

SORCERERS, ADVENTURERS, KINGS AND ECONOMICS



Introduction and Character creation

by

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Introduction and Core Principles

SAKE is a modular d20 point-buy TTRPG that blends strategy game elements and gives you the opportunity to embody powerful rulers, savvy merchants, fearless adventurers, powerful sorcerers, or priests with pacts with strange gods. All at the same time!

SAKE is perfect for those who love to build and create, as you can transform your dungeon loot into grand castles and establish your own domains, fleets, or armies alongside your unique characters.

SAKE includes:

A robust system for managing domains and creating thrilling adventures around them.

A system for engaging in trade and shipping, complete with all the associated intrigues and risks.

A system for large-scale battles, complete with troops, sieges and more.

An abundance of random tables for generating events, dungeons and adventures, ensuring that each game session is unique.

And of course, magic, exciting early modern equipment (katanas, muskets, plate armour, and grenades, all in the same battle), undead, insane gods, and all the other elements one would expect from an adventure.

Core mechanics

- SAKE uses a standard 7-dice set (d4, d6, d8, d10, d%, d12, d20).
- Most rolls are made with a d20 (skill checks, attack rolls, spell rolls, etc.).
- Point buy. During play, PCs can earn Experience Points (EXP), which they can use to purchase skill ranks, abilities, health points, spells, etc.
- Experience Points (EXP) can be gained through gameplay events and the personality traits of a player character. At the end of each game session, the Game

Master (GM) and the players evaluate how much EXP was earned. The amount of EXP earned is individual.

- Hex crawls and dungeon crawls are divided into turns. During each turn, each PC has one action. In addition, the skills and abilities of the PCs combine to form the group's overall capability, from which Opportunities and Hazards arise.
- Opportunities and Hazards are rolled using a percentile dice (d100).
- Depending on the actions of the PCs, and/or the results of the Opportunity and Hazard rolls, encounters occur.
- To prepare a dungeon or hex crawl, the GM fills out a dungeon or region sheet. These sheets have several parts that are already pre-filled with general ideas of what may happen during the adventure, which speeds up and simplifies the GM's work.
- Combat is divided into 10-second rounds, during which each character has one Action and one Reaction. The order of Actions is determined at the beginning of combat.
- Actions can be used during a character's turn for movement, casting spells, attacking, etc.
- Reactions can only be used during an opponent's Action to disrupt them (for example shooting when an opponent moves).
- Attack and Parrying are determined by opposing rolls.
- Armor provides Damage Reduction, which is subtracted from damage.
- When fleeing from combat, a separate system is used in which distance is not measured in meters or time in 10-second turns. The fleeing character must accumulate 5 escape points. During the escape, it is possible to attack with ranged weapons or to completely avoid being hit by sacrificing escape points.

- Player characters (PCs) may attempt to persuade non-player characters (NPCs) to do something, change their opinion, or believe something. If the Game Master (GM) determines that the NPC is unwilling to comply with the PC's request, they will set static difficulty levels based on the reasons for the NPC's unwillingness. The PCs can remove these reasons by taking certain actions or arguing with the NPC.
- Arguing can involve using various skills depending on the nature of the argument. For example, Theology can be used to argue about matters of faith, Social skills can always be used.
- Magic functions similarly to other skills. You can advance your mastery in magic schools (skills) by acquiring ranks, and spells are individual Abilities that must be obtained individually.

The core principles of the rules also apply to other modules. For example, the percentile of Opportunities and Hazards is rolled during each turn of dungeon exploration, while in domain play, a similar system of group percentile value is used to roll for Wealth, Unrest, and Corruption. Additionally, just as individual characters have Actions and Reactions during each turn of combat, military units also have Actions and Reactions during each turn of battle. Furthermore, just as individual characters accumulate escape points to flee, army units and ships do so when battles take place on a larger scale or on water.

As SAKE is modular, it is easy to utilize only the necessary modules, preventing the game from overwhelming players. If you prefer classical dungeon crawling, you don't need to worry about world economics or domain ruling. Conversely, you can play SAKE as a domain strategy game, utilizing the random events system in the King module to create content and playing by domain turns, never engaging in hand-to-hand combat and only as an army when launching campaigns against neighbouring kingdoms.

Campaign types well-suited for SAKE

Campaign in which the PCs are rulers or chancellors

In this campaign, the PCs are part of a clan, dynasty, group of samurai bureaucrats, leading priests of a temple, or similar organization with a shared goal and a domain over which they have authority. They must work to protect and improve their domain, collecting taxes from the people living there to fund these efforts.

At the start of the game, the PCs are already in positions of power and, while their adventures may take them anywhere and involve any type of challenge, their overarching goal is to safeguard and expand their domain.

Possible adventure scenarios:

Conflict with a neighbouring kingdom

A nature deity that is hostile towards humans and their domains

Intrigue and drama within the court

Vassals who are rebellious or a lord who is hostile towards the PCs

Magic-related issues

Plague and drought causing problems

War breaking out

Hired adventurers making a situation worse instead of better.

Merchant campaign

In this campaign, the PCs are merchants and/or pirates who operate from a base such as a ship or a trading post in a large city. They are driven by the desire to increase their personal wealth and influence and may undertake a variety of adventures that take them across the world's oceans. This campaign can involve a hexcrawl structure, but it is not required.

Possible adventure scenarios:

Engaging in piracy

Exploring and charting new territories

Negotiating trade agreements

Competing and battling with other merchants in cities and on the seas

Surviving a shipwreck and discovering a mysterious island

Dealing with intrigues and conflicts in major trade centres

Clearing trade routes of pirates.

Rags to riches campaign

The PCs start as ordinary adventurers, and everything else follows.

GENERAL RULES AND CHARACTER BUILDING (STARTING A GAME)

Character creation overview

Each player creates a player character (PC) to start a game, whose life they will take on within the game.

SAKE's base module is simple, but SAKE characters have many components, therefore you should allow yourself plenty of time to create one. Creating a PC can take upwards of several hours. You can pick a ready-made archetypical PC as an alternative faster option to start the game.

Note: Archetypical PCs are built with 8 attribute points, 100 EXP and 100 GD (gold denari) for equipment.

Character creation starts with assigning PC Attributes. Designate Skills points and choose Abilities. Finally, come up with your PC's distinctive personality traits. Write it all down on the Character Sheet.

Players and Game Master (GM) should work together in creating PCs, taking into account the genre of the upcoming adventure. This ensures each player has useful skills in the game. Discuss areas such as how much fighting will take place because one can easily create a PC that is either great or useless in combat using the same amount of Experience Points (EXP).

If first-time player finds creating their own PC too difficult, they can use an archetype. Archetypes are balanced. Each has their own skill sets specific to their archetype and every one of them can contribute to both combats as well as social situations. Archetypes and recommendations for beginners about developing them can be found in Lisa 1.

Furthermore, it is possible to leave out elements from the base game. A player can create their PC only using Attributes and Skills if they feel that Distinctive Personality Traits and Game Events system (part 2 on the character sheet) seem too difficult or tedious to deal with. Game Events are marked down to develop a character after each game session as it awards the player with additional EXP. If you choose to not use the Game Events system you can have the GM award any EXP needed to develop PCs during the game as the GM

sees fit. You can also postpone anything relevant to governance and economy until PC's acquire villages or businesses.

Character Sheet

Character sheet is divided into 3. One can play SAKE by only filling out the first part found on the first three pages. The first page focuses on PC's Attributes and Skills,

The second page of the character sheet focuses on personality traits, role-playing in the Asteanic world and special abilities. These fields give depth to a PC otherwise composed of positive and negative numbers. It helps the player relate to their PC and the world that surrounds their PC.

The third page is for equipment.

A PC gains EXP at the end of each game session. For that, they must assess the events of the game session and their PC's development and write it down in the Game Events system in part 2 of the Character sheet.

The third part of the character sheet is dedicated to sorcery; only those players who wish their PC to be a priest or sorcerer should fill these fields. Here you should write down the character's abilities in Otherworld and Spells.

Assigning Attributes

SAKE's PCs have six attributes that define their physical and mental abilities. Body, Speed and Precision are physical attributes that define a PC's body and movement. Soul, Intellect and Instinct define a PC's mental abilities. Physical and mental are separate in SAKE and the death of the body does not necessarily mean the death of a PC's soul.

Attributes are written in numbers starting from -10 and can go up to eternity. PCs that are undistinguishable in a field should write down 0 as their attribute. GM should keep this in mind when creating random NPCs. Someone whose attribute is +6 is almost inhumanely capable in the field. An expert in some field of science could have +6 in Intellect, and an Olympian sportsman could have +6 in Body and Speed. -6 in Intellect would on the other hand mean that a person would even have difficulty expressing themselves in their native language.

The amount of points used in creating PCs is to be decided by players and the GM. These starting points do not cost any EXP. If a player wishes to

add more Attribute points than agreed upon at the start of the game they can do so by spending 30 EXP for each additional point. Each player should get either 6, 8 or 10 points. They should also decide on attribute point limits in the negatives and positives when starting out. This will decide PC's capability (or incapability) at the start of the game. It is recommended to not go over +6 and under -2 in any field when creating PCs at the start of the game.

All attributes are at 0 by default when creating a new PC. If a player decides to lower an attribute into the negatives they can use the equivalent as positive points in another field.

Archetypical PCs are built with 8 attribute points, which is standard practice in SAKE. The majority of NPCs are also built using 8 attribute points. NPCs living tough lives, random bandits and other insignificant NPCs are built using 6 attribute points. Only significant NPCs that play key roles in the game are built using 10 points and more.

Assigning Skill points

(Skill descriptions in a respective chapter)

Once you've assigned your attribute points in Body, Speed, Precision, Soul, Intellect and Instinct you can start adding skill ranks to skills. Bear in mind that you should leave some EXP for other fields on your character sheet on pages 1-2.

Attributes describe a PC's natural prerequisite capability. It is Skills that determine the probability of success of a PC's activities in game.

Players and GM must decide on how many EXP each PC starts out with at the start of a game. Archetypical PCs are built using 100 EXP, which makes them rather powerful within SAKE's system. They will more or less manage in any situation within the game.

You can start with more or less than 100 EXP depending on the nature of the adventure. For example, in true rags to riches story, PCs can start only with 40 points or even less.

Each extra skill rank costs the equivalent in EXP, so rank 2 in Athletics costs 2 EXP and so forth until 5 after which, each extra rank will continue to cost 5 EXP. For example, +6 in Athletics costs $1+2+3+4+5+5=20$ EXP. Skill ranks can rise eternally with each extra rank after +5 costing 5 EXP.

Once you've allocated your skill ranks it's time to add Attribute points to them as well. If your Precision is +2 you should add 2 points to each Skill under the Precision attribute. If your attribute points are in the negative range you should extract them from your skills.

Skills determine how good a PC is in a given field. If a player wishes to create a scholar that has knowledge in many academic Skills it is smart to assign more Attribute points to Intellect from the get-go in order to not spend extra EXP later on individual Skills.

Before spending all your EXP points on skills one should take a look at other fields within the character sheet to figure out what else they need. You can also buy extra Attribute points for 30 EXP.

PCs and NPCs can speak their native tongue without buying the skill; however, PCs and NPCs can not automatically read or write in any language. Buying a reading and writing ability once applies to a PC's native tongue as well as any additional languages that have been bought. If you want your PC to be able to communicate in for example Tauric which isn't the character's native tongue you will need to buy that ability.

A player uses d12 for skill check when they haven't bought any skill ranks because they know nothing of the field. If a player has at least 1 skill rank they can use d20. 1 rank equals very basic knowledge in SAKE's system. All additional ranks show a higher skill level and knowledge base. Because of this, it might be useful to allocate 1 rank to all basic skills like Social skills, Athletics, Perception and Riding even when a player does not intend to develop these further in the game.

Note that Reflexes, Parrying, Willpower, Health Points (HP) and other similar Abilities on the character sheet are not Skills but Abilities. Their costs are written under the Abilities chapter.

Choosing Abilities

(Descriptions in the Abilities chapter)

Abilities define all types of tricks a PC can do. Abilities include spells mages and priests can cast. They're found in the Sorcery module.²

You will find prices for Reflexes, HP etc in the Abilities chapter.

Creating a distinctive personality

Personality is one of the most important aspects of SAKE's character. This is not limited to roleplaying but also for technical reasons. PC's development (how much EXP they gain after each game session) is calculated using personality traits.

PC's personality is made up of Personality Traits, Principles, Madnesses, Pacts with lesser Gods and Goals. A wizard can descend into madnesses the types which are also considered a Personality Trait. When a priest enters into a Pact with Lesser Gods they must agree to take on taboos or principles, these are also considered Personality Traits. A PC can not have more than 10 distinctive personality traits at any point in the game. A PC can have less than 10 personality traits and add more or change them at any point during the course of the game. Only Madnesses and Pacts with Lesser Gods are set in stone and can not be changed during the game as easily.

Personality traits should be general for example hot blooded, mean, honest, friendly, calm, unpredictable, naive, emotional, egoistic, etc.

Principles should be more specific for example, vegetarian, pacifist, loyal to their master, only believe in one god, help all those in need, never steal, never hits a woman or stranger principles relating to a religion or culture such as never cutting their hair, never working during a Sunday, etc.

Goals can be short- or long-term for example, "I will survive a particular battle" or "I will end up marrying the heir to the throne". Goals can be unspecific like "I will get rich" or specific like "I will rise to patrician caste".

Examples of Personality traits

Different cultures can consider the same personality trait differently. What is considered positive in one can be seen as negative in another even though they are transcultural. These examples of Personality Traits are divided into 3 groups: rather positive, neutral or rather negative from Asteanic cultures' standpoint and characterise this culture which has spread over the world's oceans.

Personality traits gain you additional EXP in gameplay so consider how you'd play your personality to maximise EXP gain.

Rather Positive:

- Ambitious
- Energetic

- Stubborn
- Vengeful
- Dedicated/ consistent
- Calm
- Realistic/ considerate/ practical
- Adventurous
- Proud/ arrogant/ very confident
- Incredulous
- Polite/ diplomatic

Neutral:

- Greedy/ jealous
- Honest
- Caring/ understanding/ empathetic
- Selfish/ self-centred
- Brave
- Cruel
- Talkative
- Kind/generous
- Loyal/ faithful
- Jolly
- Straightforward
- Hard-working
- Tenacious
- Fair

Rather Negative:

- Shy
- Impulsive/ spontaneous/ unpredictable
- Passionate
- Lazy
- Passive/ insecure/ indecisive
- Busybody
- Weak-willed
- Quiet
- Deceitful

Finishing the Character Creation

Once a player has assigned Attributes, Skills, Abilities and Personality Traits they should add a few finishing touches, buy equipment, and start the game.

The Game Master decides the amount of money the PCs begin with for their equipment. Pre-made archetypes come equipped with 100 GD (gold denari) worth of gear.

Reflexes

Speed + purchased Reflexes (5 EXP for 1 Reflex point) - Armour penalty = Reflexes

Armour penalty for each type of armour can be found in the Equipment chapter.

Parrying

Reflexes + purchased Parrying + Shield = Parrying.

Later when a player changes their armour or gains additional Speed or Reflexes they should also recalculate Parrying.

Movement Speed

Go to the Abilities chapter to find out how many metres per round a PC moves. This is affected by Armour. Light armour does not affect Movement Speed, medium armour deducts 4m from Movement Speed and heavy armour deducts 8m.

Willpower and Spell Resistance

Soul + purchased Willpower (5 EXP for 1 Willpower) = Willpower

Willpower + purchased Spell Resistance (3 EXP for 1 Spell Resistance) + Amulet = Spell Resistance

Amulets can be bought. Their prices and descriptions can be found in the Equipment chapter.

Spellpoints

Willpower + Spellpoints from purchased Spells = Spellpoints

Info and prices of spells at the Sorcery module.

Weapons and other equipment

The Weapon Attack consists of a weapon skill and bonuses from the weapon when it is masterwork or magical.

In the case of melee or throwing weapons, the Body attribute is added to Weapon Damage. However, other ranged weapons like bows and firearms generally do not receive any additional damage from the Body attribute. If a weapon is masterwork or magical, then the corresponding bonus should also be added to the damage.

Damage Reduction is derived directly from armour, as well as Magical Damage Reduction. It should be noted that regular armour does not have Magical Damage Reduction.

Surplus points

Write down any EXP points you didn't use if there's a surplus. You can use them between game sessions or during the game as agreed upon by players and GM.

Final thoughts for GM to determine EXP for character creation

Archetypical PCs are built with 8 attribute points, 100 EXP and 100 GD (gold denari) for equipment.

Here are some examples to illustrate how capable a certain amount of EXP and attribute points make a PC or NPC:

20 EXP, 4 attribute points: a very young person with little to no education. Example a young farmer. He'd have a Skill level of +3 or +4 in Athletics, Agriculture and Wilderness skills and +1 or +2 in other fields relating to his profession such as Woodwork and Riding.

40 EXP, 6 attribute points: ashigaru, a marine or an apprentice to an expert blacksmith. They'd have a Skill level of +4 or +5 in their chosen craft or weapon and +2 or +3 in other general skills such as Social skills or Perception. A marine or ashigaru would have fewer skill ranks in general skills but extra Parrying and Health Points (HP).

60 EXP, 8 attribute points: most village samurais and craftsmen. A skilled craftsman would have a Skill level of +10 in his field of expertise and the rest is divided between other relevant skills. A samurai has a bigger array of different skills than a craftsman, their highest Skill level would be +6 in some weapon skills. Samurai would also have purchased some HP, Parrying and Abilities.

80-120 EXP, 8 attribute points: All types of elite soldiers, master crafters, licensed merchants and domain chancellors would have +10 Skill level or more in their respective skills of expertise. An Elite soldier would have fewer ranks in Skills but fighting abilities such as Dual Wielding or Mounted Archery etc.

About 200 EXP, 8 attribute points: Specialty NPCs such as wyvern knights, azure warriors, samurai-priests etc.

300 and more EXP, 10 attribute points: Distinguished speciality NPCs such as extremely powerful azure warriors (having almost all spells in Astral projection spell school), archpriests who know powerful curses or blessings, wizards who can bring people back from the dead, warriors who remain untouchable for regular folk and so forth.

BBEG for your whole campaign could be built with around 800 or more EXP and 12 attribute points.

Character Progression

PCs earn experience points (EXP) throughout the game, which they can use to improve their skills, attributes, abilities, and more.

It is optimal if the characters receive 10 to 20 experience points for the game session, depending on the length and intensity of the game. Below is SAKE's unique method for gaining experience points.

If the method seems too complicated at first or does not work for the gaming group for some other reason, an alternative method can be used, in which the characters receive 2 experience points for each game hour or some other agreed-upon method.

Optaining EXP

The entire game session is divided into events (also called encounters), between which PC discussions take place, purchases are made, activities related to domain management (percentile rolls and leader actions) occur, travelling from one point to another takes place, etc.

To receive EXP, each player individually writes down all the events that took place during the game session on their character sheet. First, the event must be defined.

Events are episodes in the game that can be more or less defined by a beginning, middle, and resolution. They usually take a few dozen minutes to play through and often require players to roll their dice.

Examples of game events (encounters):

- Combat on an individual scale or battles on a unit scale (in the case of a very large or complex battle, it may be divided into several events)
- Avoiding combat in some interesting way
- Stalking someone or escaping from someone/something.
- Breaking and entering or engaging in some other illegal/frowned upon activity that has the threat of being caught.
- Attending a party or gathering during which multiple PCs speak to multiple people, gather information, and make agreements.
- Gathering information about something or someone.
- Overcoming obstacles while travelling or dungeon crawling.

- Speaking to an important NPC to find out information or convince them.
- Solving a simple domain problem (such as quick litigation or taking care of a complaint).

Examples of situations that are not encounters:

- Planning a course of actions and discussions between PCs
- Buying equipment, property etc.
- Domain actions such as rolling percentages, building infrastructure, creating military companies.
- Travelling without coming across anything noteworthy.

Then each player individually evaluates each encounter, whether it was dangerous for the character, whether the character had to use cunning, whether there was an unpredictable turn, whether the encounter challenged the character, meaning whether the failure was likely and whether the encounter led the character to discover something important about the world or about themselves. The character earns one experience point for each category. Each encounter can yield a total of 0 to 5 experience points in this way.

EVENT DESCRIPTION	PERSONALITY TRAITS AND/OR PRINCIPLES RELATED (TESTED)	AQUIRED EXP
		DANGER: CUNNING: UNPREDICTABILITY: TEST: DISCOVERY:

Each character has personal traits, principles, goals, taboos resulting from contracts with gods, and madnesses resulting from magic. For each encounter that in some way involves any of these, it should be noted which trait or principle or taboo was involved. A character earns 1 experience point for following a personal trait, principle or taboo, if the adherence to the trait was in some way involved in the encounter.

For example, sudden violence from a quick-tempered character, an entire encounter driven by the vengeful character's desire for revenge, lying by a deceitful character that somehow influenced the course of the encounter, etc.

The evaluation for goals is very straightforward - whether the encounter brought the character closer to achieving one of their goals. If the character achieved a goal during the encounter (or outside of the encounters), they receive an additional point and remove the goal from their traits.

A player can change their character's personal traits, principles, and goals at any time because people are constantly evolving. A character's madnesses resulting from magic cannot be changed so easily, and points for them can be earned in unique ways described in the Sorcery module.

A maximum of 8 points can be earned for one encounter, but this should be rather unusual.

Ageing

If a player wishes to play a senior PC or an adventure that takes place over a long period of time they can age their PC following the rules shown in the chart below. As a person ages, their attributes gradually decrease, and reaching -11 in Body results in natural death. The attribute of the Soul is the only one that does not change as a person ages.

Age	Body, Speed, Precision	Intellect	Instinct
50		+1	+1
60	-1	+1	
65	-1		
70	-1		
75	-1		
80	-1	-1	-1
85	-1	-1	-1
90	-2	-1	-1
95	-2	-1	-1
100	-2	-1	-1

When a PC reaches the age of 100, they begin to lose 1 point from all attributes per year, except for Soul.

Having Body points drop below -10 kills the character, when Intellect or Instinct drop below -10 a character becomes demented. A character whose Speed and Precision are under -10 makes the character immobile.

Attributes, Skills and Abilities

Attributes

All humans have 6 Attributes. 3 are physical - Body, Speed and Precision. Soul, Intellect and Instinct are mental Attributes. PCs in SAKE have 2 halves, physical and mental which means these 2 can be split. Physical Attributes make up a PC's physical body and Mental Attributes make up their soul. A PC's soul is capable of leaving the physical body and can even take over another. A small possibility exists for the soul to live on after the death of the body which dies if the Body attribute drops below -10. More on this subject in the Sorcery module.

Body

A PC's endurance and physical strength depends on their Body. Body dictates how much weight they can lift, how well it endures poison etc. If a PC is poisoned they must roll Body check and it is very difficult to raise resistance to poison in any other way than raising the Body attribute. When fighting with melee weapons you add Body to Damage. Carrying capacity of a PC is also dependent on Body.

Body is an important Attribute to players who wish to wear heavy armour and mainly fight using Melee weapons to increase their damage.

Health Points (HP)

A PC has $10 + \text{Body} = \text{HP}$ when starting the game. Maximum HP is $20 + \text{Body} \times 5$. Having Body of 0 or less caps HP at 20. 1 HP costs 2 EXP.

Carrying Capacity

Light carrying capacity won't enforce any Penalty for the PC. Maximum capacity weighs down the PC so much that a penalty of -4 is enforced on Reflexes, Parrying, Attack, and Athletics, the PC's Movement Speed is halved and the distance travelled per day is reduced by 20 km. It is not possible to go over Maximum Carrying Capacity.

Body	Light Carrying Capacity, kg.	Max Carrying Capacity, kg.
-10	0	0
-9	2	4
-8	6	12
-7	10	20

-6	12	24
-5	14	28
-4	16	32
-3	18	36
-2	20	40
-1	22	44
0	24	48
+1	26	52
+2	28	56
+3	30	60
+4	32	64
+5	34	68
+6	36	72
+7	38	76
+8	42	84
+9	46	92
+10	50	100
... +1	+5kg	+10kg

Body dictates how many rounds a PC survives without breathing.

Body	Amount of rounds w/o breathing
... -1	-1 per each point
-5	5
-4	6
-3	7
-2	8
-1	9
0	10
+1	12
+2	14
+3	16
+4	18
+5	20
... +1	+2 per each point

If the number of possible rounds a PC can survive without breathing is exceeded they will start losing Body at a rate of -1 attribute point per round until they die.

Speed

Speed is applicable to all Skills relating to melee weapons and fighting. Speed dictates a PC's Reflexes, Movement Speed (how many metres a PC moves within one round which lasts 10 seconds) and Parrying. This makes Speed the most important Attribute for any player wishing to play a PC focusing on melee weapons.

Speed determines the distance travelled per day when walking at regular speed. Most people can

walk 50km in a day when going on foot. A PC's distance travelled per day is reduced by 20 km when they are carrying more than their light Carrying Capacity. If a PC is wearing medium or heavy armour then 10km is subtracted from the distance travelled per day.

Movement Speed and distance travelled per day

Movement Speed 10 means 3,6km per hour.

Speed	Movement Speed	KM per day
...	-2 from each point that is less than -5	30
-5	20	30
-4	22	40
-3	24	40
-2	26	50
-1	28	50
0	30	50
+1	32	50
+2	34	50
+3	36	60
+4	38	60
+5	40	60
...	+2 for each additional point	60

Precision

Ranged Weapon's Skills, crafting skills, riding, stealth and mechanics are under Precision Attribute. Precision is an important attribute to those wishing to play as an archer, thief, spy or something of the sort.

Soul

Soul is an Attribute for Sorcery. Soul dictates Spell Resistance, which is thrown when someone tries casting evil sorcery on a PC.

Under Soul Attribute are Sorcery Skills (Magic schools) which have to be bought separately from Skills that have been pre-written on the character sheet.

Soul, Willpower and Soul HP also indicate mental health and stress resistance. More on this subject in the Sorcery module.

Soul HP

PC's has $10 + \text{Soul} = \text{Soul HP}$. Maximum Soul HP is $20 + \text{Soul} \times 5$. If a PC's Soul is 0 or less it means their max Soul HP is 20. Soul HP can be bought for the same price as Body HP - 1 Soul HP for 2 EXP.

Intellect

All sciences can be found under Intellect. All Skills relating to military commanding, ruling over a domain and commerce can also be found under Intellect. This makes it an important Attribute when a player wishes to play the domain game, oversee trade or lead an army.

Instinct

Instinct precepts a character's sense of the world. Instinct combines all senses from seeing and hearing to smell as well as social perception.

Under Instinct, there are all hard-to-define mental skills such as communication, art and performance.

One can buy the Channeling skill under Instinct which is the most important skill for those wishing to play as a priest.

Skills and their uses

Skills show the knowledge and ability of a character in SAKE. In order to know anything about a topic one must buy at least 1 rank. If a character has no rank they know nothing of the topic, for example having no rank in Mathematics means they can only add and subtract using integer numbers and a person having no rank in History would confuse events from recent history and ancient times.

1 rank in Geography, History, Mathematics, Athletics, Arts and Music symbolises the basic education that samurais and many children belonging to the middle castes receive in village schools (samurai school or temple school) or elementary schools in the city where they study for up to 4 years. More ranks than 1 means they've specialised further than that in the subject.

Attribute points are added to the Skill ranks when rolling the skill check. These added points symbolise natural talent or in the case of sciences their ability to analyse or make conclusions.

Most dice rolls in the game are skill checks. Weapon skills determine Attack. On occasion Skill level can mean something without throwing anything. Craft skill level decides the monthly income for craftsmen.

Skill Checks against Difficulty Level and Countered Skill Checks

Skills are checked to achieve something. To pick a lock you roll Mechanics and to hide oneself you roll Stealth skills. Skills are rolled with d20 to which Skill level is added. If a PC has no rank in a Skill, they use d12. This represents complete ignorance. Someone who has no rank in riding could easily fall off their horse.

A bonus or penalty is added to skill checks in some instances. For example, masterwork tools can give a bonus (usually +2) to Skill check. Absolute darkness adds a -6 penalty to skill checks that need light. Being lightly injured gives -2 to physical activities and -4 when heavily injured. Heavy and medium armour adds a penalty to Stealth skills. Armour penalties can be found in the Equipment chapter. Other penalties and bonuses should be discussed and agreed upon between players and GM.

A player should only throw dice when deciding if their PC can handle a situation or not. A PC who

has rank 1 in riding does not need to throw dice to find out if they can ride a horse because rank 1 already determines they can. They should however throw dice if they wish to use a difficult escape manoeuvre.

Skill checks are divided into two: static and countered checks.

Static Skill checks are checks against a Difficulty Level (DL) which is a specific number. For example, to pick a locked door you will have to check Mechanics against 15, 25 or some other DL decided by the GM.

Countered checks are Skill checks against another's Skill check to decide the successful party. If someone's trying to hide and another trying to find them, the party wishing to find them should check Perception and the one hiding should check Stealth Skills. The party rolling a higher score is successful.

A skill is neither fixed nor countered by default. Stealth skill can be rolled against a Difficulty Level when climbing a fence, but when hiding from a stalker, it is rolled against the stalker's Perception.

A PC that has specialised in a field is likely to have a Skill level of around +8 in that skill at the game start. That makes their median roll 18,5 and that should be considered by the GM when deciding on fixed Difficulty Levels. Skill levels for skills that haven't been specialised in are in the +3 to +4 range and the median Skill check is about 14.

Here is a chart of examples for the GM. It contains recommended numbers for fixed throws. Specific examples can be found in the Skills chapter and in the Adventure module.

Difficulty Level	Difficulty of a task with an example
5	Easy task that requires no Skill to complete. Only rolled when the time is of the essence, for example someone is picking a lock in a battle.
10	A task that requires some experience like picking a simple lock.
15	Moderately complex. For example, climbing a 2 story building. Jumping over a gap that's 5m. Searching for most traps by throwing Perception.

20	Complex. Getting up a wall that's hard to climb. Herbalism checks to make the most difficult poisons.
25	Difficult. Convincing a person who's scared of death to move forward. Climbing a 90° natural surface.
30	Unbelievably difficult. Picking the most difficult and expensive locks that are used by regular folk.
etc	Higher than 30 should only be used by the GM in special cases. The GM can also decide that some things are impossible in any case.

Natural 20 and 1s

SAKE uses critical successes and failures for Skill rolls that are a natural 20 or 1 (a player throws 20 or 1 on d20 dice before the added plus or minus). A natural 1 or 20 does not automatically mean the PC has failed or succeeded. A very good fighter can hit an opponent even when they roll Attack 1 and their opponent rolls a low Parrying check.

Throwing a Natural 20 for whatever Skill check, Sorcery, Channeling, Parrying, Reflexes, Spell Resistance, and Willpower means additional points will be received by throwing percentage dice.

1-50%	No additional points
50-75%	+2
76-85%	+5
86-95%	+10
96%	+15
97%	+20
98%	+25
99%	+30
100%	Immediate accomplishment or +40

If a player throws a natural 20 for Attack it signifies a critical hit. Critical hit values are in a chapter about fighting.

If Attack, Skill checks, Sorcery, Channelling, Parrying, Reflexes, Spell Resistance, and Willpower check is a natural 1 then the next move is to throw percentage.

1-50%	Nothing happens
50-75%	-2
76-85%	-5
86-95%	-10
96%	-15

97%	-20
98%	-25
99%	-30
100%	Immediate fail or -40

If a percentage throw makes the check throw 0 or less for Sorcery, Channelling or Weapon Attack means something terrible is about to happen, more on that in chapters about Sorcery and Fighting.

If a player throws d12 because they have no Skill ranks they should still use previous charts for natural 1 and natural 12. Throwing a natural 12 is more likely than throwing a natural 20. Perhaps some silly god watches over those that are unskilled.

Body Skills

Athletics

When a PC climbs, swims, tries lifting or breaking something by hand etc, they'll need to roll Athletics.

Athletics also covers martial arts. Damage for fists is the Body attribute number. Fists deal 1 Damage even if the Body attribute is in minuses.

Armour penalty times 2 is subtracted when rolling Skill checks for swimming.

Speed Skills

Axes and Maces

Weapon skill for all sorts of axes, maces and warhammers.

Axes and maces are war weapons that are best suited for fighting against armoured opponents as they can penetrate armour. This makes them as popular as spears and ranged weapons on the battlefield.

Spears

Weapon skill that covers melee spears, pikes, lances and throwing spears. Lances are best suited for cavalry charges. Pikes for breaking cavalry charges.

Spears are suitable for attacking in the gaps of armour, same as short swords.

Some cultures use throwing spears alongside bows and arrows for ranged attacks. Body attribute is added to throwing spear damage.

Swords

Long swords are a symbol of status in most cultures. Long swords are best suited for fights against opponents wearing weak armour or no armour at all. They deal a lot of damage but have no armour-piercing abilities.

Short swords are best suited for PCs wishing to not pierce armour but hit their opponent in uncovered crevices and holes in armour such as the neck or back of the knee. Short swords give bonus points for such attacks and the best types of short swords for that are daggers and tantos.

Sneak Attacks are only possible with short swords.

Precision Skills

Stealth skills

Stealth skills combine hiding, sneaking, jumping, climbing, crawling through tight spaces, acrobatics and sleight of hand (card tricks and picking pockets).

A player can either roll Athletics or Stealth skills when climbing and jumping.

To hide, PC rolls Stealth skills against the seekers Perception. When they're hiding from someone who is not actively seeking them, then passive Perception is used, which is $10 + \text{Perception skill level}$.

A PC can only move at half Movement Speed when sneaking.

Attacking when hidden reveals the PC and if they wish to hide again they'll have to do it on their next Action by rolling Stealth Skills with a penalty of -10.

Stealth skills roll can be used to halve falling damage. PC rolls Stealth skills against $15 + \text{metres fallen}$. The PC only receives half the damage and breaks fewer bones if successful. More on falls in the Adventure module.

Falling 2m or less does not cause damage to the PC. For every additional 2m, the damage increases by 1d6. For example, falling 4m results in 1d6 Damage, falling 8m results in 3d6 Damage, and falling 12m results in 5d6 Damage.

If a PC wishes to use Stealth skills to steal something from another, add poison to a drink or something similar that needs sleight of hand they'll have to throw Stealth skills against the victim's Perception.

When dungeon crawling, the group's highest Stealth skill level is subtracted from the percentage of Hazards and added to the percentage of Opportunities.

Riding

Having at least one rank in Riding means a PC can ride a horse and does not need to throw dice every time they wish to do so. If a PC wants to jump over obstacles or do tricks they'd have to roll a Riding check.

Charging or riding quickly enables the rider to jump over stones, fences and in extreme cases relatively tall objects such people or animals.

Failing a Riding check to get over a rock, fence etc means their horse will stop in front of the obstacle.

Riding check DL	Height of obstacle
5 or automatic	0,5m or less
10	0,5m - 1m
15	1m - 1,2m
18	1,2m - 1,5m
20	1,5m - 1,8m
25	1,8m - 2m
30 and more	2m and more. (World record in show jumping is around 2,5 metres)

When a PC is charging on a horse and their charge is broken then they'll have to roll Riding against full damage or they'll fall off their horse.

When riding a horse the player rolls Parrying for the horse. For that, they'll roll Riding -4.

A PC with a Riding skill level of at least +4 can ride flying animals. If their Riding skill is less than 4, they must make a Riding check against LD 10 to avoid falling off or losing control of the animal when using weapons while in flight or making quick ascents/descents.

Bows

Firearms and crossbows threaten to take over the battlefield previously belonging to bows. Still, a trained archer is a much more powerful enemy than a simple gunner. That is due to the many Abilities that improve their attack speed, range and Damage. Archers also have the benefit of being able to purchase arrows in parts of the world where gunpowder is unknown.

The Bow skill can be found under the Precision attribute, but a PC who wishes to be an effective archer should also invest in the Body attribute.

Crossbows and Firearms

Crossbows and firearms have changed the nature of war and smaller armed conflicts in the modern day. In the past sword-fighting skills or years-long training with a bow and arrow decided the outcome of a fight. These days, nearly anyone can handle a crossbow or firearm. However, extensive training does not necessarily bring forth additional ways of utilising them, as there are limited Abilities that improve their usage.

Civilian weapons

Civilian weapons encompass all types of thrown weapons from other groups such as throwing axes and throwing spears. Unique weapons in this group are blowguns, darts and grenades.

The Civilian weapons skill encompasses the ability to throw all objects, including hooks to scale an opponent's ship in sea battles.

Civilian weapons don't include any particularly effective weapons. Still, weapons from this group are widely used due to their versatility. A PC who does not wish to focus on combat should assign some points to this category. Having points in Civilian weapons gives a PC access to a wide range of weapons from different weapons categories. More on the different weapons in the equipment chapter.

Many castes in the Asteanic world are limited to only using Civilian weapons.

Mechanics

Building mechanisms and breaking them down as well as setting traps and disarming them, making locks and picking them open.

The GM decides the lock-picking Difficulty Level, which ranges from 10 to 30, or in special cases, higher.

Picking a lock takes 1 round.

A player character can attempt to pick a lock again if they fail on their first try, but each subsequent attempt increases the Difficulty Level by +5, making the task more challenging.

If a PC constructs a lock, its picking difficulty level (DL) will be 10, 15, 20, 25, 30, 35, or 40, depending

on the Mechanics roll result when constructing it (rounded down).

Rolling Mechanics 20 messes with a cannon to the extent that fixing it takes up a whole day.

Having a Skill level of +6 in Mechanics reduces the Hazard percentage by -5% when dungeon-crawling.

Metal, stone and woodwork

A artisan produces 1 gold denar (GD) worth of standard equipment for every Skill level point they possess. Additionally, they receive a bonus of 2 gold denari worth of equipment from their well-equipped workshop, plus an extra 1 GD for each apprentice and 2 GD for each journeyman who works in their workshop. Unless there is a special circumstance, half of the artisan's total earnings are used to acquire raw materials and cover other workshop expenses.

Therefore, a PC with a Skill level of +10 and a workshop, but without any workers, would produce 12 gold denari worth of equipment per week, which could be equivalent to two longbows. The cost of materials would be 6 GD.

Another example for an NPC:

Yori the blacksmith has a Skill level of +10 in metalwork, he gets an additional +2 from his workshop and he has 1 journeyman and 2 apprentices working from him. He makes 16 GD (or 240 SD - silver denari) worth of metal objects each week which costs him 8 GD (or 120 SD). Yori earns 32 GD (or 480 SD) per month, he pays his journeyman 60 SD and 2 apprentices 40 SD. He pays the lord of the land 50 SD and keeps 330 SD or 22 GD. Further details on the tax system can be found in the King module.

Being able to make masterwork items depends on the artisan's Skill level. The artisan needs at least a Skill level of +10 to make +1 masterwork items (and all masterwork tools), a Skill level of +20 to make +2 masterwork and +30 to make +3 masterwork items.

It is more useful for the craftsman to focus on making masterworks because making at least +2 masterworks multiplies his earnings by 2.

If he makes +3 masterworks his earnings are multiplied by 3. Making regular items or masterwork +1 earns him 1 GD per Skill level

This means that a smith who's got a Skill level of +30 makes 30 GD making regular items or masterwork +1 items. They'd make 60 GD making +2 masterworks or 90 GD making +3 masterworks.

It is more profitable to make masterworks but it's also harder to find buyers and half of the profits get subtracted for materials the same as regular items, however in the case of masterworks, the majority of the material cost is taken up by research time not the cost of the raw material going up.

For example - a smith who's got a +30 Skill level in metalwork and the same kind of workshop as Yori in the first example makes 36 GD worth of regular or masterwork +1 items. They make 66 GD (30x2 +6 from workers and workshop) making +2 masterwork items or 96 GD making +3 masterwork items. Making a katana +3 (1280 GD) would take him about 13 weeks (item's cost / Skill level = time spent making item). If the smith found a buyer they'd make a lot of money. However, such items can only be sold in the largest cities and even there the pool of buyers may be quite limited.

Having a Skill level of +6 in Metal, stone and woodwork, adds +5% to the Opportunities percentage when dungeon-crawling.

Textile and leatherwork

Textile and leatherwork includes making textile armour, harnesses, clothes and other such items.

It works the same way as Metal, stone and woodwork skill.

Leatherworking skill is necessary for skinning animals. To successfully skin most animals, a roll of 10 or higher is needed. A successful roll means the skin is removed cleanly and can fetch a fair price in the market. Rolls of 8 or 9 result in damaged skin and only half the price can be obtained. A roll lower than 8 means the skinning attempt fails completely.

The skinning of some animals with particularly thick or thin hides may prove to be more challenging - the required rolls are listed with the respective creatures.

Intellect Skills

Medicine (Anatomy+Herbalism)/2

The Medicine Skill level is determined by a combination of points in Anatomy and Herbalism. It is not possible to purchase ranks in Medicine

directly, but instead is calculated by taking the sum of the PC's points in Anatomy and Herbalism and dividing it by 2

Medicine Skill allows a PC to heal wounds, save others from certain death in case of heavy injuries and give back a couple of HP by wound dressing using first aid kit.

Medicine skill is also a more effective way to fight diseases than magical Restoration. A doctor can take care of as many patients as their Medicine Skill level. All patients under the care of a doctor will receive additional Body check against death if the first one fails.

Anatomy

Anatomy is knowing the make of humans as well as other living beings and finding their weak points if necessary.

Autopsy, which is used to find the reason for death, requires an Anatomy check with a DL of 15 + 1 for each day since the death, with a cap of 30. If the game master determines that the death was caused by a complicated situation, such as poisoning, the difficulty level of the check may be increased.

Sneak Attack is an Ability that adds Anatomy points to Damage.

Herbalism

Combining poisons and finding their antidotes. More on poison in the Equipment chapter.

In addition, Herbalism is a component of survival skills. When traveling in the wilderness, a player can make a Herbalism check to gather plant-based food to fill their own and others' stomachs. For more information, see the Adventure module.

Having a Skill level of +6 in Herbalism, adds +5% to the Opportunities percentage when dungeon-crawling or adventuring in wilds.

Agriculture

Agriculture Skill determines crop yield. A farmer can cultivate as many hectares of land as their Skill level in Agriculture. Farmers roll a Soil Fertility Dice, which depends on the region and can range from d6 to d12. The Agriculture skill level is added to the result and shows how many quintals of crops a hectare will yield (1 quintal = 100kg).

The Soil Fertility Dice represents the climate and fertility of the soil. In temperate climates and subtropics, the Soil Fertility Dice ranges from d6 to

d12. Dry and hardscrabble land in Mediterranean climates uses d6, while a favourable growing climate with very fertile land, such as the Nile Valley on Earth, uses d12.

The Fertility Dice comes into play when a player character wishes to own a manor, as most players are unlikely to create a farmer as their PC. To calculate the tax owed by a village, it is assumed that farmers in the village have at least +5 in Agriculture and roll a median result on the Fertility Dice.

Agriculture also allows a player character to train, breed, and raise livestock.

Additionally, Agriculture Skill is a component of survival skills. When in the wilderness, a player can roll Agriculture Skill to gather plant-based food to feed themselves and others. Further details can be found in the Adventure module.

History and Linguistics

Having at least a couple points under History means that a character has basic knowledge of local and overall world history. Knowing historical figures, places and specific knowledge demands roll against 10 to 30.

A historian can always ask for rolls when examining ruins or necropolises to gain additional knowledge on the people who inhabited the place or their culture. For example, a culture was known for necromancy which means the expedition group can expect the dead to rise.

History and linguistics skill is used to create and decipher secret languages. Rolls to create and decipher secret languages oppose one another. Creating a cryptolect adds +10 points because creating one is easier than deciphering one.

Linguistics allows a player to compare handwriting. The difficulty of the linguistics roll depends on the similarity between the compared and original text, which is usually between 10 to 25. The roll is against a fabrication roll if the document is a forgery.

Having a Skill level of +6 in History and Linguistics adds +5% to the Opportunities percentage when dungeon-crawling or adventuring in wilds.

Geography and Navigation

Components: Astronomy & Astrology.

Rolling a 15 or higher in Geography enables the PC to determine the date with a high degree of accuracy. They can estimate the date correctly by using navigation tools without needing to make a roll.

A PC who has at least 1 point in Geography and navigation tools can more or less figure out their current latitude when looking at the sky at midday or night when the moon and stars are visible. They don't need to roll dice but they can be mistaken for about 100 km. If the PC wishes to be accurate they'll have to roll against Geography 15. If they succeed they'll know their latitude within a kilometres accuracy. The PC must wait until next midday or night to try again if they fail their roll.

Figuring out an exact latitude is not possible without navigation tools. To find their latitude with 100 km accuracy one should roll Geography against 25. They can only attempt this during the night and have to wait for the next night if they fail.

There are no tools in the Asteanic world to figure out longitude.

Navigation is the main skill for steering a ship on course and for ship-to-ship combat. More information on these subjects can be found in the Economics module.

Having a Skill level of +6 in Geography and Navigation reduces the Hazard percentage by -5% when dungeon-crawling.

When adventuring in the wilderness, the group navigators' Geography and Navigation skill level is subtracted from the percentage of Hazards and added to the percentage of Opportunities.

Law and Society

At least a few points in Law means that the character has an overview of local legislation, and they do not accidentally break the law. They know what is allowed and what is not. The game master can give them hints in the form of legal loopholes.

In some cases related to law, the Social skills roll can be replaced by the Law roll if this skill is higher.

The Law roll is used when forging a document.

The process of cross-examination between the defence lawyer and the prosecutor means mutual Law rolls, influenced by evidence. More about this is in the Adventure module.

Breaking and writing complex contracts also mean mutual Law rolls.

Law and Society is an important skill for domain rulers and chancellors as it lowers Corruption percentage.

Mathematics and Economy

Economy Skill is base knowledge for overseas trade. More on this in Economics module.

Metaphysics and Otherworld

Metaphysics refers to a PC's knowledge of the Otherworld and entities that inhabit it.

Having a couple of points in Metaphysics means a PC has basic knowledge about the Otherworld. They know that food from the Otherworld does not fill hunger, time can move differently and they need silver weapons to attack entities from the Otherworld.

Roll Metaphysics against 10 to 30 depending on the uniqueness of a creature when trying to find out a creature's weaknesses, strengths and other features. 15 to 20 is sufficient for most creatures.

Roll Metaphysics against 20 to find out if an object is magical.

Roll Metaphysics 20 when a character is confused about whether they're in the Otherworld or the human world. This roll can be executed once. If the adventure requires it, the roll can be made more difficult, but in this case, the area of Otherworld the PC are in should be exceptionally insidious and realistic. If the PC does not understand on the first roll they can remain suspicious of whether or not they're in the Otherworld.

Having a Skill level of +6 in Metaphysics and Otherworld adds +5% to the Opportunities percentage when dungeon-crawling or adventuring in wilds.

Physics and Ballistics.

Physics and Ballistics includes Architecture and Engineering. Physics can be used to find a way to blow up a building by assessing its weak spots or finding hidden rooms.

Ballistics is rolled for firing cannons. Cannons are weapons that are good to use in large battles, sea battles, or to besiege fortresses. In individual conflicts, it is very difficult to hit one's enemy with guns.

It's not possible to hit a specific person with a cannon but a specific 2x2m area. Everyone within this 2x2m area has to roll Reflexes. If the roll is greater than 10, they receive half damage, and if the roll is greater than 20, they succeed in avoiding damage altogether. To hit this area, the gunner must roll Ballistics. The number needed to hit the area is calculated as: $10 + 2$ for every 50 meters between the gun and the target. For example, to hit a target 100 meters away, the gunner must roll a 14.

The highest Physics skill level from the group is subtracted from the Hazard percentage and added to the Opportunity percentage when dungeon-crawling.

Tactics

Tactics is a Skill for warfare. It allows a PC to lead large amounts of troops from companies upwards. More on the subject in Kings module.

Theology

Theology involves everything to do with religion. Having one point in Theology means a PC knows holiday dates, gods and the nature of these gods in their own religion.

Entities from the Otherworld that are tied to a religion can be distinguished using Theology as well as Metaphysics. Theologians can receive this info from the GM through their own religion's filter.

Theology also relates to Astrology, having at least 3 or 4 points in Theology allows a PC to understand the movement of stars. They can roll against 15 to determine the current date.

Theology can be used instead of Social Skills when talking about religious subjects, this however is something to agree on with the GM. It could apply to convince someone to change their mind on religious questions, theological debates or when doing mission work.

Theology is rolled for some rituals found in the Sorcery module.

A burial can be conducted by anyone however Theology skill is needed to carry out correct burial rituals and ensure the deceased benefits on their Willpower roll.

There are two outcomes when a person dies in SAKE. A person's soul can either get stuck in the Otherworld as some type of spirit or move on in 2

weeks time through the Otherworld into the beyond, never to be reached again.

Religions that venerate their ancestors believe that those Otherworld's spirits are positive and wish their dead to live on in the Otherworld. This is true for example the Tauris. Asteanic religion on the other hand believes that life after death is a punishment as they hope to be born again as sea elves.

The deceased person's Soul receives a positive or negative bonus on their Willpower roll when their funeral ritual is conducted by someone with points in Theology. The bonuses or penalties are equal to the number of points the individual has in Theology. The ritual must match the deceased person's own religion but the Theologist who conducts the ritual does not need to believe in the same thing, for example, an Asteanic priest is unlikely to believe that their Tauri friend could be reborn as an elf but they'd still carry out the proper burial out of respect for their Tauri friend. Tauris need an in-ground burial, Asteanic people a water burial and Gurges a sky burial. The Willpower roll decides what happens to the Soul of the dead. More on life after death and Willpower roll upon death in Sorcery module.

PCs can use funeral rituals to ensure that their deceased enemies, who are Asteanic, remain dead and their spirits disappear. For Tauri and other ancestor worshipers, they can increase the chances that their spirits will remain in Otherworld and can be summoned or even brought back to life as undead. However, this is not so simple, as most spirits are stored as Spectators (with a Willpower roll of 20-29), who are entities without a personal memory and cannot communicate. Spectators can be used by Necromancers to create living dead.

Having a Skill level of +6 in Theology adds +5% to the Opportunities percentage when dungeon-crawling or adventuring in the wilds.

Soul Skills

Soul Skills have to be bought separately. More on Soul skills in the Sorcery module.

Instinct Skills

Perception

Perception combines all senses; sight, hearing, sense of smell and any or all other senses exotic beings might have.

Perception is rolled in two instances - to spot something or when searching for something.

Searching for something is an activity that takes time. PCs can choose to search for traps in a room, which increases the likelihood of finding them compared to simply relying on chance. The difficulty level of spotting a trap by accident versus finding it while searching differs by 10 points. This means that finding a trap while searching requires a roll of 15, whereas spotting it accidentally requires a roll of 25. It takes one action (10 seconds) to search an area of 2x2 meters for traps, secret doors, etc.

Spotting something is automatic and random. To notice a movement or a sound while engaged in an activity a player needs to throw Perception.

Rolling Perception can be swapped for Passive Perception which is Perception +10. Knowing the group's highest Passive Perception allows the GM to quickly decide whether the group notices something or not.

When dungeon crawling, the group's highest Perception level is subtracted from the percentage of Hazards and added to the percentage of Opportunities.

When adventuring in the wilderness, the group scouts' Perception skill level is subtracted from the percentage of Hazards and added to the percentage of Opportunities.

Social Skills

Social skills include persuasion, lying, understanding when being lied to and disguising.

The Adventure module describes persuasion in more detail.

Recognising a lie

It's possible to recognise a lie but it's impossible to be sure if your conversation partner is honest.

Roll your Social skills against an opponent's Social skills roll. If your roll is higher than the opponent's and they're lying, the GM will inform you that what they're saying is not the truth. However, the GM will not specify which part of the opponent's story and to what extent they are lying.

If the character's roll is not lower than the liar's, or if the character is told the truth, the GM will say that what the character hears may or may not be true. However, this does not mean that the character must believe it. Doubt can always remain. This also

means that when speaking to NPCs, they may not always fully believe you even when you are telling the truth. See the Adventure module for how to persuade somebody.

Social skills roll is used to determine if there's a lie within the whole conversation, it can not be used to check specific answers, to do so a PC has to be psychic.

Lying

Plausibility of a lie affects the Social Skill roll against the person being lied to. Most lies get no additional plus or minus points.

+10 is added to a roll when a lie is very believable. For example, a guard telling their commander they'll be going to work the next day is believable to the commander because the guard never misses work.

-10 for an extremely unlikely statement. For example, a character says they've been on a trip around the world but has no evidence to back the statement up.

-20 for a statement that is almost impossible to believe. For example, a character standing next to a body with an axe is claiming they haven't killed anyone while holding an axe with fresh blood on it.

Disguising

Disguising is trying to look like someone else or at least not like themselves.

A costume, clothes or disguise kit involving make-up and accessories is needed for a disguise.

The difference between disguising and Stealth skills is the rolling system. While stealth requires continuous rolling against the observer's active Perception or passive Perception, in the case of disguising, the person who is disguising makes a single Social Skills roll for the success of the disguise. The rolled number should be remembered or written down - observers make a Perception roll against this number or compare their passive Perception to this number if they are not actively searching for the disguised person.

If a player chooses to simply disguise themselves to look like someone else and they're not being actively seeked or nobody is trying to stop them then there's also no need for NPC's to throw Perception.

One Social skills roll to disguise costs 1 use of make-up and accessories kit. The disguiser knows

how well they disguised themselves and can try again which costs another use of the make-up kit.

The time it takes to disguise oneself or somebody else varies depending on the difficulty of the disguise. Easier disguises take 10 minutes and the more intricate ones up to an hour depending on what needs to be achieved.

Wilderness skills

Wilderness skills are used to survive and manage in nature, they include making fire without matches, tracing, hunting, etc.

Tracing is rolled against a static Difficulty Level which is 10 to 30 or more in special cases. GM decides on the difficulty.

DL	Explanation
5	Snow, sand or some other soft ground that's easy to trace something on.
10	Soft ground like a swamp or mossy ground.
15	Typical forest floor or meadow.
20	Especially hard surfaces like ice.
-	Hard rock floors make it impossible to trace something.

Other parameters are added to this example in accordance with the situation to make tracing more or less difficult. Snowfall or rain can ruin the trace, darkness makes tracing more difficult etc. Each additional element adds about 4 to 5 to DL. The DL for tracing someone on sand can easily change to 15 when doing it in the dark during a rainstorm.

Just like in picking locks, a failed tracking check can be tried again, except each time the difficulty level increases by 5.

Wilderness skills can also be used to hide one's traces. In which case do a hider and a tracker roll their Wilderness skills against each other when using them to hide and track, respectively.

Wilderness skills are also used in a simplified hunting system, which is an important component of travelling in the wild. More information about this can be found in the Adventure module.

Wilderness roll 10 to 30 allows the PC to find out knowledge about animals and their habits, nesting places, dangerousness etc. This also applies for creatures we might call monsters. All creatures who are not human, from the Otherworldlings or ghosts are animals.

Having a Skill level of +6 in Wilderness skills, subtracts -5% from Hazard percentage when dungeon-crawling.

When adventuring in the wilderness, the group naturalists' Wilderness skills skill level is subtracted from the percentage of Hazards and added to the percentage of Opportunities.

Art

Art is necessary to put on magical body paint. More on the subject in a Sorcery module.

Art also includes Art history and making deductions from ancient pieces of art. Art can be rolled to understand why an altar is decorated in a specific way and what is it for. It is also used to understand what activity is depicted on artefacts belonging to a specific culture.

Same logic that is used for calculating craftsmen's income is used when calculating an artist's income.

Having a Skill level of +6 in Art adds +5% to the Opportunities percentage when dungeon-crawling or adventuring in the wilds.

Music

Music is used to conduct vagrant songs, but more information about this can be found in the Sorcery module.

If a character wishes to use music to seduce someone they can roll Music instead of Social

Channelling

Priest types can purchase the Channelling skill under the Instinct attribute. More information about this can be found in a Sorcery module.

Abilities

Abilities expand a character's capabilities, giving them new alternative courses of action, and new attacks in battle, as well as helping them in situations where they would otherwise be unable to act.

Abilities cost experience points (EXP). With the Game Master's approval, players can purchase additional abilities during a game session if they have unspent points.

Most abilities can only be taken once unless otherwise noted. Health, Reflexes, and other similar characteristics can be increased almost limitlessly

General Abilities

Reading & Writing

Price: 5 EXP

Prerequisite: Intellect -4 or higher.

Mõistus vähemalt -4

Description: The character can read & write in all languages they speak.

Foreign Language

Price: 5 EXP

Description: The character is able to speak and comprehend a selected foreign language.

The number of foreign languages a character can study.

Intellect	Number of foreign languages character can learn
-10	0 Can't speak their mother tongue either
-9	0 Can't speak their mother tongue either
-8	0 Can't speak their mother tongue either
-7	0 Speaks their mother tongue with limited vocabulary
-6	0 Speaks their mother tongue with limited vocabulary
-5	0 Speaks with simple vocabulary
-4	1 Speaks with simple vocabulary
-3	1
-2	1
-1	2
0	2
1	3
2	4
3	6

4	8
5	10
6	12
7	14
8	16
9	18
10	infinite

HP (Heath Points)

Price: 2 EXP

Description: +1 HP

Characters max HP is $20 + \text{Body} \times 5$. Having Body of 0 or less means the max HP is 20. Buying more HP than max HP is not permitted.

Reflexes

Price: 5 EXP

Description: +1 Reflexes

Parrying

Price: 3 EXP

Description: +1 Parrying

Movement Speed

Price: 4 EXP

Description: Adds +2 metres to Movement Speed

Soul HP

Price: 2 EXP

Description: +1 Soul HP

Characters max Soul HP is $20 + \text{Soul} \times 5$. Having Soul 0 or less limits Soul HP to 20.

Willpower

Price: 5 EXP

Description: Willpower +1

Spell Resistance

Price: 3 EXP

Description: Spell resistance +1

Starting Abilities

Alluring (Descendant of nymphs)

Price: 10 EXP

Description: The PC is a descendant of nymphs or some other Otherworld creature known for their beauty. This makes the PC especially beautiful and adds +4 to all Social skill rolls when dealing with someone who's attracted to the character's gender.

Can only be bought when creating a character.

Descendant of Oni

Price: 10 EXP

Description: The character is a descendant of red or blue Oni or some other Otherworld creature known for blood with healing benefits. This can cause their skin to have bluish/reddish undertones.

Due to Oni heritage, their HP and physical attribute points regenerate faster. Every time they rest, the character recovers 2 additional HP. Every time they rest, at least one attribute point of Body, Speed and Precision is restored. If the character would recover one attribute point anyway, they recover an additional +1 point

Can only be bought when creating a character.

Abilities relating to an Attribute

Undemanding Body

Price: 10 EXP

Prerequisite: +2 Body or more

Description: The character is capable of going without food for a week and without water for four days without being hindered by fatigue.

In addition, the character can operate tirelessly for 48 hours without suffering any penalties from fatigue, which is twice as long as usual.

Durable

Price: 10 EXP

Prerequisite: Body 0 or higher

Description: +2 is added to all Body checks that are related to death, losing consciousness, poisoning, disease etc.

Resilience

Price: 10 EXP

Prerequisite: Body +3

Description: The character is more resilient. When half of their HP is gone, they do not receive penalties to their rolls (the usual penalty is -2), when 75% of their HP is gone, instead of a usual penalty of -4, they receive a penalty of -2.

Hauler

Price: 10 EXP

Prerequisite: -

Description: When calculating Carrying Capacity, the Body attribute is considered +4 higher. A character with a Body of 0 could carry the same amount as someone with a Body of +4

Vigorous

Price: 5 EXP

Prerequisite: Body 0 or higher

Description: The character is particularly resilient as a traveller. In any situation where they would normally automatically get the exhausted condition (-4 to all rolls), the character can roll their Body to avoid getting tired.

The first time the character rolls their Body, the Difficulty Level is 10. For each subsequent consecutive roll where they would otherwise become Exhausted but have not yet had a chance to rest, the DL increases by 5.

Polyglot

Price: 5 EXP

Prerequisite: Intellect at least 0

Description: Maximum languages spoken is raised by 5. This ability can be bought multiple times.

Abilities related to Skills

Social skills

Perfect Disguise

Price: 10 EXP

Prerequisite: Social skills +6

Description: If a character spends the whole day preparing a disguise, they get a +10 bonus to Social skill rolls when disguising themselves, even if they are trying to masquerade as a specific person.

Quick Disguise

Price: 5 EXP

Description: Character can swap between two previously prepared disguises within a round.

Stealth skills

Soft landing

Price: 10 EXP

Prerequisite: Stealth skills +6

Description: When falling, the character automatically takes only half damage. If the character succeeds on a Stealth check to avoid the damage from the fall, they do not take any damage at all. The Stealth check must beat a DL of 15 plus the number of meters fallen.

In addition, the character receives one bone fracture for every 10 points of damage taken. Normally, there would be one bone fracture for every 5 points of damage taken from the fall.

Perception

Lip reading

Price: 5 EXP

Prerequisite: Instinct +2, Perception +6

Description: The character can make a Perception check to lip-read speech that they otherwise would not hear. Depending on the distance and other factors, the Perception check must beat a DL of 15 or higher to successfully read the speaker's lips. A DL of 15 indicates ideal conditions.

The check is more difficult under the following circumstances:

Speaker further away than 10 metres	+5 difficulty
Speaker further away than 20 metres	+10 difficulty
Speaker further away than 30 metres	+15 difficulty
Speaker further away than 40 metres	impossible

If the speaker is deliberately trying to conceal their lip movements, the character must first make a Perception check against the speaker's Stealth check in order to attempt to read their lips.

Music

Ventriloquism

Price: 5 EXP

Prerequisite: Music +4

Description: To make the origin of the voice indiscernible, a character must make a Music check against the Perception of the listener.

Crafts

Specialised Artisan

Price: 10 EXP

Prerequisite: Skill level +10 or higher in the corresponding craft skill

Description: The character is specialized in crafting a specific type of item, such as longswords, leather armour, plate armour, perfume bottles, or the like. When crafting this specific type of item, the character gets a +4 bonus to the corresponding crafting skill roll.

The +4 bonus is also taken into account when calculating the craftsman's weekly income.

Master Shipwright

Price: 10 EXP

Prerequisite: Metal, Stone and Woodwork +10

Description: A master shipwright repairs a ship much more efficiently. A shipwright repairs twice as many ship HP as normal. They repair HP at a rate of 2 per battle round.

Normally, a ship can only be repaired for up to the amount of Ship HP equal to the shipwright's Woodworking skill level during a sea voyage. However, a Master Shipwright can repair a ship for up to the amount of Ship HP equal to twice their Woodworking skill level during a sea voyage.

Medicine

Professional doctor

Price: 15 EXP

Prerequisite: Medicine +6

Description: When treating wounds, HP is restored. If a Medicine roll is made with a result of 15 or more, HP is immediately restored by Medicine skill/3. A First Aid kit must be used for this action. Simply closing a wound will not have the same effect.

Acupuncture

Price: 5 EXP

Prerequisite: Medicine or Restoration +4

Description: Using acupuncture needles in medicine or healing adds +2 to Medicine and Restoration rolls. These needles are inserted into nerve points, helping natural healing and aiding energy flow for healers.

The Acupuncture bonus is not applied when binding a wound, casting a Fast Healing spell, or using spells to heal the soul.

Acupuncture needles are typically made of metal or bone and are 6 cm long.

Herbalism

Master Poisoner

Price: 10 EXP

Prerequisite: Herbalism +4

Description: The character specializes in poisons, and all of the poisons they create are more potent than average. All Difficulty Levels of any poison created by this character are increased by +2.

Resistance to Poisons

Price: 10 EXP

Prerequisite: Master Poisoner, having had Master Poisoner ability for a long enough time that building up a tolerance to poisons seems believable.

Description: The character has gained some immunity to poisons through continuous work with and exposure to them. The character rolls all Body checks related to poison with a +2 bonus.

History

Cryptographer

Price: 10 EXP

Prerequisite: History and Linguistics +8

Description: When creating or deciphering secret languages, the character gains a +10 bonus to the History and Linguistics rolls.

Other Abilities Useful for Adventurer

Natural Enemy

Price: 10 EXP

Prerequisite: Wilderness skills +4

Description: Character chooses one animal. The character knows practically everything about the chosen animal. They know where it eats, how it behaves, and other relevant details. All Perception and Wilderness skills rolls related to this animal are increased by +4. All Reflexes, Parrying, Attacking, and Damage rolls against this animal are increased by +2.

This ability is also possessed by many animals that rely on consuming a specific type of animal.

Quick slumber

Price: 10 EXP

Description: Character needs to sleep only 4 hours instead of 8 to feel fully rested.

Restless Sleep

Price: 5 EXP

Description: Character is a light sleeper, which means that in case of any movement near them while they're asleep, they are able to roll Perception against a DL 10 to awaken instantly.

The character does not suffer a penalty to Perception rolls while sleeping.

Forger

Price: 10 EXP

Prerequisite: Precision or Intellect +2 a Craft skill, Art or Law +8

Description: Character is able to forge and identify forgeries. They have a +4 bonus to skill rolls for both forging and identifying forgeries.

The skill used to forge or identify the forgery is generally the same skill that was used to create the original. For example, if the forger is copying a painting, they would roll Art, and the observer would roll Art to identify the forgery against the forger's roll. If the forger is copying handwriting,

they would roll History and Linguistics. If the forger is forging a document, they would roll Law.

If the forger rolls under 20, observers can roll Perception to identify the forgery if they investigate it. It is not possible to identify a forgery with a forging roll higher than 20 without having this ability.

Cultural note: Asteanic world is quite bureaucratic so most high-ranking magistrates and bank officials have this ability.

Experienced Guide

Price: 10 EXP

Prerequisite: Geography and Navigation +8

Description: If the character is one of the leaders of the expedition, then 10% is subtracted from the base percentage of Hazards.

If the PC is dungeon crawling, then 10% is subtracted from the base percentage of Hazards.

Professional Adventurer

Price: 10 EXP

Prerequisite: Perception +8

Description: If the character is one of the leaders of the expedition, then 10% is added to the base percentage of Opportunities.

If the PC is dungeon crawling, then 10% is added to the base percentage of Opportunities.

Combat Abilities (general)

Weapon group specialization

Price: 15 EXP

Prerequisite: +10 skill level in chosen weapon's group.

Description: +2 Damage for all weapons in the chosen group.

Shield master

Price: 15 EXP

Description: PC has specialised in shields. The usual +2 or +3 becomes +6 or +9 Parrying. Arm shields give +3 instead of +1. Masterwork plus is not multiplied.

One with armour

Price: 10 EXP

Prerequisite: Body +3, Speed +2

Description: Armour doesn't bother the warrior with its weight and rigidity. The penalty for Reflexes, Stealth skills, and Athletics is halved. The Armour Penalty of -1 disappears completely.

All penalties are rounded down, so a penalty of -3 applies as -1.

Additionally, the character can also rest in medium armour. Usually, the character can only rest without armour or in light armour. However, sleeping in heavy armour still disturbs the character's ability to rest.

Furthermore, the armour does not affect the character's movement speed.

Weapon master

Price: 30 EXP

Prerequisite: Skill level +20 in associated weapons class.

Description: PC gets 1 extra attack per Full Attack with a weapon of choice. This Ability only applies to 1 weapon, not a group of weapons.

Iron grip

Price: 10 EXP

Prerequisite: Body +4

Description: All attacks intended to disarm a PC fail automatically because of their Iron Grip.

Blind fighting

Price: 10 EXP

Prerequisite: Instinct +2

Description: In the darkness, the penalties for Attacking and Parrying are reduced by half.

The usual penalties in complete darkness would be -6, but with the faint glow of starlight, the penalties for all rolls requiring even a little bit of sight would be -4. For ranged weapons, the usual Attack penalties are -18 and -12 respectively.

The penalty for fighting invisible creatures is also halved.

Master of Two-handed weapons

Price: 15 EXP

Prerequisite: Body +2

Description: When fighting with a two-handed weapon or a one-and-a-half-handed weapon with two hands, the Body damage bonus is added twice, up to a maximum of +4.

For example, if a character has a Body bonus of +4, then the damage bonus for a battle axe would be +8. If the character's Body bonus is +6, then the bonus would be +10 because the first time the full Body bonus is added (+6), and the second time the limit is +4.

Rapid Attack

Price: 25 EXP

Prerequisite: Speed +2

Description: PC gains 2 attacks per Full Attack when fighting with a melee weapon instead of one.

The character can also make 2 pistol Attacks if they have multiple loaded pistols on their belt (i.e. can quickly grab the next loaded weapon).

If the character has a spell that is part of a Full Attack (e.g. Channeling Soul as Electricity), they can also make 2 Attacks with it.

Abilities for Combat styles

Dual-wielder

Dual Wielding

Price: 25 EXP

Prerequisite: +2 or higher in Speed or Precision.

Description: The character is ambidextrous and is able to fight equally effectively with both the left and right hand, and can also perform attacks with both hands simultaneously, meaning the character has two Attacks per Full Attack. Without this ability, it's not possible to perform two Attacks per Full Attack even if the character is carrying a weapon in both hands. Using the non-primary hand for attacking would incur a penalty of -4 for a person without this ability.

If the character has the ability Rapid Attack and Dual wielding, they must choose whether to attack twice with one weapon or once with two weapons. The weapons in each hand can be quite different, such as a sword and a dagger, two identical swords, a pistol and a sword, a pistol and a spell that is part of a Full Attack (e.g. Channeling Soul as Electricity), two different spells that are part of a full attack, etc.

Rapid Dual Wielding

Price: 10 EXP

Prerequisite: +4 or higher in Speed or Precision, Dual Wielding

Description: Character gains 1 extra attack per Full Attack with one of their two held weapons bringing total attacks per Full Attack to 3.

Disarming blow

Price: 10 EXP

Prerequisite: Dual Wielding

Description: When dual-wielding and both Attacks hit, the character can automatically attempt

to disarm the same opponent, with a +8 bonus to their Disarm manoeuvre roll. This means that their total bonus for the Disarming manoeuvre is +4, as the Disarming manoeuvre is usually rolled with a -4 penalty.

The PC should use the weapon in which they have a higher skill level to add points to the Disarming blow roll.

Furious warrior

Uncontrollable

rage

Price: 15

EXP

Prerequisite: Having a personality trait that corresponds to the nature of an Ability, such as angry, temperamental, furious, violent, short-fused, lacking in self-control, and so on. The character can change this personality trait later but must have at least one trait that corresponds to the nature of the ability. If the character loses the personality trait that enables rage, then they also lose the ability to go into a rage.

Description: Warrior can enter Uncontrollable rage which gives them melee weapon benefits. Entering Uncontrollable rage is automatic and does not take Action.

Uncontrollable rage adds +3 Body and +3 Speed but also subtracts -4 from Precision. These bonuses are stackable with all types of magical benefits. Essentially, +3 Attack and Damage with melee weapons, +3 to Reflex and Parrying rolls.

A raged warrior is unable to plan their attacks, think of tactics, or use a ranged weapon (except throwing weapons). Rage prevents PCs from using most skills, and they are only able to jump, climb, and perform other similar actions. They move in a straight line toward the nearest opponent to attack.

Rage lasts Body x5 rounds. Having 0 or less Body applies as 5 rounds. This is calculated with original Body points regardless of the current state of the Body. After the rage ends, the character is fatigued and suffers a -4 penalty on all rolls until they have rested for at least eight hours. Going into a rage again is impossible before resting.

Rage is uncontrollable, and at critical moments when the character experiences something unpleasant that could make them angry, it can break out on its own. To prevent rage, the character

must roll a Willpower of 15 or more. It is up to the player to decide what things make the character angry.

Uncontrollable rage can also be used against the character. If someone tries to provoke or offend the character with the goal of making them rage, they must roll Social skills against the character's Willpower check. If the Social skill roll is higher, the character will rage.

An enraged PC can turn against their allies when all opponents are either dead or lying on the ground.

After defeating all foes, the enraged PC must check their Willpower against a DL of 10 to calm down. If successful, calming down takes one turn. If unsuccessful, the PC will turn against their allies, targeting one per round. To avoid attacking an ally, the PC must check their Willpower against a DL of 5. This goes on until the PC calms down naturally (which takes Body x 5 turns) or succeeds in a Willpower 10 test.

Controlled

Rage

Price: 10

points

Prerequisite: Soul +1, Uncontrollable rage

Description: A warrior has better control over when they become enraged and when they calm down. All Willpower checks to control rage are 5 points easier. Rage can still break out spontaneously, but it is much easier to control. If someone tries to provoke the character into a rage, the character gets a +5 bonus to their Willpower check against the provocateur's Social skills check.

Tireless

Rage

Price: 10

points

Prerequisite: Body +2, Uncontrollable rage

Description: PC can get enraged as many times during a day as they have positive Body points without having to rest in between. The -4 penalty for being tired only applies after the last enragement.

Developing

Rage

Price: 20

points

Prerequisite: Uncontrollable rage

Description: If a warrior kills during their rage (they don't technically have to kill, the opponent just needs to lie motionless on the ground), inspires the warrior to get more enraged.

Each kill adds one point to Body and one to Speed. Points accumulate until the character reaches a maximum of +6 to Body and +6 to Speed from the rage ability.

Shooter

Point-blank shot

Price: 10 EXP

Prerequisite: -

Description: With a bow, +2 to Attack and Damage if the target is within 20 meters. With a crossbow or firearm, +4 to Attack (there is no bonus to damage).

Devastating shot

Price: 15 EXP

Prerequisite: Body +2

Description: Body points (capped at +4) are added to Damage on all shots taken with a bow.

Long-range shooting

Price: 10 EXP

Prerequisite: -

Description: The range for bows and thrown weapons is multiplied by x1,5.

Rapid Shots

Price: 20 EXP

Prerequisite: Precision +2, Bows +8

Description: Character can shoot off 3 arrows with a bow per Full Attack instead of the usual 1. Penalty of 0 Attack on first arrow, -2 Attack on second arrow and -4 Attack on third. Character has the option to shoot 2 arrows with no penalty.

Improved Rapid Shots

Price: 10 EXP

Prerequisite: Precision +4, Rapid Shots, Bows +12

Description: Character can shoot 4 arrows per Full Attack. A penalty of Attack -2 on third arrow, a penalty of Attack -4 on fourth arrow. The PC has an option to only shoot 3 arrows with no penalty.

Rapid Reload

Price: 15 EXP

Prerequisite: Precision +2, Crossbows and Firearms +12

Description: The character is able to reload a crossbow or firearm that normally takes a full Action to reload in the same Action when shooting. This rapid reload does not cause a Reaction.

This ability only works for one firearm at a time. If the character is making multiple attacks with

multiple different guns, they can only reload one gun in the same Action when shooting.

If the character decides not to attack during the Action, they can reload two guns, in which case reloading the guns causes a Reaction as usual.

Rider

Improved Charge

Price: 10 EXP

Prerequisite: Riding +4

Description: The character's mounted combat manoeuvre charge is more effective. With weapons suitable for charging, the weapon's damage is x3 instead of the usual x2.

Mounted Combat

Price: 15 EXP

Prerequisite: Riding +6

Description: Fighting on horseback while moving, but not charging, allows the character to add half of their Riding points to the damage of their melee weapon. If the character has an odd number of Riding points, the extra damage is rounded down (for example, Riding +7 adds +3 extra damage).

If the character has multiple attacks, they can add extra damage to all of those attacks. However, since the character only gets the extra damage if their horse is moving, they may not be able to make multiple attacks against the same opponent. They must divide their attacks among different opponents on the battlefield.

Mounted Archery

Price: 10 EXP

Prerequisite: Precision +2, Riding +6

Description: The character can shoot more accurately while riding a horse, and won't incur penalties for shooting from the back of a moving horse. Typically, there is a penalty of -4 for shooting while on horseback. Additionally, the penalty for shooting behind oneself, which is also -4, is eliminated.

Sneaky Fighter

Sneak

Price: 15 EXP

Prerequisite: Speed or Precision +2, Anatomy and Stealth skills +4

Description: Character can make 1 Sneak Attack per round. Sneak attack adds Characters's Anatomy skill level to Damage. Sneak Attack can only be made with short swords.

Attack

Sneak Attack can be used against enemies who are required to use Reflexes, rather than Parrying, when defending themselves. If an opponent chooses to use Reflexes themselves, for example, when using a specific manoeuvre that requires it, then Sneak Attack cannot be used against them. The most common instance where Sneak Attack can be used is when the attacker is hidden, and the victim cannot use Parrying because they cannot see the attacker, and must roll Reflexes instead.

Characters who are unarmed in hand-to-hand combat, meaning they don't carry a shield or any melee weapon, cannot use Parrying. Instead, they use Reflexes. Additionally, opponents using close combat weapons next to them get Attack of opportunity with melee weapon as a Reaction for their unarmed activities. This attack opportunity can also be used to perform a Sneak Attack.

In the middle of an ongoing battle, it's quite difficult to achieve a situation where characters are completely hidden from each other. Sneak attack could still be used from behind if the opponent is already engaged in combat with someone else. In this case, you must make a Stealth check against the target's Perception check. If successful, a Sneak Attack can be performed. If the target succeeds in the Perception check, the following attack will count as a regular attack. If the character fails the Perception check, they can't use Parrying to defend themselves, and instead must use Reflexes, and the attack will count as a Sneak Attack.

Sneak Attack can also be an Armour-bypassing attack or any other manoeuvre at the same time.

Only one Sneak attack can be made per round. If the character has multiple attacks per Full Attack, the remaining attacks have to be made as normal attacks. If the character uses the Sneak Attack during the Reaction, it cannot be used again during the same rounds Action.

PCs can choose to add Anatomy skill level or one d6 per 3 points of Anatomy skill level to their Sneak attack. For example, having Anatomy +9 means they can choose between +9 Damage or +3d6 Damage.

Improved Sneak Attack

Price: 10 EXP

Prerequisite: Speed or Precision +4, Stealth skills +10

Description: Unlimited amount of Sneak Attacks per round. PC can use a Sneak Attack during the same turn as both an Action as well as a Reaction. If a PC's Full attack is multiple Attacks, they can all be performed as Sneak Attacks.

Other requirements to perform a Sneak Attack remain the same.

The Fatal Blow

Price: 20 EXP

Prerequisite: Speed and Precision +4, Sneak Attack, Anatomy +12

Description: If a character observes their opponent carefully for at least one Action without doing anything else, and successfully performs a Sneak Attack on the following Action or Reaction (which causes damage), then the opponent must roll Body against Attacker's Anatomy skill level or die automatically (their Body is considered -11).

If the victim succeeds in the roll, they must roll again, or become paralyzed for a number of rounds equal to the attacker's Anatomy skill level.

If the character manages to avoid death and paralysis, they simply take damage as if they had been hit by a regular Sneak Attack.

This ability only works on large, medium, small, and smaller size categories.

Baffle

Price: 10 EXP

Prerequisite: Speed and Precision +2 Stealth skills or Social skills +6, having an ability that allows for multiple attacks per Full Attack.

Description: Character can use one of their attacks to disturb the enemy's defence. The character can use their Stealth or Social skills against the opponent's Reflex roll instead of making a weapon attack. If the roll is successful, the opponent becomes confused and until their next Action, they can only use Reflexes and not Parrying, thus allowing the character (and others) to use Sneak Attacks against them.

If the attacker can make three attacks in one Full Attack, has the Improved Sneak Attack ability, and successfully confuses the opponent, they can make two Sneak Attacks against the confused opponent in the same Action.

Sniper

Price: 10 EXP

Prerequisite: Precision +4, Sneak Attack, Weapon group specialization (Bows or Crossbows and Firearms)

Description: A character can use the Sneak Attack ability with a ranged weapon they have specialized in. However, this is only possible at the optimal shooting range.

Astral Sneak Attack

Price: 10 EXP

Prerequisite: Sneak attack, Metaphysics and Otherworld +6

Description: PC understands Otherworld beings so well they can use their Sneak Attack ability on Quasicorporeal souls and Quasicorporeal otherworldlings.

Since these creatures do not have an anatomical nature, a Sneak Attack against them means that the attack is directed towards their energy channels.

When making a Sneak Attack against such otherworldly creatures, the character adds a Metaphysics Skill level to the damage or one d6 for every three Metaphysics skill level points.

Astral Sneak Attack can not be executed against beings that lack any kind of body (living souls, dead souls, ethereal otherworldlings).

Usually, a Sneak Attack can only be made against creatures with an anatomical nature (humans, animals, corporeal otherworldlings).

Abilities related to Combat

Manoeuvres

Attack between Movement

Price: 20 EXP

Prerequisite: Movement Speed 40 or higher

Description: PC can use their Action to move, attack and move again. PC can make 1 attack not a Full Attack meaning a PC whose Full Attack is 3 attacks can only attack once between movements.

If an attack occurs between two movements, then the victim cannot make an Attack of opportunity with a melee weapon against the attacker, even though the victim is approaching or moving away. Usually, moving away would provide an Attack of opportunity with a melee weapon. However,

individuals with ranged weapons still get an Attack of opportunity with a ranged weapon.

If the attacker starts a manoeuvre while standing next to a victim, attacks and then moves, then the victim gets an Attack of opportunity with a melee weapon because technically the attacker is fleeing.

The movement part of the manoeuvre can not be used to go into hiding.

Quick hiding

Price: 10 EXP

Prerequisite: Attack between Movement, Stealth skills +10

Description: A character with the Attack between Movement ability can try to use this ability to hide at the end of their Action in addition to moving.

If the character moves at least 20 meters to a hiding spot (within reason, such as in the woods, etc.), they can roll their Stealth skill at a -10 penalty against the opponent's passive Perception. If the roll succeeds, they have successfully hidden, and to attack them, they must first be found.

Usually, a character cannot attack and hide in the same Action, even if the Attack between Movement ability allows attacking and moving in the same Action.

Advanced Disarm

Price: 10 EXP

Prerequisite: Speed or Precision +1

Description: The penalties for the Disarm manoeuvre are removed, meaning that there is no longer a -4 penalty to the Attack as would be typical.

Knockout

Price: 10 EXP

Prerequisite: Speed or Precision +4, Rapid Attack or Dual Wielding.

Description: Hitting an opponent twice within an Action can knock them out if they lose Body roll against the PC's weapon skill level.

If the opponent's roll is unsuccessful they will lose consciousness for 1 round.

Quick Blows

Price: 10 EXP

Prerequisite: Speed or Precision +4, Rapid Attack or Dual Wielding.

Description: If both hits land on the same opponent, the character gets an additional third hit against the same opponent.

Advanced Weapon-breaking strike

Price: 10 EXP

Prerequisite: Body +2

Description: Penalties disappear for weapon-breaking strikes. To break a weapon, the damage of the strike must exceed the hardness of the weapon.

Weapon group	Hardness	Master work (+1)	Masterwork (+2)
Short swords	10	13	16
Long swords	15	20	25
Axes and Maces	8	10	12
Spears	6	8	10
Crossbows and Firearms	8	10	12
Bows	2	3	4
Wooden shields	10	13	16
Steel shields	15	20	25

* - Hardness of heavy axes, maces and spear has been calculated taking into account that some details of these weapons have been made of wood, bone or some other fragile material. If the weapon has been made entirely of metal then the weapon's Hardness is 15, which is increased by +5 for each masterwork bonus.

Reaction manoeuvres

Attack during Defence

Price: 10 EXP

Prerequisite: Reflexes +4

Description: If a character decides to use Reflexes instead of a Parrying against an attack in hand-to-hand combat and succeeds, then they can immediately make a counter-attack.

The ability works once per round and uses up the character's Reaction.

Directing opponent's Attack

Price: 10 EXP

Prerequisite: Reflexes +6

Description: If a character uses Reflexes instead of Parrying in hand-to-hand combat and the roll is successful, they can deflect the attack against them so that it hits a bystander instead. The bystander must then make a Parrying roll.

The ability works once per round and uses up the character's Reaction.

Using opponent's Strength

Price: 10EXP

Prerequisite: Attack during Defence or Directing opponent's Attack

Description: Executing a successful Attack during Defence manoeuvre adds opponents' Body points, as well as their own Body points to damage.

Executing a successful Directing opponent's Attack manoeuvre adds their own Body points, as well as the opponent's Body, points to the redirected attack's damage.

Evasion

Price: 10EXP

Prerequisite: Reflexes +8

Description: PC can avoid damage from cannons, grenades, explosions and other such attacks that require Reflexes to lessen their damage.

Normally, a character has to make a Reflexes roll to take half damage from a cannonball or explosion, but a character who has taken this ability always automatically takes half damage. If they succeed on a subsequent roll that would normally reduce damage to half, they take no damage at all.

Essentially, a character with this ability is nearly impossible to harm with any kind of explosion.

Final Attack

Price: 10 EXP

Prerequisite: Reflexes +4

Description: If a character loses all their health points as a result of an attack but remains alive (i.e., their Body score does not drop below -10), they can make one automatic attack without any penalties. During this attack, the character can also say one sentence. After the attack, the consequences of losing all hit points still occur.

If the character has the ability to cast curses that would normally take a whole Action, they can use Final Attack to perform the curse without giving the opponent any chance to respond.

Note to GM: This is a suitable ability for characters who plan to take their opponent down with them in a tragic battle. It's also a nice addition for any villains whose fate, if the characters' plans succeed, is likely to end in death.

Abilities related to specific weapon groups

Although there are only swords and axes and maces, as skills, when it comes to manoeuvres associated with weapon groups, they are further divided into long and short swords, light and heavy axes, and blunt weapons. The equipment chapter shows which subgroup a particular sword or axe belongs to.

Brutal hacking

Price: 10 EXP

Prerequisite: Speed +2, Weapon group specialization (Swords or Axes and Maces)

Can only be attempted with long swords and heavy axes.

Description: If a blow from a heavy axe or long sword hits and the target takes at least 6 damage, the target must roll a Body check against the attacker's Swords or Axes and Maces skill level or lose 1 HP per round for as many rounds as the attacker has their Swords or Axes and Maces skill level. The Medicine check is 15 to stop bleeding.

Multiple hits do not add up to the points lost. The wounded can only lose 1 HP per round in this way.

To avoid bookkeeping, the gradual damage can be replaced with immediate damage. In this case, the weapon damage is rolled again. Only weapon damage, Body points, and no other abilities are added to this damage. Armour does not protect against this additional damage.

Crushing blow

Price: 10 EXP

Prerequisite: Body +2, Weapon group specialization (Axes and Maces)

Can only be attempted with heavy axes and blunt weapons.

Description: If an attack with a heavy axe or a blunt weapon hits and its total damage is 12 or more (i.e. damage before subtracting DR), it also shatters the opponent's armour. Each hit reduces the DR by one point. In addition, the victim receives the usual damage.

This ability only works against people or animals wearing physical armour. Animals or other creatures whose DR comes from their thick skin or something else are immune to this ability. Also, the ability does not work against the Magical DR of ghosts, and Otherworldlings.

Shocking blow

Price: 10 EXP

Prerequisite: Speed +2, Weapon group specialization (Axes and Maces)

Can only be attempted with blunt weapons.

Description: An attack with a blunt weapon dealing at least 6 damage can disorient the opponent for a round if they lose the Body roll against the attacker's Axes and Maces skill level. During the next round, the victim has to roll Reflexes instead of Parrying, and they cannot move or attack. Additionally, they cannot use their Reaction until they recover from the shock.

Precise Strike

Price: 10 EXP

Prerequisite: Speed +2, Weapon group specialization (Swords)

Only applicable to short swords.

Description: A character using short swords always has a +4 bonus to Armour-bypassing attack manoeuvres, meaning that a swordsman can usually avoid armour without any negative effects when using the correct weapons.

If the penalty for armour-bypassing is -6 and this ability is combined with a dagger, which also has a +4 bonus to Armour-bypassing attack manoeuvres, then the total sum of both bonuses would be +8. This does not mean that the character makes a strike with a +2 bonus. Rather, it means that the armour-bypassing attack occurs without any penalties.

Piercing Strike

Price: 10 EXP

Prerequisite: Speed +2, Weapon group specialization (Spears)

Can only be used with spears.

Description: If a spear strike hits and deals at least 8 Damage to the opponent, it means that the spearhead is inside the enemy's body. Before pulling the spear out, the spearman can twist the spear or push it forward, causing an additional 1d4+1 Damage (this damage is not affected by the attacker's Body attribute), which cannot be mitigated by armour since the spear has already penetrated the armour.

The spearman can choose not to pull the spear out of the opponent's body and automatically deal 1d4+1 damage every round that the spear remains inside. However, it should be noted that if the victim is not dying, they can still take Actions against the spearman on their turn.

Since the spear holds the victim in place, they cannot use Parrying to defend themselves and must use their Reflexes instead. To destroy the spear, check for spear hardness under the manoeuvres or equipment.

Abilities for Military Commander

Experienced Legate

Price: 10 EXP

Prerequisite: +6 or higher in Tactics and has to have taken part in at least 3 battles as a company commander or has graduated from Military Academy.

Description: Legate-led company gains +2 on Morale rolls in large battles.

At the individual level, NPCs who are led by the legate or directly employed by them receive a +2 bonus to Morale rolls.

Experienced Tactican

Price: 10 EXP

Prerequisite: +10 or higher in Tactics, has been to at least 3 battles as an army commander or has graduated from Military Academy.

Description: Entire flank of an army led by tactician gains +2 on Morale rolls.

At the individual level, NPCs who are led by the tactican or directly employed by them receive a +2 bonus to Morale rolls.

Abilities for Rulers and Chancellors

These abilities only benefit Domain rulers and Domain chancellors in activities associated with ruling.

None of the randomly hired starting domain chancellors have these abilities. However, these abilities can be purchased for NPCs with points earned through domain events if the requirements are met. In this case, one ability costs 2 EXP (not the same type of EXP PCs use).

PCs can purchase these abilities as they wish.

Accountant

Can be used by both Domain rulers as well as Domain chancellors.

Price: 10 EXP

Prerequisite: Mathematics and Economy +14

Description: The domain ruler/chancellor has developed a strong accounting sense; they know how to get things cheaper and optimize costs.

All establishments and developments that the domain ruler/chancellor constructs using their Domain Action cost 10% less.

This ability does not affect developments initiated by other domain chancellors.

Architect

Can be used by both Domain rulers as well as Domain chancellors.

Price: 10 EXP

Prerequisite: Art or Physics and Ballistics +14

Description: Ruler/chancellor is an experienced architect who can plan their own fortresses and fortifications.

Any fortifications (such as fortresses, bastions, walls etc) constructed using the rulers/chancellors' Domain Action and planned by them for at least one month receive 20% more Building HP than other fortifications of the same kind.

This ability does not apply to fortifications started by other rulers or chancellors' in their Domain Actions.

Recruiter

Suitable ability to domain ruler or domain strategist.

Price: 10 EXP

Prerequisite: Social skills +14

Description: The domain strategist or ruler is particularly skilled at enticing people to join professional standing army companies. A strategist or ruler can create twice as many standing army companies during a Domain Action.

Usually, by using one Action, a strategist or ruler can initiate the establishment of 1 standing army company per domain size in a Tactic roll/10. However, a recruiter divides their Tactic roll by 5 instead of 10, which means they can initiate the construction of roughly twice as many units at once.

This ability does not affect the cost of the units.

Heavy-Handed Ruler

This ability is meant for the ruler and if owned by a domain chancellor does not affect the domain.

Price: 10 EXP

Prerequisite: The ruler has a personality trait that indicates their brutality or strictness.

Description: Domeeni elanikud kardavad valitsejat, põhjusega. Valitseja oskab väga hästi igasugused rahulolematuse ilmingud maha suruda

ning temast õhkab rangust. Vähesed julgevad talle otse midagi öelda aga seljataga...

Inhabitants of the ruler's domain are frightened by the ruler with good reason. The ruler exudes rigour and is good at quelling unrest. Nobody dares say anything to the ruler but much is said behind their back.

Domain Discontent decreases by -10%, but Corruption increases by +5%.

Magistrate Ruler

This ability is meant for the ruler and if owned by a domain chancellor does not affect the domain.

Price: 10 EXP

Prerequisite: Law & Society +14, can't be bought when the character has Business Savvy Ruler

Description: The domain ruler has extensive experience as a magistrate and is well-versed in laws, making it easy for them to detect any deviations. As a result, it is significantly more difficult for domain officials to engage in corrupt activities. Unfortunately, it turns out that several business deals that were beneficial for the domain, in the long run, involved some degree of corruption.

Domain Corruption decreases by -10%, but Prosperity also decreases by -5%.

Business Savvy Ruler

This ability is meant for the ruler and if owned by a domain chancellor does not affect the domain.

Price: 10 EXP

Prerequisite: Mathematics and Economy +14, can't be bought when the character has Magistrate Ruler

Description: The domain ruler regards the domain as a business project. Therefore, the domain attracts entrepreneurs, adventurers, and new settlers who wish to live in a place where their rights are less restricted, and free enterprise is encouraged. Unfortunately, the free enterprise often means turning a blind eye to the laws.

Domain Prosperity increases by +10%, but Corruption also increases by +5%.