



Non-Adventuring Activities

**An Explanation on how Non-Adventuring Activities work
within the RPGA's Living Kingdoms of Kalamar Campaign**

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Non-Adventuring Activities

Characters interact with the world of Pekal in many different ways, not just through module play. In between modules characters may participate in other Activities, depending on their skills, organizations, and beliefs. Activities will be used in Living Kingdoms of Kalamar to allow characters to choose how they spend the time between adventures.

After any module, a character is free to select which, if any, Activity he would like to participate in before the next module. Only one Activity may be selected each module, whether that module is a mini-mod, single adventure, multi-round module, adapted module, or interactive. The player records which Activity is selected on the log sheet, as well as any necessary skill checks.

Different organizations offer different Activity choices to their members. The following activities are valid choices for any character in Living Kingdoms of Kalamar. Refer to the individual documents detailing organizations for additional Activity options.

Activities

- Register with the College of Magic.
- Farm, using the Farm cert. Note that this is the only time the farm will produce money for the character. This replaces the DU requirements for farming. Farming must be done at least once every 3 adventures. Farms that are not attended go fallow and overgrown, no longer useful. The initial setup of the farm requires 6 consecutive Activities.
- Join an Organization, Guild, Temple, or College.
- Advance in rank in an Organization, Guild, Temple, or College.
- Travel in Pekal to obtain access to special items (ie Strength Bows). This replaces the DU requirement for this activity.
- (Involuntary) Serve jail sentence for minor infraction of the law.
- Satisfy special prestige class requirements (note that these will vary and will require access through documentation).
- Spend favors or influence points to gain access to special rewards. These will be awarded during play. Any use of favors or influence points requires use of one Activity, no matter how many favors are spent.
- Take advantage of special opportunities gained during play. This could include studying in a library or working with a weaponsmith.
- Copy spells from a certified spellbook or from another character at the table. If copying spells from another character, both characters must spend that adventure's Activity.
- Train animals or animal companions using the rules for Handle Animal. The character may teach one trick to one animal per Activity, taking 10 on his skill check to meet requirements. If two characters are at the same table for a module, both may spend the next Activity to allow one character to train the animal of the other with one trick.
- Craft an item outside of the College of Magic. Note that making such items is considered criminal in Pekal. See below for specific information on illegal crafting.

Illegal Crafting of Magical and Psionic Items

The College of Magic spends a lot of time and resources enforcing the laws regarding magical creation in Pekal. While it is possible to avoid the notice of the Oversight committee, it is by no means a certainty. No actual Member of the College of Magic may partake in illegal MIC. It is against the Code of Conduct, and goes against the canon of the Kalamar setting.

Characters who are not members of the CoM meta-org may attempt to craft an item outside the purview of that organization (even if they are registered). Doing so requires the use of a non-adventuring Activity. There is a chance that the item created is noticed and confiscated by the CoM.

For every 500 gp market value of an item (rounded up), there is a 5% chance that it is discovered and confiscated. This is either the value of the item, or the "enchantment" value being placed on an item (for weapons, armor, or shields ONLY). A d20 is rolled by the player to determine the outcome of the MIC after paying the appropriate MIC costs. Much like an attack roll, a "1" is an automatic failure, while a "20" is always a success.

The procedure is for the player to make the necessary rolls and checks and deduct all necessary funds from their logsheet. They then roll a die (d20) in front of the judge at the table to see if the item in question is discovered and confiscated. If so, all illegal items are removed from the character, *and* they must pay a fine equal to 10% of the market value of the items (rounded up).

EXAMPLE: A +1 longsword (+1 enchantment in this case is 2,000 gp market value - the weapon value is not considered as part of the magical "enchantment") would be noticed and confiscated on a roll of 4 or lower on a d20. If confiscated, the crafter would also pay a fine of 200 gp to Pekal. If the crafter possessed other illegal items, they would be confiscated as well, with attendant penalties.

EXAMPLE: A wondrous item with value 100 gp would be noticed and confiscated on a roll of 1 on a d20. The fine would be 10 gp.

If an item is confiscated by the College of Magic, the character is then under special notice of the Oversight Committee. This adds 5% to the chance of discovery for future craftings. Each confiscation adds an additional 5%. Characters may use a favor from the COM to remove these penalties – one favor or influence point per 5%.

After the initial roll an item may be discovered in play whenever the character takes it where it might be detected.

This would certainly include the COM but might also include the palace and other locations. These will be detailed in-game in different modules.

Any magical item may be created using these rules, including Fetishes.

Psionic Item Creation

Psionic Item creation is subject to additional restrictions. At this time characters may use Craft Dorje, Imprint Stone, or Scribe Tattoo. Other psionic crafting is only available to characters with specific campaign documentation. Crafting a psionic item is a non-adventuring Activity and uses the rules above for discovery. If the item is confiscated, the character must also immediately make a check to see if they have been discovered as well (per the Psionic Rules document). The search check is modified as follows:

- +5 for being reported
- +1 per 500 gp value of the item discovered
- +15 if already hunted by the COM

Activities for Existing Characters

It is the policy of Living Kingdoms of Kalamar to treat all characters equally, both old and new. Therefore, existing characters will be given the chance to go through their previous adventures and perform Activities after each one. No character is required to do this, but may do so at the player's option.

Characters who use Activities for previous adventures must transfer their log information to the new logsheets, noting on each log entry the Activity that was performed. All new adventures should also use the new logsheets.

There are a few restrictions on Activities for existing characters, as noted below.

Restrictions

- Characters that took the Farm certificate must spend 6 consecutive Activities after getting the cert to set up their farm. They must then spend at least one Activity per 3 adventures to work their farm.
- Characters that created a magic item must spend the Activity for that adventure to create that item. It is the wish of campaign staff that all characters that created items under the old rules make a good-faith effort to join organizations that would have permitted such Activities.
- Characters penalized day units for arrest, incarceration, slavery, or other involuntary time expenditures must spend the Activity for that adventure satisfying that penalty.
- Characters must meet all normal restrictions and requirements for Organizations. Characters spend Activities just as if doing so during normal play.
- Characters that registered with the College of Magic must spend the Activity for that adventure doing so.

Character Changes

Minor changes to existing characters will be permitted to allow a character to qualify for a meta-organization. These should be restricted to skill ranks for most characters. Characters who require greater changes should contact campaign administration for individual guidance.

Influence Points

Influence points may be used as favors in all respects.

Activities and Eating Modules

Judges who eat a module may specify an Activity for the character who is awarded the XP and gold for that adventure. In all respects this is a normal Activity.