

Adventurer's Guide to Savits

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Part I

The Game

Chapter 1

PLAYERS

Player Characters

Game Runner

Chapter 2

DICE

Notation

We use dN to denote an N -sided die. The dice commonly used in this game are: $d4$, $d6$, $d8$, $d10$, $d12$, $d20$ and $d100$. If we want to say, “roll X dice and add their results together,” we denote that with XdN . For example, to say, “roll two eight-sided dice and add the results”, we write $2d8$.

$d12$

The $d12$ is the main die that determines the fate of characters in **this game**. In general, when the fate of a character hangs in the balance of chance, the player assembles a pool of dice based on the stats (chapter 4) that are relevant to the situation. The roll of those dice determines the outcome.

Difficulty Threshold

Whether a roll is a success or a failure depends on the Difficulty Threshold (DT) of the task. The DT is a value between 1 and 12, which determines which rolls are successes and which are failures. For any particular task, the DT is either set by the GR, or is computed from the opponent’s stats. Rolls with results greater than the DT are counted as successes and the remaining rolls are failures.

Rolling 1 or 12

When rolling for a test, rolls of 1 or 12 has special meaning: they provide double the successes/failures. Rolling 1 gives two failures and rolling 12 gives two successes.

Margin of Success

The difference between the number of successes and the number of failures on a roll is the Margin of Success. For basic tests, the size of the margin does not matter, as long as it is positive. For more complex situations, the GR can use the margin to determine the degree of success. In encounters, the margin is used for further rolls to determine the details of the result.

Note When playing with real dice, the margin can be determined by pairing success and failure dice and setting them aside (for 1 and 12, remove two of the opposite dice), and counting the remaining dice.

Tests

Depending on the complexity of the task at hand, different types of tests can be used to determine

the success. Broadly, the tests fall into two categories: basic and extended. Basic tests are used for quick and simple obstacles, while extended tests are used for longer tasks, such as combat.

Basic Test

A basic test is used for a situation with a simple success/failure outcome. If it makes sense, the margin of success can be used to determine the details of the test.

1. GR specifies which stats are applicable
2. Player assembles the dice pool
3. GR sets or determines the DT
4. Player rolls the dice and determines the margin of success
5. GR interprets the result

Extended Test

An extended test occurs during more complicated tasks; a common example is combat, or a negotiation. It represents an arduous task that requires time and concentration to complete.

It differs from the basic test in that the pool starts with the initial size, then, after every roll, failures are removed, and new dice are added based on the relevant stat – either CON or CHA.

1. GR specifies which stats are applicable
2. Player assembles the dice pool
3. GR sets or determines the DT
4. Player rolls the dice and determines the margin of success
5. GR interprets the result
6. Player removes all dice that came up failures from the pool
7. Player adds CON/CHA dice to the pool
8. Repeat from 3.

Saving Throws

Chapter 3

STORY STRUCTURE

Campaign

Adventure

Session

Encounter

Part II

Character

Chapter 4

STATS

Basic Stats

Stats describe your character mechanically. When a situation arises where your success is not certain, your future is in the hands of fate, in the form of dice.

The basic stats are divided into two categories. The physical stats – Strength, Dexterity, Constitution and Stability – represent the physical state and fitness of your character, while the mental stats – Intelligence, Knowledge, Composure and Charisma – describe your mental capabilities.

Physical Stats

Strength

The Strength (STR) stat describes how physically strong your character is. It is used in feats of strength such as moving heavy things, wielding heavy weaponry and construction.

Dexterity

Dexterity (DEX) refers to how nimble and fleet-footed a character is. Running, climbing, dodging projectiles, DEX is an important tool in any adventurer's arsenal.

Mental Stats

Intelligence

High Intelligence (INT) means your character is quick-witted and can think on their feet. Whether it's computing an alchemical formula or double-entry bookkeeping, INT helps you complete mental tasks quickly and correctly.

Constitution

Constitution (CON) shows how long a character can keep operating under physical stress, be it from injury or from disease. It also helps you keep fighting for longer.

Stability

Stability (STB), on the other hand, describes how hard a character is to hurt in the first place. A character with high STB is sure on their feet and hard to move if they don't want to leave.

Knowledge

Knowledge (KND) represents all the facts and figures, the lore and histories, your character has memorized. What is the chief export of this kingdom? Who slighted whom at the latest ball? What is the name of the demon standing in front of you? A character with high KND can answer

those questions.

Composure

In a social situation, Composure (CMP) helps you stay calm and unfazed. When a nobleman slights you, or the crowd starts jeering your words, CMP keeps you from reacting in a way you might later come to regret.

Derived Stats

Additional stats are derived from basic stats. They are not static, but change, either when the basic stats they are derived from change, or, in the case of hitpoints and mental points, as part of an encounter.

Physical derived stats

Hitpoints

$$HP = (CON + STB) \cdot (2 + level)$$

Your character's Hitpoints (HP) is a description of your character's current physical state.

The formula above calculates the maximum HP, that is, the HP a character has at the start of the game, or when their HP has been fully restored by other means. If a character's CON and STB would result in the character having negative HP, that character's maximum HP is 0. That means that this character is naturally frail and can be put in mortal danger by the slightest physical threat.

Mental derived stats

Mental Points

$$MP = (CHA + CMP) \cdot (2 + level)$$

Mental Points (MP) show how strong the char-

Charisma

A character with high Charisma (CHA) is good at convincing others. In a negotiation, they get what they want. They can hold a crowd in the palm of their hand and have everyone doing their bidding.

Damage sustained – either from combat, or from other events – gets subtracted from the current HP. If your HP drops below 0, you are at death's door. Your character's life hangs in the balance, and it is up to the GR to determine what happens next.

Armor Class

$$AC = STB + DEX + Armor$$

Armor class (AC) represents how hard a character is to hurt in combat. This stat only changes when one of the components changes, i.e., when either STB or DEX changes for some reason, or when the character replaces their armor.

acter is mentally at any point. They behave the same as HP, but are used in mentally taxing situations, such as negotiations and debates. Also like HP, a character can have 0 MP. Such a character can be outwitted by the simplest

shopkeep. A character dropping below 0 MP is also at the mercy of the GR: they may faint, be too exhausted to continue, or something else entirely.

Like AC, Astuteness (AT) represents the character's resistance in a clash of words and minds. This stat also only changes when one of the constituent stats changes.

Astuteness

$$AT = CMP + KND + INT$$

Chapter 5

CHARACTER CREATION

Mechanics

1 Add +1 to all stats

Your character starts with +1 in all basic stats.

2 Add +1 to two stats of choice

Pick two basic stats and add +1 to them.

3 Choose classes

Choose two classes (chapter 6) for your character. You may choose two combat classes, two non-combat classes, or one combat and one non-combat class.

Add their stats to those you already have. Add their weapon, armor and skill proficiencies to your character.

4 Reallocate stats

Now you may move stat points around; you can move a point from one stat to another. That means you add +1 to one and -1 to another.

Role-playing

Name

It is a good idea to give your character a name. Your fellow adventurers and the GR will need to refer to your character a lot, so make sure to pick one that you don't mind saying and hearing a lot.

5 Choose starting equipment

Choose a weapon and an armor for your character.

For a weapon, you should choose a weapon you are proficient in. If you are not proficient in any weapons, you may use a simple weapon, such as a knife.

Normal clothes count as no armor. If you choose heavy armor, make sure to subtract a point of DEX.

If you are not sure what category the weapon you want your character to have falls into, talk to your GR.

6 Compute derived stats

Compute the derived stats from your basic stats and your armor.

Background

Giving your character an interesting background makes telling the story of your adventures easier.

What drives your character? What made them pursue their chosen profession, i.e., their classes? Why do they wield the weapon they do? Is their armor a family heirloom?

In this book I use “you” and “your character” more or less interchangeably, because most of the time, the goal in a role-playing game is for you to *become* your character. To, for a few hours, inhabit your character’s very being – to speak and act as they would.

Chapter 6

CLASSES

Classes are divided into two categories: combat classes and non-combat classes. Your character is not limited to one category, in fact, it might be a good idea to pick one class from each category.

The combat classes focus on dealing physical damage, either using their weapons, or by magical means.

Non-combat classes are more adept at negoti-

ations and using their skills to advance their goals.

Each class grants three stat increases, depending on what stats are appropriate to the class. Classes also grant weapon and armor proficiencies.

Classes also grant proficiencies in certain skills.

Class Descriptions

Classes are described in chapters 7 and 8. The description preceding each class describes the general “feel” of each class. Your character is not required to conform with it; if you feel like the stats and abilities of a given class are appropriate for your character, go with it.

Stats

The stat list shows which stats your character gains from this class.

Standard weapons

Standard weapons are weapons a given class would generally be expected to use. These are ideas for what a character of this class would normally wield, however, you can pick something more appropriate to your character’s backstory. As long as your character is proficient in their weapons, they will be just as effective.

Weapon proficiencies

This is the list of classes of weapons a class is proficient in. As described in chapter 11, a class of weapons can mean many different kinds of weapons. All classes can use simple weapons, but those not proficient in their use cannot use them to their full potential.

Armor proficiencies

Armor proficiencies are the different kinds of armor a class can use. Ordinary clothes offer no protection, but can be worn by any character.

Skills

Each class also grants a set of skills that the character becomes proficient in. Some skills have specializations and in some cases, the player can decide what to specialize in. For instance, a witch knows Lore (), which means that the player gets to decide what area their character is particularly knowledgeable in.

Abilities

As part of an encounter or in certain circumstances, a character can use their class abilities to achieve their goals. Abilities marked with *reaction* can be used in reaction to another character's action. Abilities marked with *passive* have effects that are always active.

Chapter 7

COMBAT CLASSES

The first set of classes focuses on combat. Each of them specializes in their own way of dealing damage and controlling the battlefield.

Fighter

Fighters are trained in the use of melee weapons and can use them to great effect. This often puts them in the front line, where their role is to prevent enemies from hurting their more vulnerable allies.

Abilities

Sure Strike Pay dice for damage.

Guard

A guard's main job is to protect their allies from attacks. They may not be trained in the fine points of sword-fighting, but their ability to control a crowd is second to none.

Stats STR +1, CON +1, STB +1

Standard weapons Halberd/Spear, Shortsword

Weapon proficiencies Simple Weapons, Pole Weapons

Armor proficiencies Light Armor, Medium Armor, Heavy Armor

Skills Intimidation, Perception

Abilities

Knockout Knock enemy unconscious

Prevent Escape – reaction Attack of opportunity

Trip – reaction Knock passing enemy to the floor

Hold the Line Prevent stuff happening in an area around the character

Knight

The noble knight is trained in the art of swinging their sword with great efficiency. They can quickly disarm and subdue their opponent.

Stats	STR +1, DEX +1, STB +1
Standard weapons	Longsword
Weapon proficiencies	Bladed Weapons
Armor proficiencies	Light Armor, Medium Armor, Heavy Armor
Skills	Riding

Abilities

Disarm Remove enemy's weapon **Trip – reaction** Knock passing enemy to the floor

Brawler

When, at the end of the evening, the landlord wishes to empty his tavern of the increasingly unfriendly drunks, he employs a brawler. Using raw power and whatever weapon is at hand, the brawler can empty a room in short order.

Stats	STR +1, DEX +1, CON +1
Standard weapons	Brass Knuckles, Knife, Mace
Weapon proficiencies	Simple Weapons, Blunt Weapons
Armor proficiencies	Light Armor, Medium Armor
Skills	Athletics, Intimidation

Abilities

Juggernaut Move to another spot; damage resist while moving **Toss** Move enemy to another spot

Rogue

If fighters use power to gain the upper hand, rogues rely on finesse to dispatch their opponent, or, if the situation suggests it, run away.

Abilities

Volt Make a normal attack, but step back without triggering reactions.

Thief

The stealthy thief would rather avoid a fight, if possible. However, when cornered, they can fight like a cat.

Stats	DEX +1, INT +1, CMP +1
Standard weapons	Dagger, Cosh, Throwing Knife
Weapon proficiencies	Simple Weapons, Ranged Weapons
Armor proficiencies	
Skills	Athletics, Stealth, Mechanism Operation

Abilities

Backstab Do big damage from hidden

Disappear Go into hidden

Swashbuckler

Debonair and nimble, the swashbuckler is a master of flair, their flashing sword feared by who dare impugn their honor. They are not, however, above using their crossbow to settle a dispute quickly and efficiently.

Stats	STR +1, DEX +1, CHA +1
Standard weapons	Rapier, Throwing Knife, Crossbow
Weapon proficiencies	Simple Weapons, Bladed Weapon, Ranged Weapons
Armor proficiencies	Light Armor
Skills	Athletics

Abilities

Flunge Close gap to attack

Parry – reaction Remove some number of attacker's attack dice or successes

Ranger

Rangers prefer the quiet of the wilderness, to the bustle of a big city. They can survive in a forest for extended periods of time. Spending time outside also makes them a well of knowledge regarding the local fauna, flora and geography.

Survivalist

The survivalist strives to be one with nature; living off the land, foraging, and finding shelter – without leaving a trace.

Stats	DEX +1, CON +1, INT +1
Standard weapons	Knife, Machete, Bow
Weapon proficiencies	Simple Weapons, Ranged Weapons
Armor proficiencies	
Skills	Survival, Lore (nature), Track

Abilities

Soothe Soothes an animal or of relevant human

Resist the Elements – passive Some resistance to hot, cold, wet, dry

Parkour Move across terrain. Disengage without triggering reactions

Throat Punch Unarmed strike that temporarily disables opponent

Shelter Find or build shelter in a real hurry

Hunter

With their trust animal companion, the hunter stalks the local forests for game. In a forest, a hunter can disappear and remain completely unseen until they strike.

Stats	DEX +1, CON +1, KND +1
Standard weapons	Knife, Spear, Bow, Sling
Weapon proficiencies	Simple Weapons, Ranged Weapons
Armor proficiencies	Light Armor
Skills	Animal Handling, Lore (geography), Stealth, Track

Abilities

Aimed Shot Spend dice, get damage, but ranged

Command Companion Make animal companion do thing

Camouflage Hide while no one is looking

Mage

Magic users weave arcane forces present in the world into powerful magicks. Each magic user draws spells from a specific tradition, or school, of spellcasting.

Witch

The effects of the witch may be subtle, but they are powerful. Let the wizards have their flashes and bangs, the witch's rituals bend reality itself to their advantage.

Schools Nature, Demonology, Elemental, Mesmerism, Necromancy

Stats INT +1, KND +1, CMP +1

Standard weapons Knife, Stick

Weapon proficiencies Simple Weapons

Armor proficiencies

Skills Lore (arcane), Lore (), Empathy

Wizard

The wizard controls the forces of nature and reality around them to weave displays of absolute power.

Schools Elemental, Illusion, Force, Transmutation, Physiology

Stats INT +1, KND +1, CHA +1

Standard weapons Dagger, Staff

Weapon proficiencies

Armor proficiencies

Skills Lore (arcane), Research (arcane)

Chapter 8

NON-COMBAT CLASSES

Craftsman

Builder

Tinker

Artist

Intellectual

Historian

Scientist

Occultist

Leader

Trader/Diplomat

Priest

Laborer

Farmer

Stevedore

Chapter 9

SKILLS

Proficiency Bonus

Chapter 10

LEVELING

?

Part III

Items

Chapter 11

EQUIPMENT

Armor

None

When a character is wearing clothes that offer no protection, they do not get a bonus to their AC.

Armor 0

Examples Farmhand's clothes, Ball gown, Wizard's robe

Light Armor

Light armor is clothing that has been designed to offer some protection.

Armor +1

Examples Leather armor, Padded cloth

Weapons

Weapons fall into one of five classes: simple weapons, bladed weapons, blunt weapons, pole weapons and ranged weapons. These classes are broad descriptors of how different types of weapons behave in the game. A player may choose any weapon, or even invent a whole new kind of weapon, and, together with the GR, determine what class it falls into.

Simple Weapons

Simple weapons are weapons that do not require training to use. This is the only class of weapons that can be used without a proficiency, however, in that case the proficiency bonus does not ap-

Medium Armor

Medium armor is, usually, metal armor that has been designed for protection in battle, while still allowing a full range of motion.

Armor +3

Examples Chainmail, Cuirass

Heavy Armor

Heavy armor offers high protection, however, due to its stiffness and weight, it restricts the motion of the wearer.

Armor +5

Stat adjust DEX -1

Movement adjust -5 m

Examples Full Suit of Armor

ply.

Proficiency stat STR

Damage die D4

Examples Dagger, Club, Knife, Shortsword

Bladed Weapons

Bladed weapons that require training deal more damage, but require proficiency.

Proficiency stat	STR
Damage die	D6
Examples	Longsword, Katana

Blunt Weapons

Blunt weapons depend on their weight and the strength of the wielder to deal damage. However, they make the user less dexterous, due to their unwieldiness.

Proficiency stat	STR
Damage die	D6
Damage stat	STR
Stat adjust	DEX -1
Examples	Mace, Flail, Warhammer

Pole Weapons

Pole weapons can reach farther than other weapons.

Proficiency stat	DEX
Damage die	D4
Damage stat	DEX
Examples	Spear, Halberd, Glaive

Ranged Weapons

Ranged weapons fire projectile at a target to deal damage.

Proficiency stat	DEX
Damage die	D4
Examples	Throwing knife, Javelin, Bow, Sling

Part IV

Encounters

Chapter 12

ENCOUNTER TYPES

In the course of the adventure, players will face adversity, either from people and creatures they encounter, or from the world itself. Encounters represent events where the path of the adventure hangs in the balance.

Combat

A combat encounter is one where life is on the line. Weapons are drawn and battle ensues. However, death is not the only option. Sometimes, the best tactic is retreat.

Obstacles

Sometimes, it is not people, but the environment that stands in the way of your goal. When that happens, feats of speed and dexterity are required to overcome the obstacles in your way.

Negotiation

In civilized society, it is considered bad manners to murder someone, just because you want something they have. Negotiations, however, are not always less vicious than physical combat. There must be some give on both sides to get what you want.

Debate

In a battle of wits, might might not make right, but words have power. Convincing a crowd to side with you can be a powerful weapon, as is convincing the local lord that the dragon perching on a nearby mountain is indeed a problem.

Chapter 13

COMBAT

Combat is a form of an extended test (chapter 2) where characters take turns, trying to achieve their goals through physical means.

Initiating Combat

Negotiations have broken down, and you must pursue goals by other means. GR declares when the combat starts. They determine the order in which characters can act

Turns

A turn represents roughly 5 s of in-universe time. The exact timing is usually not that important, so you may interpret this more loosely.

Each character can take two actions on their turn. The available actions are: Basic Attack, Movement, Ability, Use Skill, or Dodge. The character can take any two of those actions, or even perform the same action twice.

Basic Attack

A basic attack is an attack with the weapon that the character is currently holding.

Movement

During their turn, a character can move around the battlefield to gain advantage, or just to get out of the way.

Ability

A character can use one of their abilities. See ability descriptions for details.

Skill

You can perform an action related to one of your skills. This usually involves some kind of test, as determined by the GR.

Generic Action

Sometimes, you need to pull a lever, or open a door. If this action takes less than 5 s, it can be one of the actions a character takes on their turn.

Dodge

If a character can see an attack coming, they can try to dodge it.

Combat Dice Pool

$$\text{Dice pool} = \text{Proficiency stat} + \text{Weapon proficiency}$$

At the start of a combat encounter, characters build their dice pool. The initial size depends on the stat associated with the weapon the character is currently using, and whether the character is proficient with that weapon.

Basic Attack

A basic attack is used when a character uses the weapon they are holding to attack an opponent.

$$\text{DT} = \text{Defnder AC} - \text{Attacker weapon proficiency}$$

The first step is to roll a test with DT equal to the AC of the defender, reduced by the weapon proficiency of the attacker.

$$\text{Damage} = (\text{Margin of success} + \text{Weapon proficiency}) \text{D} \text{Damage die} + \text{Damage Stat}$$

If the test succeeds, the margin of success is added to the weapon proficiency and the attacker rolls that many damage dice – the dice specified in the weapon description – and adds their damage stat, if the weapon allows for that. The final sum is subtracted from the defender's HP.

Finally, the attacker removes the failure dice from their pool and adds CON dice back.

Movement

Besides attacking, movement is an important component of tactics in a skirmish. In normal circumstances, a character can move 10 m per turn. Heavy armor can reduce this, so can certain spells and effects.

The Grid

A common way of representing combat in role-playing games is by placing miniatures on a grid. Each square on the grid represents a 1 m × 1 m square in the game world.

The Grid is only a tool to make visualizing the battlefield easier. It simplifies measurement and reduces the math needed for conversions. Common accessories are made for a 1" × 1" grid and sometimes scaled accordingly. This is a fantasy game, and it does not pay to get caught up on the details of scale. Use whatever grids, models, tokens, etc., you have available.

Normally a character can move 10 m per action (20 m per turn), which means you can move your miniature 10 squares. Moving diagonally costs two meters, i.e., the same as moving first in one direction, then in the other, at a right angle.

Skill

Sometimes, even in the middle of an active fight, the circumstances may merit a character performing an action related to one of their non-combat skills.

If the desired action takes more than 5 s to complete, the GR might require you to use up your whole turn, or even make it an extended test stretching across multiple turns.

Dodge

Instead of taking an action, your character can brace for an upcoming attack. You do this by declaring which attack you would like to defend against, in the form of a conditional statement. For example: “if Barry the Guard attacks me with his halberd, I will dodge.” This grants you temporary AC against that attack – if it actually occurs – equal to half your DEX, until your next turn.

Part V

Magic

Chapter 14

INTRODUCTION

Schools

Choosing what school of magic to study is pivotal in a mage's career. From manipulating the elements to controlling the dead, each school offers its own unique benefits and pitfalls for characters to explore.

Some schools are all about whizzes and bangs, while other's effect on the world is barely perceptible. Affecting the minds and bodies of people, or manipulating the very firmament, the choice of your school defines how you interact with the world and the people around you.

Nature

There is power in the plants and the animals, the rivers and the mountains. Weavers of nature magic specialize in summoning animals to their aid, communing with the plants. A powerful nature mage is a natural disaster on their own.

Demonology

Demonology grants the mage the ability to summon and control demons, harnessing otherworldly entities for their own purposes. However, practitioners must take care, lest the powers they are trying to control, take control in turn.

Elemental

The elemental school of magic represents the manipulation of the four elements: earth, air, fire, and water. Throwing around balls of fire, freezing the blood in your enemies veins or making the ground open up beneath their feet – the power of the elements is versatile indeed.

Mesmerism

The influence exerted by the students of the mind may be subtle, but the ability to control, persuade and deceive may be the greatest power of them all. Some say that the only power worth having, is power over people.

Necromancy

The necromancer pulls upon the flesh and bones and soul of dead creatures, binding them to their command. Some say the dead deserve their rest – necromancers offer the weary no respite.

Illusion

Illusionists are known for their colorful displays and extravagant shows, but the art has its more subtle side, used to deceive and conceal. The art of illusion is not to be underestimated, after all: seeing is believing.

Force

The school of force may be the simplest – it focuses on spells that manipulate raw energy to push or pull on objects. It may not be flashy, but is probably the most useful in everyday life.

Transmutation

Mages adept at transmutation can manipulate the shape and nature of creatures and things

Targeting

around them. Through study and practice, transmutation mages learn to manipulate matter to their will, creating a limitless range of possibilities.

Physiology

Scholars who study physiology acquire deep knowledge of the human body. Whether it's healing or enhancement, mages equipped with physiological knowledge can push a body to its absolute limit.