

KCKanar FAQ

1. What is Kanar?

Kanar is a fantasy based Live Action Combat/Role Playing game played in Cameron, MO

2. What is Live Action Role Playing?

Much like it sounds, live action role playing is an RPG that is acted out. Instead of rolling dice, boffer weapons decide combat and rock/paper/scissors decides skill challenges

3. What do I need to have to play?

For your first event you must bring yourself. We can help you with costuming and weaponry.

4. Do I need to know how to fight or role play before I come out?

Not at all. We're a friendly bunch who'll help you learn how to do both. If you've never fought with medieval weapons before, grab a sword and flail around till you get the hang of it. If you've never role played, hang out and watch, ask any question you like.

5. How does magic work?

Flash. Bang. Boom. Magic. That's how. Spells are represented by foam or cloth packets called spell balls. Spell balls are thrown and where they hit is where the spell effect goes off. Area of effects radiate from the spell ball. Imagination is very much required for magic, our effects department isn't up to it yet.

6. What kind of character can I play?

For simplicity and speed we will be pre-generating all of the character sheets. This doesn't mean you will only be able to play certain things. We should have enough sheets of every race/class combination to take care of everyone.

7. Is this really safe?

We take safety very seriously, broken legs aren't fun. In the entire 10 year history of KCKanar, there have only been 4 injuries beyond minor bruising: Two twisted knees, one sprained ankle, and a moth in the ear. (Yes, they took him to the hospital for a moth in the ear.)

8. Whose idea was this, anyway?

It all started one crazy day in Michigan when Jason Monarch and company decided to go test the accuracy of the combat tables in the rpg tables. They decided that the levels were a little off. They started fighting in the woods to raise their levels. And so, K'NaR was born. Many of us from KC traveled to invade the Northlands and see this new thing. We saw that it was good and stole it. Then we rewrote all the rules.

9. What does Kanar mean?

Kanar was originally spelled K'NaR, which stood for Knights Nobles and Rogues. After years of questioning how one pronounced K'NaR, the spelling was changed.

10. Who runs things around here?

Kanar is a player driven game. The Game Masters (Max Patek, Crazy Shutt and Dan Eschenroeder) write the overall plot and the players go where they will (mostly not where the staff wants them to, but hey, whada ya gonna do?) The Random Encounter Marshalls (Thorne Johnson and Randall House) take care of the one shot "Oh dear, I have left my weapons and armor at home, whatever shall I do with this large bag of gold... Hey, look, bandits!" situations.