SAKE

Name	Date of birth	Place of birth	Nationality

Body	Speed	Precision	Soul	Intellect	Instinct
Permanent:	Permanent:	Permanent:	Permanent:	Permanent:	Permanent:
At moment:	At moment:	At moment:	At moment:	At moment:	At moment:

Corresponding attribute + Skill ranks = Skill level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Athletics (Body) (− Armour Penalty)			
Axes and Maces (Speed)			
Spears (Speed)			
Swords (Speed)			
Stealth skills (Prec) (− Armour Penalty)			
Riding (Prec)			
Bows (Prec)			
Crossbows and Firearms (Prec)			
Civilian weapons (Prec)			
Mechanics (Prec)			
Metal, Stone and Woodwork (Prec)			
Textile and Leatherwork (Prec)			

Corresponding attribute + Skill ranks = Skill level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Medicine (Anatomy + Herbalism)/2 (Int)			
Anatomy (Int)			
Herbalism (Int)			
Agriculture (Int)			
History and Linguistics (Int)			
Geography and Navigation (Int)			
Law and Society (Int)			
Mathematics and Economy (Int)			
Metaphysics and Otherworld (Int)			
Physics and Ballistics (Int)			
Tactics (Int)			
Theology (Int)			

Corresponding attribute + Skill ranks = Skill level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Perception (Instinct)			
Social skills (Instinct) (+ Lifestyle)			
Wilderness skills (Instinct)			
Art (Instinct)			
Music (Instinct)			

HP

Current HP

10 + ... + ... = ...
(10 + Body + purchased HP (2 EXP for 1 HP))

Reflexes

... + ... − ... = ...
(Speed + purchased Reflexes (5 EXP for 1 Reflexes) - Armour penalty)

Parrying

... + ... + ... = ...
(Reflexes + purchased Parrying (3 EXP for 1 Parrying) + Shield)

Movement Speed

... − ... + ... = ...
(Base Movement Speed - Armour (-4 m for Medium, -8 m for Heavy) + purchased Movement Speed (4 EXP for 2 meters))

Armour (Armour Type)

Armour Penalty: ...

DR

SHP

Current SHP

10 + ... + ... = ...
(10 + Soul + purchased SHP (2 EXP for 1 SHP))

Willpower

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

Spell Resistance

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

Spellpoints

Current Spellpoints

... + ... = ...
(Willpower + Spellpoints from Spells)

Magical DR

Wounded

(50% of HP, -2 to all rolls that require physical activity)

Severely wounded

(25% of HP, -4 to all rolls that require physical activity)

Fatigued

(-4 to all rolls)

Bone fractures

(Effects of bone fractures and time until recovery):

Experience used to build character

Unused EXP

Weapons and Special Attacks	Attack bonus	Number of Attacks	Damage	Piercing	Range or reach	Special Properties and/or Ammunition

Passport of The Asteanic Empire

....
(Given name) (Surname)

.....
(Gender)

.....
(Date of Birth)

.....
(Place of Birth)

.....
(Nationality)

....
(Height) (Weight) (Eye colour)

.....
.....
.....
(Special features)

Holder of this document belongs to castes:
.....
.....

Is bloodline/ citizen/ retainer of house:
.....,

belongs to clan:
.....,

bears honours, titles and offices of:
.....
.....,

is vassal/ client/ samurai/ retainer of:
.....
(Specific person)

Holder of this document is a member of temple/ syndicate/ order or other organization:
.....,

bears honours, titles and offices of:
.....
.....

and answers to:
.....
(Specific person)

Taking into account the aforementioned, the holder of this document has been granted following privileges:

- ☐ Freedom of movement
- ☐ Right to own land
- ☐ Right to bear Civilian Weapons
- ☐ Right to trade in specified goods (.....)
- ☐ Right to produce specified goods (.....)
- ☐ Right to bear all arms
- ☐ Right to practice magic
- ☐ Samurai stipend, 10 GD per month
- ☐ Right to own and tax tenant villages
- ☐ Right to retain samurai and other clients
- ☐ Right to own a manufacture
- ☐ Right to participate in large scale trade with all goods
- ☐ Right to gather taxes in specified area (.....)
- ☐ Freedom from tolls in specified area (.....)
- ☐ Freedom from taxes
- ☐ Sanctity (Crimes against holder of this document are considered most severe.)

Taking into account the aforementioned, the holder of this document has following obligations toward state/ house/ clan/ syndicate or person (.....):

- ☐ Tenant's tax (50% tax from all produced goods)
- ☐ Obligation to train, acquire weapons and serve as ashigaru
- ☐ Samurai's bond of loyalty
- ☐ Free tenant's tax (24 SD in Domain Turn)
- ☐ Freeman's tax (10 GD in Domain Turn)
- ☐ Land Aristocrat's tax (75 GD in Domain Turn)
- ☐ Productor's tax (400 GD in Domain Turn)
- ☐ Licensed trader's tax (375 GD in Domain Turn)
- ☐ Vassal's/ client's specific obligations (..... .....)

Personality traits, principles, madnesses, pacts with lesser gods and goals (10 in total)

Languages

☐ Ability to read and write

Abilities (Short description)

Equipment and assets

Liquid assets carried

Banknotes of specified Bank (..)

Gold denari (GD) (400 coins = 1KG)

Silver denari (SD) (400 coins = 1KG)

Copper denari (c) (200 coins = 1KG)

Other

PC's home (type and description)

Items at home

Light Carrying Capacity

Maximum Carrying Capacity

(At Maximum Carrying Capacity Character's Movement Speed is halved and all rolls that require physical activity are rolled with -4 penalty.)

Always worn	Weight
Coins	
Always worn (Weight):	

Type of steed

Body

HP

DR

Movement Speed

Parrying

(Steed,s Parrying is Riders Riding skill -4 + appropriate shield)

Carrying Capacity

Other Info

Type of pack animal

Body

HP

Movement Speed

Reflexes

Carrying Capacity

Type of pack animal

Body

HP

Movement Speed

Reflexes

Carrying Capacity

Adventuring gear (armour, weapons and backpack contents)	

Adventuring gear (armour, weapons and backpack contents)	
Adventuring gear (Weight):	
Total weight of all carried equipment	

Equipment in the caravan (in saddle bags and/or on pack animals)	Weight
Total weight of all equipment in caravan:	

SAKE Game events in the perspective of

At the end of each game session write down events that your PC would consider important. Evaluate each event by how dangerous it was for the PC, did the PC use cunning, was the event unpredictable, was it likely to fail thus testing the PC, did the PC discover anything notable. PC gets one experience point per category.

Write up to 3 personality traits, personal principles, goals, pacts with lesser gods or madnesses that came up during the event. PC gets 1 EXP for each.

Event description	Peronality traits and/ or principles related	Aquired EXP
		Danger: Cunning: Unpredictability: Test: Discovery:
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SAKE Sorcerer's stats as azure warrior and Spellbook

SHP Current Soul HP

... + ... = ...
(Soul + purchased Reflexes)

Reflexes

... + ... + ... = ...
(Reflexes + Astral shield + purchased Parrying)

Parrying

... + ... = ...
(Base Movement speed (as Soul instead of Speed) + purchased Movement Speed)

Movement Speed

Spellpoints Current Spellpoints

Astral Armour

MDR

Fighting as azure warrior grants you DR 20 against nonsilver and nonsoulbleed weapons.

Max amount of controlled animals

Amount of controlled animals

Max amount of controlled undead

Amount of controlled undead

When fighting as azure warrior:

- For Attack bonus recalculate your weapon skill using Soul Attribute
- For Damage bonus, use Soul instead of Body.
- Soulbleed weapons can only damage Soul Health Points.
- Soulbleed weapons pierce all nonmagical physical protection.

Fighting as azure warrior grants you some special properties of ethereal otherwordling:

- Immunity to precision damage (Sneak Attacks and called shots)
- Immunity to poisons and diseases
- Immunity to acid and fire damage
- Immunity to electrical damage

(Type of familiar or guardian spirit)

Presence or Soul ; Speed ;
Precision ;Intellect ;
Instinct

HP or SHP
Reflexes
Parrying/ Static Parrying
DR
Movement Speed

Willpower (Morale)
Spell Resistance
Attack and Damage

Important skills and Abilities

Weapons and Special Attacks	Attack bonus	Number of Attacks	Damage	Piercing	Range or reach	Special Properties and/or Ammunition

Roll against	Roll against	Roll against
Spellpoint cost:	Spellpoint cost:	Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

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