



## IV CHARACTER CREATION

You're an Arbiter of the Order of Fasann, oathsworn to uphold and pursue the Tenets of Honor. Your duty is to serve as a teacher, counselor, mentor, protector, judge, peacekeeper, and executioner. You seek to make Sasara a more Honorable place, spreading the doctrine of the Tenets of Honor wherever possible.

You'll encounter allies, enemies, friends, rivals, the strong and cruel, the weak and innocent. It will be you, in the face of absolute danger and certain death, that will stand with conviction against dishonor; you that will deliver justice and retribution upon the wicked.

Your vestments, a mark of your dedication to the Tenets and the Order's purpose, are plain for all to see. Enemies will note where you sleep, and allies will give you shelter. Your very presence will bring peace, tension, joy, and strife. Marked with the Order's most revered symbol, the Golden Spiral, all who observe you will know that you are an Arbiter, and you have come to judge.



## OVERVIEW

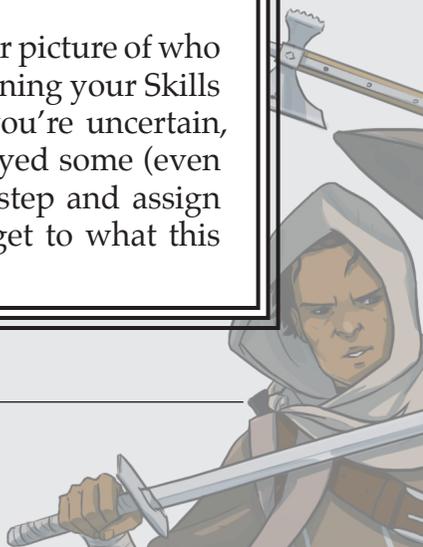
Starting characters are assumed to be recently graduated or assigned Arbiters. They've received training and equipment from an Enclave, generally guided by a mentor with several fellow disciples. You've handled a few minor matters under observation —the indiscretion of a husband, the capturing of a thief, the feeding of the homeless.

You and your fellow players' characters know one another, and more than likely were trained in the same Enclave. You may or may not have been close, you may have even been friendly rivals. But for whatever reason, the Master Arbiters have assigned you to work together.

You've proven that your understanding and dedication to the Tenets is strong. That you are committed to your duty as an Arbiter, and that you possess enough skill and competence to travel the dangerous roads and city streets.

## SKILLS

By now, you should have a pretty clear picture of who and what your character is, and assigning your Skills should come intuitively to you. If you're uncertain, or you want to wait until you've played some (even a session or two) you can skip this step and assign all of your Skills to Average. We'll get to what this



means in a bit.

There are eight Skills: Awareness, Coordination, Influence, Knowledge, Logic, Might, Resistance, and Stealth. Skills can be ranked as Poor, Average, Good, or Exemplary.

Some Arbiters are adequately trained in a wide variety of Skills, others are more highly focused. When you're making your character, you can select from one of the following Skill arrays:

**Standard:** *one Exemplary, one Good, five Average, one Poor.*

**Well rounded:** *zero Exemplary, two Good, six Average, zero Poor.*

**Focused:** *one Exemplary, two Good, three Average, two Poor.*

**Specialist:** *one Exemplary, three Good, one Average, three Poor.*

If you're not sure which one is the best for your character (they're all equal balance wise), just go with the Standard Array. It means that as an Arbiter, you've absorbed the Order's typical training methods very well.



The Skill's Rank determines what number grants success on each die. Poor succeeds on a 6 only, Average on 5+, Good on 4+, and Exemplary on 3+. If you're rolling more than one die (which is common), multiple successes count for extra degrees of success. More details on this in V: Gameplay.

### Numbers that grant Success by Skill Rank

| Poor | Average | Good    | Exemplary  |
|------|---------|---------|------------|
| 6    | 5, 6    | 4, 5, 6 | 3, 4, 5, 6 |



You've already got a good sense of what Ekram is and isn't good at. You arrange his Skills with the Standard array, like this:

**Exemplary:** *Coordination (3+ success)*

**Good:** *Awareness (4+ success)*

**Average:** *Influence, Logic, Might, Resistance, and Stealth (5+ success)*

**Poor:** *Knowledge (6+)*

He's agile and dexterous, insightful and intuitive, talks well, thinks on his feet, can lift a hundred kilos, has survived in the wilderness, and can stalk prey adequately. Ekram isn't too book smart, but that is something he is looking to rectify.

## OATHSWORN TENET MANEUVERS

Each of the Tenet Maneuvers below derives from your character's complete and utter devotion to one of the Tenets of Honor. Select one Maneuver from each of the Tenets you are Oathsworn to.



## COMMITMENT

When you fail to overcome a Task's Difficulty on your first roll, all subsequent rolls against the same Task receive +1D Advantage.

Each HD spent removes one Severity of an Injury sustained this round.



## COMPASSION

Each HD spent is an automatic success on Skill rolls to attempt to make someone Compassionate, pacified, or merciful.

Each HD spent is an automatic success toward removing another's Injury or Consequence.

## PURITY

Each HD spent is an automatic success toward canceling an opponent's Difficulty derived from Dishonor (lying, stealth, or other dishonorable actions or tasks).

You are immune to Sickness, and allies in your presence receive +1D Advantage to resist Sickness.

## RIGHTEOUSNESS

Each HD spent on a Skill roll while acting Righteously is automatically successful.

You are immune to Fear, and allies gain a +1D Advantage to resist Fear while in your presence.

## UNDERSTANDING

Each HD spent is an automatic success for rolls when trying to learn, understand, empathize, or deduce.

Spend an HD to know a Task's or Enemy's Difficulty, Severity, and Threshold.



Ekram rolls one more time, and the GM removes the Threshold, as the leader is already (silently) convinced, he just needs a final nudge. Ekram gets a couple of successes, and the mercenaries crumble under his persuasion, the leader first and the rest after.

### Gameplay Basics Overview

Difficult actions are called **Tasks**. Tasks are rated on a 1-5 **Difficulty** scale.

Some Tasks can be completed over time and with multiple rolls. Every success reduces the Task's Difficulty (3 successes on a Difficulty 5 Task lowers it to a Difficulty 2 Task.)

Some Tasks can't be completed over time. Rolling successes less than the Task's Difficulty in one roll results in failure, and possibly a **Consequence** or **Injury**.

All Task's have a **Severity** (1 to 5), which dictates how harsh the Consequence or Injury is from failure. Most Tasks' Severity is equal to Difficulty.

Zero success rolls always trigger Consequences.

A **Threshold** is the number of successes necessary to start lowering a Task's Difficulty.

