____
10. _____   30. _____
11. _____   31. _____
12. _____   32. _____
13. _____   33. _____
14. _____   34. _____
15. _____   35. _____
16. _____   36. _____
17. _____   37. _____
18. _____   38. _____
19. _____   39. _____
20. _____   40. _____

Living Kingdoms of Kalamar

Player Character Event Record Sheet #

Character Name	Player Name	RPGA

Notes: (Curses, honors, and GM notes)	DATE: / /

		STARTING	
		XP	GOLD

1	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

2	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

3	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

4	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

5	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

6	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

7	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

8	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				

9	DATE		EVENT		+		+	
	JUDGE RPGA		CONVENTION		-		-	
	NOTES				=		=	
	ACTIVITY			CHECK				