SAKE

Name	Date of birth	Place of birth	Nationality
Azure Warrior Archetype			

Attribute	Permanent	At moment
Body	+2	
Speed	+2	
Precision	0	
Soul	+4	
Intellect	0	
Instinct	0	

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

	Attribute	Rank	Level
Athletics (Body) (− Armour Penalty)	+2	1	+3
Axes and Maces (Speed)			
Spears (Speed)			
Swords (Speed)	+2	4	+6
Stealth skills (Prec) (− Armour Penalty)			
Riding (Prec)	0	1	+1
Bows (Prec)			
Crossbows and Firearms (Prec)	0	1	+1
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)	0	+1	+1
Physics and Ballistics (Int)			
Tactics (Int)	0	1	+1
Theology (Int)			

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

	Attribute	Rank	Level
Perception (Instinct)	0	1	+1
Social skills (Instinct) (+ Lifestyle)	0	1	+1
Wilderness skills (Instinct)			
Art (Instinct)			
Music (Instinct)			
Astral projection (Soul)	+4	6	+10

HP

Current HP

14

10 + 2.. + 2.. = 14..
(10 + Body + purchased HP (2 EXP for 1 HP))

Reflexes

+2

2.. + ... − ... = +2..
(Speed + purchased Reflexes (5 EXP for 1 Reflexes) - Armour penalty)

Parrying

+6

2.. + 3.. + 1.. = +6..
(Reflexes + purchased Parrying (3 EXP for 1 Parrying) + Shield)

Movement Speed

34

34.. − ... + ... = 34..
(Base Movement Speed - Armour (-4 m for Medium, -8 m for Heavy) + purchased Movement Speed (4 EXP for 2 meters))

Armour (Armour Type)
Leather armour

Armour Penalty: −...

DR

2

SHP

Current SHP

10 + 4.. + ... = ...
(10 + Soul + purchased SHP (2 EXP for 1 SHP))

Willpower

+4

4.. + ... = 4..
(Soul + purchased Willpower (5 EXP for 1 Willpower))

Spell Resistance

+4

4.. + ... + ... = ...
(Willpower + purchased Spell Resistance (3 EXP for 1 SP) + Amulet)

Spellpoints

7

4.. + 3.. = 7..
(Willpower + Spellpoints from Spells)

Current Spellpoints

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: 100

Unused EXP

Weapons and Special Attacks	Attack bonus	Number of Attacks	Damage	Piercing	Range or reach	Special Properties and/or Ammunition
Silver Katana	+6	1	1d10+4 (two hands)			Hand-and-a-Half weapon
Basic crossbow	+1	1	1d10	2 (0)	60	Two-Handed weapon, Piercing weapon. Loading takes one Action. Can be used on horseback. 20 bolts

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

Asteanic or other mother tongue

Abilities (Short description)

Master of Two-handed weapons
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.

SAKE Equipment and assets

Liquid assets carried

Liquid assets carried
Banknotes of specified Bank (...)
Gold denari (GD) (400 coins = 1KG)
3
Silver denari (SD) (400 coins = 1KG)
4
Copper denari (c) (200 coins = 1KG)
25
Other

PC's home (type and description)

Items at home

Light Carrying Capacity: 28

Maximum Carrying Capacity: 56

(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	
Documents	
Silver Katana	1,5
Arm shields	1
Notebook, 100 pages	0,1
Dip pen	-
Ink for 100 pages, in a glass bottle	0,2
Opium pipe	-
5 doses of Opium +8	-
Always worn (Weight):	2,8

Adventuring gear (armour, weapons and backpack contents)	
Leather armour	4
Basic crossbow	2
20 bolts	1
Backpack	0,5
Waterskin, 2 litres	2
Flint and steel	.
Tent, for two people	2
Sleeping bag	1
Trail rations for 7 days	7

Type of steed:

Body: | Movement Speed:

HP: | Parrying:

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

Carrying Capacity:

Other Info

Type of pack animal:

Body: | Movement Speed:

HP: | Reflexes:

Carrying Capacity:

Type of pack animal:

Body: | Movement Speed:

HP: | Reflexes:

Carrying Capacity:

Adventuring gear (armour, weapons and backpack contents)	
Adventuring gear (Weight):	19,5
Total weight of all carried equipment	22,3

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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		Danger: Cunning: Unpredictability: Test: Discovery:
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Sorcerer's stats as azure warrior and Spellbook

14

SHP Current Soul HP

+4 4.. + ... = +4
(Soul + purchased Reflexes)

Reflexes

+7 4.. + ... + 3.. = +7
(Reflexes + Astral shield + purchased Parrying)

Parrying

38 38 + ... = 38
(Base Movement speed (as Soul instead of Speed) + purchased Movement Speed)

Movement Speed

7

Spellpoints Current Spellpoints

Astral Armour
-

0

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
Choking (Athletics +5)	-1 (+5)	1	-			To escape from choking, both parties must roll mutual Athletic checks. The victim of a choke loses consciousness after a number of rounds

Sixth Sense

Roll Astral projection against 20

Spellpoint cost: 1

The spell itself grants the power to see and hear ghosts and other otherwise invisible beings, such as invisible otherworldlings or Azure Assassins. The sorcerer can also automatically discern whether something is a magical item or not.
The ability lasts for ten minutes multiplied by the Astral Projection skill level. The roll is affected by psychotropic substances but not by the Mirrors to the Otherworld.

Ritual: Astral Projection

Roll Astral projection against 30

Spellpoint cost: 1

The sorcerer, as a soul, can leave the body but cannot enter the Otherworld.
This is the fundamental ritual for astral travellers, to which various Auxiliary Abilities can be added. To exit the body as a soul, make a roll against DL 30. The sorcerer can use the Mirror to the Otherworld and psychotropic substances to enhance their roll.
The sorcerer can also exit the body during sleep; for this, they must roll against DL 20. Prior to this, the sorcerer must fall asleep and gain control over their dreams. To achieve control, they must roll Willpower against DL 20. If the sorcerer fails to gain control of their dreams or cannot exit the body, they will simply sleep peacefully until morning.
If the sorcerer returns to their sleeping body and wishes to wake up, they must roll Willpower against DL 10, or they will simply continue sleeping after returning. Exiting their body through sleep cannot be influenced by the Mirror to the Otherworld, but the benefits of psychotropic substances still apply.

Manipulation of Physical Objects

Roll Astral projection against 20

Spellpoint cost: 1

The astral traveller's soul is capable of manipulating physical objects in the human realm.
Without this spell, an astral traveller cannot manipulate any physical objects, meaning they cannot open doors or perform similar tasks. To go through a door, they must move through the Otherworld. However, for a would-be assassin like the Azure Warrior, such detours can result in the target's escape or wandering aimlessly in the Otherworld.
This ability allows sorcerers to move objects, with the strength of their soul determining their effectiveness. However, it does not enable them to hold objects for an extended period since a sorcerer's soul lacks physical attributes. Manipulation consists of short-lived pushes, squeezes, or gusts of wind, in a sense.
The sorcerer's soul still cannot use physical clothing, shields, armour, or weapons. Still, this ability grants them one physical attack – now they can physically strangle a victim.
The roll is not influenced by psychotropic substances or the Mirror to the Otherworld.

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

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