The Genso Suikoden Tabletop Roleplaying Game

Rule Book: Revision 5.2

Matthew Bloise

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Revision Notes

Revision 5.2(2018):
- Kept picking at things, editing and adding more notes here and there. 115 pages is a weird number for a book, especially when you want to go to get it bound. Plus I should really be saying more things and not necessarily always focus on mechanics.
- Added a Lore and Mythos section, and a The Lands of Suikoden section.
- Garamond is a copyrighted font. Well, removed Garamond! That's why the main text might look different.

Revision 5.1(2018):
- Did you know it's actually "Silverberg"? Fifteen years, nobody said anything.
- Other little changes.
- Added a Special Thanks part.
- We InDesign now.

Revision 5 (2018):
- I CHANGED EVERYTHING LAWL. No seriously I think it's mostly everything.
- Most good designers would change one or two things and playtest again, but not this designer. This game was in basically an unplayable state and fell apart over time. So I ironed it all out. All of it. No problems at all now.
- Like, for some silly reason, I had no system in place for the headquarters, one of the most defining features of a Suikoden game. Well, I added one.
- Grades now only have a numerical equivalent. Because of that, Difficulty Ratings (DR) have been introduced. It's much more traditional tabletop that way.
- Added an index for Runes in the Runes appendix. Which I re-edited.
- ALL THE APPENDICIES.
- Changed many of the mechanics around to make them work better. Edited out ones I currently couldn't come up with anything for. There is a damn window manager star. This is absurd, but it's Suikoden, so here we are.
- Worked out many of the treasure tables for loot and dungeon building.
- Added a "What Makes a Character in Suikoden?" section in Character Creation.
- YO DAWG COMBAT IS NEW.
- Did I mention in editing all the damn runes I just changed them to fit mechanically?
- Chapter 5 on how to GM this bloody game is finally a thing. It details mostly my thoughts, but also outlines some mechanical assumptions and understandings to help other GMs build and create.
- Fixed some more grammar and formatting issues.
- Added some other things. Fixed other things.
- I should break the entire book into using columns, but that requires a reformat, after I reformatted a lot already.
- Pet Classes (Trickster, Dragon Knight) and just pet things in general are still broken unfortunately. They do not work. I've edited them out. Don't use them.
- God this game was really broken wasn't it. How did even people play this. Did people even play this?
- AND THE CRAZY THING IS who knows how balanced or unbalanced things are now!
- There's been a heavy, mechanical refocus on this edition. A lot of the fluff text hasn't really been

reviewed, so things might appear slightly inconsistent.
- This doc has been imported into like six different versions of Word and the latest version of it hates it every time, but even then I've been able to iron out headers and stuff so stuff at least appears more organized.
- I've forgotten some stuff, and some stuff still might not work. Sorry.

Revision 4.1 (2016):
- Fixed basic formatting issues/changed the format on some things. Why I never adjusted the margins from the get-go I'll never know.
  - Slight grammar fixes.
- Proper table of contents with page numbers.

Revision 4 (2010):
- Lucky you who have found this PDF! Added URL to page above. Fixed some things in 3.2, but I totally forget what they are.

Revision 3(2007):
- Cut down on a lot of the big numbers. Really unnecessary.
- Axed the tradesman class.
- Added "Strategist's Corner" tip boxes.
- Added mentions of Suikoden Tierkreis, though it is currently not fully covered in this revision.

Revision 2(2007):
- Game has been included to cover the releases of Suikoden Tactics and Suikoden V.
- The game system has been completely retooled to incorporate a customized d12 system. The final dumping of the d20/percentile hybrid has been completed.
- Suikoden-style level promotion has been changed in favor of an extremely simplistic point system that now directly integrates with attribute grades.
- Talents have been introduced as a subset of attributes.
- Character creation, due to the new system, went under a minor reformat. All seven stats were reassigned for each archetype, archetypes now have damage-die (as opposed to weapons having them.), and several other issues including balancing were addressed.
- The race of Beavers has been introduced.
- Since Archetypes now come with damage-die, the section on weapon damage has been dumped.
- Skills, Abilities and Deficiencies have been renamed to "Abilities and Advantages" and "Deficiencies and Disadvantages". Both sections have been edited. Some now fit under the new talents area, while others were just systematically outdated.
- All 108 stars now give 108 unique bonuses.
- Pets have been modified.
- Magic has been updated to reflect the new system.
- War system has been compressed. No more small/medium/large scales, but instead one one-size-fits-all system.

Revision 1.5 (never published, 2005):

- Started to flush out all traces of d20/percentile. It was replaced with a much sleeker, custom system based off of a d12 that corresponds well to Suikoden's grading system. All polyhedral dice are still required, but the emphasis is on the d12.
- The four primary stats were expanded into seven.
- Characters were remodeled to reflect a more Suikoden-style of level promotion.
- Combat was based off of a d12 instead of a d6.

Revision 1(2004):
- Added pretty pictures.
- System has been modified to be a hybrid of d20/percentile.
- Introduced choosing a star as part of character creation. Outlined 95 or so stars that give unique bonuses.
- Defined pets.
- Expanded war combat into "small" and "medium", with hopes of introducing a "large" model as well.
- More Skills, Abilities, and Deficiencies were introduced.
- Lots more runes were defined.
- Combat and Magic were simplified into "Minimum of 1, Maximum of 6" to ease on-the-fly calculations.
- 75% Magic Mitigation Bonus for Stars of Destiny was introduced.
- Recipes for cooks were added.
- Defense and armors were defined.
- Loot tables were added.

First Draft(2004):
- Introduced system, a basic d20 system with four stats.
- Summarized the games and the major players.
- Outlined the basic structure of the 12 archetypes.
- Skills, Abilities, and Deficiencies introduced.
- Weapons were defined, and the damage they dealt.
- Explained runic magic and rules.
- Combat system introduced.
- War combat introduced, later to be relegated as "small combat"

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Special Thanks

I just want to devote this part here to thank a lot of people.

First is Chris Vogel, since without him this book wouldn't exist at all. He did a lot of the grunt writing in the beginning when I didn't want to, and which still exists in the book today.

Another is Ricky Scibbe, whom has generally done his best to keep me sane over the years and humor my tabletop questions. His perspective has been insightful.

To all the playtesters who have tried out the various editions of this book. The feedback has been invaluable. Many of them had no idea what Suikoden was, but were enamored by the series after playing the tabletop:

Tanya Metzger, Jayna Venezky, Adam Shelton, James Vogel, Ronald Fela, Arthur Tebbel, Austin Walker, Arianne Carson, Sean Ewing, Andrew Acampora, Nikhil Baliga, Audra Leigh, Caitlin Beards, Ronald Diemicke, and Jamie Bonsignore.

To all the Suikoden fans out there who maintain information and websites for a long dead series. The reference has been utterly invaluable with every edition of this book.

And to everybody who has somehow tried to contact me about this book, wanting to run it. Your passion for this series quite possibly supersedes mine. It's your passion that made me finally get around to completing Revision 5 and make it a playable game again.

Chapter 1:
Introduction

What is Suikoden?

Suikoden (水滸伝), translated from the Japanese kanji, roughly means “Water Margin Story”. It refers to one of China’s legendary four great novels. It tells a story of revolution and change, where the 108 stars of destiny come together and overthrow the ruling dynasty. The stars of destiny represent all walks of life, from the highest of nobles to the most ruthless of thieves. They band together for a common cause, namely to usurp the ruler.

Skip ahead to the year 1995. Konami Computer Entertainment Tokyo releases a video game called “Genso Suikoden” (幻想水滸伝 - “The Illusion of The Water Margin Story”). Basing it off the popular novel, KCET tells its own tale of the 108 stars of destiny gathering together. Creating a unique role-playing game system, the game became a hit amongst gamers.

Konami Computer Entertainment America soon decided to release the game in the United States. Shortening the title to simply “Suikoden”, it was one of the first role-playing games released for the Sony Playstation® state-side. It was also a smash hit over on this side of the ocean.

The series consists of seven games, three side-stories, and a card game. This book focuses mainly on the Playstation games.

What is a Role Playing Game?

In a general sense, a role playing game is any game where you assume a persona that is not your own. The premise behind this is that doing so allows you to act in a way different from your own personal enjoyment.

This book, and others like it, are called tabletop games. This is a kind of manual, outlining rules and sharing information about the game and its world. Players partake in the game sitting around

a table, adhering to its rules, and getting to a desired outcome.

Suikoden as a Role Playing, Tabletop Game

Any fan of the Suikoden series will say that the world Konami has built for this game is simply amazing. It is in-depth, fairly consistent, and allows for anyone who takes part to immerse them into an amazing experience. The game world has been explored over the course of five video games, with reoccurring characters and plot lines over the course of different points in a timeline. The games explore political intrigue, interpersonal relationships, and isn't ever compelled to always answer questions it introduces.

So, the idea was to set up a series of game mechanics for anyone interested to be able to tell stories and take part in this elaborate game world. There is a breadth of knowledge available to any and all participants. This book/game is designed to both chronicle the events of the series and to allow players to submerse themselves into Suikoden's game world.

The Differences Between This and Other Tabletop Games

Most people understand tabletop gaming as *Dungeons & Dragons* ®, and to be sure there are similarities between the two. There is a Game Master (GM) that serves as the storyteller and arbiter of the game world. Players build out characters. Players roll multiple, polyhedral dice to determine success with the characters they've built. Players gain experience and money and improve over a period of time.

The biggest difference is that rather than using a twenty-sided die (d20), this game centers

around a twelve-sided die (d12). Several Suikoden video games center on specific characters having skills and talents, which are graded. This system incorporates that idea and takes it further. There are twelve grades, and rolling a d12 adds to that grade.

Magic also takes people by surprise, as everyone can use magic. This book follows a system called Runes introduced in the video games, wherein players can change which magic they cast based on what rune they have equipped. Everyone gets magic points, though some are more apt to casting magic than others. Nonetheless, there are runes for every type of class.

From a Video Game to a Tabletop Game

At times, playing a game in meat space conflicts with playing a game wherein a computer makes all the efforts and calculations at the behest of developers. That's a fun and wordy way of saying that, at times, the two are incongruous, and there are conflicts.

This book tries its best to come up with predicted cases as best it can. Either it will give hard rules deemed necessary to help with gameplay, or give an opinion because the concept is simply too nebulous or something more relevant for GMs.

Worst case scenarios tend to fall onto a simple rule: Do whatever feels most Suikodeny. If you don't know what that might mean, then intercept it as the Gygax rule, do whatever is in the spirit of the game.

What does a player need to play?

- A blank character sheet, ready to fill out.
- A d12.
- Twelve d10s.
- GMs: Additional d20s.

I've Never Played Suikoden Before

First timers to the Suikoden world sometimes get apprehensive since they've never played any of the games before. They feel that, without knowledge of the games, they can't really play this tabletop game.

That's perfectly okay.

This book outlines the games and major players in an effort to get newcomers more familiar with the material. Of course, between the players and the GM, they might come up with something completely new on their own that doesn't relate to any of the games at all.

First timers also get overwhelmed with the idea of being practically any kind of character. Suikoden is unabashed in the gamut of characters in its series. Battle-hardened warriors, to bipedal cats, to exclusively female druids, to ducks, to octopuses, and everything in-between. From the gritty to the absurd, Suikoden accommodates for it all.

First there was "Darkness".
The "Darkness" lived alone for a long time.
Out of sorrow and despair, the "Darkness" shed a "Tear".
From the "Tear", two brothers were born: "Sword" and "Shield".

"Sword" claimed it could cut through everything.
"Shield" claimed it would protect everything.
Thus the conflict was born and lasted for 7 days and 7 nights.
In the end, "Sword" cut through the "Shield".
And the "Shield" shattered the "Sword".

The shattered pieces of "Sword" became the Sky.
The pieces of the "Shield" became the Ground below.
The sparks from the battle became the Stars above.
The Jewels that encrusted on the "Sword" and "Shield" became the "27 True Runes".
And thus the World began.

Chapter 2:
Into the World of Illusions: The Suikoden World

A Brief History

Chronologically, the order of the games goes thusly:
Suikoden IV, Suikoden Tactics, Suikoden V, Suikoden, Suikoden II / Suikogaiden, Suikogaiden II, Suikoden III.
Suikoden Tierkreis and Suikoden Woven Web of a Century are in their own universes, and are currently not covered in this book.
Below are brief synopses of each of the Suikoden games, also listing where in the Suikoden timeline each of the games fits.

Suikoden IV

The Unification of the Island Nations
Time: 150 years before Suikoden

The empire of Kooluk, located south of the Scarlet Moon Empire, teams up with the Cray Trading Company. Together, they start invading the small island nations to the south for territorial conquest and financial gain. It is during this time that the rune of punishment surfaces.

The rune of punishment slowly drains the life of the bearer. The more the rune is used, the more life that is drained. Upon death, the rune then passes onto the next victim. It slowly passes from person to person, draining their life and moving on.

A young squire training to be a knight of Gaien in the nation of Razril ultimately winds up in possession of the true rune. He gathers a force together to put a halt to Kooluk and Cray Trading Company, for the survival of Razril and the other islands. They are ultimately victorious, and the Island Nations are formed, led by Lino En Kuldes.

Nobody is sure what became of the young knight who wielded the rune of punishment. Word of mouth says that he died using the rune of punishment to save his army, but an accurate account of what happened does not exist.

Suikoden Tactics

The Fall of the Kooluk Empire
One year after Suikoden IV

With the Island Nations unified as one country, the Kooluk empire was thrown into jeopardy. Facing internal revolts and pressure, the head of the patriarchal faction, Iskas, tried to overthrow the royal line. The rune cannon technology that was used during the war a year earlier had morphed from being a weapon, to hideous mutation machines which would change people into brainless fish monsters. Using these cannons to turn his enemies into horrible aberrations, Iskas threatened both Kooluk and the newborn country with one goal in mind: Restore Kooluk to its former glory.

Spies were sent from the Scarlet Moon Empire to monitor the uprising, but would ultimately wind up getting involved, as well as the princess Corselia from Kooluk. After witnessing the atrociousness of the new rune cannons against his own father (one of the spies), Kyril joins with Corselia and the Island Nations to put an end to Iskas and the patriarchal faction one and for all.

In the wake of Kyril's triumph, his adventure would ultimately lead him to the genesis of the original rune cannons (and how they would

mutate); linking them to a bizarre alternate reality of monsters and other entities. Iskas' plan of Kooluk restoration and domination would ultimately fail, restoring Corselia to power. Corselia's first and only act as queen is to dissolve the Kooluk Empire for good.

Suikoden V

Falenan Civil War

Nine years prior to Suikoden I

The Queendom of Falena thrives in the lands south of the Island Nations under the protection of a triumvirate of Runes: the Sun Rune and its two subordinates, the Dawn and Twilight Runes. During the Sacred Games, to determine the future husband of the Princess Lymsleia, the Godwin Family (which along with the Barows family wields power in Falena enough to rival that of the Queen Arshtat), manipulates events so that their heir, Gizel Godwin, will win and marry the princess.

An attempted Godwin coup foiled by the Queen and her husband at the cost of their lives, the Godwins satisfy themselves with taking the Princess hostage, crowning her, and controlling the country from behind the scenes while they wait to take power.

The Prince of Falena, forced into hiding by the Godwin coup, recovers the missing Dawn Rune and begins forming an army to oppose the Godwins and their Nether Gate assassins, and rescue his younger sister. With the aid of the strategist, Lucretia, the Prince eventually manages to do just that, and restore legitimacy to the Falenan throne.

In the years after the Prince's defeat of the Godwins, the Sun Rune and its subordinates were reunited and safely stored within the castle at Sol-Falena, and Queen Lymsleia was finally able to rule her kingdom.

Suikoden

The Toran Revolutionary War

The game that started it all

After being wanted by the court magician Windy (bearer of half of the Gate Rune), the young master McDohl finds himself fleeing from his home city of Gregminster. Instigated by witnessing his best friend's (Ted's) death, he inherits the Soul Eater, a cursed rune that governs life and death. Windy wants the young master to get the Soul Eater.

The young master McDohl winds up with a small rebellion, and ultimately becomes their leader. Inciting a civil war, he travels through the lands, encouraging cities to stand up against the tyrannical practices and laws of the Scarlet Moon Empire. Once the lands of the Scarlet Moon are united, the young master and his army make a final stand at the capital, his home city of Gregminster. It is there that they overthrow the king Barbarossa, and defeat the court magician Windy.

The lands inherited their old name: Toran, and became the Toran Republic. The young master McDohl was unanimously voted as the new president, but soon vanished thereafter. Rumor has it that he surfaced during the Dunan Unification Wars, but those who might have encountered him are not talking.

Suikoden II

The Dunan Unification War

Set 3 years after Suikoden

The Kingdom of Highland and the City-States of Jowston have broken into all-out war.

The maniacal prince of Highland, Luca Blight, raped and pillaged several of Highland's territories, framing it on Jowston. Two victims of this were the-soon-to-be Jowston Hero and Jowy Atriedes, the son of a noble family.

Running from their burning camp, they would start off on the same side – Jowston. However, when Jowston's city-states begin to fight amongst themselves, Jowy betrays his friend and flees to Highland, siding with them. Meanwhile, the Jowston Hero would proceed to bring the city-states together to work against Highland.

The hero would become the leader, and Jowy would eventually become king of Highland (an elaborate plot consisting of assassinating Prince Luca and marrying his sister). Facing off, the hero would eventually defeat Jowy and Highland. The lands would unite under a common banner – Dunan – and Jowston and Highland would co-exist as one country.

Suikogaiden & Suikogaiden II

The Suikogaiden games were never released stateside. Both games chronicle the adventures of Nash, both during Suikoden II (Suikogaiden) and afterwards (Suikogaiden II). These games offer short glimpses of the characters in Suikoden II, offering a more detailed perspective on them.

Suikoden III

The Zexen-Grasslands War

Fifteen years after Suikoden 2

Times are tense between the tribes of the Grasslands and the Kingdom of Zexen. The two are on the verge of breaking into all-out war, and the Kingdom of Harmonia is breathing down the necks of both countries. After a series of staged incidents, both countries prepare to march.

However, this is also the time of the much promised second coming of the Flame Champion. A hero of times past, he originally pushed back Harmonia's invading forces with the power of the True Fire Rune. He promised that, fifty years later after the peace treaty has ended, that he would return.

Three heroes would seek out the Flame Champion: Hugo, a native Karayan of the Grasslands; Chris Lightfellow, the captain of the Zexen Knights; and Geddoe, former comrade of the Flame Champion. The truth would be revealed, however, that the Flame Champion is dead and that a new Flame Champion would inherit his true rune to become a new one.

Meanwhile, a masked bishop of Harmonia would be working behind the scenes to make sure that the two countries would head to war and annihilate each other. Luc, a previous participant in the two wars, was hell bent on finding a true rune and destroying it. This would, in turn, blow up the Earth. However, his plans would quickly come to an end as the new Flame Champion would come and unite the two countries, and once again push out the invading forces of Luc.

The Lands of Suikoden

No overarching world map of the Suikoden world has been officially published, but in game conversations have given general ideas of world geography.

Broadly speaking, the world is broken up into three areas: two nameless continents referred to as northern and southern, broken up by the island nations between them.

The Northern Continent

The Holy Kingdom of Harmonia

The most influential country on the northern continent, the Holy Kingdom of Harmonia sits far north. Ruled by Hikusaak, Harmonia is a theocracy governed by bishops. The major area of interest in the Harmonia is the Circle Palace, the capital and seat of power.

Harmonia's geopolitical goal has been the acquisition of the 27 true runes. Due to the unpredictable nature of true runes, that is not always achievable. In those situations, the goal shifts to closely monitoring, if not directly influencing, those who bear the runes. Why this is such a main motivator to almost all of their actions is not readily clear.

The military Harmonia employs is powerful, as well as vast. Small-scale defense forces (Geddoe's unit, Suikoden 3) are often deployed to investigate and to handle more local and sensitive matters. Nonetheless, large scale deployments consisting of thousands of troops are also readily available.

Class is another aspect of Harmonia, often breaking down groups of people into ranking citizens. Many annexed lands have citizens of a lower ranking caste (Le Buc) than those who are born into regular Harmonian society.

The Howling Voice Guild chiefly operates out of Harmonia.

The Grasslands

To the west of Harmonia is the Grasslands. The Grasslands itself is not technically a nation, but rather refers to a collective of clans each sharing culture and tradition to a point where the clans have banded together. It has no centralized government, instead recognizing the autonomy of each individual clan which are often led by a chieftain. Intra-clan disputes are handled between clans, but threats that happen externally bring the clans together. An assault on one clan is an assault on all.

Because there is no overarching authority, many of its neighbors often seek to expand their own boarders at the expense of the Grasslands, as Harmonia or Jowston have proven over history. This inevitably leads to conflict with its neighbors. One particular note is the village of Le Buque, a former part of the Grasslands, now considered part of Harmonia. Another example is the Safir Clan, which were completely wiped out by Harmonia, though done by the rogue bishop Luc rather than any official Harmonia order.

The clans of the Grasslands live off the earth and lead relatively uncomplicated lives. The clans are tribal in nature, and each enjoy their own unique beliefs.

Karaya Village – Perhaps the most well known of the Grasslands clans, the Karayan Clan is situated in Karaya Village. They are strong, human warriors that often partake in a nomadic lifestyle.

Duck Village – Duck Village is a series of stilt houses above a centralized lake. The Duck Clan is renowned for their intelligence and tactical acumen. They are generally peaceful and prefer diplomacy, but will not hesitate to raise arms in defense of other the clans.

The Great Hollow – A series of underground caves and tunnels makes home for the ginormous lizardfolk of the Lizard Clan. They are the fiercest warriors of the Grasslands, rivaled only by the Karaya. Subtlety is not in their nature.

Alma Kinan – Situated in an area known as the Kaput Forest, the hamlet of Alma Kinan is protected by a magic barrier (destroyed during Suikoden III) that gives an illusion to anyone traveling through the forest. A clan of druidic human women, Alma Kinians are the most reclusive of the Grasslands clans. Even other clans find Alma Kinians elusive.

Chisha Village – A simple human village specializing in commerce and trade with the other Grassland clans. The Chisha Clan is the most peaceful of the clans.

Zexen Confederacy

Neighboring to the west of the Grasslands is Zexen. Zexen is run by an elected senate consisting largely of merchants. The Zexen populace is often frustrated at how openly corrupt and easily persuadable the senate is when it comes to state matters.

Enjoying mercantile trade due to its ports, Zexen is a relatively wealthy nation. This is why the Zexen senate is filled with merchants. Zexen is also far more cosmopolitan than its tribal neighbors.

The main defense force of Zexen are the Zexen Knights. These knights are deployed as the main military arm of Zexen, and are usually done with the authority of the senate.

Relations between Zexen and the Grasslands are generally peaceful, though not always pleasant. The events of Suikoden III put this relationship to the test.

Vinay del Zexay – The capital of Zexen, Vinay del Zexay is a major metropolitan city, bustling with trade and seaports, paved roads and large stone buildings. It is also the home of the senate.

Brass Castle – Brass Castle serves as a waypoint between Zexen and the Grasslands. Many traders from Grassland tribes come to Brass Castle to sell their wares, and it generally serves as a diplomatic place for the two to meet.

Budehuc Castle – Nestled on the corner between Zexen, Grasslands, and the Nameless Lands is Budehuc Castle. Serving as a neutral point between the competing forces of Suikoden III, Budehuc Castle is governed by Thomas. Due to it's neutrality, it generates lots of trade and business.

The Nameless Lands

North of Grasslands and Zexen are the Nameless Lands. Little is known about this territory. The implication is that they are a cluster of individual states but do not serve as one unified entity, akin to the Grasslands. Unlike the Grasslands, however, there is not one unifying culture or belief. The result is a bunch of little cities, states, and nations with total autonomy.

The Dunan Republic

To the South of Harmonia and east of The Grasslands is The Dunan Republic. A nation formed after the events of Suikoden II, it consists of the former City-States of Jowston and the kingdom of Highland.

Jowston

The City-States of Jowston are autonomous areas that have their own ruling authority, generally a mayor. However, Jowston is its own nation. Each city-state provides aid and resources to other members. As a result, the city-states have a tightly knit alliance. Jowston shares a border with Highland, and use highly fortified gates to ensure that border.

Muse – The capital of Jowston, as well as Dunan. Governed by an elected mayor. An incredibly large city that enjoys extensive amounts of commerce and trade. It was captured during the events of Suikoden II by Highland and wasn't liberated until the end of the war. Muse suffered an incredible massacre when Luca Blight sacrificed the majority of its citizens to the Beast Rune.

Greenhill – Most well known for it's academy, Greenhill is a collegiate town, also run by a mayor. Greenhill's academy attracts students from all around the globe. Also occupied by Highland during the war.

Two River – Divided by a bisecting river, Two River is split up into three districts: Human, Kobold, and Winger. Each district has its own representation, and those representatives select a plenipotentiary on behalf of Two River. Each district generally tends to themselves, usually out of spite of the other two. The Winger district in particular is generally impoverished.

Rockaxe – Situated near the northern mountains, Rockaxe is home of the Matilda knights. The Matilda knights are a major military force for Jowston, composed of three different orders of knights (red, blue, white).

North Window – North Window is a rebuilt town, originally destroyed by Neclord. It served as the base of operations for Jowston during Suikoden II. North Window rests on the edge of Lake Dunan.

Banner – A fishing village located near the border between Jowston and Toran. A forest path leads to the Toran border. Due to it's relatively inconspicuous nature, it was home of the Toran hero McDohl for a short period.

Highland

A traditional kingdom to the west of Jowston. The royalty of Highland was the supreme authority in all national matters, and the king had absolute rule. Highland was annexed by Jowston at the end of Suikoden II.

L'Renouille – The capital and massive castle of Highland. The royal family lives here, as well as many of the kings guards and other military forces.

Tinto Republic

Southwest of the Dunan Republic is the Tinto Republic. A former city-state of Jowston, after the events of Suikoden 2 Tinto opted to become its own nation rather than join Dunan. Tinto City serves as the capital.

The lands of Tinto are very arid, dry, and mountainous, consisting of many winding roads. This presents particularly difficult traveling conditions for people trying to traverse the lands.

Tinto derives most of its resources from its extensive mining operation.

Toran Republic

To the south of Dunan is the Toran Republic, also known as the Scarlet Moon Empire before the events of Suikoden. One of the most diverse countries on the Northern Contintent, the many villages, towns, and cities that make up Toran represent an incredibly varied citizenry. At times, it doesn't make ruling such a country easy.

Gregminster – The capital of Scarlet Moon Empire and eventually Toran after the events of Suikoden. Arguably one of the most cosmopolitan cities, it also boasts an expansive castle that houses the head of the republic.

Rokkaku – A hidden village situated in the forest near the Dunan border. Elite ninja live and train here before being sent off around the world at the request of the village chief and ninja clan leader, Hanzo.

Warrior's Village – Towards the southeast of Toran is Warrior's Village. Steeped in tradition and history, Warrior's Village trains men to be combat ready fighters, and the women to support them wholeheartedly.

Dragon's Den – To the west is the Dragon's Den, where the world's dragons live and roost. The dragon knights that serve as their companions also reside here as well. A series of caves and a castle embedded in a mountain, the Dragon's Den is led by Joshua, the bearer of the true rune Dragon Rune, which allows for dragons to exist in the Suikoden world.

Magician's Isle – To north of Gregminster is Magician's Isle, an isolated island home to the seeress Leknaat. Protected by her magics, the island is completely inaccessible except to those invited, and even then travel requires flight of some sort to reach.

Kobold Village – Southern Toran is home to a massive forest. Through the forest path towards the end is a village of Kobolds. This village serves as the entry point between the forest and the southern Toran lands, which contain more of the isolated races and towns.

Village of the Elves – Past the Kobold Village is a great tree, which is home to the reclusive elves of Toran. The elves here are led by an elder, which rules the village and generally does not permit elves to leave the protection of the village. The tree is destroyed over the course of the events of Suikoden.

Village of the Dwarves – Nestled in the mountains of the southernmost border of Toran is the Village of the Dwarves. An industrial settlement, this Village also houses a massive vault in the mountains to the north. They are led by a chieftain, who oversees the industrious projects and inventions by the dwarves.

Castle Toran – Centered in the lake that is at the center of the Toran republic is a massive stone structure, colloquially called Castle Toran. This castle served as a base of operations for the liberation army during the overthrow of the Scarlet Moon Empire due to it's natural isolation and built in defenses. After the events of Suikoden, the castle was deserted and laid idle again.

Kooluk Empire

South of the Scarlet Moon Empire is the Kooluk Empire, or what remains of it after the events of Suikoden Tactics. The empire makes up the southern coastline of the northern continent.

Little is known about the Kooluk Empire outside of the events of Suikoden 4 and Suikoden Tactics. Of what is known, the Kooluk Empire was constantly in turmoil. Various political factions vied for complete control of the region and the nation. Due to exhaustion of resources, fighting losing wars, and having no allies in the region, the nation eventually collapsed in on itself by decree of its ruler, Corselia.

Kanakan

Off the coast of Toran and Kooluk is the nation of Kanakan. Like Kooluk, little is known about Kanakan, though great swordsmen and swordswomen bearing Falcon Runes come from there. It is also renowned for its wine, which is enjoyed all over the world. However, most references to Kanakan tend to be name drops, and thus most information about the nation is unknown.

The Central Islands

Island Nations Federation

Many islands between the northern and southern continents are part of a unified federation, formed during the events of Suikoden 4. Many of these islands are similar in culture, and enjoy trading both with each other and with the other continents.

The islands themselves are tropical, enjoying heavy rains and lush flora. All major islands have a port with ships that can come and go as necessary. Trade is free-flowing between islands, which is where a lot of its communal nature comes from.

Supplementing this, most of the Island Nations enjoy a casual and laid back nature. Island living is good, and it is the big islands that deal with more geopolitical matters. Most island towns enjoy their own kind of autonomy, much like The Grasslands.

Obel – Formerly the Kingdom of Obel before nationalizing, Obel serves the capital of the Island Nations and is the biggest island in the federation. Obel is in charge of all federation affairs and makes sure the federation runs smoothly.

Razril – Razril is home to the military might of Obel. While maintaining a powerful navy, Razril also trains knights. These knights serve the Island Federation in much the same way Rockaxe's knights serve the Dunan Republic.

Middleport – A large city, Middleport serves as a home to innovation and industry. Many great items were created at Middleport, and the city continues to thrive.

Nay Island – Nay Island is home to two joined towns. The first is Nay, a cozy-knit community that serves as a tourist attraction in the already paradise-driven Island Nations. The other is the Nay-Kobold Village, which serves as a rare settlement for the Nay-Kobolds.

Gaien Dukedom

To the west of the Island Nations Federation is the Gaien Dukedom. Gaien used to have territorial control over many of the now-cities in the Island Nation Federation, including Razril and its knights. However, as succession repeatedly occured, Gaien offered no resistance.

Much like Kanakan, not much is known about the duchy otherwise than the peripheral role it played in Suikoden 4.

The Southern Continent

The Queendom of Falena

The most northern nation on the southern continent, and the closest to the Island Nations Federation, is the Queendom of Falena.

As the name implies, the queen serves as the matriarch of the entire kingdom, though there is a ruling senate made up of aristocratic houses as well. Both tend to work in tandem when it comes to affairs of state, though historically this has been the cause of incredible political conflict and at times even all out civil war.

The Falenan house asserts its authority to rule thanks in part to the Sun Rune, and its two child runes; the Dawn and Twilight runes. The queen has a right to bear the Sun Rune if she so chooses, though historically they have declined. The madness of the Sun Rune has been well documented; and queens often lose their personalities and judgment to the rune's often psychotic demands.

Many aristocratic houses politically maneuver themselves into better positions. They do this by either currying favor in the senate, using historical traditions such as the Sacred Games to further their position, or outright covert actions that borderline treasonous such as hiring the Nether Gate assassin's guild to kill their political enemies. Their goal, almost always to their folly, is to acquire or control one of three Falena's runes with the Sun Rune being the ultimate prize. The result is often tumultuous, and innocent people get caught in the crossfire of such maneuvering.

Despite all of this internal dysfunction, Falena is still quite a prosperous nation and one of the most influential nations on the continent.

Sol-Falena – The capital of Falena sits raised on a lake. An artificial structure wherein water flows freely and allows for grass to grow in certain areas, it is home to the Sun Palace. It is here where the royal family and the Sun Rune reside, as well as the Falenan senate. If its inherent defensive advantage wasn't enough, it is also by branching rivers, which serve as another natural defense.

East & West Palaces – Along the river to either side of Sol-Falena are two palaces that house the Dawn and Twilight Runes, also offering strategic importance to the defense of Sol-Falena.

Lordlake – Downriver of Sol-Falena is Lordlake town. After protesting at the East Palace about a dam built and suspected of stealing the Dawn Rune in the chaos, Arshtat Falenas leveled the town using the Sun Rune. What remains in its place is a vicious, borderline inhospitable desert that has driven the town lifeless. During the events of Suikoden 5, the dam was destroyed and water returned to Lordlake, a slow process that began restoring life to the village.

Rainwall – One of the biggest cities in Falena, it is home to the Barows aristocratic house. Because of Barows' political dealings, Rainwell enjoys immense wealth. The citizens of Rainwell return the favor, and give Barow immense power in the city. The result is a highly opulent but still immensely impressive city.

Stormfist – A fortress town on the edge of Falena, Stormfist is home to another political faction, the Godwin aristocratic house. Stormfist trains and employs Falena's military, so the Godwins also enjoy a lot of political clout in the Falenan senate. The town itself, like Sol-Falena, is an artificial structure centered in water. It is also home to a massive coliseum, wherein the Sacred Games -- a right of passage wherein the winner gets to marry a member of the Falenan royal family -- takes place.

Raftfleet – North of Lordlake is Raftfleet. Raftfleet serves as a centralized location of ships, and isn't home to a single building. Raftfleet enjoys a watery, nomadic lifestyle moving along the waterways of Falena.

New Armes Kingdom

To the south of Falena is the New Armes Kingdom. A geopolitical adversary to Falena, not much is known about the nation other than the role it plays in the political discord that happens within Falena. It seemly does not miss an opportunity to take advantage of political distrust and warring factions to gain a better position for itself.

True Runes and Magic

In the world of Suikoden, magic is governed by runes. By placing a rune in either hand, or in one's forehead, one is able to cast any magic that comes with bearing that rune. For example, putting a wind rune in an individual's right hand allows that person to cast the wind magic associated in that rune.

Runes can either be active or passive in their abilities. Active runes consist of using magic points (MP) to use. Passive runes give passive bonuses (like stat bonuses or a double-attack) to those who wield them and do not cost MP. Runes come in a variety of shapes and sizes, and offer multiple kinds of bonuses.

That having been said, all runes stem from what are called "true runes" – twenty-seven special runes that grant their bearers immortality and a plethora of power. These special runes are said to have lives and personalities of their own, choosing who is worthy to bear them and letting those individuals reap the benefits – or the curse – that they bring. The true runes represent the ultimate power in the Suikoden world, and there are many who would do anything to get their hands on one.

Of course, just because one bears a true rune does not exempt them from pain or suffering. Immortality always with it comes with a price, and more often than not, those who bear a true rune find that it brings more than just eternal life. Be it psychological suffering, mental anguish, or downright physical pain, true runes are a major undertaking for any individual to take on.

Magic Points are based on a 4-tiered system. A level 1 spell is weaker than a level 4 spell, but it is easier to gain level 1 magic points. A person who can equip multiple runes draws from the same pool of magic, i.e., casting a level 1 spell from a fire rune would deplete one magic point and a level 1 lightning rune would deplete another. Magic points are read left to right with level one being first; so someone with a 6/4/2/1 would have one level four spell charge, two level three spell charges, four level two spell charges, and six level one spell charges.

Please refer to the Runes section in the Appendices for a complete list of all runes.

Lore and Mythos

The Suikoden stories often focus on political maneuvering, personal relationships, the toll of war, and commentary about the human spirit. Indeed, many Suikoden fans would highlight this as the series focal points, but the world is deeper than that.

Mystery, mythos, history, and lore are all important aspects to the Suikoden world as well. This section delves into important, intriguing, or interesting aspects of Suikoden.

Supplemental information can be found online in various fan-maintained wikis. These websites often provide greater detail and exclusive knowledge gleamed from translation of other source materials not released outside of Japan. The section here contains only a cursory glance at the Suikoden world at large as established by the video games.

Agelessness

One of the more understated things that happens in the Suikoden world is that becoming ageless is genuinely possible. People are aware of individuals who live for centuries, especially rulers like Joshua of the Dragon's Den or Hikusaak of Harmonia. While this isn't necessarily the norm for most, it's not unheard of.

The most "common" way this happens is through possessing a true rune. A common characteristic through all true rune bearers is their inability to age. Geddoe, bearer of the True Lightning Rune, is at least a century old though he still looks like a young man. Ted only started to age when he first surrendered the Soul Eater, before getting it back and stopped aging again.

However, there are other means. Kyril's traversal into the monstrous world seems to have stopped aging him, and he bears no true rune to speak of. Viki seems to simply shift from one conflict to the next. Jeane is completely shrouded in mystery, but like Viki, has participated in all major conflicts. How or why this agelessness happened is unclear.

It is important to note that this not immortality. Rather, these people are still very much mortal and can still suffer wounds and die. Para-

doxically, the Rune of Punishment is notoriously known to draw the life force from its bearer despite granting agelessness, and eventually kills its bearer before moving on.

The Howling Voice Guild

The Howling Voice Guild is a guild of spies and assassins that operates out of the Holy Kingdom of Harmonia. They also gather a wealth of information on people and places, and generally have a very exclusive network of information. If they don't know it, they can try to get it.

The most discerning feature of a Howling Voice member is their use of guns. Completely regulated within the guild and forbidden for use outside of the guild, all of the firearms in the Suikoden world are controlled by the Howling Voice. Yet, members are not bound to use firearms, and usage of them certainly gives ones identity away immediately.

The Howling Voice Guild relies on the Holy Kingdom, while giving the appearance of an independent body. It is not uncommon for the Kingdom Bishops to get the Guild to perform some of its more dirtier tasks.

Leknaat and the Stars of Destiny

The mysterious, blind seeress is somehow always at the heart of it all in the Suikoden games. Her most active role in the series was in the Toran Civil War (Suikoden), wherein she actively fought against her own sister Windy. Nonetheless, she has been directly involved in every major conflict in the world.

The role she plays is to guide the stars of destiny, a group of 108 characters whose fates intertwine during a major war. Their record is prominently, albeit mysteriously, engraved on the "stone tablet of promise". When all 108 stars come together, they are given a supernatural boon, either granted by Leknaat herself or in some other way.

Leknaat's motives are generally unclear. She generally presents herself on the side of righteousness and good, and indeed when she picks a side in a war that side wins. However, why she does what she does is a mystery. Her true nature may offer something darker that no one has seen.

One thing is certain though. When the stars of destiny come together, the forces of the universe align to grant them something powerful indeed.

Other Worlds

There have been glimpses of alternate dimensions or worlds in the Suikoden universe. These alternate worlds contain different inhabitants and passageways between the two are varied. However, they are connected somehow. The true rune the Gate Rune (and it's child the Pale Gate rune) allows for passage between these worlds and summoning. Usage of the Gate Rune allows creatures either to enter with the entrance half, or be removed with the exit half.

The most notable is the other world of monsters. Explored in detail in Suikoden Tactics, this world contains numerous, weird monsters. Beasts summoned from the Pale Gate rune come from this world, and many of the monsters brought to life in Suikoden 1 are also assumed to come from here.

Another world is known to contain nothing but dragons. The bearer of the true rune the Dragon Rune allows for dragons to exist in the main world. The leader of the Dragon's Den bears the Dragon Rune, though it is unknown how this rune passes from one leader to the next. It's unclear how this rune governs dragons "existing".

The Silverberg Dynasty

The Silverberg dynasty is known around the world for being absolutely incredible strategists. Bearing the last name Silverberg means to be a master of war, organizing and deploying troops to maximum effect. The Silverberg lineage is so prominent that every known war is to have had to involve a Silverberg in some aspect, and even at times pitting Silverbergs against each other.

It's not just bearing the last name, either. Being tutored by a Silverberg is a massive privilege, and brings its own levels of prestige as well. Those who have been tutored by a Silverberg often find their services in demand as much as ones with Silverberg blood in them.

It is possible to be a Silverberg and not be a master tactician. Odessa Silverberg opted for orga-

nizing an rebellion rather than strategizing with an army. However, many are expected to fall in line with and live up to all that the Silverberg dynasty represents.

The Sindar

The most enigmatic puzzle in the Suikoden world, the Sindar are a mysterious, pre-civilization race. The ruins of their civilization exist seemingly all over the world, many of which are filled with traps, powerful monsters, and mazing passage-ways. There are no shortage of Sindar ruins in the Suikoden world.

It's difficult to discern anything about the true nature of the Sindar, other than that they were capable of incredible runic control and magic ability. Many of their ruins radiate magic, and even contain unique or true runes within. This makes Sindar ruins incredibly valuable.

The mysteries of the Sindar are vast and complex, much like their ruins. Exploring a Sindarian ruin, while dangerous, is tantalizing for any potential reward it might bring. Research of the Sindar has yielded little concrete information. Perhaps more accurately, those who know aren't divulging their information.

The Major Actors

This section contains some of the major characters in the Suikoden games and timeline. These characters may be famous or infamous, but usually have all impacted in one way or another the world at large (or, at least, the stars of destiny who would).

There is also a list of characters that are important in the overall Suikoden story, but are not listed here. They can be found in the Appendix: The Minor Actors on page (#). These characters do not have a worldly impact as the ones listed here do, but are important in a Suikoden context.

Leknaat

Star: Unknown
Game: Suikoden I, Suikoden II, Suikoden III, Suikoden IV, Suikoden V
Possesses half of the Gate Rune

The magician Leknaat is considered by some to be a witch. To others, she is the guardian and guider of the stars of destiny. Not known is much about her, except she had a sister, Windy, who committed suicide at the end of the Toran Revolutionary War. She often makes appearances to those stars of destiny who often are lost and seek guidance.

Tir McDohl (Young Master)

Star: Tenkai
Game: Suikoden, Suikoden II
Possesses the Soul Eater

Young Master McDohl emerged as the leader and hero of the rebellion army during the Toran Revolutionary War. Overthrowing the Scarlet Moon Empire, he would unanimously be elected president of the newly founded Toran Republic.

However, he soon vanished. Many rumors surfaced as to what happened; some believed that his rune eventually consumed him. Others say that his heroic heart was simply unable to be tamed, and set off for a new adventure. Some even say that he emerged during the Dunan Unification War, but there are no records to support this.

The Silverberg Family

Star: Assorted
Game: Suikoden, Suikoden II, Suikoden III, Suikoden IV

The Silverbergs are a human family who are world renowned for being some of the most brilliant, amazing tacticians. Many seek to be pupils of this family of strategists, and even more seek their services and aid. The name alone is synonymous with war and strategy. To be born into the family means a life of studying and analyzing war. A Silverberg has participated in the Unification of the Island Nations War (Elenor), the Toran Revolutionary War (Mathiu, Odessa, Leon), the Dunan Unification War (Leon), and the Grasslands-Harmonia War (Caesar, Albert).

Viki

Star: Chibin, Chisoku at times
Game: Suikoden, Suikoden II, Suikoden III, Suikoden IV, Suikoden V

The scatter-brained yet lovable magician that is Viki has made an appearance in every major conflict in the Suikoden world. She shows up randomly at a conflict, her own understanding of time a muddled mess. She commands a wild sphere of magic known as "blinking" which grants her the ability to travel through space-time at will. When she shows up, she generally offers her services to the army she lands in. Interestingly, it is almost always when the stars of destiny are gathering.

Jeane

Star: Chiketsu
Game: Suikoden, Suikoden II, Suikoden III, Suikoden IV, Suikoden V

Jeane is a mysterious rune master that has shown up at every major conflict in the world, much like Viki. However, while Viki teleports through time, it is unknown how Jeane accomplishes going entire centuries from conflict to conflict. Rumors suggest that the sexy seductress may not be human, but of some other creature from another world. How that relates to both her agelessness and her ability to join where stars are gathering is unknown though.

Lepant

Star: Tengou
Game: Suikoden

Lepant participated in the Toran Revolutionary War, after the young master broke into his house and stole his sword. As a condition of returning it, the young master forced Lepant to join the liberation army. A man of amazing strength, intelligence, and charisma, he would be elected president of the Toran Republic after the young master's disappearance. His has a wife, Eileen; and a womanizing son, Sheena.

Joshua

Star: Chikyou
Game: Suikoden
Possesses the Dragon Rune

Joshua is in charge of the Dragon's Den, a place where all dragon knights go to be trained. During the Toran Revolutionary War when the young master McDohl was unifying the lands of the Scarlet Moon under the banner of the Liberation Army, he sought help from the Dragon's Den. Joshua agreed on the premise that the dragons were saved from a sickness that put them into eternal sleep. With the help of the Doctor Fuiken, they were able to create an antidote.

Emperor Barbarossa

Star: Unknown
Game: Suikoden

Emperor Barbarossa was the last emperor of the Scarlet Moon Empire before the Toran Revolutionary War. He watched helplessly as his generals fell to the liberation army one after the other. He made a last stand against the young master in his own castle, but would soon suffer defeat at his hands. He would commit suicide with his lover, Leknaat's sister, Windy.

Windy

Star: Unknown
Game: Suikoden
Possessed half of the Gate Rune

Leknaat's sister, Windy, wooed the emperor Barbarossa. She catapulted herself as court magician, and would later prove to be a most difficult adversary. She sought out after the young master to get her hands on the soul eater, and would use any means necessary to get it. At Barbarossa's last stand, as Windy tried to steal the soul eater, it rejected her; instead staying on the young master's hand. Defeated and humiliated, she committed suicide with the emperor.

The Jowston Hero (Riou)

Star: Tenkai
Game: Suikoden II
Possesses the Bright Shield Rune

When Luca Blight raided the Unicorn Brigade Camp to try to frame Jowston and triggering a war, he was unaware of the repercussions of his actions. The Jowston Hero Riou, along with his friend Jowy Atriedes, would find themselves plunged into a war, and ultimately betraying their friendship. The Jowston Hero would stumble onto a mercenary fortress, established by Jowston, to get a leg up on Highland. It would be there that he would officially join the Jowston forces. While Jowy would ultimately betray him and join Highland's forces, that did not stop the Jowston Hero.

Riou was given half of the true rune, the rune of the beginning (the Bright Shield Rune). He joined the Jowston side of the Dunan Unification War, and would ultimately become the victor, defeating his friend Jowy in the final battle. When it came time to annex the Highland lands (and become Dunan), he walked out of the meeting. He has not been seen since.

Jowy Atriedes

Star: Unknown
Game: Suikoden II
Possesses the Black Sword Rune

Jowy, like the Jowston Hero, was part of the Unicorn Brigade when it was attacked by Luca Blight. He too would follow the same path as the Jowston Hero, until he decided to join Highland and his home country. While Jowy's family adopted the Jowston Hero and his sister at a young age, this would soon mean nothing as the two friends would find themselves on opposite sides of the war.

Jowy possesses the other half of the rune of beginning, the black sword rune. His fate would ultimately lead to the assassination of Luca Blight, and would marry Jillia Blight (Luca's little sister) to become king of Highland. However, his fate would soon be sealed as Jowston's invading force destroys Highland and annexes the land.

Luca Blight

Star: Unknown
Game: Suikoden II

The terrifying prince of Highland, Luca Blight was a dominating, insane man. He craved only two things: Power, and the ability to show it. He, along with his white wolf brigade, would attack his country's own villages and towns while framing Jowston in the process. This would plunge the two countries to war. Soon thereafter, he was presented as a gift from Harmonia the true rune, the Beast Rune.

Luca was all too eager to test out his new toy. Under the guidance of Jowy, he would kill his father and become king. Soon thereafter, he used the Beast Rune to summon horrifying, blood-thirsty wolf apparitions, destroying the Muse townsfolk in the process. He would ultimately meet this fate though at the hands of the Jowston forces, thanks to a conspiracy between the Highland and Jowston leadership. It took many forces to bring him down, but he did eventually fall.

Shu

Star: Tenki
Game: Suikoden II

Former pupil of the Silverberg Family, Shu would retire at an early age. He would use his tactics to predict the tides of war, and become immensely rich, and would throw away any kind of moral guideline. It wasn't until that he was visited by an old friend and the Jowston Hero would he join the Jowston army against Highland. He served as the army's main tactician.

The Flame Champion

Star: Unknown
Game: Suikoden III
Possessed the True Fire Rune

In the first war of Zexen/Grasslands, the Flame Champion emerged as a hero to the people. Bearing the True Fire Rune, he would lead the Grasslands to victory and reach a 50-year truce with Zexen. He promised to return, 50 years later. However, he never showed up to fulfill his promise. Instead, he sacrificed his true rune to live his life with his true love. However, separation from his rune proved to be too much strain, and would die soon after it was removed.

Geddoe

Star: Tenjyu
Game: Suikoden III
Possesses the True Lightning Rune (or True Fire Rune if Flame Champion)

Geddoe fought in the original Zexen/Grasslands war alongside the Flame Champion. He bore the True Lightning Rune, during this time period. Fifty years later, during the highly anticipated second coming of the Flame Champion, he would re-emerge as the commander of the Harmonian Southern Frontier Defense Force's 12th Unit. Once again deciding to side with the Grasslands, he fights against Luc and the rebel Harmonian forces.

Chris Lightfellow

Star: Tenbi
Game: Suikoden III
Possesses the True Water Rune (or True Fire Rune if Flame Champion)

Chris Lightfellow is captain of the Zexen Knights during the second coming of the flame champion. She is in charge of maintaining peaceful relations with the Grassland tribes, but that falls through. Trying her best to avoid war, she seeks out the guidance of the Flame Champion, who was destined to return. Her adventures would eventually end her up with a true rune of her own.

Hugo

Star: Tensyo
Game: Suikoden III
Possesses: True Fire Rune if Flame Champion, True Lightning if Geddoe is Flame Champion, or True Water if Chris is Flame Champion

When Hugo's home village of Karaya was attacked and burned to the ground by the Zexen forces, he goes on a quest to seek out the Flame Champion; desperate to bring the Grassland tribes together again. After he discovers that the Flame

Champion is dead, he continues to fight for peace and acts as a representative of the Grasslands. He, like Chris and Geddoe, would also end up with a True Rune of his own.

Luc

Star: Tenkan
Game: Suikoden, Suikoden II, Suikoden III
Possessed the True Wind Rune

Luc, the boy who was originally a part of the Young Master McDohl's army and the Jowston army, was responsible for the attacks on Zexen and the Grasslands, disguised as rebel troops from Harmonia. Driven mad by his True Wind Rune, he learns that he is not a real human being, but an artificial one. Having a vendetta against all those whom he felt betrayed him; he seeks to destroy the world by destroying as many true runes as he can. However, the combined efforts of Chris, Hugo, Geddoe (as well as his twin "brother" Sasarai) would put a stop to his crazy plan.

Sasarai

Star: Tengou
Game: Suikoden II, Suikoden III
Possesses the True Earth Rune.

Sasarai is Luc's twin brother, and a high bishop for the holy kingdom of Harmonia. Servant of Hikusaak, he possesses a true rune like his "brother" Luc. He too was artificially created, designed solely for hosting a true rune. Rather than follow Luc's mad course of action, however, Sasarai works against his brother's mad plan to blow up the world in a fit of vengeful rage.

Sarah

Star: Chizen
Game: Suikoden III

The mysterious wizard that stood by Luc's side, she obediently followed Luc during his war against Zexen and the Grasslands. Rarely asking any questions about what he was doing, she more than happily did her job. As it turns out, Sarah fell in love with Luc because he was the first one to be completely honest and sincere with her. In the end, she would meet her end with Luc at her side, completely content dying with him.

Hikusaak

Star: Unknown
Game: Suikoden III

The mysterious ruler of Harmonia, not much is known about the secretive Hikusaak other than he has been ruling for centuries. Few get to see him, and even fewer understand what his true intentions are. While seemingly hell bent on getting as many

true runes as possible, he also seems to take care of his creations to the best of his ability. But because of his reclusive nature, nobody seems to know what the ruler of the strongest country in the world seems to truly desire. Is he good? Is he evil? Is he even alive? Nobody knows.

Hero of the Island Nations (Lazlo)

Star: Tenkai
Game: Suikoden IV, Suikoden Tactics
Possesses the Rune of Punishment.

While training to be a knight of Gaien in the port town of Razril, he was wrongly convicted of murdering the captain of the knights with the Rune of Punishment. He was expelled and banished from Razril. Soon thereafter, he would expose a plot between Cray Trading Company and the empire of Kooluk to conspire to take over the island nations. With the power of the rune of punishment, he would fend off the forces of Cray and Kooluk, and unite the Island Nations under one banner.

Lino en Kuldes

Star: Tengou
Game: Suikoden IV, Suikoden Tactics

The unseemly king of the Kingdom of Obel, he would embrace the Hero of the Island Nations after he was banished from Razril. After an invasion by Kooluk, Lino en Kuldes set off with the hero to unite the island towns for a common cause. After the last stand of the Hero of the Island Nations, he would become the first King of the newly unified Island Nations.

Kika

Star: Tenko
Game: Suikoden IV, Suikoden Tactics

A wandering pirate during the unification of the Island Nations, she would team up with the hero to prevent the Kooluk Empire and the Cray Trading Company trying to dominate the islands. She brought the aid of her pirates to the rebellion force. After the war, she resumed being a pirate and disappeared without a trace. Many assume that she met her end at the seven seas.

Graham Cray

Star: Unknown
Game: Suikoden IV
Once possessed the Rune of Punishment

A former pupil of Elenor Silverberg of the Silverberg family, the ruthless proprietor of the Cray Trading Company, at one time he possessed the Rune of Punishment. However, fearing the rune's deadly power, he cut off his arm to get rid of it. However, the rune would then pass on to his youngest son, and would eventually kill him. Some say that this was the incident that changed his life. He became a ruthless merchant, stopping at nothing to get what he wanted back – the rune of punishment.

Troy

Star: Unknown
Game: Suikoden IV

Nicknamed "Son of the Sea God", he was Captain of the Kooluk's naval fleet during the Unification of the Island Nations. He was in charge

of the strategy of Kooluk's invasion with Cray Trading Company, which was ultimately unsuccessful. In the final battle for El Eal, a strategic outpost for Kooluk, he was ultimately bested by the rebellion force. After a final duel with the hero of the Island Nations (which he would ultimately lose), he went down with his ship. It is presumed that he died there.

Kyril

Star: Unknown
Game: Suikoden Tactics

A young man, born in Scarlet Moon, who travelled to the Island Nations with his father, Walter, searching for information about Rune Cannons in the wake of the war with Kooluk. After the death of his father at the hands of the Pirate Steele, he continued his father's research. Becoming entangled in the machinations of the Kooluk usurper, Iskas, Kyril was intimately involved in the events leading up to the dissolution of the Empire. The result of a union between his father and a demon called Yohn, Kyril is an immortal, though what other abilities this nature may convey upon him remain unknown. After Corselia dissolves the Kooluk Empire, he returned to Scarlet Moon with her, though he disappeared some years later. What became of Kyril after that is unknown.

Andarc

Star: Unknown
Game: Suikoden Tactics

A spy in the employ of the Scarlet Moon Empire, Andarc travelled to the Island Nations with his commander, Walter, his son, Kyril, and their companion Seneca, searching for information pertaining to Rune Cannons. When Walter was turned into a monster by the Evil Eye, it was Andarc who slew him, an act which haunted him for many years, even as he raised and trained Kyril. As one of Kyril's closest friends and companions, Andarc was peripherally involved in the death of Iskas and the dissolution of the Kooluk Empire. Afterwards he returned to Scarlet Moon along with Kyril, Corselia, and Seneca. A powerful magician, he later published a book about his experiences during the Kooluk civil war.

Corselia

Star: Unknown
Game: Suikoden Tactics

Granddaughter of Julius, the last Emperor of Kooluk, Corselia briefly succeeded to the throne after the death of her father and grandfather at the hands of Iskas, but only long enough to dissolve the Empire. Headstrong and willful, Corselia fled Graska Palace to search for information about Iskas and became a close friend of Kyril after their paths crossed. After dissolving the Empire, she returned with Kyril to Scarlet Moon. After Kyril disappeared, she searched for him for some time before realizing that he didn't want to be found.

Iskas

Star: Unknown
Game: Suikoden Tactics

A cunning manipulator and leader of the Kooluk Patriarchal faction, Iskas is the man who is largely considered responsible for the dissolution of the Kooluk Empire. Frustrated by the inability of his Patriarchal Faction to gain much political clout in the Empire, Iskas attempted to manipulate the political situation to gain control of the Empire as Corselia's regent. It was Iskas who discovered the properties of Rune Cannons which cause them to transform humans into fish monsters. He was killed during his last stand at Graska Palace, during which time he transformed himself into a fish monster.

The Prince of Falenas (Frejyadour)

Star: Tenkai
Game: Suikoden V

Son of Arshtat and Ferid and brother to Lymsleia, the Prince, like most Falenan male royalty, has little political authority in his native Queendom. However, he was instrumental in thwarting the Godwin coup and recovering the triumvirate of Falenan Runes. A master of staff combat and bearer of the Dawn Rune, he fought many battles in an effort to free his sister from the Godwin manipulations. The Prince was instrumental in integrating the Beavers more thoroughly into Falenan society, and redefining the role of the Dragon Cavalry (many credit him with bringing them more directly under the service of the Queen). After the defeat of Marscal Godwin, the Prince

surrendered the Dawn Rune and remained in Falena to protect his sister along with his bodyguard Lyon.

Arshtat Falenas

Star: Unknown
Game: Suikoden V

Wife of Ferid of the Island Nations, and father to Lymsleia and the Prince, Arshtat was one of only a handful of Falenan Queens to choose to bear the Sun Rune directly in her body. Alarmed by the escalating tensions between the Godwins and the Barows families, Arshtat accepted the advice of the tactician, Lucretia, to carry the Rune in her body. The formerly merciful and progressive Queen was driven mad by the Rune's influence and later used its power to obliterate the community of Lordlake during a relatively minor revolutionary uprising, and was periodically subject to the delusion that she was a God. After her daughter's Sacred Games were won by Gizel Godwin, she moved decisively to end the Godwin uprising and would have succeeded had her increasingly unpredictable nature not caused her to turn the Sun Rune's power on her husband, Ferid. This event completely unbalanced her mind and she would have destroyed Falena had she not been slain by the foreign knight, Georg Prime.

Lymsleia Falenas

Star: Unknown
Game: Suikoden V

Brother of the prince and daughter of Arshtat and Ferid, Lymsleia's succession was the event that touched off the Godwin coup, an event which had been simmering for some years between the Godwin and Barows families. After her Games were fixed by Gizel Godwin and her mother murdered by Georg Prime during her fiancee's coup, she became a prisoner in her own palace, save for briefly venturing forth to wage war against her brother as part of an attempt to be rescued. After her brother forced the Godwins out of Sol-Falena, she took control of the country.

Lucretia Merces

Star: Tenki
Game: Suikoden V

An immigrant to Falena from the northern Grasslands, Lucretia was brought to Falena by Marscal Godwin, who recognized her tactical genius. She advised the Godwins for some time before betraying Marscal when she realized his imperial ambitions, and advised Arshtat to remove the Sun Rune from his reach by bearing it in her body. In spite of the aid Lucretia gave her, it was necessary to imprison her as a political move to calm Marscal Godwin. Though she assumed when the Godwins came to power that she would be executed, she was instead rescued by the Prince and joined his cause. Though cold and calculating, Lucretia possessed a strong moral compass that had led her to betray the Godwins and would, she assumed, eventually cause her to betray any of her masters. She was not well loved by Arshtat's sister Sialeeds since it was her advice that caused Arshtat to go mad, even though Lucretia tries very hard to atone for her deeds. Though she was asked to become Prime Minister after Lymsleia's ascension to the throne, she vanished instead. Her fate after the war is unknown.

Georg Prime

Star: Teni
Game: Suikoden II, Suikoden V

A wandering knight whose origins are largely unknown; Georg is first seen serving as foremost of Ferid's Queen's Knights in the days leading up to the war of succession. Though ostensibly brought to Falena by Ferid simply to lead the Knights, his secret duty was to slay Arshtat if the Sun Rune's powers ran amok, a duty he was eventually forced to fulfill. After fleeing Sol-Falena with the Prince and the other survivors, Georg was active under the Prince throughout the war, though he left Falena shortly thereafter. He disappeared for some two decades after that, reappearing late in the Dunan Reunification war, where he served in a peripheral role. What became of him after the destruction of Le'Renouille is not known.

Gizel Godwin

Star: Unknown
Game: Suikoden V

Son of Marscal Godwin of the highly influential Godwin house, Gizel serves as the main antagonist of Suikoden V. Victorious at the Sacred Games, he marries Lymsleia Falenas and becomes regent while murdering and pushing out the remaining royal family. He is incredibly calculating, and naked in his ambition to rule, which causes immense distrust in Falena. His plots and schemes are routinely foiled while in power, and eventually his reign crumbles once Sol-Falena is retaken by the Falenan royal family.

Salum Barows

Star: Unknown
Game: Suikoden V

Head of the Barows house, Salum Barows serves as a political rival to the Godwins. Equally callous and ambitious in his desire to rule, Salum Barows covertly steals the Dawn Rune away from the Falenan royal family. This incident triggers a series of events that force the Godwins to make a play at the Sacred Games, and serves as a backdrop to events unfolding in Suikoden 5. As the Prince gathers his armies and support to reverse Godwin's coup, it is revealed that Barows stole the Dawn Rune, to which the princes confiscates on behalf of the royal family. Barows meets his demise at the hands of Godwin's army during the war, eliminating their chief political rival.

Zerase

Star: Tenkan
Game: Suikoden V

A mysterious sorceress who appeared during the Falenan succession war and disappeared just as quickly after, Zerase bore the Star Rune, a Rune created from the split between Sun and Night. Venomously witted and generally unpleasant, Zerase served the Prince only so long as he bore the Dawn Rune, and only so long as the future of the Sun Rune remained in doubt. She was acquainted with the seeress Leknaat, who referred to her as 'traveler of the night and stars', though the exact nature of their relationship remains unknown. When the Sun, Dawn, and Twilight Runes were returned to the palace at Sol-Falena, she departed from that place and was not seen again.

Haswar

Star: Tensyo
Game: Suikoden V

Sister of Arshtat and Sialeeds and Oracle of the Sacred Land of Lunas, Haswar allowed herself to be captured by the Godwins so that she could stay at Lymsleia's side during her incarceration. After Lymsleia's coronation she left Lunas to join forces with the prince and oppose the Godwins directly. When the war ended, she returned to Lunas to continue to oversee the future of the Falenan royal family.

Twenty years had not changed the sleepy village of Banner. Not even the rumor that this tiny fishing village was once a hideout of the runaway President McDohl was able to turn the village into at least a town. No, this small waypoint between the country of Dunan and the Toran Republic was destined forever to stay a small fishing village on the border of two rival countries.

But destiny, as always, has a sense of humor. For it would be here, in the tiny hamlet of Banner, that destiny would find another.

The group had gathered at the inn at Vine's request. They were sharing drinks.

"So," Patrick inquired, "Who did you say was going to lead us into Dunan?"

"An old friend." Vine chuckled to himself. "He's a bit weird, and he's definitely...off; but he taught me everything I needed to know about wielding a spear. Not to mention he studied with me a bit under Master Shu before he left."

"Left?"

"He got bored."

"Bored?" Alena, the normally stoic gunner from the Guild spoke up, "One gets bored training under one of the most renowned strategists in Dunan?"

Vine shrugged. "I told you. He's weird."

"Whatever. When's he getting here?"

"He should be here any moment…" Vine said.

After a few moments, sure enough, a young man with light-green spiked hair burst into the inn. He was wearing a white t-shirt over a long black shirt. He opted for tight black denim jeans, and big combat boots. His ears were covered in piercings. He wore a spiked collar and bracelets. Completing the outfit was an under-the-lip piercing another spike.

As if his attire wasn't strange enough, he was covered in head to toe in dirt and soot, carrying a gigantic tomato.

"Will ya look at that! What a beaut!" The young man said, a thick cockney accent filled his speech. He leaned into the tomato and kissed it.

Vine grinned as the rest of the group looked at the man with raised eyebrows and puzzled expressions. "Justin, it's been a while."

Justin's already glowing face got brighter at the sight of Vine. "As I live and breathe, Vine! I got yer letter a few days ago. How tha hell have ya been?"

Cody leaned into Patrick's ear, "he's a gardener?"

Patrick Silverberg, the latest, brilliant strategist born of the Silverberg line, shrugged helplessly at Cody.

Chapter 3:
Beginning the Journey: Character Creation

What makes a character in Suikoden?

Every PC in Suikoden follows the same general template:

- Has Hit Points (HP)
- Has Magic Points (MP)
- Can equip at least one rune on one hand, with a potential second rune on the other, and even a third one on their forehead. This enables magic casting.
- Has a melee weapon that can attack from short, medium, or long range.
- Can equip armor and accessories.
- Can partake in Combat, War Battles and Duels.

Races, archetypes, boons and drawbacks all affect how these come into play. These are all outlined in this section. The rest, however, is left up to the player. Where they come from, what they believe, how they act, who they interact with is up to the player (and acceptance by the GM, of course). Many players enjoy deriving a character that conforms to established lore in the Suikoden universe, other players simply enjoy conjuring up an incredibly unique concept.

The great thing is both kinds of characters can exist. The following steps outline how to create a character in a Suikoden universe.

"Session Zero"

One of the great things about Suikoden is the vast timeline and multiverse that the series happens in. However, it is important from the start that both the Game Master (GM) and the players with their characters (PCs) have good, open communication with each other. Everyone should come collectively to a conclusion about their role-playing goals and ideas, as well as working out things between the GM and the players. In role-playing terms, this is often called a "Session Zero": A pre-campaign session where everybody gets together and talks to each other.

The first thing that should be done is figuring out the type of game that will happen. They should determine if and where the game is set in the Suikoden timeline, as well as the location if such things are relevant to the GM and the players.

Determining the scope of the game is important. Is this a one shot that will only take place over three weeks? Then perhaps players should start at a higher level and have the GM create a partially developed headquarters. Long term campaign? Then everyone should be very comfortable with their characters and the setting. Will there be wars and duels? If so, PCs should think about taking those talents.

Another point the GM should also establish with his PCs is what is and is not restricted. Perhaps he will not let a PC be a Tenkai Star, or want descendants of other stars, or people who want to be part of the Howling Voice Guild. If the PC goes into the game with a preconceived notion for a character in mind, then this should be discussed with the GM to make sure that it is acceptable.

The goal is, obviously, to have fun! Making sure everyone is on the same page and that there's honest and open communication with each other is paramount to reaching that goal. One everyone is on the same page, then character creation can begin.

Step 1: Understanding Attributes

In The Genso Suikoden Tabletop Role-Playing Game, there are seven primary stats or attributes. Every character that is generated will have these attributes.

POW/Power

Power determines your physical attributes; namely attack and defense. It is also involved with feats of strength, such as lifting a heavy rock or pushing a giant stone pillar.

INT/Intelligence

Intelligence determines your mental strength. This encompasses both wisdom and book smarts. The ability to deduce puzzles and figure things out logically is covered within this stat.

SPD/Speed

The speed stat judges how quick one can act. Movement, reaction time, and agility are calculated by speed. The higher the speed, the harder you are to be hit.

SKL/Skill

Skill is defined as one's inner talent. A player with a high skill means that they can easily adapt to any situation, and can cleverly come up with a solution to a problem that might presents itself.

MAG/Magic

Determines magical prowess. The ability to manipulate runic energies and show general magical talent is harnessed through this stat. A high magic stat allows the potential for great destruction, or great recovery.

M. DEF/Magic Defense

Certain targets are sturdier when it comes to being blasted with magic attacks, which is what M.DEF represents. Be it through mental comprehension or simple magical affinity, magical defense is represented through this stat.

LUCK/Luck

Some things are simply left up to chance. Are you able to focus your mind enough to repeatedly cast a spell? Do you see a weak spot in an enemy's defense? Luck determines your ability to strike critically when the opportunity rises.

All of these attributes have a corresponding grade, from F to S. The grade value is equivalent a number up to 12. When the GM gives a Difficulty Rating (DR), roll a d12 and add your grade to the skill on the bottom row. These are consistent.

Each attribute has a number of available slots underneath it, which is where talents go in and are explained in their own section.

One may choose to raise any one of the seven stats they have naturally. However, to raise talents (discussed later), one must visit a person with appropriate tutelage talent. Those grades can only be raised as high as the tutor is capable. In other words, a tutor cannot raise someone else's grade higher than their own.

Strategist's Corner: About the Strategist's Corner

Throughout the book, look for these small side blurbs. They'll help shed some insight into all different kinds of stuff about the system, from ideas to explanations to hints and everything in-between!

Note: There are other means to inflate your grade higher. However, S-grade my only be achieved and learned through tutoring. It cannot be artificially reached in any given situation (such as using a strategist's combat strategy talent in battle).

F to B grades cost one attribute point to raise an attribute or talent to the next grade.

B+ to A grades all cost two attribute points to raise an attribute or talent to the next grade.

A+ and S grades both cost five attribute points to raise.

Table 3.1: Grading Chart

Grade:	F	D	C-	C	C+	B-	B	B+	A-	A	A+	S
Numerical Equivalent:	1	2	3	4	5	6	7	8	9	10	11	12

Step 2: Picking a Star

PCs now get to pick which Star of Destiny they want to be. Picking a star can inherently give the Destined boon. Many stars also come with additional bonus abilities and talents, as well as more stat bonuses and modifiers. If a character that has picked a boon, then proceeds to get that boon when picking a star, those skill points are refunded to the PC and may be used elsewhere. If the appropriate stat modifiers also allow for further change of the character, then they may be applied retroactively.

When considering picking a star of destiny, it is often best to keep the idea of your character intact. While it might be tempting to just pick the Teni (1) star (offers Damage Mitation talent) or the Tenyu (2) star (+1 POW slot), it might be more fun and rewarding to pick a star with a boon/drawback that plays into your character. The notes listed with each star often give good guidelines whether or not that star is appropriate for the type of characters PCs wish to play.

Note: The GM will have ultimate discretion whether or not your character will be able to be placed under a certain star. GMs are suggested to also keep within the spirit of the stars as much as possible.

Strategist's Corner: Character Creation in a Nutshell

- Think of a character.
- Pick a star of destiny.
- Pick a race.
- Pick an archetype.
- Fill out slots with additional talents.
- Pick your boons and drawbacks.
- Pick your weapon and its range.
- Pick a rune.

Table 3-2: The 108 Stars of Destiny

Tenkai Star **Bonus:** (unique) Has the final say when it comes to matters of the headquarters. **Characters:** Tir McDohl, Riou, Thomas, Lazlo, Frejyadour **Notes:** The heroes of the Suikoden games usually have this star, although not always. Thomas was the castle proprietor where the stars gathered.	Tengou Star **Bonus:** Acquire War Strategy talent for free. **Characters:** Lepant, Ridley/Boris, Sasarai, Lino, Raja **Notes:** This star is usually a "second in command" star. They often display leadership qualities and play a prominent role in the story.
Tenki (1) Star **Bonus:** (unique) Silverberg Lineage boon is reduced by 2; Silverberg Tutelage boon is reduced by 1 (cumulative). **Characters:** Mathiu, Shu, Caesar, Elenor, Lucretia **Notes:** The primary strategist has this star.	Tenkan Star **Bonus:** Acquire MP Bonus talent for free. **Characters:** Luc, Ted, Zerase **Notes:** Strong mages usually have this star. Luc and Ted also possess a true rune.
Tenyu (1) Star **Bonus:** Acquire Brute Strength talent for free. **Characters:** Humphrey, Dupa, Tal, Craig **Notes:** Strong weapon masters take this star.	Tenyu (2) Star **Bonus:** +1 POW slot. **Characters:** Kasim, Hauser, Yuber, Izak, Galleon
Tenmou Star **Bonus:** Acquire Defector Drawback, get double points for it. **Characters:** Kwanda, Kiba, Shiba, Axel, Boz **Notes:** Tenmou stars are strong fighters, usually with strong military or royal connections. They are often antagonists who, for whatever reason, have changed sides.	Teni (1) Star **Bonus:** Acquire Damage Mitigation talent for free. **Characters:** Pesmerga, Lucia, Selma, Nakula
Tenei Star **Bonus:** Acquire Ally boon for free. **Characters:** Gremio, Sierra, Yuiri, Aldo, Lyon **Notes:** Tenei stars often develop a bond with one specific star on the list.	Tenki (2) Star **Bonus:** Acquire Gather Information(Bureaucracy) for free. **Characters:** Warren, Teresa, Salome, Reinbach, Talgeyl **Notes:** Tenki (2) stars are often helpless aristocrats that are better bureaucrats than fighters.
Tenfu Star **Bonus:** Acquire Gather Information(Local) for free. **Characters:** Kun To, Nina, Jimba, Chiepoo, Eresh/Euram	Tenman Star **Bonus:** Acquire Tutelage: Combat for free. **Characters:** Cleo, Feather/Siegfried/Abizboah, Juan, Paula, Dinn **Notes:** Tenman stars usually somehow associate with the Tenkai star.
Tenko Star **Bonus:** Acquire Counterattack talent for free. **Characters:** Viktor, Sgt. Joe, Kika, Kyle **Notes:** Tenko stars, like Tenyu (1) stars, are strong weapon masters.	Tensyo (1) Star **Bonus:** Acquire Mastery(Short) boon for free. **Characters:** Valeria, (Tomo), Hugo, Keneth, Zegai
Tenritsu Star **Bonus:** Acquire Focus talent for free. **Characters:** Griffith, Fitcher, Bazba, Ramada, Isato	Tensyo (2) Star **Bonus:** Acquire Sharpshooter talent for free. **Characters:** Clive, Yun, Travis, Haswar **Notes:** This star finds home usually with ranged combat specialists.
Tenan Star **Bonus:** Acquire Combat Prowess talent for free. **Characters:** Flik, Edge, Snowe, Belcoot **Notes:** Tenan stars are good with the sword.	Tenyu (3) Star **Bonus:** Acquire Advanced Rune(command rune for spear weapons) at no cost **Characters:** Camille, Tsai, Yumi, Rachel, Norma **Notes:** Tenyu (3) stars like spears.

Tenku Star **Bonus:** +1 SPD slot. **Characters:** Kreutz, Jess, Fubar, Helga, Ax	Tensoku Star **Bonus:** Acquire Bound Basic Rune(Holy) drawback, obtain double points for it. **Characters:** Stallion, Nash, Cedric, Cathari **Notes:** The Godspeed Rune (aka True Holy Rune) has often found home with this star.
Teni (2) Star **Bonus:** Acquire Stealth talent for free. **Characters:** Kage, Georg, Aila, Keen	Tensatsu Star **Bonus:** Acquire Adrenaline Boost talent for free. **Characters:** Fu Su Lu, Hanna, Hallec, Gau, Ernst **Notes:** Barbarians, beserkers, and sometimes just animals take up this star.
Tenbi Star **Bonus:** Acquire HP Bonus for free. **Characters:** Kirkis, Killey, Chris, Gretchen	Tenkyu Star **Bonus:** Acquire Extra Rune Slot boon for free. **Characters:** Milich, Anita, Estella, Konrad, Shula
Tentai Star **Bonus:** Acquire Inspired(Tenkai Star, talent of choice) boon for free. **Characters:** Pahn, Feather/Siegfried/Abizboah, Cecile, Jewel, Shoon **Notes:** This star is usually good friends with the Tenkai star.	Tenjyu Star **Bonus:** Acquire Loyalty (4 point) boon for free. **Characters:** Sonya, Nanami, Geddoe, Katarina, Bernadette **Notes:** Tenjyu stars often show loyalty to one person in particular.
Tenken Star **Bonus:** Acquire Unite Attack(Tenzai Star, Tenhai Star) boon for free. **Characters:** Anji, Rina, Melville, Lo Seng, Volga **Notes:** This star is tied to the Tenzai and Tenhai stars.	Tenhei Star **Bonus:** Acquire Awareness Talent **Characters:** Tai Ho, Ace, Shiramine, Lance **Notes:** This star is linked to the Tenson star.
Tenzai Star **Bonus:** Acquire Unite Attack (Tenken Star, Tenhai Star) boon for free. **Characters:** Kanak, Eilie, Alanis, Lo Fong, Wasil **Notes:** This star is tied to the Tenken and Tenhai stars.	Tenson Star **Bonus:** Acquire Fishing talent. **Characters:** Yam Koo, Queen, Ugetsu, Flail **Notes:** This star is linked to the Tenhei star.
Tenhai Star **Bonus:** Acquire Unite Attack (Tenken Star, Tenzai Star) boon for free. **Characters:** Leonardo, Bolgan, Elliot, Lo Hak, Orok **Notes:** This star is tied to the Tenken and Tenzai stars.	Tenrou Star **Bonus:** Acquire the Defender(Tensui Star) drawback, get double points for it. **Characters:** Hix, Franz, Rakgi, Yoran **Notes:** This star is usually the guardian of the Tensui star.
Tensui Star **Bonus:** Acquire the Defended(Tenrou Star) boon for free. **Characters:** Tengaar, Iku, Rikie, Nick **Notes:** This star is usually guarded by the Tenrou star.	Tenbou Star **Bonus:** Acquire Unite Attack(Tenkoku Star) Boon for free. **Characters:** Varkas, Freed Y, Scott, Jango, Wilheim **Notes:** This star is often accompanied by the Tenkoku star.
Tenkoku Star **Bonus:** Acquire Unite Attack(Tenbou Star) Boon for free. **Characters:** Sydonia, Yoshino, Ernie, Brec **Notes:** This star is often accompanied by the Tenbou star.	Tenkou Star **Bonus:** Acquire Fades Into The Background(Person) boon for free. **Characters:** Eileen, Chaco, Dios, Flare, Toma **Notes:** Tenkou stars may stand out in their own right, but are often overshadowed by others.

Chikai Star **Bonus:** Acquire Throw Out the Play Book boon for free. **Characters:** Leon, Klaus, Albert, Tanya, Cius **Notes:** Another strategist's star.	Chisatsu (1) Star **Bonus:** Acquire Shields talent for free. **Characters:** Georges, Gilbert, Mua, Jeremy, Raven **Notes:** This star is strong defensively.
Chiyu (1) Star **Bonus:** Acquire Business Owner(Item) talent. **Characters:** Ivanov, Tetsu, Dominic, Gareth, Shinro	Chiketsu Star **Bonus:** Acquire Business Owner(Rune) talent. **Characters:** Jeane **Notes:** Jeane's star: A rune master with a mysterious and strange past.
Chiyu (2) Star **Bonus:** Acquire Martial Arts(Full Movement Ability) boon for free. **Characters:** Eikei, Wakaba, Shabon, Lilon, Norden	Chii (1) Star **Bonus:** Acquire Maximilian Heritage(Lineage) boon for free. **Characters:** Maximilian, Fred, Gary, Isabel **Notes:** This star is often accompanied by the Chiei star.
Chiei Star **Bonus:** Acquire Maximilian Heritage(Protégé) boon for free. **Characters:** Sancho, Genshu, Rico, Ema, Mathias **Notes:** This star is often accompanied by the Chii (1) star.	Chiki Star **Bonus:** Acquire Likable and Unite Attack(Chimou Star) boons for free for Knights only. **Characters:** Grenseal, Camus, Percival, Sigurd, Rahal **Notes:** Pretty boy Star .
Chimou Star **Bonus:** Acquire Likable and Unite Attack(Chiki Star) boons for free for Knights only. **Characters:** Alen, Miklotov, Borus, Hervey, Roog **Notes:** Pretty boy Star 2.	Chibun Star **Bonus:** Acquire Sculpting talent. **Characters:** Tesla, Jude, Twaikin, Micky, Gunde **Notes:** If you enjoy playing in mud, this is the star for you!.
Chisei Star **Bonus:** Acquire Appraiser talent. **Characters:** Jabba, Lebrante, Nadir, Nabokov, Bastan **Notes:** Appraisers praise the prosperous properties of playing Chibun stars.	Chikatsu Star **Bonus:** +1 M.DEF slot. **Characters:** Lorelai, Duke, Frederica
Chitou Star **Bonus:** Acquire Gardening & Farming talent. **Characters:** Blackman, Tony, Barts, Mao, Goesch **Notes:** Chitou stars are the gardeners and farmers of the stars.	Chikyou (1) Star **Bonus:** Acquire Influence talent. **Characters:** Joshua, Gijimu, Bright, Bartholomew, Fuwalafuwalu
Chian Star **Bonus:** Acquire Bound Basic Rune(Titan) drawback, gain double points for it. **Characters:** Morgan, Rikimaru, Toppo, Helmut, Richard	Chiziku Star **Bonus:** +1 INT slot. **Characters:** Mose, Gantetsu, Beecham, Pablo, Wabon
Chikai Star **Bonus:** Acquire the Charisma talent. **Characters:** Esmerelda, Simone, Gau, Bang, Luserina	Chisa Star **Bonus:** Acquire the Troubadour talent. **Characters:** Melodye, Connell, Reed, Liloon, Rania **Notes:** Talented musicians pick this star.

Chiyu (3) Star **Bonus:** Acquire the Business Owner(Armor) talent. **Characters:** Chapman, Hans, Samus, Lilen, Mohsen	Chirei Star **Bonus:** Acquire Healing(SKL) boon for free. **Characters:** Liukan, Huan, Mio, Yu, Silva **Notes:** Doctorly Star.
Chijyu Star **Bonus:** Acquire Healing(INT) boon for free. **Characters:** Fukien, Tuta, Carrie, Murad **Notes:** Nursely Star.	Chibi Star **Bonus:** Acquire Rune(Wind) talent. **Characters:** Futch, Dario, Gavaya
Chikyu Star **Bonus:** Acquire Combat Reflex for free. **Characters:** Kasumi, (Tomo), Lilly, Millay, Hazuki	Chibou Star **Bonus:** Acquire Tutelage: Study for free. **Characters:** Maas, Beadeaux, Jefferson, Reinhold, Moroon
Chizen (1) Star **Bonus:** Acquire Runic Mastery (Pale Gate) boon for free. **Characters:** Crowley, Mazus, Sarah, Warlock, Levi **Notes:** Incredibly powerful magicians are with this star.	Chikou (1) Star **Bonus:** Acquire the Advanced Rune (Mayfly) boon for free. **Characters:** Fuma, Mondo, Watari, Akaghi, Shigure **Notes:** Ninja... sssh.
Chikyou (2) Star **Bonus:** Acquire the Advanced Rune (Shrike) boon for free. **Characters:** Moose, Sasuke, Ayame, Mizuki, Sagiri **Notes:** More Ninja... sssh.	Chihi (1) Star **Bonus:** Acquire Gather Information (Headquarters) talent for free. **Characters:** Meese, Leona, Sebastian, Ornan, Marina
Chisou (1) Star **Bonus:** Acquire the Elevator Construction and Repair talent. **Characters:** Sergei, Adlai, Shizu, Manu, Babbage **Notes:** Elevators!	Chikou (2) Star **Bonus:** Acquire the Scroll Maker talent. **Characters:** Kimberly, Raura, Hortez VII, Rene, Haleth
Chimei Star **Bonus:** Acquire Duelist talent for free. **Characters:** Sheena, Elaine, Ameria, Nifsara	Chisin Star **Bonus:** Acquire Eagle Eyed boon for free. **Characters:** Kessler, Kinnison, Jacques, Nico, Yahr
Chitai Star **Bonus:** Acquire Martial Arts(Preemptive Attack) boon for free. **Characters:** Marco, Shiro, Joker, Wendel, Nelis	Chiman Star **Bonus:** Acquire the Sea Legs boon for free. **Characters:** Gen, Amada, Wan Fu, Tov, Muroon **Notes:** Sailors often find their home with this star.
Chisui Star **Bonus:** Acquire the Librarian talent. **Characters:** Hugo, Emilia, Eike, Phil, Alhazred **Notes:** Bookworms tend to be the Chisui star.	Chisyu (1) Star **Bonus:** Acquire Rune(Fire) talent for free. **Characters:** Hellion, Zamza, Leo, Eugene, Bergen

Chiin (1) Star **Bonus:** Acquire Fleet of Foot talent for free. **Characters:** Mina, Karen, Roland, Mitsuba, Miakis	Chii (2) Star **Bonus:** Acquire Mastery(Medium) boon for free. **Characters:** Milia, Lo Wen, Sharon, Lilian, Sharmista
Chiri Star **Bonus:** Acquire Window Management talent. **Characters:** Kamandol, Tenkou, Nicolas, Nataly, Zunda	Chisyun Star **Bonus:** Acquire Bound Basic Rune(Trick) drawback, obtain double points for it. **Characters:** Juppo, Gadget, Gadget Z, Nao, Sorensen **Notes:** Trickster stuff.
Chigaku Star **Bonus:** Acquire the Singing talent. **Characters:** Kasios, Annalee, Nei, Etienne, Cornelio **Notes:** Soundtest!	Chibin Star **Bonus:** Acquire Bound Advanced Rune (Blinking Rune) for free. **Characters:** Viki **Notes:** Viki's star!... we think.
Chisoku Star **Bonus:** Acquire Quick Study boon for free. **Characters:** Rubi, Koyu, Viki, Kate, Zweig	Chichin Star **Bonus:** +1 LUCK slot for Narcissists only. **Characters:** Vincent, Augustine, Charlemange, Josephine **Notes:** Narcissists just LOVE the Chichin star.
Chikei (1) Star **Bonus:** Acquire Trickery talent for free. **Characters:** Meg, Belle, Rita, Lu **Notes:** Another trickster's star.	Chima Star **Bonus:** Acquire Directional Sense boon for free. **Characters:** Taggart, Mukumuku, Koroku, Oleg, Maroon
Chiyou Star **Bonus:** Acquire Journalism talent. **Characters:** Giovanni, Marlowe, Arthur, Perrault, Taylor **Notes:** Investigative journalism at its best!.	Chiyu (4) Star **Bonus:** Acquire Detective talent. **Characters:** Quincy, Richmond, Kidd, Deborah, Oboro **Notes:** Chiyu (4) often does the investigatory work for the Stars of Destiny.
Chifuku Star **Bonus:** Acquire Stratagem boon for free. **Characters:** Apple, Agnes, Lelei **Notes:** Another Strategist's Star.	Chihi (2) Star **Bonus:** Acquire Runic Constitution for free. **Characters:** Kai, L. C. Chan, Kenji, Trishtan, Genoh
Chiku Star ~~**Bonus:** Acquire Bound Advanced Rune(pet-type) boon for free.~~ **Characters:** Lotte, Millie, Mel, Noah, Meroon	Chiko Star **Bonus:** Acquire Blacksmith talent for free. **Characters:** Mace, Tessai, Peggi, Adrienne, Dongo **Notes:** Blacksmiths dig the Chiko star.
Chizen (2) Star **Bonus:** Acquire the EXP Penalty Drawback, get double points for it. **Characters:** Onil, Taki, Martha, Setsu, Fuyo **Notes:** Chizen (2) often contains the more... "experienced" stars of destiny.	Chitan Star **Bonus:** If the Chikaku star is the same non-human race, then obtain the Good Stock boon for free. **Characters:** Kuromimi, Gengen, Wilder, Nalkul, Logg **Notes:** Non-humans like this star, often finding camaraderie with the Chikaku star.

Chikaku Star **Bonus:** If the Chitan star is the same non-human race, then obtain the Good Stock boon for free. **Characters:** Gon, Gabocha, Rhett, Champo, Lun **Notes:** Non-humans like this star, often finding camaraderie with the Chitan star.	Chisyu (2) Star **Bonus:** Acquire Cooking trait - INT based. **Characters:** Antonio, Yuzu, Louis, Funghi, Shun Min **Notes:** Chisyu (2) are decent cooks, but are often no match for the Chizou star.
Chizou Star **Bonus:** Acquire Cooking trait - SKL based. **Characters:** Lester, Hai Yo, Mamie, Pecola, Retso **Notes:** Chizou stars are better cooks than the Chisyu (2) ones.	Chihei Star **Bonus:** +1 MAG slot. **Characters:** Kirke, Kahn, Ruby, Maxine, Egbert **Notes:** Chihei stars are often loners, preferring no company than friendship.
Chison Star **Bonus:** Acquire the Keeper talent. **Characters:** Rock, Barbara, Muto, Basil, Chuck **Notes:** Chison stars are the masters of the headquarters' inventory.	Chido Star **Bonus:** Acquire Outcast drawback, but gain double points for it. **Characters:** Ledon, Sid, Landis, Igor, Byakuren
Chisatsu (2) Star **Bonus:** Acquire Rune(Water) talent for free. **Characters:** Sylvina, Shin, Kathy, Lilin, Kisara	Chiaku Star **Bonus:** Acquire Advanced Rune(command rune for fist weapons) at no cost **Characters:** Ronnie Bell, Oulan, Emily, Karl, Nikea **Notes:** Fist fighters find favoritism for the Chiaku star.
Chisyu (3) Star **Bonus:** Acquire Gambling Hall talent. **Characters:** Gaspar, Shilo, Billy, Gunter, Linfa **Notes:** Chisyu (3) just love playing games.	Chisu Star **Bonus:** Acquire Pilfer talent for free. **Characters:** Window, Alex, Mike, Desmond, Faylon
Chiin (2) Star **Bonus:** Acquire Business Owner(Inn) talent. **Characters:** Marie, Hilda, Luce, Louise, Faylen **Notes:** Chiin (2) live for running an inn.	Chikei (2) Star **Bonus:** Acquire Martial Arts (Follow through) boon for free. **Characters:** Zen, Bob, Sanae Y, Kevin, Subala
Chisou (2) Star **Bonus:** Acquire Rune(Earth) talent for free. **Characters:** Sarah, Ayda, Anne, Pam, Urda	Chiretsu Star **Bonus:** Acquire Bathematics talent. **Characters:** Sansuke, Pico, Goro, Taisuke, Miroon **Notes:** Chiretsu stars are unparalleled masters of bathematics.
Chiken Star **Bonus:** Acquire Feeble drawback, get double points for it. **Characters:** Qlon, Alberto, Piccolo, Nalleo, Chisato	Chimou Star **Bonus:** Acquire Cartography talent. **Characters:** Templeton, Rody, Haruto, Takamu **Notes:** Characters who love maps often mark the spot with the Chimou star.
Chizoku Star **Bonus:** Acquire Creepy drawback, but gain double points for it. **Characters:** Krin, Hoi, Guillaume, Oskar, Roy **Notes:** Creepier than the Chido star.	Chikou (3) Star **Bonus:** Acquire Trading Post talent. **Characters:** Chandler, Gordon, Gordon, Chadli, Sairoh

Step 3: Select a Race

The world of Suikoden is a large one populated by numerous types of sentient humanoids. These types include not just humans, elves, dwarves, and kobolds, but other even stranger races as well as different kinds of humans, separated from other humans so far geographically and ideologically as to be statistically different.

Races of Men

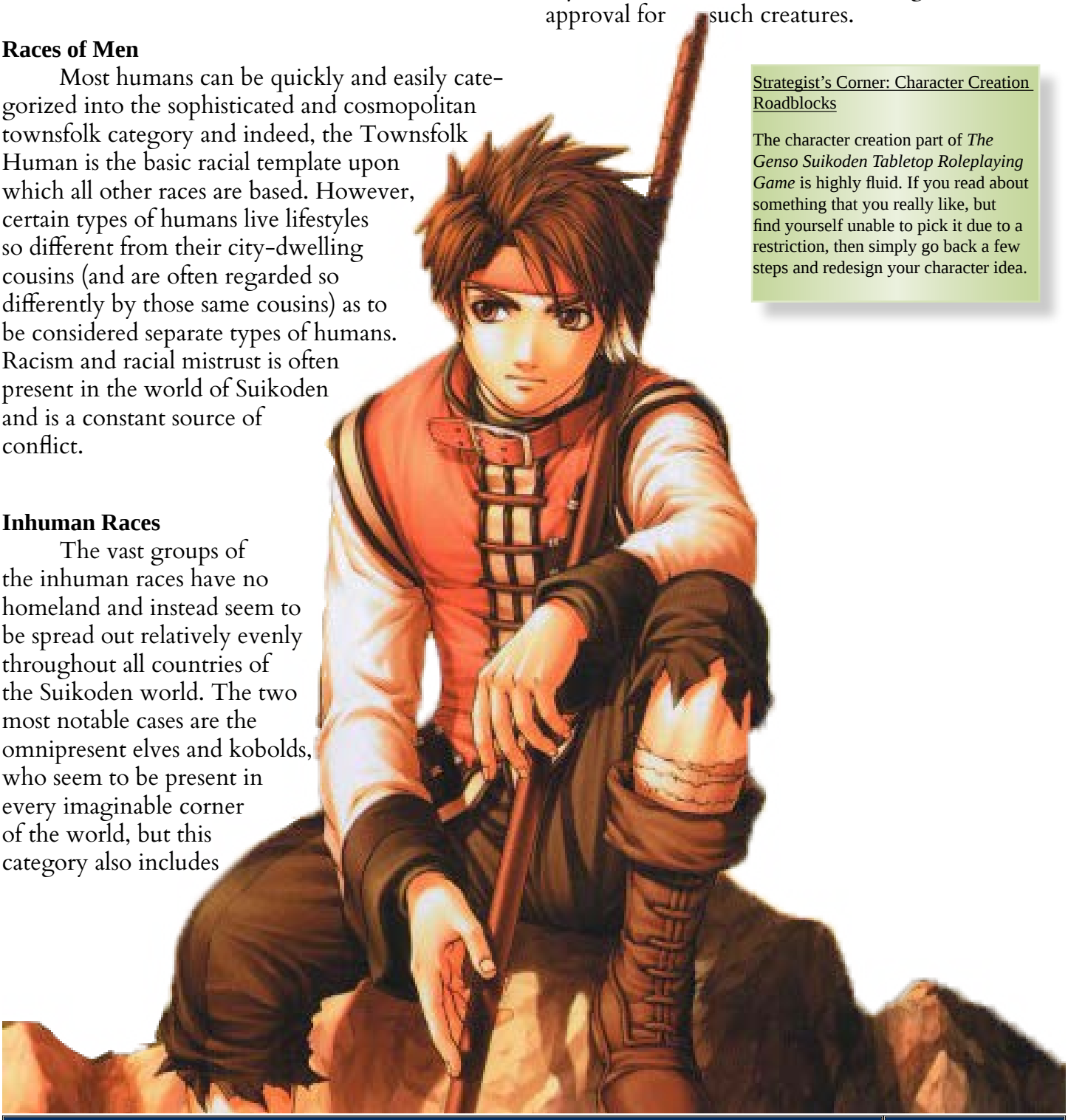
Most humans can be quickly and easily categorized into the sophisticated and cosmopolitan townsfolk category and indeed, the Townsfolk Human is the basic racial template upon which all other races are based. However, certain types of humans live lifestyles so different from their city-dwelling cousins (and are often regarded so differently by those same cousins) as to be considered separate types of humans. Racism and racial mistrust is often present in the world of Suikoden and is a constant source of conflict.

Inhuman Races

The vast groups of the inhuman races have no homeland and instead seem to be spread out relatively evenly throughout all countries of the Suikoden world. The two most notable cases are the omnipresent elves and kobolds, who seem to be present in every imaginable corner of the world, but this category also includes more settled races such as the Nay-Kobolds and the Lizardmen of the Great Hollow.

Monstrous Races

Every now and then, a monster will show up as a star of destiny (e.g.: Abizboah from Suikoden 2). Stats for such creatures are not covered in the Player's Guide, but can be worked out with the GM, should a PC have his heart set on playing a mystic monster. The GM, however, gives final approval for such creatures.



Strategist's Corner: Character Creation Roadblocks

The character creation part of *The Genso Suikoden Tabletop Roleplaying Game* is highly fluid. If you read about something that you really like, but find yourself unable to pick it due to a restriction, then simply go back a few steps and redesign your character idea.

Races of Men

Townsfolk Human

Townsfolk Humans are the city dwellers of the Suikoden world, often well-educated and financially secure. They are knowledgeable about their own local history and often display significant amounts of patriotism, but are just as likely to be found far from their homes wandering and seeking adventure. Wanderlust and the desire for material acquisition are as common in the streets of Gregminster or Muse – often even more so – than it is among, for example, the tribes of Karaya.

Townsfolk Human is a catch-all category that can describe just as effectively a human raised in Gregminster with a penchant for magic and another human raised in Matilda who longs to be a knight; while their belief systems and aspirations are different their upbringings have been surprisingly similar. As such, this is a baseline race that offers no penalties or advantages. Townsfolk Humans are unique in that they are not restricted in what archetypes they may select. Certain secretive or exclusive societies such as the Ninjas of Rokkaku, the Dragon Knights, and the Howling Voice completely ignore the 'barbarian' races when recruiting for their number.

Notable Townsfolk Humans: Young Master McDohl, The Jowston Hero. Jowy Atreides, Chris Lightfellow, Geddoe, Hero of the Isles, The Prince of Falena

Townsfolk Human Racial Breakdown

Requisites:

None

Racial Attributes:

None

Racial Abilities:

None

Racial Deficiencies:

None

Alma Kinian Racial Breakdown

Requisites:

- Gender must be female.
- Archetype must be Adept, Magician, or Strategist.

Racial Attributes:

- +1 INT talent slot.
- -1 POW talent slot.

Racial Abilities:

- The Rune (Earth or Water) talent is free.
- Gather Information (Clairvoyance) talent is free.

Racial Deficiencies:

- Alma Kinians may not take the Brute Strength or HP Bonus talents.
- Alma Kinians must use a bow or crossbow as their weapon, making them long range users.

Alma Kinian

The secretive and mystical people of the Alma Kinan tribe are characterized by the fact that no one really knows what characterizes them. Virtually unknown outside the Grassland tribes (though the Zexen and Harmonians are peripherally aware of their existence), this all-female tribe has an unusual reputation as mysterious seeresses and sorceresses.

The village of the Alma Kinian people is hidden deep within the shadowy depths of Kuput Forest, on the eastern edge of Grassland territory near the Harmonian border. Little is known about them. There are no men among the Alma Kinian and it is unknown how the tribe reproduces, or what is done with male babies. They are renowned for their magical natures though their real talents lay in areas other directions than raw magical destruction. The magical field that, until recently, protected Alma Kinan was only the prime example of their unparalleled powers over warding and protection magic. Their long association with the Grassland earth spirits has also given them an unusually high instance of clairvoyant powers among their children.

When forced to battle, an Alma Kinian woman prefers to defend herself at range by bow or crossbow while defending and healing herself and her comrades with magic. They're a solitary people who are unused to and in many ways unsuited to combat, as their long isolation has rendered them frail. Alma Kinians found outside Grassland (or even outside Kuput Forest) are astonishingly rare but stay in the village is voluntary rather than compulsory; the women are free to come and go as they please. The most common archetype among them is Magician, but Adepts with a strong magical focus are also common.

The Alma Kinan are a strange people with strange rites that in some cases even involve human sacrifice, but while largely uninterested in the world at large, they aren't a cruel or evil people. Their territory was penetrated by Harmonian elements during the second coming of the Fire Bringer, and their powerful barrier was destroyed by Yuber. What the future holds for these people is unclear. Their chief is the archer and earth mage Yuiri.

Notable Alma Kinian: Yuiri, Yun, Yumi

Homunculus

Less a race than a crime against nature, the exact number of Homunculi currently at large in the world is completely unknown and may be as low as one, Bishop Sasarai of Harmonia.

Ages ago, the mysterious Sindar people developed a magical method by which they could create life unnaturally. From small magical jars containing the basic building blocks of human life, the Sindar could create living, breathing humans without going through the messy process of gestation and birth. Why they would develop this technique is unknown. What is known is that it was later rediscovered and resurrected by the mysterious Archbishop of Harmonia, Hikusaak, to create a pair of vessels to house the True Wind Rune and the True Earth Rune. Those two Homunculi were the twin 'brothers' Luc and Sasarai.

Luc died during the second coming of the Flame Champion and the True Wind Rune was lost, but Sasarai survived the conflict, learned of his true nature, and willingly returned to Harmonia and his 'father', Hikusaak. Whether or not Hikusaak created any other Homunculi is unknown.

Homunculi player characters are likely to be either willing servants of or refugees from Hikusaak's rule, and will generally speaking either possess a True Rune or be searching for one. The primary purpose behind the Homunculi seems to be a concrete way for Hikusaak to protect and display his growing collection of True Runes, so any new Homunculi are likely to be dedicated to that purpose, or else fleeing from it. The seeress Leknaat also seems to have an interest in Homunculi; she was the one who 'liberated' Luc and his True Wind Rune from Hikusaak. Because of their Sindar heritage and Harmonian upbringing, Homunculi are enormously talented mages, but their fabricated bodies are very, very weak. In temperament they are practically indistinguishable from humans.

Notable Homunculi: Luc, Sasarai

Note: Homunculi make interesting and compelling player characters but GMs should be careful about making unrestricted use of such a mysterious and potentially powerful race. The characteristics of the Homunculi as established by the game are not particularly defined, so what follows is primarily speculation. As such, inclusion of Homunculi in any campaign is strictly at the discretion of the GM.

Homunculus Racial Breakdown

Requisites:

- Gender must be Male.
- Archetype must be Magician.

Racial Attributes:

- +2MAG talent slots.
- -1POW talent slot.
- -1SPD talent slot.
- -1LUCK talent slot.

Racial Abilities:

- Homunculi get the MP Bonus talent for free.
- Homunculi spend 0 boon points on Runic Mastery, allowing them to command all advanced spheres of magic.

Racial Deficiencies:

- Gain the Diminutive drawback, but not the points for it.
- Gain the Psychosis(Magic) drawback, but not the points for it.
- Homunculi cannot purchase the Good Stock boon.

Karayan Racial Breakdown

Requisites:

- Archetype must be Adept, Strategist, or Thief/Bandit.

Racial Attributes:

- +1SPD talent slot.
- -1POW talent slot.

Racial Abilities:

- Karayans get the Fleet of Foot and History(Karaya) talents for free.

Racial Deficiencies:

- Karayans must take the Bound Basic Rune (Earth, Wind, or Shield) disadvantage, but not get the points for it.
- Karayans cannot purchase the Brute Strength or HP Bonus talents.

Karayan

The nomadic people of Karaya are characterized by a strong spiritual streak and a fiercely independent warrior culture. Settled primarily along the southeastern edge of the rolling Plain Amur in Grassland, the tribesmen of Karaya are largely untouched (and apparently uninterested) in the affairs of the rest of the world at large. Until very recently their only real concern was the escalating hostility between themselves and the people of nearby Zexen. Their chief, Lucia, was peripherally involved in the war that ended in the formation of Dunan, fighting on behalf of Highland to avenge the murder of her father by Alec Wisemail of Greenhill.

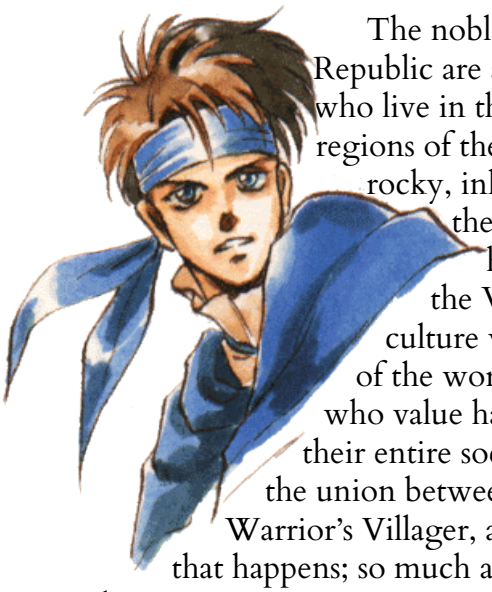
For the most part the Karayans seem a welcoming people, open to trade. They seem to enjoy an especially close relationship with the Lizardmen of the Great Hollow and the nearby people of the Duck Clan.

Karayans worship an ephemeral pantheon of earth spirits and certain among their number have stronger connections to the earth than others. In battle, they favor lightly armed guerilla tactics and fight primarily in light armor using their distinctive long knives. Unlike their distant cousins, the women of Alma Kinan, there are few pure mages among the Karaya. Rather than overwhelming their opponents with brute strength or arcane magic, Karayans rely on a deadly combination of blinding speed and merciless accuracy when forced into battle.

Since the destruction of their village by Harmonian forces during the second coming of the Flame Champion, the Karayans have drawn even closer to the Lizardmen (refugees from the destruction took up temporary residence at the Great Hollow) while they struggle to rebuild their lives under the leadership of Lucia and their future chief, the True Rune Bearer, Hugo.

Notable Karayan Humans: Lucia, Hugo, Lulu, Aila

Warrior's Village



The noble Warriors of the Toran Republic are a strong, proud people who live in the mountainous southern regions of the Lorimar province. The rocky, inhospitable landscape and the generally otherwise uninhabited area has created in the Warrior's Village a distinct culture which is unique in all the rest of the world. They are a fierce group who value hard work and martial skill; their entire social structure is based around the union between women and men. For a Warrior's Villager, adulthood is not something that happens; so much as it is something that is earned.

A boy in the Warrior's Village can't claim to be a man – regardless of age – until he has named his sword and then left the village on a journey of manhood, accompanied by his true love. Traditionally, a young man must engrave the name of his true love on his blade, and then travel the world seeking a challenge that will make him a man. There are no set rules as to what constitutes the end of a journey to manhood – except death – so the lengths of these journeys vary tremendously. Some last for years. Some never end. The boy can't return until both he and his true love agree that he is now a man.

The Warrior's Village is steeped in tradition and history and its people are expected to be able to recite its numerous different leaders and their accomplishments on command. Bashfulness and a retreating nature are valued in neither women nor men; brashness and hale behavior are cherished. Some gifted warriors who were also timid or withdrawn never returned to the Warrior's Village at all, instead finding a different path by which to lead their lives.

While friendly to other people in the Toran Republic, the Warrior's Villagers keep to themselves and see to themselves. They're not reclusive so much as they simply are different, and so they don't necessarily mingle well with other cultures. Their tendencies towards outspoken behavior and brazen opinions often make it hard for them to fit in with people from other cultures.

Notable Warrior's Village Humans: Flik, Hix, Tengaar

Warrior's Village Racial Breakdown

Requisites:

- Archetype must be Weapon Master (males only), Adept, Magician (females only), or Strategist.

Racial Attributes:

- +1POW talent slot for males, +1MAG talent slot for females.
- +1 SPD talent slot.

Racial Abilities:

- Both males and females start off with the History(Toran Republic) talent and the Adrenaline Boost boon.
- Males start off with the Combat Prowess and Runic Constitution talents.
- Females start off with the MP Bonus talent and Extra Rune Slot boon.
- Females start off with the Defended boon at no cost. This character may be an NPC or PC, but this must be worked out between the GM and player.

Racial Deficiencies:

- A male PC must take the defender drawback, but not get the points for it. This character may be an NPC or PC, but this must be worked out between the GM and player.
- A male PC must wield a one-and-a-half handed sword (short range weapon). This weapon must be named after the defended female.
- A female PC must choose a long range weapon.
- (unique) If the bond ever breaks between the male and female (death, divorce, incapacitation, extended separation, etc.), both characters forfeit all of their LUCK-based talents.

Kobold Racial Breakdown

Requisites:

- Archetype must be Weapon Master or Strategist.

Racial Attributes:

- +1 INT talent slot.
- -1 MAG talent slot.

Racial Abilities:

- Kobolds get the HP Bonus and Intuition talents for free.
- Kobolds get the Likable boon for free.

Racial Deficiencies:

- Kobolds must take the Slow Study(MAG) drawback, but not get the points for it.
- Kobolds cannot purchase the Quick Study boon.

Inhuman Races

Kobold

Kobolds are the most thriving of the inhuman races. These biped dogs can be found in one form or another on virtually every continent, and are residents of virtually every country. They are a friendly, industrious people who get along well with all races.

The different breeds of kobold are as diverse as the different breeds of dog, and kobolds represent an equally diverse range of intelligences and personalities. They tend to pursue whatever tasks they take on enthusiastically and have a knack for the art of war, though they're not gifted magicians. They're not given, by nature, to subtlety, though General Ridley of Two River was an important commander on the victorious side during the Dunan Unification and a gifted strategist.

Kobolds are territorial and often live in the same comfortable, slightly musky smelling villages for generations and generations without fail. One of the most prominent kobold settlements is the kobold district in the ancient and distinguished city of Two River, but kobold villages can be found almost everywhere. They are fierce and vicious in defense of their homes. While they tend towards good and evil unpredictably, much like humans do, a truly evil kobold is extremely rare. For the most part they are good-natured. What is often perceived as mean or standoffish behavior on the part of a kobold is merely the kobold's attempt to protect or defend his friends, a responsibility most kobolds take seriously.

Befriending a kobold means making a friend for life. They speak their own language of barks and growls and whines, and almost all kobolds speak a broken version of English but can easily make themselves understood.

Notable Kobolds: Kuromimi, Ridley, Gau

Elf

While elves are not on the verge of extinction, they are not as common a race as humans or kobolds. They're an ancient, solitary people who favor small communities even when those communities consist entirely of elves. Nature loving, they tend to gather in small enclaves of a few dozen in forested areas or places of great natural power. Elves are easily identified by their height – most elves stand over six feet tall – and their long, pointed ears. They also often wear earth-toned clothing and rarely cut their hair.

Elves live for hundreds of years and are often disdainful of the lesser races. Close association has bred a certain tolerance for humans in many areas, but humans often have trouble getting along with elves, whom they tend to perceive as stuck-up. Elves don't get along with Wingers and are openly disdainful of kobolds.

Over the course of their lives, elves will pursue and eventually master many areas of study. They have hundreds of years, after all. As a result, they make excellent Adepts and are extremely well-rounded. In combat they often make use of Water and Wind Runes, and favor bows and one-handed swords as weapons. Their tall, slender frames make them slightly less durable than humans, and they have difficulty in social situations except with other elves.

Notable Elves: Kirkis, Stallion, Paula

Elf Racial Breakdown

Requisites:

- Archetype must be Weapon Master, Adept, Magician, Knight, or Thief/ Bandit.

Racial Attributes:
None

Racial Abilities:

- Elves get the Awareness talent for free.
- The Eagle Eyed, Directional Sense, and Stratagem boons are free.

Racial Deficiencies:

- Elves are restricted to using long range weapons (bow and arrow specifically), unless they are a weapon master or knight.
- Elves may not take the Adrenaline Boost talent.
- Elvish magicians must take the Bound Basic Rune(Water or Wind) drawback, but not get the points for it.
- Elves must take the Armor Reduction drawback if applicable, but not get the points for it

Lizardman Racial Breakdown

Requisites:

- Archetype must be Weapon Master.

Racial Attributes:

- -1 SPD talent slot.

Racial Abilities:

- Lizardmen get the Brute Strength and Shove talents for free.
- Lizardmen get the Mastery(Short or Medium) boon for free.

Racial Deficiencies:

- Lizardmen must take the Slow Study(SPD) drawback but not get the points for it.
- Lizardmen may not take Martial Arts or Need for Speed boons.

Lizardman

Hulking and intimidating, it can be difficult to get close to a Lizardman. Easily the most inhuman of the Grassland tribes, Lizardmen are incredible warriors who often seem to live for, and hunger only for, the sound of blade on blade. By nature they are aggressive and warlike, and disdain even magic as diluting the pure, wild joy of battle.

Lizardmen reside in an enormous series of underground caverns known as the Great Hollow. While they are not cold-blooded in the strictest sense, they tend to favor locales that are cool, dark, and damp, and so the Great Hollow, while not an ideal domicile for non-Lizardmen, is a perfect dwelling place for its green-skinned inhabitants.

While they are fierce warriors who rarely pass up an opportunity to go to battle, Lizardmen are also territorial and will rarely let their thirst for combat interfere with what is best for the Grasslands. In diplomatic matters they typically defer to the clearer heads of the now-extinct Safir Clan, or their closest friends amongst the tribes, the Karayans. They don't have much contact with the Chishans or the Alma Kinians, but would certainly lay down their lives in defense of those people.

Notable Lizardmen: Dupa, Peggi

Nay-Kobold

Much like their northern cousins, the kobolds, the Nay-kobolds of the Island Nation are a friendly, thriving race that enjoys mingling and trading with humans, a race with whom they share a close temperament. Biped cats, they tend to be less strong and more intelligent than the kobolds who have spread so far and wide amongst the countries to the north.

Nay-kobolds make their home on the island of Na-Nal, in the mountainous regions north of the human-owned harbor. Like the kobolds, they are wildly enthusiastic and tend to throw themselves wholeheartedly into any task they attempt. They are well known in the Island Nations as affable, fair merchants, and are decent magicians as well, though they prefer to avoid war whenever possible. A nay-kobold will fight for any number of reasons, but they must be persuasive ones. They are, by nature, a docile and peaceful people, fond of games, play, trade, and socialization.

In combat, nay-kobolds often rely on their own natural claws as few have any weapons training. However, they have an inborn cunning that allows them to occasionally overpower stronger foes even when the odds are vastly against them. Cats do, after all, always land on their feet.

Nay-kobolds are often childlike in demeanor, which belies their intelligence and cunning. They tend to have high, nasal voices when communicating in English, though their own language of purrs and coos is quite soothing. They are welcome in every port in the Island Nations for their loquaciousness and fondness for gossip and are often the enthusiastic harbingers of all kinds of good news.

While they are a rare people, known to settle only in the Island Nations, the humans of the Islands go out of their way to nurture and shelter the nay-kobolds, providing them with aid when they need it and protection when the occasionally naïve cat-people can't protect themselves. They are a beloved and integral part of the economy of the Island Nations.

Notable Nay-Kobold: Chiepoo, Nalkul

Nay-Kobold Racial Breakdown

Requisites:

- Archetype must be Adept or Thief/ Bandit.

Racial Attributes:

- +1 SPD talent slot.
- +1 LUCK talent slot.
- -1 POW talent slot.

Racial Abilities:

- Nay-Kobolds inherently get the Gossip and Evasion Bonus talents for free.

Racial Deficiencies:

- Nay-Kobolds must take the Slow Study(INT) drawback but not get the points for it.
- Nay-Kobolds cannot purchase the Quick Study boon.

Dwarf Racial Breakdown

Requisites:

- Archetype must be Weapon Master.

Racial Attributes:

- +2 INT talent slots.
- -1 SPD talent slot.

Racial Abilities:

- Dwarves inherently get the HP Bonus and Trivia talents for free.
- Dwarves get the Bonus Inventory and Mastery (Short or Medium) boon for free.

Racial Deficiencies:

- Dwarves must take the Diminutive drawback, but not get the points for it.
- Dwarves may not take the Martial Arts or Need for Speed boons.

Dwarf

Where elves are solitary, dwarves are secretive. They are a small, rare race, known to have settled permanently only in two parts of the world, one being underground in the Queendom of Falena, the other at the southeastern edge of the Toran Republic, where they maintain a massive, largely unexplored (by humans) system of caverns they carved from the mountains and earth. This settlement is ruled over by an old, tough dwarf known only as the King. While dwarves are occasionally found in other areas of the world, they are not known to establish permanent settlements, and tend to avoid others.

In spite of their dislike of other, 'lesser' races, dwarves are an industrious and hardworking group. They enjoy working with their hands and developing new forms of technology. A dwarven weapon, the Burning Mirror, annihilated with one attack huge stretches of Toran's Great Forest during the fall of Scarlet Moon and was defeated only through the use of another dwarven weapon, the Wind Fire Cannon. These weapons are developed over a period of decades by hundreds of dwarves under the direction of the King, and combine mechanical ingenuity with runic magic.

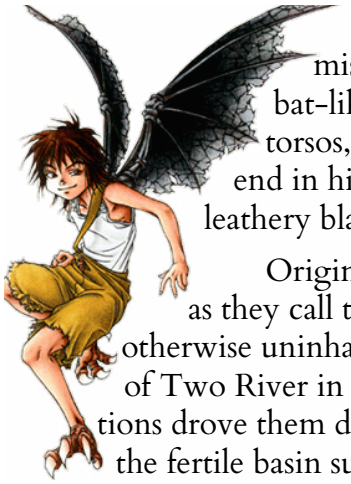
When carving out their underground cities, dwarves often encounter precious materials and stones, and over the course of their history have developed a keen appreciation for these things. To be a merchant among the dwarves is considered a noble thing.

When not developing new weapons, dwarves love a good fight and make terrific weapon masters. They favor the axe as a weapon and most dwarves have at least a little bit of axe training. They also have a keen eye for value and worth and occasionally travel the world trying to turn a profit.

Much like a kobold, when a dwarf makes a friend, a dwarf makes a friend for life, and they live for very long times, almost as long as elves. While dwarves aren't given to expressions of affection, they like to drink and tell stories with friends and are fierce in the defense of those who have earned their loyalty.

Notable Dwarves: Dongo, Zunda

Winger



Easily the most feared, despised, and misunderstood race, Wingers are a bat-like humanoid people. While their arms, torsos, heads, and legs are human, their legs end in hideous black talons and they all sprout leathery black wings from their shoulder blades.

Originally, Wingers (or 'the Winghorde', as they call themselves) made their home in the otherwise uninhabited mountains far to the north of Two River in Dunan, until strip mining operations drove them down from the mountains and into the fertile basin surrounding the Dunan Lake. After that, facing enormous prejudice from humans and kobolds who perceived the Wingers as encroaching on their lands, the horde dispersed. Many settled in Two River, claiming a poor and dilapidated district at the city's edge for their own, but still others wandered far and wide, searching the world for new experiences.

Since leaving the mountains, Wingers have been ostracized to the outermost reaches of human society. They are rarely welcome in cities and are distrusted when they enter such places. It's rare to see a human face in the Winger district of Two River. As a result, many city-dwelling Wingers (or simply Wingers who live in close proximity to humans or kobolds) take up the art of thievery merely to survive. Some make a living that way; others hope for more.

The Winghorde is led by an elderly matron known as a Great Mother. The process by which she is selected is not shared with outsiders. Most Wingers are expected to be appropriately reverent towards the Great Mother; many are not. The constant struggle the Wingers face merely to survive in the civilized world has led many to abandon their old culture and old ways. Practical concerns, such as filling their bellies, take a front seat.

Wingers have a learned dislike for humans and kobolds that is passed down generationally. While they get along well with their own kind they rarely mingle intentionally with the other races and tend to be standoffish and abrasive when they do. A human befriending a Winger is rare, and even in such cases the Winger is unlikely to be prone to affectionate behavior; such a friendship is practically guaranteed to be a fragile, guarded thing, easy to break and impossible to rebuild.

Notable Wingers: Chaco, Landis

Winger Racial Breakdown

Requisites:

- Archetype must be Weapon Master or Thief/Bandit.

Racial Attributes:

- +1SPD talent slot.
- -1 POW talent slot.

Racial Abilities:

- Wingers get the Combat Prowess and Pilfer talents for free.
- Wingers get the Eagle Eyed and Stratagem boons for free.
- (unique) Wingers can fly. Movement is still calculated the same, but this ability does allow for accessing areas easier or not otherwise attainable.

Racial Deficiencies:

- Wingers must take Outcast and Armor Reduction drawbacks, but not get the points for it.
- Wingers may not take the Likable boon.

Duckling Racial Breakdown

Requisites:

- Archetype must be Weapon Master, Adept, or Strategist.

Racial Attributes:

- -1 SPD slot.

Racial Abilities:

- Ducklings get the Elemental Absorption (Water) talent for free.
- The Rune (Water) talent is free for Ducklings.
- The Extra Rune Slot boon is free for Ducklings, if applicable.

Racial Deficiencies:

- Ducklings must take the Bound Basic Rune(Water) drawback but get no points for it.

Ducklings

Nestled along the banks of a large, nameless lake in the center of the Grasslands lays the Duck Village, eponymous home of the people of the Duck Clan. These biped, humanoid ducks have lived in that location for generations. They are generally a placid people, fond of comfort and good food, but they are also pragmatic, and know that anything valuable is also worth defending.

The Duck Clan maintains strong ties with the Karayan people, especially in the wake of the aborted Harmonian invasion. Hugo, future leader of the tribe of Karaya and a True Rune bearer, was trained in the arts of combat by Sergeant Joe (short for Jordi) of the Ducklings. They have always been two close tribes in terms of proximity, temperament, and trade.

Ducklings have a natural affinity for water magic and tend to favor the adept class. When threatened, these normally calm and optimistic birds can be stirred to great feats of weaponcraft and valor. They fight primarily with spears and other pole-arm type weapons. In spite of their rotund, feathery appearance and their tendency to quack when excited, Ducklings are strong warriors who are welcome on the front-lines of any battle that includes them.

Notable Ducklings:
Sergeant Joe, Rhett, Wilder

Beavers

Almost completely unknown outside their homeland in the Queendom of Falena, and often misunderstood within Falena, few races are as introverted and reclusive as the Beaver people. Though they live within the borders of human lands, they tend to ignore the Falenan government, and the Falenan government, in turn, tends to ignore them.

Small in stature and covered with coarse, brown fur, Beavers have small, dark eyes and can be difficult to tell apart to non-Beavers. People outside of their species often have trouble even telling the gender of a Beaver by sight alone. Their thick, bushy eyebrows and slouching posture give them a comical appearance; they also often have trouble moving very fast when on foot due to their swaying gait. They are, however, speedy and efficient when moving through water.

The already very small race was decimated during the Falenan war of succession when the Godwin family targeted them for extinction by their Nether Gate assassins. While the Beavers had previously resisted attempts by the Prince of Falena to draw them into the war, the act galvanized the reclusive people into fighting for Falena as its citizens. While they have had a more active role in Falenan politics since then, the Beavers retain a strong autonomy and still tend to prefer their own company to that of their human neighbors. Mistrust runs deep, especially amongst the oldest surviving Beavers.

The Beavers are an ingenious people with a knack for building and other forms of engineering, particularly when working with wood. They are renowned throughout Falena for their engineering prowess, and Beaver-made dams govern Falenan waterways. They are rarely found outside of Falena. Their village is ruled by a Beaver elder, and they also have a seat in the Falenan senate subsequent to the events of the war of succession. While they have given up some of their autonomy, relations between humans and Beavers continue to improve.

Notable Beavers: Fuwalafuwalu, Muroon, Maroon

Beaver Racial Breakdown

Requisites:

- Archetype must be Adept or Strategist.

Racial Attributes:

- +1 INT attribute slot.
- +1 MAG attribute slot.
- -1 POW attribute slot.

Racial Abilities:

- The Combat Reflex and Gather Information(Beaver Network) talents are free for Beavers.
- The Sea Legs boon is free for Beavers.

Racial Deficiencies:

- Beavers must take the Awkward and Diminuitive drawbacks, but not got the points for them.

Step 4: Picking an Archetype

An archetype is a structural build in which a character is formed. An archetype will define how a character will develop throughout the campaign. It determines HP and MP growth, number of runes, number of allowed talents (slots) as well as various other bonuses. Most importantly, it determines the type of character a PC wishes to be.

The tables in each section outline all starting attributes and slots. Bonus talents gained do not count against slots. All archetypes start with 1 level 1 MP.

Weaponmaster

Attribute	Grade	Slots	Advancement
POW	C-	3	HP: Start with 25HP and gain 3HP every level. Magic: Start with a main hand rune slot, and gain no more rune slots. • Gain 1 level 1 MP at levels 5, 15, 25, and 45. • Gain 1 level 2 MP at levels 10, 30, and 50. • Gain 1 level 3 MP at level 45 Armor: Heavy armor Weapon masters start with the Combat Prowess Talent for free
INT	D	2	
SPD	D	2	
SKL	C-	2	
MAG	F	1	
M.DEF	F	1	
LUCK	D	2	

For better or for worse, the world is full of anger, and therefore, the world must also be full of people capable of defeating that danger. A weapon master is such a person. Whether for justice or crime, revenge or protection, a weapon master is an unparalleled master of combat, be it melee or ranged.

Weapon masters represent one of the broadest ranges of character types among all the archetypes and can be developed in a number of ways. Some weapon masters focus on strength at the expense of other statistics; this often produces potent warriors who deal high damage but perhaps have a lower speed. Warriors like Suikoden 1 and 2's Viktor are this type of weapon master. Another weapon master might sacrifice strength for speed to become a dazzlingly accurate warrior with a pretty good damage potential, such as Genshu. This weapon master might not do as much damage, but will hardly ever miss.

Because of their high damage potential and HP, weapon masters of all kinds are found at the frontlines of battle, supporting adepts and ninja while protecting the magicians. A good weapon master is often the backbone of a solid team. Their primary weakness is their magic, which is among the poorest of all archetypes. Many weapon masters compensate for this deficiency by building their offensive strategies around a single, powerful Rune, such as Oulan's Fire Dragon Rune or Pahn's Boar. They also make among the best use of Killer and Double-Beat Runes.

Two-handed swords and other such heavy weapons are common amongst weaponmasters, though some are known to concentrate on lighter, more elegant weapons such as one-handed swords, katana, or tonfa are not unheard of. Bows, crossbows, and thrown weapons aren't all that common and are found more in the hands of Adepts.

Magician

Attribute	Grade	Slots
POW	F	1
INT	D	2
SPD	F	1
SKL	C-	2
MAG	C-	4
M.DEF	D	2
LUCK	D	2

Advancement

HP: Start with 15HP and gain 2HP every even level, 1HP every odd level.

Magic: Gain an off-hand rune slot at level 20, and a forehead rune slot at level 40.

- Gain 1 level 1 MP at levels 4, 8, 12, 16, 20, 24, 28, and 32.
- Gain 1 level 2 MP at levels 6, 12, 18, 24, 30, 36, 42, and 48.
- Gain 1 level 3 MP at levels 8, 16, 24, 32, and 40.
- Gain 1 level 4 MP at levels 20, 40, and 60.

Armor: Light Armor

Masters of manipulating runic energies, magicians are physically frail characters without many hit points. While weaker than weapon masters or most other archetypes at level 1, a high level magician is an indispensable part of any powerful adventuring team. While they suffer from being unable to command physical prowess like their more offensive archetype cousins, they can still inflict grievous wounds and cause mass destruction though commanding magic appropriately.

While magicians don't inherently represent the same range of possible character types as a weapon master or an adept, in many ways they are still the most versatile archetype to be had. With the highest capacity for MP and the ability to gain forehead rune slots, magicians can command an enormous array of powers to destroy enemies or aid allies. Even a level 1 magician has a number of options: equip an earth rune to defend allies, a fire or lightning rune for quick damage in a pinch, or a water rune for healing?

Because of their frail bodies and low hit points, magicians are best served in the rear of battle with the archers, where they can be protected by weapon masters and adepts. From there, they can observe the flow of combat and work to influence its outcome with their arcane powers.

Starting out, magicians are not an easy class to play. Physically weak and with initially low MP, they are among the toughest archetype to use. At mid- to high levels, however, no party should be without the awe-inspiring power of a magician equipped with powerful Runes.

Adept

Attribute	Grade	Slots
POW	D	2
INT	D	2
SPD	D	2
SKL	D	2
MAG	D	2
M.DEF	D	2
LUCK	D	2

Advancement

HP: Start with 20HP, gain 3HP every even level, and 2HP every odd levels

Magic: Gain an off-hand rune slot at level 30.

- Gain 1 level 1 MP at levels 5, 10, 15, 20, 25, 30, 35, and 40.
- Gain 1 level 2 MP at levels 8, 16, 24, 32, 40, and 48.
- Gain 1 level 3 MP at levels 15, 35, and 55.
- Gain 1 level 4 MP at level 40.

Armor: Medium Armor

Between the polar opposites of weapon master and magician there is a middle path. This path requires study and devotion to both the arts of magic and the arts of weaponcraft. Though an Adept will never be the equal of a weapon master in combat or a magician in runecraft, Adepts are among the most adaptable units in the game, comfortable fighting in the front lines or retreating to the back to regroup and assist with powerful magic.

Adepts require a more solid spread of statistics than any other class; a weak statistic in one area can hurt them very badly in the long term. After all, an Adept with a very low strength is just a not-particularly-talented magician. However, a solid Adept is a very straightforward class to pick up and start playing right away, though their magical development is weaker overall than magicians and they will never deal as much damage as a weapon master.

An Adept should tailor his abilities to fit the group; if the party already has a magician capable of dealing enormous amounts of damage with fire or lightning magic, the Adept might be best served by shoring up the party's defenses with Water, Wind, or Earth. A group with a powerful healing magician could probably use the damage granted by an Adept specializing in efficient lightning magic. Players should take advantage of their archetype's flexibility to complement its members.

Some adepts are solid front-line warriors with magical powers, such as Flik, Geddoe, or Helmut, while others are long-range combatants with better magical abilities, such as Cleo, Tengaar, or Sigurd. Make sure to tailor your position in the combat lineup to the dispersion of your statistics to maximize your effectiveness in combat.

Most of the Tenkai stars (excluding Thomas) can be considered extremely powerful versions of the Adept archetype.

Ninja

Attribute	Grade	Slots	Advancement
POW	D	2	HP: Start with 15HP, and gain 2HP every level. Magic: Ninja gain an off-hand Rune slot at level 35. • Gain 1 level 1 MP at level 5, 15, 25, 35, 45, 55, and 60. • Gain 1 level 2 MP at level 10, 20, 30, 40, and 50. • Gain 1 level 3 MP at level 20 and 40. Armor: Light Armor Ninja get the Stealth and Assassinate talents for free.
INT	F	2	
SPD	C-	2	
SKL	C-	2	
MAG	D	2	
M.DEF	F	1	
LUCK	D	2	

While a Ninja will never be as gifted a fighter as some of the other archetypes, the benefits of having a Ninja in a party will soon become obvious. Masters of covert intelligence gathering and assassination, they rely on speed and skill to overcome opponents instead of resilience and high damage. A wise Ninja recognizes that things could take a turn for the worst at any time and is always ready to make escape a priority.

While Ninja are passable magic users, many prefer to augment their low damage output with high-risk, high-reward Runes such as Shrike or even Falcon. Failing that, Hazy makes a good choice to help them survive when the fighting becomes thick. They are among the most speedy archetypes available. They also have the exclusive *Assassinate* talent, which can dramatically increase the amount of damage a ninja can do.

Most ninja owe their ultimate loyalty to the ninja clan based in Rokkaku, in the Toran Republic. The Rokkaku clan is an oft-mercenary group that raises and trains the most renowned ninja in the world. Ninja trained in Rokkaku served alongside McDohl in Toran, and on both sides of the conflict in Dunan. Watari, a Rokkaku-trained ninja, was a vassal of the Blights who fled after Luca's death. Flight from the Rokkaku clan is a betrayal of the clan chief, Hanzou, and is punishable by death. Rokkaku ninja hunting former Rokkaku ninja are known for their dogged pursuit of their prey.

Strategist

Attribute	Grade	Slots	Advancement
POW	F	1	HP: Start with 15HP and gain 2HP every even level, 1HP every odd level. Magic: Gain an off-hand rune slot at level 35. • Gain 1 level 1 MP at levels 6, 12, 18, 24, 30, and 36 • Gain 1 level 2 MP at levels 12, 24, 36, and 48. • Gain 1 level 3 MP at levels 18, 36, and 54. Armor: Light Armor Strategists get the Combat Strategy and War Strategy talents for free.
INT	C-	2	
SPD	F	2	
SKL	C-	2	
MAG	D	3	
M.DEF	D	1	
LUCK	D	2	

A strategist will never rule the grand melee with weapon skills or incredible magical power. The power of a strategist is subtler, and sometimes too esoteric to be applied in many situations.

Instead, strategists apply their considerable intelligence to understanding the ebb and flow of combat, but where a weapon master might concentrate on the art of single combat or dueling, a strategist learns how best to direct hundreds, if not thousands, of men. What they lack in direct martial prowess they compensate for in their ability to direct large-scale combat. A good strategist is never caught off guard, and his or her actions can determine the fate of entire nations, if not the world.

The finest strategists are either members of the old and famous Silverberg family, or else the protégés of a Silverberg. The Silverberg family has been involved in all the major conflicts of the last two hundred years, from Elenor Silverberg's role in the liberation of the Island Nations to the brothers, Caesar and Albert Silverberg, who faced each other from opposite ends of the battlefield in the Grasslands. However, not all great strategists are Silverbergs: Apple and Shu were both trained by Silverbergs, but General Ridley of Two River and Lucretia of the Falenan Civil War had no connections to the Silverberg family at all.

Strategists have low HP and decent magic. They possess the exclusive talent *combat strategy*, which allows them to direct and inspire characters involved even in a small-scale battle. While other archetypes might dabble in the arts of strategy, there is no substitute, when armies are ready to clash, for a gifted strategist among your forces.

Thief/Bandit

Attribute	Grade	Slots	Advancement
POW	D	2	HP: Start with 20HP and gain 2HP every level. Magic: Gain an off-hand rune slot at level 35. • Gain 1 level 1 MP at levels 6, 12, 18, 24, and 30. • Gain 1 level 2 MP at levels 10, 20, 30, and 40. • Gain 1 level 3 MP at levels 20, and 40. Armor: Medium Armor Thief/Bandits get the Skirmisher and Pilfer talents for free.
INT	D	3	
SPD	C-	2	
SKL	C-	2	
MAG	F	2	
M.DEF	F	1	
LUCK	D	2	

One fact is not in dispute: injustice is everywhere in the world. How people respond to this injustice varies tremendously. Whenever a person takes to thievery or robbery to survive in the world, no matter what that person's motivation, it is a response to injustice.

Bandits and thieves are scrappy fighters who come from all walks of life. Some are heartless brigands, self-absorbed and downtrodden, who want nothing but to make their own way in the world at the expense of all others, while others are pure-hearted swashbucklers who target only the sinful and give the proceeds of their illegal actions to the poor, or else use it to work against the evil they fight against. Illegal activity, such a person will happily tell you, isn't immoral just because it's illegal. Thieves of both varieties have, at various times, found their names inscribed on the Tablet of Fate.

Most bandits are itinerant survivalists who need to be able to thrive in almost any situation. They SPD to help them land blows and avoid damage, as well as escape tough spots. A bandit is likely to pick up a little bit of everything in his travels or exploits and has respectable magic, as well as having access to some pretty good armor. They favor single handed or long-ranged weapons in combat and inherently acquire the abilities *Skirmisher* and *Pilfer*. Not all Bandits have the *Wanted* drawback, but some aren't as able as others to operate beneath the radar.

Knight

Attribute	Grade	Slots	Advancement
POW	C-	2	HP: Start with 25HP and gain 3HP every level. Magic: Start with a main hand rune slot, and gain no more rune slots. • Gain 1 level 1 MP at levels 7, 14, 21, 28, and 35 • Gain 1 level 2 MP at levels 9, 18, 27, and 36. • Gain 1 level 3 MP at levels 25 and 50. Armor: Heavy Armor Knights get Gather Information(Bureaucracy) and Shield talents for free.
INT	F	1	
SPD	F	1	
SKL	C-	2	
MAG	F	1	
M.DEF	C-	3	
LUCK	D	2	

Sometimes, more than a powerful offense, a strong defense and a principled temperament is needed. A Knight is a powerful warrior whose skills are tempered by virtue and chivalry; they are charming, graceful, deadly, and noble.

Knights are powerful, hearty warriors at home on the front lines of the battle along with the weaponmasters and adepts. In many ways, they are among the world's most talented fighters. Outfitted in the heaviest armor, they don't deal damage as efficiently as weaponmasters do, but have tremendous hitpoints and a nearly unstoppable defense.

Most Knights are servants of lords or nobility who have dedicated their lives to and sworn oaths of fealty to that person or territory. Their duties typically include law enforcement and defense, though some nations – notably Matilda in Jowston – have whole armies composed of these talented warriors. Not all Knights are noble at heart – and a knight who has fallen from or never learned the arts of chivalry is a dangerous foe indeed – but most are strong-willed individuals who hold themselves to a higher code than most men and women.

As a result of their close contact with regional lords and other bureaucratic systems, they're adept at managing the complicated world of political intrigue and acquire the *Gather Information (Bureaucracy)* talent inherently.

Trickster

Tricksters are currently unplayable.

Very little is known about the mysterious men and women who dress in brightly colored motley and call themselves 'Tricksters'. Even if a person can decipher their convoluted riddles and outright lies, they remain secretive about their exact natures. It seems that the tricksters are a loosely organized fraternity of men and woman united by a common desire to expand their minds and live outside society's rules. They are unpredictable, often temperamental. In equal measure they are cunning and funny, charismatic and strange.

Tricksters are an extremely skilled archetype with a good combination of magic and strength. They are the only class capable of using the exotic and rare Trick Rune. Many Tricksters are gifted engineers trained in the mechanical arts otherwise known only to the dwarves, though their machines often lack the sophistication and polish of dwarven technology. They are often accompanied by wooden and metal contraptions called Automatons that are their guardians, protectors, and – sometimes – friends.

Tricksters rely on their unpredictability, switching seemingly at random between physical attacks and magical spells. They are 'trained' in the 'art' of hammer and throwing disc fighting. They are the only class that can purchase the ability *Owns a Pet (Automaton)*.

Dragon Knight

Dragon Knights are currently unplayable.

In the far west reaches of the Toran Republic is an ancient stone fortress known as the Dragon's Den. Housed within is the base of one of the world's most elite and unique fighting forces.

Dragon knights are trained within the Den alongside the dragon companions from which they take their name. Each Dragon Knight rides into battle astride his or her trusted dragon companion.

While a Dragon Knight is not as strong as a normal Knight or Weaponmaster, his or her power truly comes through when fighting alongside a Dragon. Each Dragon Knight, in a secret ritual known only to other Dragon Knights, is paired early in life with a baby dragon and the two are raised and trained in tandem. Trained in spears to allow them to make the most of fighting from the back of their partners, Dragon Knights are fearsome, deadly warriors.

A Dragon Knight is expected to safeguard the life and well-being of his or her dragon and, in many ways, treat the dragon's life as more important than his or her own. A Dragon Knight whose dragon dies, whether in battle or of natural causes, is excommunicated from the ranks of the Dragon Knights and not provided with a new companion. Sometimes fallen Dragon Knights can find wild dragons at birth and raise new partners for themselves, thus regaining their status, but this occurrence is very, very rare.

The leader of the Dragon Knights is the immortal Dragon Knight Joshua, bearer of the Dragon Rune. Without this Rune, dragons cannot even exist in the world. A Dragon Knight who has broken his or her ties to the Dragon's Den is an abomination and will be hunted down by his or her former comrades until he or she is dead. While they're a fairly unskilled archetype, they're also the only archetype that can acquire the ability *Owns a Pet (Dragon)*, the strongest pet of all.

Howling Voice Gunner

Attribute	Grade	Slots
POW	F	1
INT	C-	2
SPD	C-	2
SKL	C-	2
MAG	F	2
M.DEF	F	1
LUCK	D	2

Advancement

HP: Start with 20HP and gain 2HP every level.
Magic: Gain an off-hand rune slot at level 30.

- Gain 1 level 1 MP at levels 6, 12, 18, 24, 30, and 36.
- Gain 1 level 2 MP at levels 10, 20, 30, and 40.
- Gain 1 level 3 MP at levels 30, and 60

Armor: Light Armor
Gunners get Gather Information(Howling Voice) for free.
Weapon type is gun, which is long range. Gun can be pistols, rifle, blunderbuss, or other.

A secretive agency under the command of the Harmonian government, very little is known of the Howling Voice Guild. They guard their secrets closely and anyone who has ever claimed to have an inside understanding of the Guild has met an untimely or mysterious end.

Members of the Howling Voice Guild are in fact drawn from all walks of life and may include characters from almost all archetypes, but elite amongst their number are the deadly Gunners. They are the secret enforcers of the Guild's will, striking at the Guild's enemies with their unique and mysterious guns.

Only Gunners can advance to the highest level of the Guild's hierarchy and enter the confidence of the Harmonian Bishops who give the Guild its marching orders. Their ranks are arcane, esoteric, and never explained in detail to outsiders. While a member of the Howling Voice might work openly with other people in pursuit of one of the Guild's missions, such a person would fade back into the shadows and vanish shortly after his or her mission was complete. Howling Voice members rarely make deep emotional ties with anyone, even other Guild members (though this is not unheard of).

The firearms used by the Guild are developed via a secret process known only to the most highly ranked members of the Guild and disseminated to the Gunners strictly at the whim of the Guild's leadership. Theft of any of the Guild's firearms, whether by a stranger or an MIA guild gunner, is immediately punishable by death. In this matter, the guild members are judge, jury, and executioner, a law unto themselves.

Howling Voice Gunners are comfortable at the rear of the battle where they can pepper enemies with shots from their guns. All Howling Voice Gunners have special access to the Guild's network of spies and informants, which only they have access to.

Narcissist

Attribute	Grade	Slots
POW	D	2
INT	D	2
SPD	F	1
SKL	C-	1
MAG	D	2
M.DEF	D	2
LUCK	D	2

Advancement

HP: Start with 20HP, gain 3HP every even level, and 2HP every odd levels
Magic: Gain an off-hand rune slot at level 30

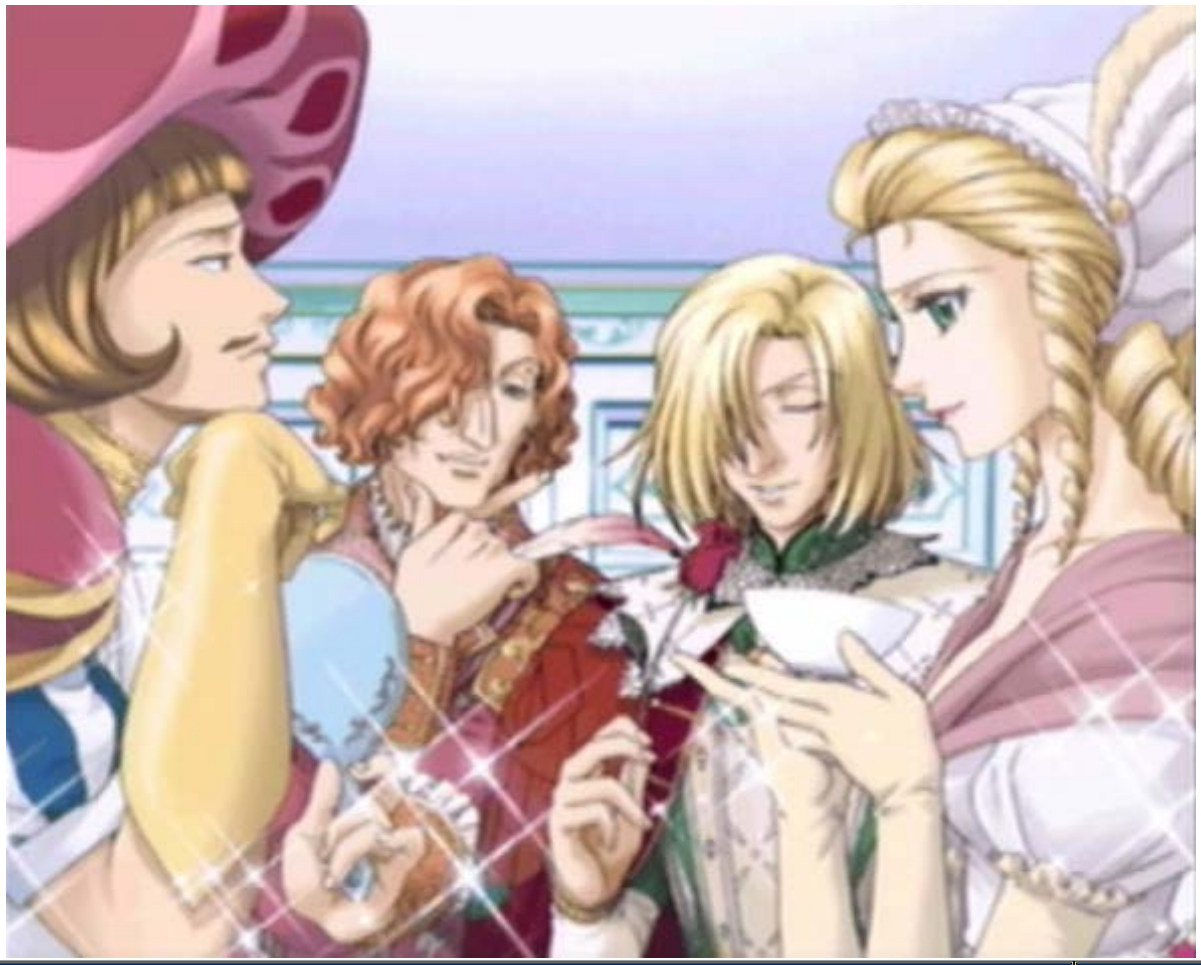
- Gain 1 level 1 MP at levels 6, 12, 18, 24, 30, 36, 42, and 48.
- Gain 1 level 2 MP at levels 9, 18, 27, 36, 45, and 54
- Gain 1 level 3 MP at levels 20, 40, and 60
- Gain 1 level 4 MP at level 45

Armor: Medium Armor
Narcissists get the Parry and Duelist talents for free. Narcissists must use a short range weapon, usually a fencing sword.

A Narcissist is someone with a taste for, and a flair for, the finer things in life. They are often nobles or wealthy private citizens who have had time to indulge their more sensual side. Narcissists are proud, well educated, and appreciators of art, music, and the human body.

A good Narcissist is a snazzy dresser and a lover of bright colors and flowery outfits. They are often excessively, almost overwhelmingly, extroverted; always assuming themselves to be in the company of their very best and closest friends. While their eccentric and extravagant behavior is often confusing and off-putting to others, narcissists are in fact a delightful, effervescent bunch, who are rarely prudish or snobbish.

Narcissists are reliable fighters who favor dueling weapons such as rapiers, which they regard as relics of a more dignified age when combat was a gentlemanly art to be undertaken for highly moral reasons. When combat comes down to one-on-one, Narcissists are gifted duelists. Well-educated and reasonably skilled, they also possess good magical abilities and are well-rounded characters.



Step 5: Picking Talents

Each attribute is further divided into subsets, known as talents.

Talents are graded the exact same way as attributes are, and may not be graded higher than an attribute. During character creation, the purchasing of new talents starts them out at the starting grade of that archetype's attribute. Purchasing new talents during the campaign starts them out at F. Raising talents works exactly the same way as raising attributes.

To perform talent checks, PCs are given a Difficulty Rating (DR), and must beat that rating to succeed. This is done by rolling a d12, adding or subtracting modifiers as appropriate.

E.G.: Flik is making a History talent check, in which his talent is C, or numerically a 4. The GM reasons this is reasonably arcane knowledge, so he makes the DR 10. His GM also imposes a penalty of -2, as Flik's specialty is History on Toran's Warrior's Village, not the Grasslands' Karaya Clan. Therefore, Flik must roll an 8 or better (4 - 2 + roll >= 10) to succeed.

Each archetype can fill up to 9 slots, even if they have more. The list below details all of the abilities or talents PCs may purchase for their character.

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Power Talents

Brute Strength – A catch-all talent for testing psychical feats of strength or athletics.

Combat Prowess – This talent is added as part of your check to hit an enemy.

Damage Mitigation – For physical attacks, you may subtract this talent × 2 directly from the final damage roll.

Feint – If you are in range, you may attempt to nullify an enemy counter attack. Roll this talent DR 10, increasing by 2 for every successful feint in combat after that.

HP Bonus – Every time this talent is raised, gain +3 extra HP to your total HP. This talent may be applied retroactively if bought during character creation.

Sharpshooter – *(Long Range weapons only)* For every grade you raise this talent, you may add it to your to hit roll if the target.

Shields – *(Weaponmasters and Knights only)* Your character can equip a shield. You may subtract one (1) weapon level per *two grades* of this talent from an enemy from an enemy's attack (in effect lowering the to hit roll). This also applies when an enemy rolls for damage (calculation done before determining before dice rolled).

Shove – After a successful attack, you may attempt to push the enemy away if there's room. Roll this talent DR – 11. On a success, push the enemy up to three squares away. Shoving them into a wall, object, or other solid inflicts additional d10 damage equal up to the number of spaces unable to be moved.

Intelligence Talents

Ancient History – How much you know offhand about ancient history is determined by this talent. *This excludes Sindar knowledge without the appropriate boon also taken.*

Combat Strategy – *(Strategists only)* This talent allows for the temporarily raising of attributes and talents by one grade on a successful roll during combat. The strategist pics a PC and an attribute for that PC. On a success, that PCs attribute and their talents increase by a grade. The DR starts at 9, and increases by 1 with every success. This talent is not retroactive, and wears off at the end of battle.

Diplomacy – Sometimes, knowing how to act out of battle is just as important as in battle. When politically maneuvering your way, use this talent to bolster your case.

Forgery – Creating false documents, fake merchandise, and other imitations is done with this talent. This talent is also used to identify fake items as well.

History (City, Tradeskill, etc.) – Determines how much you know about recent or local history. Unlike Ancient History, this usually only applies locally and for recent events.

Medicine – You are an expert on health. You can identify debilitations such as festering wounds or toxins, and can with time tend to and care for the injured.

Research – Having access to a library or other font of information, a player can use this skill to look up specific topics to find information.

Runic Knowledge – This talent determines how much your character knows about runes and magic in general.

Trickery –

Trivia – Catch all talent that quizzes your knowledge of certain things that do not fall into any of the other categories.

War Strategy – All tactics that require an ability dealing with combat on a massive scale require this talent. The total number of uses of this talent is equal to the grade, halved, unless the player's archetype is that of *strategist*.

Tutelage: Combat – *Allows for the raising of grades permanently by the tutor. Attributes/Talents may not be raised higher than the tutor's own ability. Talents that may be raised with this talent include all power and speed talents.*

Tutelage: Magic – *Allows for the raising of grades permnently by the tutor. Attributes/Talents may not be raised higher than the tutor's own ability. Talents that may be raised with this talent include all magic and magic defense talents..*

Tutelage: Study – *Allows for the raising of grades permanently by the tutor. Attributes/Talents may not be raised higher than the tutor's own ability. Talents that may be raised with this talent include all intelligence (including this and other Tutelage talents!), skill, and luck talents.*

Speed Talents

Assassinate – *(Ninja only)* While in stealth, if you make a successful attack roll, roll this trait DR 12. Success means that, after rolling damage, you may double that number.

Combat Reflex – When determining the turn order in combat, add this talent to your roll.

Evasion Bonus – This talent makes it harder to hit your character with incoming medium and long range attacks You can add this value directly to your armor rating when avoiding oncoming long range attacks.

Extra Attacks – This talent adds extra attacks. All attack attempts follow the same combat rules and checks. This talent does not require a check, but instead follows its own rules: F to B- - 1 attack; B to A+ 2 attacks; S - 4 attacks.

Fleet of Foot – A catch-all talent for testing dexterous feats or other general speed-related tasks.

Skirmish – *(Thief/Bandit Only)* After a successful attack, roll skirmish DR 10. On success, you may attack another enemy that is in range of your weapon. For every subsequent roll of this talent in the same combat round, add 2 to the DR. You may not attack the same enemy using this talent.

Stealth – How good are you at hiding in shadows and moving around undetected? This talent determines how well you hide on a successful check.

Skill Talents

Awareness – Getting a read on your surroundings uses this talent.

Charisma – Situations sometimes are affected by your natural charm. This talent affects people based on how you look and act.

Duelist – The iconic Suikoden duel uses this talent.

Focus – The catch-all talent for testing otherwise mundane and common tasks in stressful situations.

Gather Information *(Clairvoyance, Bureaucracy, Howling Voice, Beaver Network, Headquarters, other)* – This talent means you have access to a special information network that can potentially give you information if it is appropriate. Success with this skill represents clarity and speed in which the information gets to you. Howling Voice is exclusive to Howling Voice Gunners.

Gossip – Have you heard the latest? Let me tell you all about it! Roll gossip to either socialize and hear the most recent dirt, or to spread some of the latest dirt you may have heard on your own!

Influence – Influence is the skill used to verbally persuade, convince, lie, or intimidate others.

Intuition – This talent lets you get a read on people who may not be direct or forthcoming.

Investigate – Actively looking or searching for something uses this talent.

Parry – Your character has a chance to fend off using an incoming medium or long range attack with their weapon. You can add this grade to your armor rating if the attack is medium or long range (see combat section for complete details).

Pilfer – Grabbing something that doesn't belong to you, and you want to make sure you don't get caught? Roll this talent to grab it and avoid being noticed.

The following talents are only available when the appropriate star of destiny is picked during character creation, and they may not be obtained otherwise.

Strategist's Corner: Star-Specific Skill Talents

In any Suikoden game, these skills are always found within the halls of the home castle by someone. In *The Genso Suikoden Tabletop Role-Playing Game*, it is no different.

These talents may seem useless, silly, or both; but they can wind up being very helpful to players in a campaign. In addition, they add a unique flair to any character, should they decide to pick them. While it may be tempting to be a standard weaponmaster going for stat bonuses, maybe you're the castle gardener as well, tending to your gardens. Or perhaps in addition to combat, you also really enjoy fishing. Maybe they will end up as an NPC companion during the adventure. The combinations are endless.

Appraisal – Has the ability to appraise "?" items on a successful roll. See the Appendix section for details.

Bathematics – This talent allows running of the prestigious bath. See the Appendix section for details.

Blacksmithing – You have the ability to sharpen weapons. For every level you rank up in this talent, you may sharpen weapons to an additional level. You may not sharpen weapons past your talent grade, and to sharpen weapons from 13-16, you need access to special hammers (see the *Weapons and Runes* section for further details).

Business Owner (Armor, Item, Inn, or Rune) – You maintain a business of running a shop, either armor, item, or runes. Rune Shop Owners automatically get the *Rune Master* 6-point boon for free

Cooking – When given the correct ingredients, you may, on a successful roll, cook meals that your friends may consume. See the Appendix section for details. *Note: This talent can also be INT based.*

Detective –

Elevators –

Fishing –

Gambling Hall –

Gardening & Farming – Tending to the fields of the headquarters is a very important task. See the Appendix section for details.

Journalism –

Keeper –

Librarian –

Sculpting –

Scroll Maker – You have the ability to turn runes into scrolls, one-time magic cast items. See the Appendix section for details.

Singing –

Trading Post –

Troubadour –

Window Maker –

Magic Talents

Rune (Element/Magic Type) – To be able to harness the powers of any given rune, you must have the appropriate talent listed. In order to use different runes, you must have the appropriate talent as well. Elements and magic types include:
Fire, Lightning, Water, Earth, Wind, Darkness, Sword and Shield, Punishment, Resurrection, Blinking, Pale Gate, and Sun. *Note: You must take the Runic Mastery (rune-type) boon to be able to use Resurrection, Darkness, Punishment, Pale Gate, and Sun magic.*

MP Bonus – Every time you raise this grade, you gain an additional magic point. Maximum magic points cannot exceed nine. This talent follows its own rules, and works retroactively during character creation. *F - extra level 1 MP; D - extra level 1 MP; C - extra level 2 MP; B - extra level 2 MP; A - extra level 3 MP; S - extra level 4 MP;*

Magic Defense Talents

Magical Defense – With the successful raising of this talent, the damage taken by a magic attack is reduced by 2 × this talent grade.

Repel (Fire, Lightning, Water, Earth, or Wind) – When one of these spells is cast on you, you may attempt to "repel" the magic into nothing with a successful roll DR 11, plus two for every subsequent attempt in battle. A failed roll means the spell hits you normally.

Runic Constitution – When failing a save with a magical status effect (some poisons, sleep, bucket, etc.), immediately roll and add this grade to that roll. Beating a DR of 11 (plus or minus GM modifiers) prevents the status from taking hold.

Luck Talents

Adrenaline Boost – If you lose more than 4/5ths of your HP in a single blow, be it by magic or an attack, you may check to see if your adrenaline kicks in. A successful roll of this talent (DR: 12) means that you are healed completely for full HP, and may roll double damage dice for the rest of battle. This may only be invoked once per battle.

Chain Magic – With this luck talent, you may cast the same spell repeatedly. You must roll and pass as many times equal to the number of times you wish the spell to be cast. E.G.: If Viki wishes to chain magic a spell three times, she must have three MP, and pass her chainspell check three times. DR starts at 12, and increases by 2 for every additional chained spell. A failed chainspell roll makes the spell only go off once, but the MP were spent as if though it went off repeatedly. Attempting chainspell must be declared before casting a spell.

Counterattack – You may counterattack an enemy when they miss you with a physical attack. The enemy must be within range of your weapon. The DR is 12, and goes up by 1 for every subsequent counter until the end of battle.

Critical – When rolling d10s, for every ten you roll you may keep the ten and roll that die again (AKA "explodes"). The number of explosions a player can make is equal to this stat.

Reroll – This ability allows for you to reroll an outcome. This may be used for a roll you make, or a roll the GM makes. It can either be either a d10 or a d12. This ability grants a certain number of rerolls, and once exhausted is only replenished on a subsequent level up.
F – C+: 1 Reroll, B-A+: 2 Rerolls, S: 4 Rerolls

Step 6: Picking Boons and Drawbacks

What sets Suikoden characters up is the vast multitude of personality traits and quirks that they bring to the table. This section is where characters spend boon points to further flesh out their character; and possibly spend any additional points they have gotten in character creation thus far. They can also gain more boon points by choosing drawbacks, but they cannot get more than 9 boon points from choosing drawbacks even if the chosen star would break this limit. All characters get 10 boon points initially.

Boons and drawbacks are defined below. They take effect at all times during the course of the campaign. They cannot be stacked unless otherwise defined as such. Drawbacks give the points listed.

Boons

Additional Slot(Attribute) – 6 points
You may purchase an additional attribute slot in an attribute for a new talent. This is not retroactive.

Ally – 3 points
It's good to have friends in the Suikoden world, for they can provide allies, troops, or information to you. A PC who takes "Ally" finds themselves with a very valuable NPC friend who will be there for him/her in the future. The PC and GM should work out such an NPC. Bonus

Inventory – 3 points
Your character has four inventory slots instead of three.

Bound Advanced Rune – 7 points for command or passive runes, 11 points for others
You have a personal rune. It could just be a common rune that you are bound to, or it could be a true rune. Regardless, it belongs to you and it cannot be removed. GMs must approve of the rune.

Directional Sense – 3 points
This boon prevents you from ever getting truly, hopelessly lost. You always know which way is north, and have a general idea of distance if you've traversed that way before.

Defended (person) – 3 points
There's someone with you. Be it guardian, lover, or biggest fan; if your HP is less than half, then they stand in front of you and take damage for you until they have fallen. This does not apply if both are in an area of effect range. That person must have the deficiency Defender (your name) on their sheet for this to work, and must also be in play.

Destined – 0 points
When a character picks a Star of Destiny, they can get the destined trait. This special trait protects the PC from death. Characters may still fall in battle (to 0HP or less), but after all battles are revived for 1HP. They can also be resurrected with the resurrection rune during battle. The only time a PC can ever be removed from play permanently is with the PC's permission.*Note: This ability requires that a PC be a star of destiny, and cannot be bought otherwise. PCs may also pick the "Undestined" deficiency if they so choose instead. Additionally, just because a PC cannot be killed, does not mean that it somehow makes them invulnerable. There are fates much worse than death in the Suikoden world. Imagine what would have happened if the Young Master McDohl lost the battle with his father, the Jowston Army fell to Luca Blight, or if the Hero of the Island Nations lost the final duel against Troy.*

Strategist's Corner: On Picking Boons

Once a campaign begins, players will be unable to purchase boons. So try your best to spend as many of your points as possible from the beginning.

It is entirely possible to gain a boon (or for that matter, drawback) over the course of the game, subject to the GM's discretion.

Eagle Eyed – 3 points
You have no problems seeing in darkness or low level light areas -- you automatically pass all stat checks made in regards to vision. You may also add three to your roll for all checks involving intuition.

Extra Rune Slot – 6 points
If you cannot attain maximum rune slots, you may purchase this ability to increase your rune slots by one. The level that you acquire this rune slot is 30 + the level you get your last rune slot according to your archetype. A PC can never attain more than 3 slots, and this ability cannot be purchased if it would increase rune slots to more than 3. You may not take this if you buy the Missing Rune Slot disadvantage. This boon may only be bought once.

Fades into the Background (PC) – 3 points
You are the lesser known member of a well-known pair, which is fine by you. You may, on your turn, opt to forego your turn to let your counterpart have a second attack, if they are within 2 squares of you. Your opposite number must have gone before you in the turn order to make this boon work. This ability cannot be purchased if the target person also has Fades into the Background. Do your best!

Good Stock – 7 points
If you have a racial deficiency or limitation, you may buy away that deficiency, pending GM approval. This boon may only be purchased once, and is not available for homunculi.

Healing(SKL or INT) – 7 points
You have the know-how on how to heal people after battle, be it magically or physically. (SKL or INT grade)d10 dice at the end of every battle and heal that HP. All status ailments are also cured at the end of battle. Players must decide which attribute to use – when taking this boon, and they do not stack. If this boon conflicts, then whoever gets the highest roll at the end of every combat is what is healed.

Inspired(Other PC, talent) – 4 points
You get inspired by another member of the entourage when they successfully perform a skill! When the mentioned PC makes a roll using that skill, if they succeed, you may add two to a later roll using that same talent. Stacks up to three times, disappears on use.

Likable – 5 points
There's something inherently likable about you. When making charisma or influence checks, add 3 to your roll.

Loyalty (Other PC) – 2 points or 4 points
One of your companions aids and supports you, and in return has earned your everlasting loyalty and confidence. Just being near them inspires you. As long as you are fighting within ten feet of the named PC, you automatically pass all checks for status ailments or instant death, except for attacks from a True Rune(2 points), and you can add 10 to either rolls to hit or combat damage (4 points).

Mastery (Short or Medium) – 3 points for short range, 7 for medium range
You are familiar and in tune with your weapon so much, it does not drag you down. The range on your weapon doubles.

Martial Arts – 5 per ability, martial arts weapon required (fists, bo staff, etc.)
You have been trained in martial arts, and can do the following in combat once per round:

- Move your full movement after using a physical attack an enemy.

- When getting attacked by an enemy, if you have not attacked, you may attack before the enemy.
- If you miss an attack, you can follow through with a second. If this connects, roll half as many dice.

Maximilian Heritage – 6 for lineage (human knights only), 3 for protégé
The Maximilian Knights are an order of knights dedicated to traditional knightly values of chivalry and protection. They actively hunt down and right wrongs, and are dedicated to justice in the world of Suikoden.

- 6 points: Take the last name Maximilian. In situations that require to stand up for what's right, add 4 to any DR rolls. In combat, when fighting genuinely evil monsters or aberrations, add two to all rolls.
- 3 points: During combat, when standing next to a Maximilian Knight, you may also add two to all rolls.

Need for Speed – 4 points
Think fast! Add two to your movement speed and add two to your place in the turn order during combat.

~~**Owns a Pet (type) –**~~

Quick Study – 4 points
You're a quick study! When raising a particular grade talent, the point costs are reduced by 1, to a minimum of 1.

Runic Mastery (Darkness, Pale Gate, Resurrection, Punishment, Sun)

– 6 points for Adepts, 4 points for Magicians, 0 for Homunculi
You've mastered the intricacies of runic magic, to a point where you can understand how to work highly advanced runes. This ability allows for you to equip runes in the Master class category. Only Magicians and Adepts may take this ability.

Rune Master – 3 points for basic, 6 points for mystic.
The handling of embedding and removal of runes is a very delicate process, and can cause harm to both the master and the target if not done correctly. A basic rune master can embed any basic type of rune, while a mystic rune master can embed more powerful runes that fall into the advanced category and onward.
Only adepts and magicians may take basic rank, while only magicians may take mystic rank. Owns a Shop (Rune Masters) automatically have the 6–point boon.

Sea Legs – 3 points
Vast oceans, lakes, rivers, and seas all cover the world of Suikoden. You automatically succeed in navigation and steering of water–faring vessels, and pass all checks when it comes to being in water (swimming, holding breath for extended periods, etc.)

Silverberg Lineage – 5 for strategists, 8 for others
Those who wish to be in the Silverberg line get to buy this ability. Adopt the last name of Silverberg, get an additional INT slot and INT talent, and if the character's archetype is Strategist, then all the Silverberg advantages in war. You may not take the Silverberg Tutelage ability. You must be of Race: Human.

Silverberg Tutelage – 3 for strategists, 6 points for others
You were tutored by a Silverberg, so you know much about war battle and strategies, although you are not quite as good as one with Silverberg blood in them. Gain an additional INT slot, and if the archetype is Strategist, then gain one Silverberg advantage in war battles. PCs may not take the Silverberg Lineage ability when taking this ability. This boon can be taken more than once.

Sindarian Specialty – 5 points
The Sindar are an ancient and mystic race, one that habited the world before going completely extinct. Many masters of magic and archaeologists have come across examples and knowledge of the Sindar in the form of ruins, artifacts, and the like. Taking this boon allows you to roll Ancient History to answer Sindarian questions and puzzles.

Stratagem – 8 points, 4 for strategists
Your scouts and spies have been able to get discernible information on the enemy. For upcoming war battles, invoke this boon to get the GM to tell you troop size (number of dice) and potential boons.

Throw Out the Play Book – 4 points
Part of being a good tactician is being able to anticipate the enemy's movements and attacks. Use this boon when you want to nullify the enemy's war bonuses at the expense of your own. In other words, nobody can have strategist advantages.

Unite Attack – Variable
You and another person (or people) in the party have some kind of common bond. Maybe you're both magic users. Maybe you're both young and pretty. It's something. You are able to work together in such a way that you can combine your powers for some unique damage.
When creating a unite attack, establish the following rules:

- How to determine who rolls to hit (who rolls to hit dice).
- How to determine which enemies get hit (area of effect, one enemy, etc).
- How to determine damage dealt (how many d10s, who rolls them, etc.).
- How often it can be used (every round, every other round, etc.).
- Any other effects.

The greater the positive effects, the more boon points it should cost.

Strategist's Corner: On Drawbacks

If you're looking for good ways to get more points for your character during creation, drawbacks is a great place to look. Well, it's the only way, actually.

In addition to giving players boon points during character creation, they also give the character more depth for role-play purposes. It might seem counter-intuitive at first; coming up with ways to hinder your character, but they will add complexity and fun to the group dynamic. Don't be shy in taking drawbacks.

Special Ability – Variable
Boons not covered here can be worked out with the GM. The GM must approve all special abilities given to the PC.

Drawbacks

Awkward – 2 points
You're kind of weird, and you don't socialize very well. Charisma DRs increase by 2 for you.

Armor Reduction – 4 points
The armor you use is one stage lighter. In other words, if your archetype normally wears heavy armor, you wear medium. If you archetype normally wears medium, then you wear light. Light armor archetypes may not take this drawback. You also may not take the shields talent.

Bound Basic Rune – 3 points
For some reason, you cannot get the rune off your person. When a Rune Master tries to remove it, they simply cannot. It is permanently stuck to your person; maybe because it's a true rune. Perhaps it is a personal rune. Whatever the reason, it cannot be removed for any reason.

Creepy – 5 points
There's something off about your demeanor that just sends chills down people's spines. You may not attempt charisma or influence checks (auto failure), and trying to gossip increases the DR by 6. In addition, buying items at anywhere else other than the headquarters results in double the prices for you and your friends.

Defector – 2 points, 3 if taken with wanted
You have defected from your homeland and have switched sides. As part of your backstory, develop from where you defected. Any interaction that comes as part of this defection have their DRs increased by 5, and are at constant risk of being confronted.

Defender (person) – 3 points
There is someone in your life you MUST protect. If that person is in danger, you willingly try to trade places with them, and must take all damage when that person is weak in battle (less than half of their HP). This effect stays in place until your defended person has been healed, or until you are unconscious. This does not apply if both are in an area of effect range. The defended person must have the Defended boon.

Diminutive – 4 points
You're a bit smaller than everyone else. You move in combat two spaces less, and may not take any boons or equip runes that increase your movement speed. You also suffer a 5DR penalty when making brute strength checks.

Elemental Weakness (element) – 5 points
One of the five elements happens to be your bane. When this type of elemental damage is inflicted on you, the attacker gets to roll an additional 5d10. This cannot be nullified by using talents, gear or anything else; this has priority.

EXP Penalty – 5 points
You require more EXP to level up and continually lag behind the rest of your party mates. Instead of the typical 1,000 exp needed to hit the next level; you need 1,250.

Feeble – 5 points
You're weak. You do your best, but eating right and exercise can't compensate you entirely for the weak constitution you were born with. Maybe you're recovering from a long illness, or you're simply really, really old. You suffer a –1 stat penalty after every three rounds of combat (this lowering your talents). Resting at an inn, or between game sessions resets your stats. Add 5 to all DRs involving Brute Strength.

Missing Slot – 4 points
Magic's not your thing. Rather than being able to equip the maximum number of rune slots your class allows, you are able to equip one less than that. PCs are not allowed to have zero rune slots, and must have a minimum of one. If taking this drawback would put the PC at 0, then it cannot be taken.

Nemesis – 4 points

There is someone out there who wants you dead. They will stop at nothing, until you are dead. They show up at the most inconvenient of times, and prove to be the most annoying of adversaries. Eventually, it will come down to either you or your nemesis, and only one shall win!

Slow Study(attribute) – 3 points
Talents of a specific attribute do not come to you naturally, and you must work harder for it. Pick an attribute. Raising talents in that attribute cost double. This drawback takes priority over Quick Study if the two come into conflict.

Outcast – 4 points
Be it self–inflicted or unwanted, you are a societal outcast. Rolls that involve charisma or influence have their DRs doubled, and when purchasing equipment at places other than the headquarters, you pay double the price.

Psychosis (attribute) – 9 points
You are mentally unstable, whose meaning is tied directly to an attribute of yours. Whenever you invoke this attribute, you must make a check to keep your wits about you. The DR for this check works a bit differently: The DR starts at 16, and decreases by 1 until you pass. You add the direct attribute to this check. Once this check passes, then you temporarily lose control of all talents associated with this stat, as determined by the GM.

Stat Tradeoff – (maximum of 3)
Are you willing to sacrifice some of your personal attributes to be better rounded? Then Stat–Tradeoff is what you're looking for. Sacrifice one grade of the seven major stats (and thus lowering all talents) for 1 boon point. This can be only done for a maximum of 3 boon points.

Wanted – 2 points, 3 if taken with defector
Your character is a criminal. They are wanted by some force, be it a small town or the Harmonian Empire. Either way, there's a force out to get you, and being caught means certain negative impact. Your character goes to great lengths to avoid the person or people looking for them, to a point where it may hamper the party's agenda. Any interaction that comes as part of being wanted have their DRs increased by 5, and are at constant risk of being arrested.

Undestined – 9 points
When the Stars of Destiny are gathered, they are destined to live up to their fate. There is some extraneous force in the world that prevents them from dying until they have served their purpose. One cannot escape their destiny…
…unless they are simply undestined. By not being a star of destiny, they do not have to live up to the expectations that come with being a star. They can, instead, do what they want, when they want. However, because destiny is not looking out for them, they are subject to the same harsh realities of the world around them as regular people are. Destiny is not there to guide them.
This drawback forfeits the star picked in the "Pick a Star" section, and leaves the fate of the PC in the hands of the GM. If the PC with the Undestined deficiency falls in battle, it is the GM's discretion if it is a permanent death. Destiny is a fickle thing that way.

Unlucky – 5 points
Fortune and destiny are two different things. Some people are just unlucky. Once per game session, a GM may intervene with a non–combat related roll, and call the roll a failure.

Weak Constitution – 4 points
Your body is weak and feeble. You cannot stand up to being smacked around in much as frontline combat as others. Every four levels, you do not gain an HP stat up. You may not take the Runic Constitution talent.

Special Deficiency – Varied
A PC and GM may work out any special deficiencies that a PC may have for his or her character. The reward for skill points varies.

Step 7: Remaining Starting Equipment

In regards to weapons, all PCs get to determine what weapon they fight with. Guns are not readily available to all players except those who are of the Howling Voice Gunner archetype. It is encouraged that PCs determine what their weapon means to them. Perhaps it is just a means to an end. Perhaps their best friend gave it to them. Perhaps they fight with a really heavy book. All of these are possibilities. Weapons that are unusual or unique,

Strategist's Corner: The Final Word on Weapons

In all of the Suikoden games, weapons are a reflection of the character. In the tabletop game, it is no different. The mechanics were designed to fit the needs of all kinds of character that players came up with. This is reflected in archetype requirements as necessary as well.

In other words, if you want to use a sword, then go ahead! However, if you've always wanted to see how a giant pair of scissors fairs in combat, then the mechanics are there for you to work it out logistically!

like the “Star Dragon Sword”, may be worked out between the GM and the PC.

Rather than buying newer, stronger weapons; a character uses his or her weapon throughout the course of the game. Weapons get stronger by visiting blacksmiths who can forge their weapons into stronger ones (increase their level). The higher a weapon’s level, the more damage that is inflicted.

There are three range types of weapons: Short range, medium range, and long range. Each have various pros and cons. For more information, please see the “Combat” section on page 70.

All PCs get to determine what weapon they fight with. Guns are not readily available to all players except those who are of the Howling Voice Guild.

Runes are divided up into five categories: Basic, Advanced, Master, Unique, and True. A PC may pick any basic rune to fill in their rune slot. Advanced, Master, Unique and True Runes must be approved by the GM. Please see the appendix section “Runes” on page 86 for a complete list of available runes and how runic magic works.

All PCs start with the most basic type of head and body armor, as determined by their archetype (light, medium, or heavy). Armor is a reflection of the mechanical and not literal nature, and therefore not dramatically affect your PC’s appearance.

A PC’s inventory has, by default, six equipment slots:

- Head
- Armor
- Shield (not used unless character can use shields)
- Inventory Space 1
- Inventory Space 2
- Inventory Space 3

A PC uses inventory spaces when equipping accessories, but also to hold items as necessary, namely medicine or other items or treasure that they may come across in their adventure.

The currency of Suikoden is called potch. Every PC starts with 1,000 potch.

Example of Character Creation

Flik has a character concept in mind. First, he picks the star he wishes to be and opts for the Tenan star, gaining the Combat Prowess talent free.

Next he picks his race, deciding to be a Warrior's Village male. He notes that he gets a few bonuses, a POW talent slot, but at the cost of a SPD talent slot. He also gets the History(Toran Republic) talent and Runic Constitution talents for free, as well as Combat Prowess (though this is redundant because of his star, he does not gain anything additional by it). He also gets the Adrenaline Boost boon. He also notes that he must take the Defender drawback, opting to name fellow PC Odessa as the person he's defending. He also is restricted to a one-and-a-half handed sword, which puts him with a short-range weapon. He also notes the unique drawback that comes with being a Warrior's Village male.

After picking race, he looks at archetypes and adept appeals to him. Again, he makes a notes of all the talent slots, which is 2 per attribute. However, he takes one slot away from SPD and adds another POW slot, as per racial rules. He also slots in all the free talents he got earlier, marking them all starting with a D-grade.

This currently puts him at 3 POW talent slots + Combat Prowess; 2 INT talent slots + History(Toran Republic); 1 SPD talent slot; 2 SKL talent slots, 2 MAG talent slots, 2 M.DEF talent slots, and 2 LUCK talent slots.

With slots sorted, he moves onto filling those slots with other talents. Rules state he is permitted to fill 9 slots, even if he has more. HP Bonus, and Damage Mitigation talents. Flik notes that HP bonus is retroactive, and gains +6HP (3 HP per grade, grade is at D). He picks for INT War Strategy and Diplomacy. For speed talents, he buys Evasion Bonus. For SKL slots, he takes Duelist. He is a fan of lightning magic, and decides to open up Rune(Lightning) talent, as well as Rune(Darkness), making a note that he must take the Runic Mastery boon to be able to use this talent. For magic defense, he buys Magical Defense. He rounds out his talents by purchasing the Critical talent.

Next he moves onto spending his ability and boon points. Flik's unique Rune(Darkness) magic trait costs 6 points from the get go so he can purchase the boon Runic Mastery(Darkness). He decides to create a Unite Attack with Viktor called the Cross Attack, that hits one enemy for 1.5 damage within range. Both characters spend 5 of their points doing so. Flik has already exceeded his maximum boon points(10, he's spent 11), so he needs to purchase some drawbacks to get more. Flik takes the Bound Basic Rune drawback for three points and the Nemesis drawback for another four, working out that the NPC Sanchez will fulfill that role. This gives him six more points to work with. He decides to buy Loyalty (Odessa) for two, and Inspired(Odessa, Diplomacy), for four.

Finally, he takes a Lightning Rune, which cannot be removed thanks to the Bound Basic Rune drawback, and names his one-and-a-half handed sword Odessa, as determined by his racial statistics. His starting equipment is medium-armor.

Name: Flik
Archetype: Adept
HP: 20/20
Weapon: Odessa (One-and-a-half-handed sword, short range)
Weapon Level: 1
Star: Tenan (Combat Prowess talent for free)

Race: Warrior's Village Male
Level: 1
MP: 1/0/0/0
Rune: Lightning
Armor: Leather Armor(7),
Circlet (4) [11]

POW Talents [D]: Combat Prowess [D], HP Bonus [D], Damage Mitigation [D], empty slot
INT Talents [D]: History (Toran Republic) [D], War Strategy [D], Diplomacy [D]
SPD Talents [D]: Evasion Bonus [D]
SKL Talents [D]: Duelist[D], empty slot
MAG Talents [D]: Rune(Lightning) [D], Rune(Darkness) [D]
M.DEF Talents [D]: Runic Constitution[D], Magical Defense[D], empty slot
LUCK Talents [D]: Critical [D], empty slot
Boons: Adrenaline Boost, Runic Mastery (Darkness) Unite Attack (Viktor, "Cross Attack", each player rolls half damage dice, adds half of that to damage), Loyalty(Odessa), Inspired (Odessa, Diplomacy).
Drawbacks: Defender(Odessa), Nemesis(Sanchez), Bound Basic Rune(Lightning)

The terrain was scorched completely. What was once a beautiful, lush green forest filled with wildlife now lay a charred brown ruin. Smoke still rose from the burnt remains, streaks of sulfur panged the nostrils, and the fires had dyed the skies red with rage. It would almost seem beautiful, had its circumstances not been birthed amidst the chaos and calamity of war.

Clint grunted as he was thrown from his horse. His Howling Voice Guild training had not prepared him for mass combat, such as the one he was partaking in. He silently cursed to himself as he mounted back up on his steed. He grimaced a bit as he tasted blood mixed in with dirt in the corner of his mouth, a foul combination.

"Ah, there you are." A familiar voice. Clint turned around to see the very prim and proper Zacharius de la Fibulette. Zacharius' riding mount was dressed and decorated in the same flamboyant colors as Zacharius himself was; both of which were highly inappropriate for a massive war battle such as this one. "I had not seen you on the battlefield for a while now, and was worried that the worst may have happened. Thank the stars that you are all right!"

As Clint was about to open his mouth, there was a deafening boom. A tree split into two and caught on fire. A magical lightning bolt had just missed them by a few feet. "Zounds!" Zacharius exclaimed, calming his steed.

"God fucking dammit!" Another familiar voice. Clint watched as a scraggily knight galloped up to them. "You know, I swear, I'm fucking done with you two after this shit is over. I'm not fucking kidding. What the hell have you dragged me into this time?"

Clint grinned.

"Ah dear Orlando," Zacharius spoke up, "I know underneath your vile cursing and disgusting appearance that you agree with our cause. We fight for what is right, and correct any wrong and injustice. This is why, dear friends, we pursued this course of action to begin with."

"All the potch in the Island Nations couldn't keep me…" Orlando began.

"Any word from the strategist?" Clint intervened.

Orlando shook his head.

"Damn, well, we're not going to last out here much longer."

"I bring word." This time, an unfamiliar voice from off in the distance. The three turned around to see president McDohl riding up to them. His face too was covered with blood and dirt, and his trademark bandana was slightly untied. "A final attack. We're to press on for a full assault. Are you ready, gentlemen?"

"But of course, Lord McDohl!" Zacharius' eyes lit up with excitement.

"Good." McDohl kicked his steed, bucking up in the air. "Let's go."

Chapter 4:
Sharing Fate Together: Gameplay Mechanics

Regular Play

At this point, the basis of the game should have happened already in session zero. The players should have a general idea of who the other characters are, and some may even have appropriate, intertwined backstories. The adventure begins with the first session, which is how the GM will introduce everyone into the game world.

Normal game play consists of the characters interacting with the environment around them. Be it speaking to NPCs, asking the GM questions about their surroundings, or performance related skills, normal game play consists of the players developing the story that has been presented to them. The GMs role is to help facilitate (or impede) their progress as the story dictates, as well as react to their actions and immediate goals.

Sometimes a player wishes to perform an action wherein a check is required, such as for using the stealth talent, or lifting a heavy rock. It is constituted of rolling 1d12 of either the appropriate stat or talent as called by the GM. The GM will give a Difficulty Rating (DR) to establish the chance of success or failure by the players.

Generally speaking, the Suikoden world is politically charged and filled with intrigue. Forces all over have their own whims and desires, and often come into conflict. Sometimes they instigate their change, other times they react. Either way, PCs should never play with the expectation that the story cannot take these drastic turns depending on their actions (or lack thereof).

These conflicts can manifest itself in several ways. One of the most common is typical combat scenarios, wherein the PCs must fight various enemies to make progress. However, on a grander scale, large scale war battles are involved. Sometimes, duels happen between two characters. All of these methods are outlined in this section.

The Passage of Time

There isn't a hard and fast rule as to how time passes in the Suikoden world. The games themselves only talked about time as necessary, shifting from day-night sequences as appropriate. The tabletop game differs in that regard. Time flows as appropriate; sleeping at an inn or taking a rest should advance the game a day. Training or otherwise leveling up should also represent a passage of time, since it represents growth and additional understanding. Preparations for war should take several days or even weeks. The exterior game world around the players should advance as normal.

Conflicts that arise because of this (video game mechanics versus role-playing time) are handled as best they could in this book and are mentioned. Mechanics that are tied to time are ultimately at the discretion of the GM. Things divided up by game session or by day are mentioned, but a GM can overrule these as a GM sees fit.

Travel and Transportation

In a similar vein, travel operates similarly. There are no explicit rules how travel works, and it is another instance where the video game conflicts with role-playing. Travel should take time as necessary. If the player is traveling on foot, then they should be met with encounters from monsters as they head to their destination over the course of several days. If they're riding a beast of burden or using some kind of vehicle, then that amount of travel time should be sped up significantly.

There are exceptions. The first is Blinking Magic, a form of magic that allows the caster to warp and transport objects and people. Viki, a major actor in Suikoden, is known for teleporting individuals to their destinations instantly, making travel time non-existent. Another is the Blinking Mirror, a mysterious artifact that allows a user to travel through a mirror and end up at the other side. A combination of these factors allows for "fast travel".

The Destroyers of Suikoden III (Luc, Sarah, Yuber, and Albert Silverberg) also employed a kind of teleportation magic that seemed to differ from Blinking magic, but it is unclear what sphere of magic that fell under. Gate magic also arguably acts as transportation, though that claim is more contentious. Its sphere is the ability to link and shift creatures and monsters between worlds.

Combat

The most common kind of adventuring encounter is combat-related. Usually this pits the PCs against a group of aggressive monsters or PCs that are trying to get the better of the group.

Movement is designed to happen on a grid, but can be theater of the mind if the GM can keep track most of it in his or her head!

At the start of the round: Establish turn order. Everyone (PCs and enemies) rolls *[Combat Reflexes + d12]*, with the character having the highest number acting first and going through the list. On a player's turn, they can move, as well as make a physical attack or cast magic.

Movement: A PC can move up to equal up to their SPD grade. This can happen before, after, or split up during their turn.

On an attack: You must be in the correct range, as determined by your weapon choice during character creation.

- Short: Must be next to the target
- Medium: Must be three squares or closer to the target
- Long: Anyone that the PC can see.

To Hit: *[Combat Prowess + Weapon Level + d12 roll + (other potential modifiers, such as Sharpshooter)]*

To Defend: If you are getting attacked, determine which armor rating applies:

- vs Short Range Weapon: Armor Rating
- vs Medium Range Weapon: Armor Rating + (Parry Talent OR Evasion Talent, player preference)
- vs Long Range Weapon: Armor Rating + Parry Talent + Evasion Talent

If the to hit roll is greater, then you may deal damage. This is when command runes would normally be used (though there are exceptions depending on the rune). If armor rating is greater, then no damage is rolled.

To calculate damage: Roll the number of d10 equal to your weapon level, unless the shield skill changes that number. If that number of dice still equals more than twelve, then simply add 5 for every die over twelve. That rolled value is then subtracted from the receiver's HP.

To cast magic: Rather than attack, players may opt to cast magic. They may cast a spell from any rune they have attached and expend the available magic points. Magic damage and defense is calculated appropriately.

This ends the character's turn. Play proceeds to the next character in the turn order, until everyone has gone. Once everyone has gone, the round ends and a new round starts.

Common Status Ailments

Poison: (Variable) The character is hit with poison. The type of poison is variable, and can be either physical or magical.

Balloon: (Magical) The character has a balloon tied around their neck. Three balloons and the character floats out of battle.

Unfriendly: (Physical) A character has isolated themselves from battle. They cannot receive benefits such as healing from other party members. They also cannot perform unite attacks.

Bucket/Blinded: (Magical) The character has had a bucked dropped on him, making it very hard to see. Increase visual DRs, including to hit rolls, by five.

Unbalanced: (Physical) The character cannot perform any actions at all for an entire round, when they regain their balance.

Berserk: (Magical) The character may only attack, and movement drops to 1. However, they may add half of their weapon level to hit and for rolling damage dice.

Alert: (Magical) Magical berserk. Movement drops to one, but add their MAG grade to all magic casting.

Sleep: (Magical) The character has fallen asleep, and cannot perform until the person is awake. If the character is hit, then they wake up.

Forgetful/Mute: (Magical) The character cannot remember/how to speak and therefore manipulate runic magic.

Dead/Unconscious: Hit points have reached zero. The character has fallen in battle.

War Battles

Another prominent feature of Suikoden is war battles. Specialized fights that encompass hundreds or thousands of fighters, war battles constitute major conflicts that in turn help develop the story. In tabletop form, the mechanics are the GM and the players going head-to-head making dice rolls while dealing with raising stakes.

Pre-Battle

Players will calculate the total of all of their War Strategy grades. This represents the total dice pool for players. Divide this number up between players. This represents the number of dice players have access to.

Part 1: The Face-Off

Part one consists of a face-off between the GM and one of the PCs. Both roll a d12. If a 1 is rolled, that is considered a critical mistake. The round is over, and the loser surrenders a die. If a 12 is rolled, then the stakes are doubled, and the winner can force the opponent to lose twice as many dice. Otherwise, whoever has the higher number is considered the "attacker" and the other is the "defender".

If both roll a 1, then both lose a die. If both roll a 12, then stakes are doubled for both. If a 1 and a 12 come up, then both take hold: The player that rolled the 1 loses two dice. Ties go to the roller with the higher war strategy talent. If that is tied as well, then reroll, but keep any 12s rolled.

Part 2: The Conflict

Once it is determined who is the attacker and who is the defender, the next phase of the round begins.

Each player rolls with a d10, while the GM rolls with d20s. Whoever is attacking rolls their dice. So, if the players are attacking, everyone who has dice from the pool rolls a d10. If the GM is attacking, they roll *[number of players/2, round up]* d20, then announces the DR while not telling the players how many dice he or she is committing. From the dice that they rolled, they set the DR that the opponent has to hit. The players deliberate how many dice they wish to commit to the DR.

Once the DR has been set, the defender has to decide how many dice to commit on their own before rolling. Once the defender has committed, they must roll.

Note: For this part, the GM must say how many dice they will commit to the roll, attacking is not done in secret.

If the DR was met, the defender wins. If the DR was not met, then the attacker wins. Loser surrenders their committed dice.

If a unit loses all their dice, then they are eliminated from play for the rest of the battle. Play continues like this until one side loses all of their dice. The object for either side is to reduce the opponent's dice pool to zero. Reducing the dice pool to zero represents a victory. Two out of three matches wins.

The War Strategy talent grade determines how many times these bonuses may be invoked in battle by a strategist with their talent. Strategist bonuses only get reset after war battles and not between matches, so any bonuses spent do not get replenished at this time.

Strategist Bonuses for the Face-Off:

- Force the GM to take a -3 penalty before rolling.
- Treat a 1 as a regular roll rather than an error.
- Treat a 12 as a regular roll rather than a bonus for the GM.

Strategist Bonuses for the Conflict:

- Inspire a unit (including themselves) to roll with a d12 instead of a d10 for one conflict.
- May protect a player's die from being lost when committed to the DR.
- May flatly add three to their attacking DR.
- May retreat from battle. If players are facing a total loss, a strategist may successfully guide his remaining troops into retreating.

Strategist's Corner: Wars

In every Suikoden game published, a massive scale combat has always been in each of the video games; a unique system wherein the player has to manage units and partake in wide-scale combat.

As such, The Genso Suikoden Tabletop Roleplaying Game has come up with its own unique war system in the same spirit as the video games. GMs and players are both encouraged to look into these mechanics, as they've always been a fun and vital part of the video game franchise.

Silverberg Advantages:

Note: Silverberg advantages are inherent. They do not represent uses like strategists bonuses.

- Adds two to their own dice pool.
- Rolls with d12s instead of a d10 during the conflict.
- Force the GM to tell how many dice they committed while attacking.

War Battle Example

The following is a mechanical example only, and does not necessarily always highlight best or most strategic game play.

Flik, Lepant, Lotte, and Mathiu are about to participate in a war battle. Flik's War Strategy grade is C (4), Lepant's is B- (6), Lotte doesn't have one (0), and Mathiu's is B+ (8), so their total is 18. Flik and Lotte take four dice, Lepant and Mathiu take five dice. Mathiu has an additional two thanks to his Silverberg Lineage boon. He also rolls with a d12 instead of a d10, thanks to that same boon.

Lepant faces off against the GM. He rolls a 3, and the GM rolls a 6. The GM is attacking. The GM rolls dice and informs the party the DR to hit is 17.

Mathiu's Silverberg Lineage boon forces the GM to say that he's committed two dice to total 17.

Lotte, Flik, and Mathiu roll their dice: 1, 4, 7. The total is twelve, and misses the DR. Mathiu protects Lotte's 1, with one of his strategist bonuses (this leaves him with 7 bonuses). Everyone else loses 1 die.

Another faceoff, and Flik decides to go for it. He rolls a 1 and the GM rolls 5. His brashness would be punished by losing a die, but Mathiu uses a strategist bonus to simply make it a regular roll (this leave him with 6 bonuses).

The GM says the DR this time is 13, with one die committed. Lotte, Flik, Lepant and Mathiu all roll: 4, 8, 9, 9 for a total of 30. The GM loses the die.

Lotte takes a turn. She rolls an 11 to the GM's 7. The party will be attacking this time and will set the DR. They all roll their dice: 5, 3, 7, 11. Mathiu convinces the party to all commit their dice, and they do, for a total of 26.

The GM rolls and announces a roll of 25. The GM loses two dice.

Strategist's Corner: Duels

Like war combat, duels have been in every Suikoden game published and are another unique system.

It is ultimately up to the GM's discretion if Duels will be allowed so that players who are thinking about taking such related talents know ahead of time. They are highly encouraged though.

Mathiu goes to bat this time. He rolls a 12 to the GM's 4. The stakes have been doubled for the party. Their rolls come to 1, 4, 10, and 12. Lepant, Lotte, and Mathiu all commit for a total of 26.

The GM doesn't bother rolling, taking the loss. The GM loses two more dice.

Play continues like this until one side loses all their dice. That gets chalked to a victory. Dice pools are reset (strategist bonuses are not), and play begins again.

Duels

Sometimes, a group fighting a single person is simply unfair. To even the playing field a bit, characters may sometimes prefer the option of dueling. Dueling consists of two characters fighting head to head. Rather than apply regular battle conditions, a specialized set of rules is applied and uses the player's Duelist talent is available.

When dueling, there are three choices: Attack, Defend, and Forceful Attack. Players (and their opponents) make their choices in secret.

- **Attack**: Make a regular to hit roll, but in addition add Duelist to your attack if applicable.
- **Defend**: Prepare for an incoming attack, adding Duelist talent to your defense.
- **Forceful Attack**: Forgo the to-hit roll to try and catch your opponent off-guard, adding damage dice equal to your Duelist talent.

Outcomes:

- **Attack v. Defend**: Attacker tries to hit the defender.
- **Forceful Attack v. Attack**: Forceful Attacker wins. Roll damage, adding number of damage dice equal to your duelist talent.
- **Defend v. Forceful Attack**: Defender wins. Roll damage.
- **Attack v. Attack**: Both players roll to hit. The player with the highest Duelist talent goes first. Roll d12s to break ties otherwise.
- **Defend v. Defend**: Both players do nothing.
- **Forceful Attack v. Forceful Attack**: Both players will roll for damage adding dice, but the player with the highest Duelist talent goes first. Roll d12s to break ties.

Dueling continues until one player falls.

The Headquarters

One of the major points of any Suikoden game is known as the Headquarters. This place serves as a base of operations for the stars of destiny. It is here that stars set up shops, set up various gaming establishments, store valuable artifacts or goods, partake in cultural activities, and reside. It is at the headquarters that the stars plot out their next moves and war strategies.

In a tabletop setting, the headquarters represents the ideal place for the PCs to gather, strategize, or generally role-play their characters. They can perform any number of downtime or in-between actions if time is not an issue, generating revenue, researching subjects, or training up talents. PCs can spend attribute points and train talents appropriately, purchase new equipment, sharpen weapons, or anything that can improve the character – as the resources of the headquarters permits.

The headquarters serves as an invaluable point of gathering for the stars, and may vary in size or shape. The home base in the first Suikoden game was the abandoned Lake Toran Castle, which was made out of pure rock and stone. Suikoden II and III had an entire town as their home base. Suikoden IV had a mobile base of operations; a giant ship was constructed as a floating headquarters. The limits to what could serve as a possible headquarters are almost endless. The headquarters grows and grows as people get wind of it. The more stars that are recruited, the bigger the headquarters expands. More services become available, and more people take up residence. Story events, important NPCs, and legendary items can all eventually pass through the PC's headquarters.

Eventually, the headquarters becomes a centralized place of existence, where commerce, trade, and employment all become prominent features of this new locale, ultimately affecting the world at large. In terms of game mechanics, it is usually (but not always) considered a "safe" place for

the stars of destiny. It is their home, after all, and in their free time the stars are allowed to mingle about headquarters as if it were their home town. They can take part in any business exchanges that might go on. There are no reasons why they cannot take place in the community they are now a part of.

It is generally up to the GM and the PCs as to the involvement with the headquarters, though it is highly encouraged. How the headquarters operates is listed below.

How To Build a Headquarters

As with other mechanics in the Genso Suikoden Tabletop Roleplaying Game, the quality of the headquarters is graded. This overall grade represents to the world the power and influence that the headquarters has. As the headquarters is graded higher and higher, it becomes more of a force in the world at large. Determining the grade of the headquarters is an average grade of three factors: Commerce, Civil, and Culture.

Increasing the individual grades means not only building the requisite structures, but also making sure they are appropriately manned and managed. This can be done by the PCs themselves, or they can hire NPCs to do their bidding for a fee as determined by the GM, or recruited throughout the adventure. For every structure and appropriately maintained (as determined by the GM), that category's grade increases by 1. Increasing the grades of each of the categories increases the benefits of the headquarters.

Rewards:

D Grade: The Stone Tablet of Promise

One of the most iconic of Suikoden staples, the Stone Tablet of Promise is a visual record of every single star of destiny that has joined your cause.

C Grade: Blinking Mirror

Another iconic staple, the Blinking Mirror expedites travel a great deal. Whenever you need to return to your headquarters, you may use this object and teleport instantly. Don't let it fall into enemy hands now!

B Grade: Homefield Advantage

It's starting to feel like home. All talents and attributes when in the headquarters are temporarily raised by a grade, including breaking the S-rank barrier. This stacks with a bath, and a strategist's Combat Strategy talent.

A Grade: Rare Finds

Those who run businesses in your headquarters will get random rare/unique finds come through their shop. These items will be generated by the GM appropriately.

S Grade: A Visit from Leknaat

You've maximized the headquarters, which means your band of adventurers has turned a non-existent place into something for the world to reckon with. Leknaat, the guider of the stars of destiny, is almost guaranteed to stop by.

The headquarters, broken up by aspect

Commerce:	Function	Requirement For Castle Bonus
Appraiser	Appraises ? Items	Character with Appraisal Skill of B-
Armory	Maintains Armor Shop	Character with Business Owner(Armor) Skill of B-
Blacksmith	Sharpens Weapons	Character that can sharpen weapons to Level 11
Farmer	Raises crops and other foodstuffs	Farm with at least 5 different foodstuffs
Fisherman	Sells caught fish	Character at Fisherman Skill of B-
Gambling Hall	Gains money through gaming	Character with Gambling Hall Skill of B-
Item Shop	Sells items and accessories	Character with Business Owner(Item) Skill of B-
Accessories	Sells Accessories	Have for sale 10 accessories
Items	Sells items	Have for sale 10 items
Rune Master	Sells and changes equipped runes	Sell to the rune master 20 points worth of runes (1 basic, 2, advanced, 5 master)
Scroll Master	Makes scrolls from runes	Make Fifteen Scrolls
Storage	Keeps inventory safe	Character with Keeper talent of B-
Trading Post	Buys and sells goods from other cities and towns	Character with Trading Post talent of B-

Note: Item Shop is broken into subsets here. Item Shop in of itself does not give a grade increase, but serves as a prerequisite that must be fulfilled in order to get the grades of "Accessories" and/or "Items".

Bonus: For every commerce requirement met, an additional 1,000 potch is generated monthly.

Civil:	Function	Requirement For Castle Bonus
Cartographer	Maintains pathways and maps of the world	Character with Cartography talent at B-
Detective Agency	Collects information and solves crimes in the headquarters	Character with Detective talent of B-
Education Center	Facilitates learning of magic and intelligence talents	Character(s) with Tutelage: Magic and Tutelage: Study
Elevator	Allows for quick travel through the headquarters	Character with Elevator talent at B-
Hospital	Treats the injured and sick.	At least two characters with the healing boon
Newspaper	Reports news and current events	Character with Journalism talent of B-
Prison	Holds prisoners of war, hostages, etc.	Win two war battles
Suggestion Box	Notes for the HQ leader from residents	Recruit at least 54 stars of destiny
Training Center	Trains combat related talents	Character with Tutelage: Combat
War Room	Troop management and movement	Character with War Strategy talent at B-
Diplomats	Brokering peace, treaties, deals, etc.	At least two characters with the Diplomacy talent
Scouts and Spies	Investigates enemy positions and movements	At least two characters with either Stealth or Investigate talents
Strategists	Comes up with plans of attack involving armies and troops	At least two characters with either the Throw Out the Play Book or Stratagem boons

Note: War Room, like Item Shops in Commerce, is broken into three subsets. In order to get the grades of the subsets, the "War Room" requirement must also be met.

Bonus: Players may replace their War Strategy talent (or lack of one) with the grade of the civil requirements that have been met.

Culture:	Function	Requirement for Castle Bonus
Baths	Provides soothing relief from strenuous situations	Character with Bathematics talent at B-
Harbor	Where incoming and outgoing ships can weigh anchor	At least three characters with the Sea Legs boon
Library	Holds Old Books and permits research to be done	Character with Librarian talent at B-
Museum	A centralized location to showcase artistic items	At least two characters with the Ancient History talent
Archaeology	Display accumulated ornaments and urns	Acquired combination of 10 appraised ornaments or urns
Paintings	Display accumulated paintings	Acquired 5 appraised paintings
Sculpture	Showcase the sculptor's latest creation	Character with Sculpting talent at B-
Music Hall	An auditorium used to listen to concerts	Character with Troubadour talent at B-
Restaurant	Creates edible meals for party members	Character with Cooking talent at B-
Stage	An elevated platform to give a performance to an audience	Character with Singing talent at B-
Tavern	Visitors can come here that need a place to rest	Recruit at least 27 stars of destiny
Inn	Lodging	Business Owner(Inn) B-
Pub/Café	Serves as a local, casual meeting spot	At least two characters with Gossip or Gather Information(Headquarters)
Window Maker	Creates unique and varied windows throughout headquarters	Character with Window Making talent at B-

Note: Museum and Tavern are broken into subsets and follow the same rules as established.
Bonus: For every culture requirement met, the GM will turn one NPC into an adventuring companion at the request of the PCs. Logistical reasons permit only one additional NPC may adventure with the party at any given time.

Experience Points, Leveling, and Money

For every 1,000 experience points gained, a PC gains a level. Experience points are commonly obtained through fighting monsters and being in battles. A character must survive by the end of the battle to get the experience points. When a character levels, they also get one attribute point.

There are other ways to get experience points that are specific to The Genso Suikoden Tabletop RPG. Experience is also gained in war battles and duels, as determined appropriately by the GM. While the practice of simply handing out experience points is discouraged; good role playing as well as clever thinking should be rewarded. Regardless, GM's discretion is ultimately the determining factor as to what is experience point worthy.

Tutors, Talents, and New Boons

While you gain attribute points right away when you level, to spend them you must visit the appropriate tutor. Tutors are characters who have the tutelage talents, and can raise your grades and helping you reach new heights. Tutors can only teach you as high as they are able.

Tutors can also teach you new talents if you have the slots available. As mentioned during character creation, purchasing new talents starts them out at F-grade. As always, you cannot raise talents higher than the attribute grade, unless you raise the attribute grade first.

Generally speaking, players cannot purchase new boons throughout the course of play. There is no way to generate boon points. However, good role-play, character development, and change of circumstance could make some boons available and could be rewarded to the player. The same is true for drawbacks. Both offer mechanically interesting opportunities for role-play, which should be encouraged. However, the GM has the final say.

Chapter 5:
Confrontation with Monsters: GMing a Game

I don't know if this is strange or not, but this section I put off writing because I used to think it was the simplest and least necessary. "Just be a GM" was my common thought. Having worked on this book for more than a decade and a half, I realized that this section was both the most needed and the hardest to write. I could run a game using my system, but how could anybody else? Any questions or problems that came up I would improv off the top of my head. How could I expect other GMs to work that way?

There is a Suikoden tabletop game in my head. I've done a lot to get everything on paper, and take questions as best I can. But even then, for fans of this series and for tabletops, putting everything you could on paper and then expecting everyone else to improv their own way through it is unfeasible. Especially for something that's designed to be essentially a rulebook.

This section is going to go over the basic ideas I had (and still have) as I came up with this game, so the writing style here is more of me, Matt the author, addressing you, the reader, than other sections. It's also going to go over the more meaty, behind-the-scenes stuff GMs normally do in tabletops like enemy creation and game balance. Apologies for it sounding like a ramble.

Feeling Like Suikoden

These next few blurbs are about how to make a game feel like Suikoden.

Scope of Game

The game, as designed, is meant to be a full Suikoden campaign (from the instigating incident, to 108 allies and beating the Big Bad Evil Guy). Adding mechanics to the headquarters (something I inexplicably did not have in previous versions) I think helps solidify that idea. But it definitely can be scaled down appropriately. Your PCs are the stars (no pun intended) at the end of it. A GM can design a game around (108 - PCs = Remaining NPCs) if they so desire. But I can understand a GM finding that to be a bit of a nightmare. The system should be able to shrink down as necessary.

All rules are designed to keep it feeling as "Suikodeny" as possible. It may seem weird that Leknaat is a reward for an enterprising group of PCs that have gone through painstaking detail to flesh out their headquarters, since it seems like an incredibly soft reward that is more role-play than mechanical. However, it keeps in line with Suikoden. Leknaat always visits before the end of the game. This is an ideal time to bestow a great boon to the party, doing it through the lens of Leknaat.

A lot of Suikoden's enjoyment comes from the world and its characters, and not necessarily its combat or mechanics. After all, Suikoden championed ideas of battles and grinding being tedious and allowed for players to get through them as quick as possible ("Let Go", "Bribe", any number of hit-all unite attacks, etc.) Of course, the combat is also so unique that not trying to recapture it in tabletop form would be a crime.

Most tabletop gaming comes down to GMs and players working together to tell a story. Suikoden has done the hard part with all the world building and history. There's plenty of material there for a tabletop group to work together and build either something massive and legendary, or small and awesome. The purpose of this rulebook is to simply be that engine.

Battles and Combat

Combat in Suikoden was revolutionary because of how quick combat was supposed to be. "Let Go", "Bribe", exponential EXP gains, and other such ideas changed how jRPG combat could be. Translating that to a tabletop game has made it seem more complicated. Ergo, if combat ever gets too bogged down, I recommend just trying to streamline it however you can. This game has become quite mechanically thick, and if things ever get too time consuming, just go with what feels right.

A Tabletop Game Versus a Video Game

If you played any of the early revisions of this book, the mechanics were a lot more video game than they were tabletop game. That meant big

numbers and lots of calculations. A lot of players didn't find that fun, so I streamlined it and shrunk it down. This seemed inevitable, and while I was resistant at first, I found it easy to make things feel like Suikoden.

What wound up unexpectedly *harder* was to introduce tabletop elements into a Suikoden game. Players were always excited with the idea of being whoever or whatever outrageous concept they could come up with, and interacting with the game world and history that way. What I didn't account for was players wanting to tell their own stories. Not that they weren't right to expect that, but I hadn't designed for it.

In introducing role-play related mechanics, that's something very unique to the tabletop part game. It's also incredibly necessary. It adds a bit of uncertainty to storytelling elements, but that's part and parcel for tabletop gaming. This addition doesn't shift away from core Suikoden themes as one might expect, but rather it refocuses the game on players.

But at the end of the day, it's just Suikoden! If everyone is enjoying themselves, that's what's the most important part!

Mini-games

Mini-games are an iconic aspect of Suikoden, and should not be overlooked.

This book does not cover all the mini-games in Suikoden, but it is highly encouraged to incorporate them into any campaign. Players find them fun, and can provide a decent enough break in regular play to refresh players for a bit. Card matching, three-cups-and-a-coin, or other small table or parlor games work great.

Chinchirorin is, of course, a Suikoden staple. If you have a traditional Asian tea cup, sake cup, or a bowl lying around; and 3d6, it's worth it.

Sorting Out Other Problems

In talking with other nerds about tabletop gaming, one of the more hilariously reoccurring themes is how to deal with intra-party drama, and drama between the party and GM.

To keep it still kind of Suikoden related, I've come to accept that most of the people using this system will be some sort of Suikoden fan. I've tried to design it so anybody could pick it up and not need be familiar with the universe, but it doesn't seem like a big appeal otherwise. It's mechanics-dense to keep it feeling Suikodeny. So it's important to accept that everyone will walk to the table with different kinds of experiences and expectations.

To that end, the best way to deal with problems is to make everyone talk to each other. That goes for you the GM as well: talk to your players. Get their temperature on things from time to time and make sure that you're listening to them. Simply venting some air out will solve a lot of issues players might get over the course of a campaign. This especially helps when different kinds of players come to the same table to play.

It might not be easy, but talking things out usually sorts them out to an amicable solution. As the GM, the final say rests with you in most matters.

Mechanics Still not Designed

There's quite an abundance of mechanics not yet created for notable talents in Suikoden games. Some that come right off the top of my head:

Trickery
Elevators
Gambling Hall
Map Making
Journalist
Fishing
Sculpting
Singing/Troubadours
Few other things.

They were haphazardly included in other editions, but as of Revision 5, are blanked out. The appropriate stars in the star still offer those talents, but those talents have no description of their use. They should not be picked.

Of particular note, the pet archetype classes (Trickster, Dragon Knight) are also unavailable in this revision. Pets are hard, and will require a massive slew of new mechanics to make sure it all works out.

Mechanical Notes

In every previous revision of this book I didn't really go into detail about the mechanics. This section fixes that so GMs can get a better idea of how to create enemies and villains.

Making Difficulty Ratings

The average roll on a d12 is 6.5. With no talent to add whatsoever, a DR of 7 means the player already has almost a 50% chance of success. DRs of 10 is a good place to start for new players with talents, adding 1-2 for every 5-10 levels, if you wish to maintain about a 50% success rate. If you want players to make a check, go lower. If you want players to have to earn it, go higher.

Leveling up and balancing

When a player levels up, they get an attribute point. As they cannot raise a skill or a talent above an attribute grade, players must raise raw attributes first. The most vital skills for an archetype, therefore, cost at least 2 points to raise. Advancement is incremental.

The game expects an ultimate final level of level 60, though does not have to be. GMs can progress past 60 as they see fit. It uses 60 as a base because 60 seemed to be endgame in the video games, and represents a fully developed character with a defining S-rank skill with some other skills:

From character creation to S-rank attribute: 22 points
Accompanying S-rank skill: Another 22 points.

That comes out to 44 points, leaving 16 points. Eight can be assumed to go to other skills and raising other attributes as well. A+ and S ranks are really diminishing returns, and players are expected (though not required) to go more of a diverse leveling route. Doing so would save the player an extra ten-to-twenty points to put elsewhere.

Level 30 is considered halfway, and is balanced. It also serves as a good end point for a smaller scope campaign.

Table 5.A: Hypothetical Combat Prowess and Weapon Level

Level	L1	L3	L5	L8	L11	L15	L20	L25	L30	L33	L35	L40	L45	L50	L55	L60
Weapon Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Combat Prowess	3	4	5	6	7	8	9	9	11	11	11	12	12	12	12	12

Notes:
- This table focuses primarily on players who will primarily use physical attacks. Players with magic-centric characters will be of lower combat prowess.
- A blacksmith using their talent can only raise weapons up to level 12, in the current system. GMs need to decide how to get players from 12 to 16 if they so choose.
- Weapon level also controls damage dice. Controlling weapon level increases should also coincide with enemy HP values (a d10 average roll is 5.5).

Enemy Armor Rating & Player Weapon Level

Armor accessibility and weapon level is where you, the GM, have the most control over how battle flows. You cannot control how your players roll-play, but you do have methods to adjust combat as necessary to make things easier or more difficult for your players.

As a GM, what you are looking for if you're looking to create monsters or Big Bad Evil Guys, is to understand how your players are going to deal damage. Physical attacks can be calculated as such.

(Average of player's Combat Prowess) + (Average of player's Weapon Level) + 6.5 (Average Roll of a d12)

Magic is balanced by archetype and on a per rune basis.

Knowing this can help you determine what number will let a group of players hit with short range physical attacks theoretically 50% of the time if the enemy has an armor rating equal to this value (there is variance due to using averages, some players will miss more and other players will hit more). A monster should also have a given evasion score to add to their armor rating to help lower that percent for medium and long range attacks. Lowering this number will make it easier to hit, raising this number will make it much harder.

The other way you as a GM can control the flow of battle is player weapon level. It is up to your discretion as to how this works, be it one blacksmith and hammers, multiple blacksmiths, slow introduction to a tutor that can increase black-smithing skill, or something yet to be seen. As the GM, you have direct control over how to introduce new weapon levels to the players. Keep in mind that the sooner you give players higher weapon levels, the more damage they will do quickly.

Enemy Creation

For enemy and monster creation, the guide gives a corresponding level that the PCs are expected to be. Shifting some numbers around, adding more monsters, or different attacks and abilities should flavor the enemies up appropriately.

Notes:

- It takes roughly 2-3 physical attacks on average to kill enemies using these stat blocks, bearing in mind this is with absolutely zero modifiers for things like accessories or Combat Strategy buffs. Lower HP, Armor Ratings, or To Hit Values to make them easier. Raise HP, Armor Ratings, or To Hit Values to make them more difficult.

- NPCs generated through character creation are balanced to fight PCs, but that is a longer process than looking at stat blocks and coming up with attacks and adjustments. Save using character creation for when it's abso-lutely necessary (fight to recruit, reoccurring named NPCs, etc.)

- The To Hit modifiers here are calculated for short range physical attacks, even though enemy attacks should also follow the standard of short/medium/long. Consider increasing To Hit modifiers *slightly* for medium or long range attacks.

- Adding *[Enemy Level / 12]* to enemy rolls while establishing turn order rolls gives enemies a slight *Combat Reflex* type of bonus. Moreover, add a flat value for enemies that should "act fast".

Table 5.B: Basic Monster Stat Blocks

	HP	AR(S)	AR(ML)	TO HIT	DMG
L1	11	9	10	+6	1d10
L3	22	11	12	+7	1d10
L5	33	13	14	+8	2d10
L8	44	15	17	+9	2d10
L11	55	18	19	+10	3d10
L15	66	20	22	+12	3d10+3
L20	77	22	25	+14	4d10+5
L25	88	23	27	+16	4d10+5
L30	99	26	30	+18	5d10+5
L33	110	28	32	+19	6d10+10
L35	121	29	33	+20	7d10+10
L40	132	31	35	+23	8d10+10
L45	142	32	37	+24	9d10+10
L50	152	33	38	+25	10d10+15
L55	162	34	39	+26	11d10+15
L60	172	35	40	+28	12d10+20

Instant Death, Perma-Death, and Destined

The Swallow rune is listed. The Viper rune is listed. The Soul Eater's original mechanics are listed. All have instant death capability. The mechanical limitations have been designed in as best as possible, but there is nothing limiting your theoretical Soul Eater PC hitting a success on your Big Bad Evil Guy. Video games have the "doesn't work on bosses" flag, whereas this is a tabletop game and there is no such thing.

On that same token, I've had players uncomfortable with the idea of Destined/Undestined boon/drawback. They were given as an option because things like the Resurrection Rune exist, and therefore the permanence of death is hard to explain. All video games suffer from the dead-but-not-until-the-plot-says-so paradox. That was the true point of those boons, just a confirmation from the PC that it's okay for their character to die.

As a GM, figure this out ahead of time how you want to handle character death, and make sure the players know too. This is vital, since it could affect player ideas as well as availability of items.

Since We're Talking About Runes

If a player takes *Runic Mastery(Sun)*, note there's no findable sun-type runes: they're all unique. Feel free to create your own by simply taking some spell mechanics from other runes and toning it down, and some from the unique sun runes that do exist. As an example:

Morning (Master)

1	*Final Moon*	*[d10](3)* damage.	One enemy
2	*Time of Wakening*	Cures all status effects.	All allies
3	*First Ray*	*[d10](7) + 20* damage.	Enemies 5×5
4	*Light of Day*	Revives and heals for *[d10]*.	One ally

This isn't just limited to Sun magic either! This pattern happens throughout the entire Suikoden series -- creating one tier spell above or below to create new runes in the same family. Feel free to use this methodology to create runes of your own.

War Battles

War battles were designed with 3+ players in mind. If you have less than 3+ players, I'm not sure war battles are any fun, let alone balanced. Let the players know this, and proceed at your own risk.

Before the battle, figure out your own dice pool. It should be roughly equivalent to the player's total war strategy grade. Going by the 2-per-d20 rule, PCs will inherently have the advantage. Ergo, less dice in your dice pool will make it much easier. For more flavor, you can add more dice or give yourself strategist/Silverberg advantages, which will also increase the difficulty.

Loot, Experience, and Treasure

A player gets 100EXP if they are the same level as an enemy they defeat. For every level lower, cut it in half. For every level above, add half. EXP should be calculated on a per player basis. Defeating 8-12 enemies should roughly consist of a level up. The players should be on the same level as the enemies they fight, but making sure all party members are around the same level range can be difficult; especially if they're also wearing gear that effects their level gain.

Something to consider other than EXP is to use milestones. Rewarding attribute points directly for good roleplaying and battles to have a little more fine-tuned control over player advancement, and can advance the players in line with the story much more directly.

As for treasure, use the treasure tables. You don't have to make it random necessarily, but it's all conveniently located so you can put forth loot as needed. Some are also broken down by level so you know what kind of gear to give and when without being concerned you're giving away powerful stuff too early.

The Costs of Things, Potch Stuff

There has been no regard given to potch.

I know.

The safest way to go about it is to try and give each player roughly 1,000 potch per level up, and to

come up with prices appropriately. This way they can pool their resources as necessary, and have to make conscious decisions about where their potch should go (blacksmith, new runes, etc.) You, as a GM, can then try to increase the cost of runes and gear as it becomes more rare and powerful.

Business talents were designed for parties that have them to generate surplus potch, so keep that in mind as well.

Appendices

Appendix: Runes

Runes are one of the backbones of the Suikoden world. They play a very important role in the mythos and lore, and are often catalysts of world events. For the purposes of this game, they are broken down into five categories:

Basic: Common, easy to find, most of the world has access to these (Fire, Lightning, etc.).

Advanced: Uncommon, more powerful than basic (Mother Earth, Flowing, etc.).

Master: Rare, requires great magical talent to appropriately harness, extremely powerful (Pale Gate, Darkness, etc.). Non-command or non-passive Master runes must be attached to the forehead slot.

Unique: As powerful as a master rune, but generally exclusive (Bright Shield, Dawn, etc.).

True: Twenty-seven true runes serve as the greatest power in the Suikoden world. The rarest of them all, and the most powerful. Many true runes choose their own bearers (Soul Eater, Sun Rune, etc.).

Notation:
[d10](#)+##
[d10] means roll a number of d10s equal to your magic grade to roll. *(#)* represents the maximum dice rolled allowed – lack of a number means there is no maximum. +## represents a value to be added on after the roll.
[d10](4)+10 means roll magic grade number of dice, maximum of four. Add ten to the roll.

DRs given are rolled on a d12. Rune effects do not stack with other runes unless otherwise noted.

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Elemental Rune Magic

Elemental runic magic can be broken down into five separate categories, themselves the building blocks of the natural world: Fire, Water, Earth, Wind, and Lightning. Each runic sphere has six different spells associated with it, but each rune in a family can only tap enough elemental power to command four of those spells. Each elemental family consists of three different Runes: the basic and most common version of the Rune (Earth, Fire, Lightning, Water, and Wind), the advanced and superior version of the Rune (Mother Earth, Cyclone, Rage, Flowing, and Thunder), and the unique, most powerful True Runes (True Earth, Wind, Fire, Water, and Lightning).

Elemental affinity goes in the following order: Lightning beats Water, Water beats Fire, Fire beats Wind, Wind beats Earth, and Earth beats Lightning. This affinity pertains to monsters/creatures that are of a specific element, not the Elemental Weakness(element) drawback.

Earth Magic

Earth magic is the art of manipulating subtle protective energies to defend and aid allies. While Earth Runes have some minor attack ability, their influence is primarily aimed at guarding and safe-keeping the lives of the Earth magician's allies. As such, it is a subtle, reactive Rune and sometimes difficult to use. Its attack magic is extremely damaging but is limited by its inability to damage enemies who fly, or have the ability to take to the skies.

Like Wind magic, Earth magic doesn't loan itself well to dabbling and is often seen in the use of dedicated magicians rather than adepts. It is one of the more uncommon Runes in the Suikoden world, though many Earth magic users hold positions of power, such as Eileen, wife of Lepant, or Bishop Sasarai of Harmonia, who has the True Earth Rune.

Earth (Basic)

1	*Clay Guardian*	Reduce next physical damage taken by *[d10]*.	One ally
2	*Vengeful Child*	Reduce next magical attack taken by *[d10]*.	One ally
3	*Guardian Earth*	Cures all status effects.	All allies
4	*Earthquake*	*[d10](10)* + *60* damage.	All land-based enemies

Mother Earth (Advanced)

1	*Vengeful Child*	Reduce next magical attack taken by *[d10]*.	One ally
2	*Guardian Earth*	Cures all status effects.	All allies
3	*Earthquake*	*[d10](10)* + *60* damage.	All land-based enemies
4	*Canopy Defense*	Nullify next magic damage taken.	All allies

True Earth (True)

1	*Guardian Earth*	Cures all status effects.	All allies
2	*Earthquake*	*[d10](10)* + *60* damage.	All land-based enemies
3	*Canopy Defense*	Nullify next magic damage taken.	All allies
4	*Land of Eternity*	*[d10]* + *100* damage.	All land-based enemies

Fire Magic

In contrast to the subtler arts of Earth magic, Fire magic is singularly focused and devoted to chaos and destruction. Even an inexperienced Fire magician or adept is capable of summoning a torrent of fire down upon his or her enemies. What the Fire Rune lacks in subtlety, it compensates for in sheer destructive power, much like the Lightning Rune. Unlike the Lightning Rune, which deals precise and surgical damage to a single target, fire magic deals less damage but over a wide area, lacking the Lightning Rune's capacity for precise targeting.

Since the Fire Rune is powerful and flashy even at low levels, it's an extremely common Rune in the Suikoden world and seen as often in the hands of adepts as magicians; sometimes moreso. Cleo, McDohl's guardian, was given a Fire Rune by Leknaat in recognition of the role she was to play in the fall of Scarlet Moon, and Wang of the Harmonian Frontier Defense Force Twelfth Unit was an experienced and respected Fire magician.

Fire (Basic)

1	*Flaming Arrows*	*[d10](3)* damage.	Enemies 2×2
2	*Dancing Flames*	*[d10](5)* damage.	Enemies 2×2
3	*Blazing Wall*	*[d10)(8)* + *20* damage.	Enemies 5×5
4	*Explosion*	*[d10]* + *30* damage.	Enemies 8×8

Rage (Advanced)

1	*Dancing Flames*	*[d10](5)* damage.	Enemies 2×2
2	*Blazing Wall*	*[d10](8) + 20* damage.	Enemies 5×5
3	*Explosion*	*[d10] + 30* damage.	Enemies 8×8
4	*Final Flame*	*[d10] + 50* damage.	All enemies

True Fire (True)

1	*Blazing Wall*	*[d10](8) + 20* damage.	Enemies 5×5
2	*Explosion*	*[d10] + 30* damage.	Enemies 8×8
3	*Final Flame*	*[d10] + 50* damage.	All enemies
4	*Hellfire*	*[d10] + 150* damage.	All enemies

Lightning Magic

Like Fire magic, Lightning is a splashy and offensively oriented Rune that is extremely common among both magicians and adepts. Where the Fire Rune makes use of wholesale destruction and calamity to dispatch its foes, cooler heads prevail when a Lightning Rune is at work: it deals more damage than a Fire Rune can, but strikes with incredible precision, directing its destructive energies at single opponents rather than entire enemy groups. Like the Fire Rune, it is unsubtle, but still potent.

The world of Suikoden is full of notable lightning magic users: Flik of the Warrior's Village, who was active in the Liberation Army in Scarlet Moon and the mercenary army that toppled the Highland monarchy, used lightning magic, and when the Runemaster Jeane took the field of battle for Razril, she wielded a Lightning Rune.

Lightning (Basic)

1	*Thunder Runner*	*[d10](4)* damage.	Enemies 1×4
2	*Berserk Blow*	*[d10](6)* damage.	One enemy
3	*Soaring Bolt*	*[d10](10)* damage.	Enemies 2×6
4	*Furious Blow*	*[d10] + 50* damage.	One enemy

Thunder (Advanced)

1	*Berserk Blow*	*[d10](6)* damage.	One enemy
2	*Soaring Bolt*	*[d10](10)* damage.	Enemies 2×6
3	*Furious Blow*	*[d10] + 50* damage.	One enemy
4	*Thunder Storm*	*[d10] + 100* damage.	Enemies 1×4

True Lightning (True)

1	*Soaring Bolt*	*[d10](10)* damage.	Enemies 2×6
2	*Furious Blow*	*[d10] + 50* damage.	One enemy
3	*Thunder Storm*	*[d10] + 100* damage.	Enemies 1×4
4	*Hammer of Raijin*	*[d10] + 250* damage.	One enemy

Water Magic

A talented Water magician is welcome wherever he or she goes for the ability to heal virtually any injury, returning most people from death's door to full health with as little as the expenditure of one level one MP. What Water magic lacks in destructive ability or versatility it makes up for in spades simply with its vast healing properties, enormously outstripping even the most potent medicine.

Because Water magic is so useful and lifesaving, it is also very common, and the world of Suikoden is full of distinguished people who made use of a Water Rune for healing or protection. Since Water magic has powerful spells even at low levels, it's a favorite of tactically minded adepts such as the Duck Clan's Sergeant Joe or the elven knight of Razril, Paula.

Water (Basic)

1	*Kindness Drops*	*[d10]* HP restored.	Allies 2×2
2	*Freeze*	*[d10](3)*. Chance of poison. Save DR: *[Caster's Water Grade - 2]*.	Enemies 4×4
3	*Kindness Rain*	*[d10] + 20* HP restored.	Allies 6×6
4	*Silent Lake*	All use of magic is blocked for three rounds.	All

Flowing (Advanced)

1	*Freeze*	*[d10](3)*. Chance of poison. Save DR: *[Caster's Water Grade - 2]*.	Enemies 4×4
2	*Kindness Rain*	*[d10] + 20* HP restored.	Allies 6×6
3	*Silent Lake*	All use of magic is blocked for three rounds.	All
4	*Mother Ocean*	Revive and recover all HP.	Allies 2×2

True Water (True)

1	*Kindness Rain*	*[d10] + 20* HP restored.	Allies 6×6
2	*Silent Lake*	All use of magic is blocked for three rounds.	All
3	*Mother Ocean*	Revive and recover all HP.	Allies 2×2
4	*Heavenly Drops*	*[d10] + 75* damage	Enemies 8×8

Wind Magic

Wind magic is difficult to effectively pigeon-hole like the other Runes. Rather than choosing a single thrust for its spells, Wind magic instead moves, zephyr-like, among the spheres of the other elemental Runes, claiming for its own the things that it favors and discarding the rest. As such, Wind magic requires effort and dedication to reveal its true power, which lays not in its high damage potential or exceptional defensive abilities, but instead in its ability to do many different things at once.

While uncommon among adepts, Wind Runes are familiar among magicians; the last bearer of the True Wind Rune, the deceased Harmonian Bishop Luc, was a gifted Wind magician, and the famous magician Crowley bore a Cyclone Rune into battle.

Wind (Basic)

1	*Wind of Sleep*	Sleep. Save DR: *[Caster's Wind Grade - 2]*.	Enemies 3×3
2	*Healing Wind*	*[d10](4)* HP recovered.	One ally
3	*The Shredding*	*[d10](6)* damage.	Enemies 3×3
4	*Funeral Wind*	*[d10](8)* + 10 damage.	One enemy

Cyclone (Advanced)

1	*Healing Wind*	*[d10](4)* HP recovered.	One ally
2	*The Shredding*	*[d10](6)* damage.	Enemies 3×3
3	*Funeral Wind*	*[d10](8)* + 10 damage.	One enemy
4	*Shining Wind*	*[d10](10) + 10* damage. Enemies take that as damage, allies take that as HP.	All 8×8

True Wind (True)

1	*The Shredding*	*[d10](6)* damage.	Enemies 3×3
2	*Funeral Wind*	*[d10](8) + 10* damage.	One enemy
3	*Shining Wind*	*[d10](10) + 10* damage. Enemies take that as damage, allies take that as HP.	All 8×8
4	*Eternal Wind*	*[d10] + 50* damage.	All enemies

Non-Elemental Rune Magic

Many spellcasting Runes lack an elemental affinity and instead claim their own unique sphere. Like the elemental Runes, non-elemental Runes for the most part still derive their power from the True Rune which spawned them and so are similar in that sense. However, they tend towards unique effects and are often more difficult to categorize than their elemental counterparts. The Runes which fall under this category (many are True Runes, consult the individual descriptions): Blinking, Pale Gate, Punishment, Resurrection, and the school of Death, which consists of the Darkness Rune and the Soul Eater that spawned it.

Blinking Magic

An unstable and unpredictable school of magic, Blinking Runes summon items from all over the world, seemingly at random, to barrage and harass enemies. This Rune is extremely odd and also erratic; its spells are known to backfire, teleporting allies at random or barraging its user with objects instead of its enemies.

The acknowledged master of all magic Blinking related is the scatterbrained, mysterious magician Viki, who may or may not be the bearer of the True Blinking Rune. Her Blinking magic is so powerful that she has the ability to move herself back and forth through time with her teleportations, seemingly at random, as well as use the Blinking Mirror artifact to teleport whole groups to other locales, even if she does not herself go with them. Unfortunately, whether by accident of birth or some strange effect of her magic, Viki is deranged and scatterbrained, often only partially aware of her identity, circumstances, and time-period. Her memory seems to fade and shift with each move through time as well. Her presence has been recorded in every single major conflict involving a True Rune, yet it's unclear if she actually participated in these conflicts in chronological order.

Blinking (Advanced)

1	*Ready!*	Teleports. DR: *[16 - Caster's Blinking Grade]*. Failure teleports a random ally.	One enemy
2	*Set!*	[d10](10) damage. Failure hits all allies. DR: *[18 - Caster's Blinking Grade]*.	All enemies
3	*GO!*	Teleports. DR: *[20 - Caster's Blinking Grade]*. Failure teleports allies except caster.	Enemies 3×3

Death Magic

The school of death (aka "darkness") magic is fearsome and frightening, commanding the powers

of the underworld to draw the opponents of the rune-bearer directly into hell. Rather than dealing damage, Death magic Runes take an all-or-nothing approach, either killing the enemy outright or leaving it to fight another day.

Darkness Runes are rare, but not unheard of: the vampire Sierra carried a Darkness Rune with her on her quest to defeat the vampire, Neclord. Its dark and deadly magic can be a powerful attraction to magicians eager for a quick path to power, as long as they don't care about the morality of condemning the souls of their enemies to Hell for all eternity. The True Rune which spawned the Darkness Rune is the infamous Soul Eater or Cursed Rune, a strange twin to the Rune of Punishment. Rather than consuming the soul of its bearer to grow in power, the Soul Eater devours the souls of the bearer's loved ones as they die to feed its insatiable appetite. Both the Soul Eater and the Rune of Punishment were active during the Kooluk's aborted war of expansion into the Island Nations, and of course, the Soul Eater was prominently on the hand of Young Master McDohl during both the fall of Scarlet Moon and the Jowston war against Highland. Its current whereabouts are unknown.

Darkness (Master)

1	*Fear*	*[d10](3)* damage. Chance of instant death. Save DR: 3.	One enemy
2	*Final Bell*	*[d10](6)* damage.	One enemy
3	*Deadly Touch*	Instant death. Save DR: *[Caster's Darkness Grade - 7].*	One enemy
4	*Black Shadow*	*[d10](10)* damage.	Enemies 8×8

Soul Eater (True)

1	*Deadly Touch*	Instant death. Save DR: *[Caster's Darkness Grade - 7].*	One enemy
2	*Black Shadow*	*[d10](10)* damage.	Enemies 8×8
3	*Hell*	Instant death. Save DR: *[Caster's Darkness Grade - 8].*	All enemies
4	*Judgment*	*[d10] + 100* damage.	One enemy

Pale Gate Magic

The magic of the Pale Gate Rune is drawn from the Gate Rune; half of which was lost during the fall of the Scarlet Moon when Windy sacrificed herself. It is unknown what happened to the Entrance half, but only the Exit half is active. It is currently in the hand of the Seeress, Leknaat. The Pale Gate concerns itself with summoning otherworldly beings to aid the magician with exceptionally powerful magical attacks.

The Pale Gate Rune is extremely rare and only the most powerful magicians can make real use of it. The Pale Gate must be attached to an available head-slot, and cannot be equipped at all unless its wielder has the boon Runic Mastery (Pale Gate), which will teach that character how to focus and contain the destructive energy. Only the most talented of magicians (and the battle-hardened of adepts) have the opportunity to command such awe-inspiring magic.

Pale Gate (Master)

1	*Open Gate*	*[d10]* fire damage.	One enemy
2	*Royal Passage*	*[d10] + 25* lightning damage.	One enemy
3	*Pale Palace*	*[d10] + 50* water damage	All enemies
4	*Empty World*	*[d10] + 100* damage. Four highest rolled dice is damage taken by allies.	All

Sun Magic

Few Runes, barring perhaps the Rune of Punishment and the Soul Eater, are capable of the widespread destruction that the Sun Rune can unleash on its enemies. This Rune is the property of the Falenan royal family and has been for centuries. When borne in a person's body the Rune conveys

enormous magical power – it can devastate miles of land with a thought – but also causes increasing madness and delusions of godhood. When it was carried by Arshtat of Falena, it drove her completely insane.

Two Runes exist to keep the power of the Sun Rune in check; like the Black Sword and the Bright Shield are to the Rune of Beginning. The Dawn Rune and the Twilight Rune help control

the Sun Rune. These runes were birthed when the Sun Rune was split away from the Night Rune. The Twilight Rune and Dawn Rune are also the property of royal family of Falena.

The Star Rune comes from the same sphere of magic as the Sun rune, as it is also birthed from when the Sun and Night runes were split; however, little is known about this rune. The Dawn and Twilight Runes were last used by the prince of Falena and his bodyguard, Lyon, to defeat the Godwin family during the Falenan war of succession. The Star Rune was, at one time, the property of the magician Zerase, but its current location is unknown.

Dawn (Unique)

1	*Time of Wakening*	Cures all status effects.	All allies
2	*First Ray*	*[d10](7) + 20* damage.	Enemies 5×5
3	*Light of Day*	Revives and heals for *[d10]*.	One ally
4	*Crimson Sky*	*[d10] + 40* damage.	All enemies

Twilight (Unique)

1	*Evening Dusk*	Sleep. Save DR: *[Sun Grade - 5]*.	All enemies
2	*Setting Sun*	*[d10](5)* damage or death. Save DR: *[Caster's Sun Grade – 9]*.	One enemy
3	*Silent Afterglow*	*[d10]* damage.	One enemy
4	*Vermilion Sky*	*[d10]* + 50 damage.	All enemies

Star (Unique)

1	*Twinkling Star*	*[d10](5)* damage.	One enemy
2	*Starry Stillness*	Sleep or mute. Sleep DR: *[Caster's Sun Grade - 7]*, Mute DR: *[Caster's Sun Magic Grade - 5]*.	One enemy
3	*Comet*	*[d10] + 50* damage.	One enemy
4	*Meteor Shower*	*[d10] + 100* damage.	All enemies

Punishment Magic

The sphere of Punishment Magic is judgment and penance; it grants its user extraordinary destructive power but slowly consumes its user's life force until the user can withstand its influence no longer and inevitably dies.

The Rune of Punishment is one of the most shadowy and enigmatic True Runes. Its existence is largely unknown, but it was active during the Kooluk invasion of the Island Nations, when a fraction of its true power was revealed, annihilating entire Kooluk fleets with a single blow.

When its user dies, the Rune of Punishment transfers itself – seemingly at random – to a new host nearby, who also begins to lose his vital energy to the poisonous effects of the Rune. Because they are all dead, little to nothing is known or recorded about previous bearers of the Rune of Punishment.

Condemnation (Master)

1	*Black Shiver*	Silence. Save DR: *[Punishment Grade - 6]*	All enemies and caster
2	*Eternal Ordeal*	*[d10](3)* damage. Caster takes damage equal to the highest die rolled.	One enemy
3	*Double-Edged Blade*	*[d10](6) + 10* damage. Caster takes damage equal to the 3 highest dice rolled.	All enemies
4	*Voice of Death*	Kills enemy or caster. DR: *[18 - Punishment Grade]*. Failure kills caster.	One enemy

Rune of Punishment (True)

1	*Eternal Ordeal*	*[d10](3)* damage. Caster takes damage equal to the highest die rolled.	One enemy
2	*Double-Edged Blade*	*[d10](6) + 10* damage. Caster takes damage equal to the three highest dice rolled.	All enemies
3	*Voice of Death*	Kills enemy or caster. DR: *[18 - Punishment Grade]*. Failure kills caster.	One enemy
4	*Everlasting Mercy*	*[d10] + 30*. All allies except caster recover as HP.	All 8×8

Resurrection Magic

Relatively rare, Resurrection magic differs slightly from Water magic in that rather than preserving the lives of allies, it instead restores the flame of those lives when snuffed out, quickly returning allies to a conscious and battle-ready state. It is a Rune most often found in the use of monks of Qlon Temple, such as Fukien and Gantetsu, as well as adepts who find themselves often opposed by

the undead; in addition to its life-granting properties, the Resurrection Rune has the power to blast undead enemies with particular spite.

Resurrection (Master)

1	*Scolding*	*[d10](4)* damage. If target is undead, triple the damage.	One enemy
2	*Yell*	Revives a fallen ally. Requires Resurrection Grade: B-	One ally
3	*Charm Arrow*	*[d10](8).* If target is undead, deal triple damage.	One enemy
4	*Scream*	*[d10]* HP restored.	One ally

Rune of Beginning/Sword & Shield Magic

Rune of Beginning Magic, also known as Sword and Shield magic, is both a classification of magic and a sphere all unto its own. The creation myths of the Suikoden universe center on an ethereal sword and shield fighting, eventually destroying each other, and the remains being the foundation of civilization. In its own way, this sphere reflects that creation myth. It is a kind of primitive magic in that it covers the most alpha and omega aspects of existence itself: grand violence and ultimate rebirth.

The Rune of Beginning is a true rune onto itself, but is often split into two unique halves, the Bright Shield and Black Sword runes, representing the extreme ends of the spectrum. Elemental sword runes and shield runes are derivative of the Rune of Beginning.

Shield (Basic)

1	*Battle Oath*	Casts berserk on allies. DR: [7 - Sword and Shield Grade]	Allies 3×3
2	*Great Blessing*	[d10](4) HP recovered.	Allies 5×5
3	*Battlefield*	Add [d10](6) dice to everyone's magic attack.	All

Bright Shield (Unique)

1	*Great Blessing*	*[d10](4)* HP recovered.	Allies 5×5
2	*Battlefield*	Add *[d10](6)* dice to everyone's magic attack.	All
3	*Battle Vow*	*[d10](8)* HP recovered.	Allies 8×8
4	*Forgiver Sign*	*[d10] + 150* healed. Leftover HP is damage dealt to an enemy.	All allies/One Enemy

Sword of Element (Basic)

These runes imbue the appropriate elements into each melee attacks, and feed into elemental weakness drawback. Elements are Cyclone, Rage, Thunder, Flowing, or Mother Earth.

Black Sword (Unique)

1	*Flash Judgment*	*[d10](4)* damage.	One enemy
2	*Twinkling Blade*	*[d10](3)* chance of instant death. Save DR: *[Caster's Sword and Shield Grade - 8]*	All enemies
3	*Piercing One*	*[d10](10) +10* damage.	One enemy
4	*Hungry Friend*	*[d10] + 20* damage.	All enemies

Command Runes

Angry Dragon (Advanced)

The bearer of the Angry Dragon Rune has the ability to sheathe his or her fists in flame and hammer his or her opponent with a barrage of powerful blows. The damage dealt by this Rune is enormous, but it requires such enormous stamina to wield effectively that it cannot often be used.

Damage: Roll double damage dice, usable once per battle. If the character bearing the Angry Dragon is suffering from the berserk status, Angry Dragon can be used even if it has already been used once or more during this battle. Damage dealt by the Angry Dragon is fire-based.

Notes: Cannot be equipped to a head-slot. Only usable if the bearer's weapon is Type: Fist.

Boar (Advanced)

The bearer of the Boar Rune has the ability to unleash a series of blistering punches upon a single target. While most anyone can learn to do a simple punch combo, the Boar Rune allows its bearer to chain together a series of full-power blows without exhaustion or the need to pause. As such, the damage of a Boar Rune is quite intense. However, the Boar Rune can only delay the muscular effects of launching such a powerful combo, and when the combo is done the bearer will find himself winded and unable to fight effectively.

Damage: Roll double damage dice. User is unbalanced next round.

Notes: Only usable if the bearer's weapon is Type: Fist.

Boronda Hawk (Advanced)

The bearer of the Boronda Hawk Rune has the ability to blast bolts of energy from his bow instead of arrows. This Rune deals solid damage to all enemies, but using the Rune too often can cause the energy to backfire and destroy the bearer. As such, it is difficult to employ often.

Damage: Hit all enemies, roll half damage dice, usable once per battle.

Notes: Only usable if the bearer's weapon is Type: Bow or Type: Crossbow.

Chimera (Basic)

The bearer of the Chimera Rune has the ability to infuse his or her illnesses into party members who are willing to receive them. If the character is inflicted with any magic status ailment, he or she may touch a nearby ally to transfer that condition to that ally. The character may attempt to transfer negative conditions to an ally even if that ally is attempting to resist the effects of the Chimera Rune, but any attempt is made with a DR save of 3 or better.

Clone (Advanced)

The bearer of the Clone Rune has the ability to briefly summon a group of shadowy duplicates to assist while he or she makes a single, powerful sword swing. These duplicates appear from nowhere and also strike, mirroring the movements of the rune bearer flawlessly. The cumulative effect of these blows is tremendous, slashing the target's body with numerous strikes from the bearer's two-handed sword. However, the act of maintaining these duplicates requires intense concentration and will leave the bearer temporarily stunned once the rune's power fades.

Damage: Double damage rolled. User is unbalanced next round.

Notes: Only usable if bearer's weapon is Type: Two-Handed Sword.

Comet (Advanced)

The bearer of the Comet Rune has the ability to summon a comet from the sky that flies down to earth and strikes the target with tremendous force and an explosion. The mental energy required to control the Comet's flight is tremendous and leaves the bearer dizzy and confused during the next round.

Damage: 3×3 area of effect, originating from the bearer if necessary. Roll damage, adding half to the target. Regular damage to enemies surrounding. Bearer is unbalanced next turn.

Notes: The Comet Rune cannot be invoked indoors or if the bearer cannot see the sky.

~~Devil's Doll (Advanced)~~

~~The bearer of the Devil's Doll carries with him or her a demonically possessed hand puppet that is the twin to the Rune the bearer bears. This puppet can communicate telepathically with the bearer of the Rune, though others may doubt the puppet's sentience. When invoked in battle, the Devil Doll Rune summons up tremendous fire and blasts it from the hand puppet's mouth onto an unsuspecting foe.~~

~~The bearer of the Devil Doll is influenced by his or her Rune more than other Rune bearers might be (barring True Runes), often having difficulty differentiating between the words spoken directly to him or her by the Rune and those spoken to him or her by other people. They will often appear scatterbrained and schizophrenic and have difficulty associating with others.~~

~~Damage: [d10] using MAG and triple the result, to 1 enemy, usable once per battle. Damage dealt by the Devil's Doll Rune is fire based.~~

~~Notes: Only usable if bearer's weapon is Type: Hand Puppet (Pet Variant).~~

Double Tusk (Advanced)

The bearer of the Double Tusk Rune has the ability to deliver a stinging series of blows to an opponent using small blades. While the individual blows don't do much damage, the pain and damage adds up as the combo nears its end. Finally, the Double Tusk bearer ends the combo with a single super-charged strike the unleashes concussive force on all enemies in the area, as well as heightening the damage dealt to the original target.

Damage: 3×3 area of effect, originating from the bearer. Roll damage, and add half to 1 enemy, regular damage to all other enemies. User is unbalanced next round.

Notes: Only usable if bearer's weapon is Type: Dagger.

Falcon (Advanced)

The bearer of the Falcon Rune has the ability to unleash a flurry of blinding sword stabs upon his or her enemy, overwhelming the opponent with the wild ferocity of the attack. Attacks from the Falcon Rune do overwhelming damage and can be used round after round, but the speed and ferocity of the attack is discombobulating even for the bearer, making it harder and harder to strike the enemy successfully.

Damage: Roll 1d6. This represents number of strikes: 1-2, 1 strike; 3-4, 2 strikes, 5, 3 strikes; 6, 4 strikes. Roll half damage dice. This is the amount of damage inflicted per strike. User is unbalanced next round.

Notes: Can only be equipped to a main-hand slot. Only usable if the bearer's weapon is Type: One-Handed Sword.

Fire Breath (Advanced)

The bearer of the Fire Breath Rune has the ability to unleash searing gouts of flame directly from his or her mouth, dealing tremendous burning damage to a single foe. As one might expect, expelling bursts of flame from within one's body is tremendously difficult and awkward to do, and leaves the bearer stunned and unbalanced after unleashing the Rune's power.

Damage: Double damage dice to 1 enemy. Bearer is unbalanced next round. Damage dealt by the Fire Breath Rune is fire-based.

Fire Dragon (Advanced)

The bearer of the Fire Dragon Rune has the ability to delivering a blistering series of punches to a single foe, ending with a potent, blazing uppercut. It is somewhat similar to the Angry Dragon Rune in appearance and application, but somewhat more dangerous to use, as the bearer is not protected from the fire unleashed by the Rune. However, the effect can be used over and over again.

Damage: Double damage to 1 enemy, regular damage to the user. Damage dealt by the Fire Dragon Rune (both to the target and the bearer) is fire-based.

Notes: Only usable if the bearer's weapon is Type: Fist.

Full Moon (Advanced)

The bearer of the Full Moon Rune has the ability to unleash a series of blinding fast flip kicks upon a single enemy. The concentration required to launch this acrobatic feat is quite tremendous and it leaves the wielder winded and temporarily unable to fight at peak efficiency. However, the dizzying series of attacks is also capable of discombobulating the opponent, as well.

Damage: Roll damage, add half that to the result, chance of unbalancing that enemy. Save DR: 4. The bearer is unbalanced next turn.

Notes: Only usable if the bearer's weapon is Type: Feet.

Gozz (Basic)

The bearer of the Gozz Rune has the ability to swing his or her axe with incredible strength, generating a forceful shockwave that strikes not only the axe strike's intended target, but nearby foes as well. Because the focus required for the single axe-strike is so taxing, it leaves its bearer stunned and disoriented.

Damage: 1×10 area of effect, originating from the bearer. Regular melee damage. Bearer is unbalanced next round.

Notes: Only usable if the bearer's weapon is Type: Axe.

Great Hawk (Basic)

The bearer of the Great Hawk Rune has the ability to unleash a single arrow infused with magical energy so that it fractures and divides, blasting the area around the target with dozens of magical arrows and dealing damage to everything in the area. The Great Hawk has the ability to damage an enormous number of foes with a single shot, but none of the energy arrows has the speed, force, or strength a real arrow would, so the damage is reduced.

Damage:: 5×5 area of effect. Roll half damage dice.

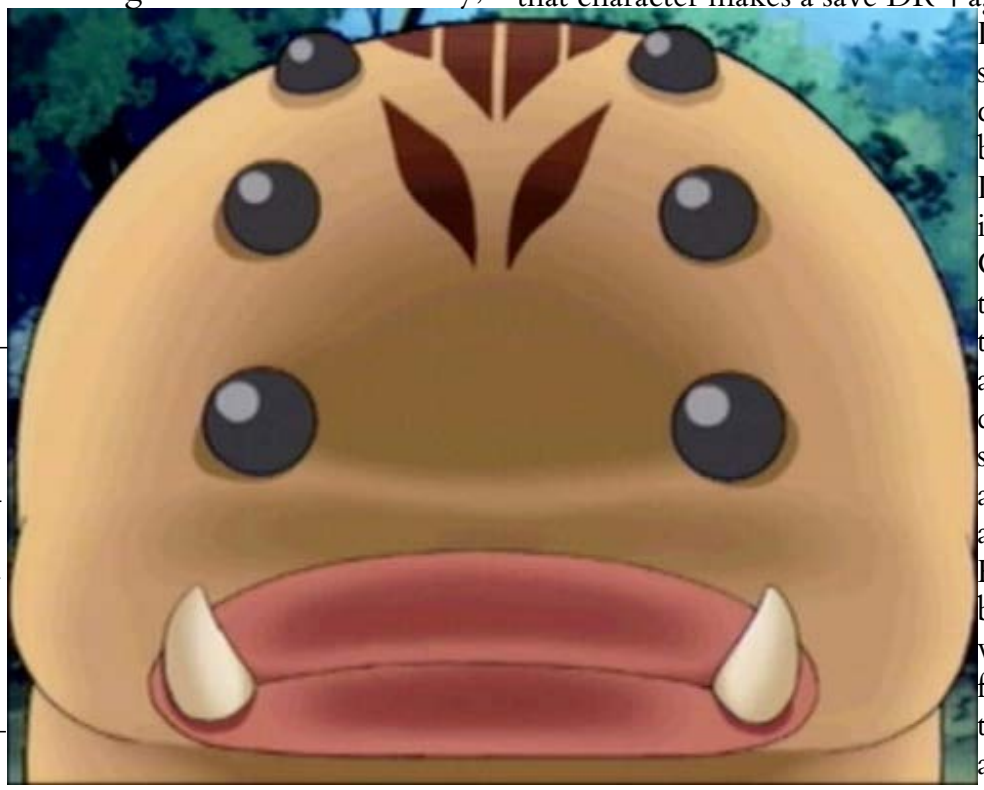
Notes: Only usable if the bearer's weapon is Type: Bow or Type: Crossbow.

~~**Groundhog (Advanced)**~~

~~The bearer of the Groundhog Rune is constantly accompanied by a small, magical~~

~~groundhog. The groundhog is small, frail, and cowardly, and will not participate in combat unless the power of the Groundhog Rune is invoked. When the Groundhog is called upon by the Rune, it can grow to an enormous size and deliver a powerful chomping attack to the enemy of the bearer. This attack never misses. Invoking the power of the Groundhog Rune leaves the groundhog confused and disoriented in the aftermath of the attack, so its power can't be constantly invoked.~~

~~Damage: Roll damage and double it. 1 enemy, usable once per battle.~~



~~Notes: The magical groundhog bound to the Groundhog Rune has no skills and no HP but can be used to manipulate small objects and can operate independently up to 50ft away from its bearer, obeying simple commands. bearer's weapon is Type: Groundhog (Pet Type Variant)~~

Hate (Advanced)

The bearer of the Hate Rune is capable of concentrating all of his or her battle fury into a ball of raw, emotionally charged energy that can be hurled with tremendous force at an ally. Since the Hate Rune draws on the stored up anger and rage of the target, it is disorienting to use. However, its power increases the more dangerous the bearer's situation; conversely, it is at its weakest and most ineffectual when the bearer is in no real danger and can't muster any actual fury.

Damage: Triple damage dice versus 1 enemy, user is unbalanced next round.

Notes: Usable only if the bearer's weapon is Type: Fist.

Howling (Advanced)

The bearer of the Howling Rune is capable of unleashing a frenzied bloodlust in sub-human, non-human, and certain of the demi-human races by producing a bloodthirsty howl. Any animals, both natural and monstrous (including Dragons) are afflicted with the berserk status when the Howling Rune is invoked for two rounds. If a character with intelligence of less than Grade D hears the howling, that character makes a save DR 4 against the Rune. If the character succeeds, that character becomes berserk. If a kobold with intelligence less Grade D hears the howling, that character is affected immediately with no save. Creatures and characters affected by the Howling Rune but not in combat will turn on the first living thing they see as long as the Berserk status remains. A character that could be affected by the Rune cannot bear the Howling Rune, and automatons are immune to its effects.

Dragons are monstrous creatures and so can be affected by the Howling Rune. However, because of the mind-altering properties of the Rune, it is outlawed by the Dragon's Den. Dragon Knights cannot choose the Howling Rune at first level and if they ever do, are subject to being stripped of their rank and dragon if Dragon's Den finds out.

Isshin (Advanced)

The bearer of the Isshin rune has the ability to cloak his or her fists within fields of concussive, non-elemental magical energy. These fields

are volatile and will explode shortly after the rune bearer invokes them, or when they are brought into contact with one another. While the damage potential of the Isshin Rune is not as great as certain other runes, the explosive energy of the rune has a stunning property that often affects its targets, leaving them unbalanced in the aftermath. Sadly, the bearer of Isshin, given his own close proximity to the explosive fields, is also left in the same state

Damage: Roll damage, add half of the roll to the total. One enemy. Chance of unbalancing the target. Save DR: *[User's POW grade]*. User is unbalanced next round.

Notes: Only usable if the bearer's weapon is Type: Claw.

Kite (Basic)

The bearer of the Kite Rune is capable of unleashing an unbelievably fast barrage of shuriken upon a group of enemies. Essentially the bearer produces an endless supply of magic shuriken and flings them with reckless abandon at the enemy with no regard for accuracy or strength. Quantity far outweighs quality when a Kite Rune takes the field. As such, each individual shuriken deals less damage overall than a normal weapon attack would.

Damage: 5×5 area of effect. Roll half damage dice. Hits all enemies.

Notes: Usable only if the bearer's weapon is Type: Shuriken.

Lion (Basic)

The bearer of the Lion Rune is adept at overwhelming his or her opponent's defenses with a single, ferocious claw-strike that deals more damage than a normal attack would. However, the strength sapped from the bearer's body by the force of the Lion Rune's forceful blows is tremendous and leaves the bearer less able to defend him or herself against any form of attack.

Damage: Roll damage, add half. 1 enemy. User's M.DEF talents are invalidated and user's armor rating drops to 0 for the remainder of battle.

Notes: Usable only if the bearer's weapon is Type: Claw.

Mayfly (Basic)

The bearer of the Mayfly Rune is able to move his or her body with tremendous speed, striking numerous foes with a single melee strike. One use allows for the bearer to hit multiple enemies in a short range. This is one of a handful of Runes controlled by the Ninja guild of Rokkaku and anyone who doesn't associate with the guild yet possesses a Mayfly Rune may have some explaining to do in his or her future.

Damage: 1×4 area of effect, originating from the bearer if applicable, normal melee damage. User is unbalanced for the next turn.

Notes: Usable only if the bearer is a Ninja.

Mallet (Advanced)

The bearer of the Mallet Rune has the ability to shift his or her target, ever so briefly, into an alternate dimension where the bearer is enormously tall, giant-sized, and the target is not. While in the alternate dimension, the rune bearer has the opportunity to make a single physical attack before the rune's effect breaks and they are transported back. Because of their light weight and long reach, the only weapon capable of making use of this opportunity is a staff. Transporting back to the real world after making this attack is draining to the bearer and will leave him or her unable to mount new attacks or defense for a time.

Damage: Roll double damage dice. User is Unbalanced next turn.

Notes: Usable only if the bearer's weapon has Type: Staff.

Phoenix (Advanced)

The bearer of the Phoenix Rune has the ability to, similar to a Falcon Rune, launch an unbelievably fast series of sword stabs to do enormous damage to a single foe. Unlike the Falcon Rune, the Phoenix Rune – which has the same damage output – trades repeatability for some consistency. The Phoenix Rune doesn't protect the bearer as fully against the discombobulating effects of launching such a dazzling series of attacks and leaves the bearer flat out unbalanced following the attack. However, once the dizziness passes, the bearer is once again able to fight at full strength without penalty.

Damage: Roll 1d6. This represents number of strikes. Roll half damage dice. This is the amount of damage inflicted per strike. User is unbalanced the

next turn.

Notes: Usable only if bearer's weapon is Type: One-Handed Sword.

Pixie (Basic)

The bearer of the Pixie Rune is able to use a simple staff weapon to deal damage from far away, often baffling and confusing foes as concussive blows rain down from no obvious source while the attacker stands a safe distance away, waving his staff. The damage dealt by a Pixie Rune attack is not increased, but is much safer than a normal melee attack would be. It's favored by frail mages who don't have many MP yet, allowing them to contribute to the battle even when their MP are gone.

Damage: Combat range is calculated as if the character was next to the enemy, with *[MAG grade]* replacing Combat Prowess talent.

Notes: Only usable if the bearer's weapon is Type: Staff.

Red Rose (Advanced)

The bearer of the Red Rose rune has the ability to apply his or her mastery of dueling techniques even in the heat of a multi-person battle, launching a single, powerful stabbing attack with unbelievable grace and dignity as though nothing else in the world mattered. The point of contact between rapier and flesh is illuminated by an image of the Red Rose Rune itself, a giant, stylized crimson rose that flashes into being when it is invoked. The rune's strikes are tremendously precise and do great damage, but can be off-putting for others who have to labor in the midst of a real battle while the Red Rose bearer is 'showing off' with poses and dueling strikes.

Damage: Regular damage to one enemy, but no calculation is needed, as the hit is automatic. User is Unfriendly next turn

Notes: Can only be used if the bearer is a Narcissist.

Ripple (Advanced)

The bearer of the Ripple Rune can draw upon a corrosive energy similar to the energies used by the Viper Rune, and cloak his or her sword in it. While the effects of the Ripple are not as devastating as the Viper Rune's instant death ability, the corrosive energy of the Ripple debilitates over time and is extremely precise. The effect is repeatable and consistent.

Damage: Roll half dice versus one 1 enemy. Chance of the target becoming poisoned DR save: 6.

Notes: Can only be used if the bearer's weapon is Type: One-Handed Sword.

Shrike (Advanced)

The bearer of the Shrike Rune is capable of drawing upon the reserves of the Rune to make attacks requiring so much strength and aerial acrobatics that they would normally be beyond the reach of normal humans. Striking with the speed of the wind, the Shrike Rune bearer can lift his or her enemy high into the air and then slam them down onto the ground for enormous damage afterwards. Like the Falcon Rune, this effect can be used again and again, but slowly confuses and disorients the bearer as well, making it harder and harder to land any attacks at all. Like the Mayfly Rune, Shrike is a closely guarded weapon of the Ninja of Rokkaku and rarely found outside that shadowy organization.

Damage: Roll double damage dice. Chance of unbalancing that enemy Save DR: 4. To hit rolls get a subsequent -2 penalty every time this rune is used for the battle.

Notes: This rune can only be used by characters that are Ninja.

Sickle-Weasel (Advanced)

The bearer of the Sickle-Weasel Rune has mastered a rare spear kata that creates in its wake an air vacuum which can be directed forward, like a projectile, with the final slash of the kata. This blade-shaped air vacuum flies forward in a linear fashion and will eventually dissipate, but can be used to strike a nearby target from a safe distance.

Damage 1×8 area of effect, originating from the bearer. Regular damage.

Notes: Only usable if the bearer's weapon is Type: Spear.

Spider Slay (Advanced)

The bearer of the Spider Slay Rune is capable of unleashing a series of sword strikes that actually inscribe the Spider Slay Rune upon its opponent's body, dealing damage not from the sword itself,

but from the magical force the Rune unleashes. However, this expenditure of magical energy is taxing in the extreme and so the Rune's power cannot often be drawn upon.

Damage: Double damage to one enemy, chance of magical poisoning that enemy DR Save: 5. Rune can be used only once each battle.

Notes: Only usable if the bearer's weapon is Type: One-Handed Sword.

~~Spreading Flame~~ (Advanced)

~~The bearer of the Spreading Flame Rune is an adult dragon with the ability to breathe larger-than-average gouts of flame. The Spreading Flame is essentially a sweeping plume of fire that can damage an enormous number of enemies with but a single attack. However, drawing this much flame out of a dragon often can be detrimental to the dragon's health and it is not safe to attempt every round.~~

~~Damage:~~

~~Notes: Only usable by Pets with Type: Dragon.~~

Swallow (Advanced)

The bearer of the Swallow Rune has an instinctive knowledge of how and where to strike an opponent not to deal damage, but to end life immediately. He or she can envision the most sensitive points in the human body and strike at them with a hawk's precision. Even so, the effect can be hard to pull off dependably since it's hard to alter the killing sword strike in the case of the enemy moving or shifting position even slightly. There is no room for error when making an attack with a Swallow Rune. Just as the Rune's strikes require superb precision, they can be used only with the finest swords imaginable.

Damage: Regular damage to one enemy, chance of instantly killing that enemy DR Save: *[Bearer's Speed Attribute - 6]* and target must be at less than 50% of their HP. User is unbalanced next turn.

Notes: Only usable if the bearer's weapon is Type: Katana.

Sylph (Basic)

The bearer of the Sylph Rune has the ability to transform his or her own life force into a vital energy that can be transmitted to nearby allies. Doing so requires the sacrifice of the bearer's own life, but the healing effect is exponentially increased when applied outside the bearer's body. The Sylph Rune restores more HP the greater the HP of the bearer.

When invoked, the Sylph Rune bearer may select an amount of HP to sacrifice. All allies regain that amount of HP. HP cannot be dropped or excessively healed, it must be an exact figure.

Titan (Basic)

The bearer of the Titan Rune can strike with the force and ferocity of the giants from which the Rune takes its name. The bearer can focus his or her physical strength into an unbelievably potent sword-blow. The Titan Rune requires the heaviest blades possible in order to generate the necessary force. In addition, though the effect can be used again and again without penalty, the bearer of the Titan Rune must spend a significant portion of time concentrating his energy into the Rune before he or she can strike.

Damage: Roll double damage dice versus one enemy. Regardless of turn order, the bearer of a Titan Rune always attacks last when invoking his or her Rune, and must be declared before going down the turn order with its intended target. Otherwise this rune may not be used. If the target does not exist by the time the turn rolls around, the turn is forfeit.

Notes: Usable only if the bearer's weapon is of Weapon Type: Two-Handed Weapon.

~~Trick~~ (Basic)

~~The Trick Rune is a strange, mysterious Rune only ever seen in the hands of the strange, mysterious men and women who travel around the world under the name of the Trickster. Like the inventions the Tricksters use and create, the Trick Rune is colorful, wild, destructive, and hard to predict. It is certainly not meant to be relied on. The Trick Rune itself seems to be a reflection of its owner, but primarily it seems able to call upon random and unusual objects to fly at and strike the enemy with terrific force. However, the Rune is not reliable and can only be invoked periodically.~~

~~Damage: 3× melee damage to 1 enemy, usable once per battle. Attacks made with a Trick Rune cannot be countered.~~

~~Notes: Usable only if the bearer is a Trickster.~~

Unicorn (Advanced)

The bearer of the Unicorn Rune has the ability to pierce enemies upon his or her spear with great power, not only damaging them but passing through to damage enemies nearby. The bearer actually phases slightly out of existence to pass through enemies and strike more enemies behind. The damage of the attack is not modified, but numerous enemies can be attack in this manner. However, it takes time to phase back in; in particular, armor is slow to recover from the phasing effects of the Unicorn Rune, leaving its bearer temporarily defenseless.

Damage: 2×4 area of effect, originating from the bearer. Normal damage.

Notes: Only usable if the bearer's weapon is Type: Spear.

Viper (Basic)

The bearer of the Viper Rune has the ability to infuse his or her sword with poisonous and corrosive energies to strike at an enemy not to wound or debilitate, but to kill. The unfortunate enemies struck by the Viper Rune is immediately defeated if the insidious poison take hold. Due to the nature of the rune, however, it is immensely difficult to strike enemies while wielding this rune.

Damage: To hit rolls have a -5 penalty while this rune is attached. Regular damage. Chance of instant death. Save DR: 5.

Notes: Usable only if the bearer's weapon is Type: One-Handed Sword.

War Horse (Advanced)

The bearer of the War Horse Rune has the ability to strike the ground with pretty much anything available to unleash a spreading concussive force that damage all nearby enemies. Unlike many runes, the effects of the War Horse don't care what the ground is struck with, so long as the ground is struck with something. Even stomping or falling over is sufficient to invoke the War Horse's power. Unfortunately, the center of such a concussive blast is not the eye of the blast and the energy unleashed there is disorienting for the user, leaving him or her unable to repeat the effect again and again.

Damage: 5×5 centered on the user. Hits all enemies for regular damage. User is unbalanced next round.

White Tiger (Advanced)

The bearer of the White Tiger Rune is schooled thoroughly in the martial arts and the art of focusing the vital energy known as chi. In fact, this character is so adept at directing his or her flow of chi that he or she can command it to take the form of a blinding white projectile that flies out to strike its foes unerringly. Focusing this sort of energy is not an easy task to accomplish, yet it comes more quickly to the martial arts master than it would to many others; as such, the effort required to do so only occasionally disrupts the bearer's attacks.

Damage: Roll double damage dice. Bearer must make a DR save: 7 or become unbalanced next round.

Notes: Only usable if bearer is a weapon master with a weapon that is Type: Fist or Type: Feet.

Wrath (Advanced)

The bearer of the Wrath Rune has the ability to draw upon enormous stores of inner strength to aid and support in times of great need. In fact, the bearer's inner strength is so enormous that when tapped, it can actually heal flesh as though a healing spell had been applied, restoring the bearer's hit points. It also serves to temporarily heighten his or her strength with a sudden, consequence-free burst of adrenal energy.

When the Wrath Rune is invoked, the bearer immediately regains half of his or her lost HP and becomes berserk for three rounds. Its power is usable only once per battle.

Passive Runes

Alert (Advanced)

The bearer of the Alert Rune has the ability to entire a state of heightened unity with the universe, increasing his or her ability to deal damage with magic. Unfortunately, the Alert Rune can't be

invoked at will and is instead triggered by a rush of adrenaline brought on only by protracted combat.

Effect: After five turns of combat or being struck by a critical hit, the rune bearer gains the Alert status effect.

Balance (Advanced)

The bearer of the Balance Rune is fully in command of his or her body and has the ability to shrug off effects of disorientation or stunning that would normally incapacitate a lesser athlete.

Effect: Bearer cannot become unbalanced.

Barrier (Advanced)

The bearer of the Barrier Rune has a passive shield of magical energy that guards and protects him or her constantly. While the field is not very powerful, it is anathema to other magic.

Effect: Whenever this character becomes the target of any spell that was not cast by a True Rune, he or she has a chance of reflecting that spell back onto its caster: This includes healing magic and positive effects. DR: 13, add Magical Defense talent.

Counter (Basic)

Effect: Grants the Counterattack talent at C-. This is not permanent, and this talent cannot be raised.

Double-Beat (Basic)

Effect: Bearer may attack a second time at the end of the turn order, but automatically fails all attempts at avoiding counterattacks by enemies.

Double-Strike (Advanced)

The bearer of the Double-Strike Rune has learned to channel some of his or her body's reserves into attack power instead. As such, this character deals much more combat damage with normal attacks, but his body is less able to take damage because it is in a perpetually drained state.

Effect: Regular attacks by the bearer roll double the damage dice, but any physical attacks on the bearer also give the enemy double damage dice.

Drain (Advanced)

The bearer of the Draining Rune is cloaked in a field of vampiric energy that has the ability to sap the very life force of the bearer's enemies. Its power is inconstant and often unpredictable, but can turn the tide of battle when it triggers.

Effect: The three highest dice rolled heal the attacker for that amount of HP.

Elemental Sealing (Advanced)

Effect: User takes no elemental damage from the main property of the rune, but leaves the bearer vulnerable from taking double from its elemental opposite. Properties are Wind, Water, Earth, Fire, and Lightning.

Firefly (Advanced)

The bearer of the Firefly Rune carries with him or her a strange karmic debt that is bound not to his or her soul, but to the Rune itself. As a result, in combat, bad things tend to happen to this character. For reasons that are unclear even to the enemies, they will often target and focus on the Firefly bearer to the exclusion of all other enemies or threats, not stopping until the Firefly bearer is dead. These opponents are not in a berserker state and are in full possession of their faculties, but if they would normally be attacking, they have a greatly increased chance to attack the Firefly bearer.

Effect: Whenever an opponent casts a damage-dealing spell or makes a physical attack, if that spell or attack could target the bearer of the Firefly Rune, the opponent must make a DR check of 12 (add LUCK attribute). If the check fails, that spell or attack must target the bearer of the Firefly Rune instead of its intended target.

Fury (Advanced)

The bearer of the Fury Rune has a heightened combat awareness that makes him or her a deadly combatant. He or she has the ability to become berserk practically at will, increasing the damage dealt by his or her melee attacks.

Effect: Start the battle berserk. At the every of every combat turn, make a DR save of $2 \times$ *[Combat Turn]*. The effect wears off once the check fails, and the user gains unfriendly and unbalanced status for 3 turns.

Gale (Basic)

Effect: Grants the Combat Reflex talent at C-. This is not permanent, and this talent cannot be raised.

Hazy (Basic)

The bearer of the Hazy Rune has the ability to shift his or her body in a short range teleportation, moving it a few inches from its current location. The effect cannot be controlled but triggers when the bearer is in danger and can often be enough to move the bearer outside of the range of an attack that would otherwise hit. Swords pass harmlessly through the space a Hazy Rune bearer just occupied, and arrows fly to the sides of their marks.

Effect: Grants the Evasion Bonus talent at C-. This is not permanent, and this talent cannot be raised.

Holy (Basic)

The Holy rune allows the bearer to run at tremendous speeds effortlessly.

Effect: Doubles wielder's movement speed in combat.

Killer (Basic)

Effect: Grants the Critical talent at C-. This is not permanent, and this talent cannot be raised.

Magic Absorption (Basic)

Effect: When invoked, do nothing. Whenever you are physically attacked, gain back 1MP of the lowest MP rank that is not full.

Medicine (Basic)

Effect: If there is medicine in your inventory, you use it when your HP is below 50%. This is an automatic usage and does not cost any turns.

Skunk (Advanced)

The effective opposite of the Firefly rune. Rather than being forced to attack the bearer of this rune, the attacker must make a check or otherwise attack someone else.

Effect: Whenever an opponent casts a damage-dealing spell or makes a physical attack targeting the bearer of a Skunk Rune and there is at least one other character that attack or spell could target, the opponent must make a DR check of 12 (add LUCK attribute). If the save fails, that spell or attack must target someone else and not the bearer of the Skunk Rune.

Sunbeam (Basic)

Effect: This character regains *[Level/2]* HP every round.

Turtle (Basic)

Effect: This character gets the Runic Constitution talent at B-. This is not permanent, and this talent cannot be raised.

Violence (Basic)

Effect: This character gets the Adrenaline Rush talent at B-. This is not permanent, and this talent cannot be raised.

Waking (Advanced)

Effect: This character immediately falls asleep when entering battle. When the character wakes up, her or she is berserk for five rounds.

Wall (Basic)

Effect: Double bearer's armor rating. Bearer can only move in combat.

Warrior (Master)

Effect: Drop armor rating to 0. All physical attack damage rolled is doubled.

Wizard (Master)

Effect: Forfeit all M.DEF talents and grades. All magical attack damage rolled is doubled.

Appendix: Armor Rules, Ratings, and Misc Items

The following tables outline the different types of armor, as well as their subsequent defensive rating.

Armor - Body

Light	
Clothes	6
Robe	7
Leather Coat	8
Noble Robe	9
Master Jacket	10
Silver Robe	11
Mist Robe	13
Dream Robe	14
Dragon Robe	15
Master Robe	17

Medium	
Leather Armor	7
Rugged Leather	8
Kung Fu Gear	10
Noble Leather	11
Master Gear	12
Guardian Leather	13
Ninja Garb	14
Warrior Garb	15
Dragon Leather	16
Master Garb	18

Heavy	
Half Plate	8
Chain Mail	9
Silver Mail	11
Noble Mail	12
Windspun Chain	13
Full Armor	14
Plate Armor	15
Warrior Armor	17
Dragon Mail	19
Windspun Armor	20

Shields	
Wooden Shield	1
Steel Shield	2
Silver Shield	3
Kite Shield	4
Chaos Shield	5
Earth Shield	6

Armor - Head

Light	
Bandana	3
Headband	4
Feathered Hat	5
Silk Headband	6
Noble Hat	7
Pointed Hat	8
Head Gear	9
Gray Hat	10
Dragon Headband	11
Wind Hat	12

Medium	
Circlet	4
Leather Cap	6
Silver Cap	7
Brass Circlet	8
Noble Cap	9
Protective Circlet	10
Gold Circlet	11
Guardian Mask	12
Dragon Circlet	13
Circlet of Destiny	14

Heavy	
Helmet	5
Half Casque	7
Silver Casque	8
Spiked Helmet	9
Noble Casque	10
Full Casque	11
Warrior Mask	12
Guardian Helmet	14
Dragon Casque	15
Horned Helmet	16

Armor Variations

It is entirely possible to come across unique or varied armor that offers additional bonuses than just armor ratings. Additional EXP gained, protection from elements, or talent increases can be found as well. See the Treasure Tables appendix for complete details.

Medicines and Accessories

Attack Ring	To hit roll +3
Attack Sash	To hit roll +2
Boots	Evasion Bonus Grade +1
Cape	Focus Grade +1
Crimson Cape	Intuition Grade +1
Defense Necklace	Damage Taken -5
Earrings	Charisma Grade +1
Earth Amulet	-2d10 earth damage rolled.
Earth Ring	Earth Magic Grade +1
Fire Amulet	-2d10 fire damage rolled.
Fire Ring	Fire Magic Grade +1
Gauntlets	Damage Taken -3
Glasses	Investigate Grade +1
Gold Emblem	Magic Damage Taken -10
Heavy Necklace	Level 1 MP every even round
Iron Boots	Armor Rating +1
Jeweled Necklace	Magic Damage +10
Lightning Amulet	-2d10 lightning damage rolled.
Lightning Ring	Lightning Magic Grade +1
Noble Cape	Diplomacy Grade +1
Power Belt	Damage roll +10
Power Gloves	Combat Prowess Grade +1
Prosperity Ring	Potch after battle +5%
Rose Brooch	Narcissist Only. Dueling skill +1
Silver Emblem	Magical Defense Grade +1
Silver Necklace	Awareness Grade +1
Speed Ring	Battle movement +2
Star Earrings	Influence Grade +1
Stealth Ring	Stealth Grade +1
Strength Sash	Damage roll +5
Sun Badge	HP +5 every round of combat
Sun Ring	HP +10 every round of combat
Thief Shoes	Pilfer Grade +1
Toe Shoes	Fleet of Foot Grade +1
Water Amulet	-2d10 water damage rolled.
Water Ring	Water Magic Grade +1
Wind Amulet	-2d10 wind damage rolled.
Wind Ring	Wind Magic Grade +1
Wing Boots	Combat Reflex Grade +1
Yellow Scarf	Runic Constitution Grade +1

Medicine: Restore 25HP to one person.

Mega Medicine: Restore 75HP to one person.

Appendix: Treasure Tables

These tables are for random treasure generation. When populating a dungeon or looking for a monster drop, GMs may decide to use these tables to help them decide.

Table A-4: Master Treasure Table

d12	
1-2	Runes
3-4	Urns, Paintings, Ornaments
5-6	Scrolls
7-8	Armor
9-10	Accessories & Medicines
11-12	Other Items

Note: If you do not wish to use the Other Items table, replace the d12 with a d10. The numbers still work.

Rune Tables

d10	Lvl 1-19:	d100	Lvl 20-39:	d100	Lvl 40+
1-8	Basic	**01-65**	Basic	**01-50**	Basic
9-0	Advanced	**66-90**	Advanced	**51-80**	Advanced
		91-00	Master	**81-00**	Master

Table A-4.1.1: Basic Rune Table

d100	
01-35	Casting Rune
36-38	Balance
39-41	Chimera
42-44	Counter
45-47	Fury
48-50	Gozz
51-53	Great Hawk
54-56	Hazy
57-59	Killer
60-61	Kite
62-64	Lion
65-67	Magic Absorption
68-70	Medicine
71-73	Nymph
74-76	Pixie
77-79	Sunbeam
80-82	Sylph
83-85	Titan
86-88	Trick
89-91	Turtle
92-94	Unicorn
95-97	Viper
98-00	Wall

d12	Casting Runes
1-2	Earth
3-4	Fire
5-6	Lightning
7-8	Water
9-10	Wind
11-12	Shield

Table A-4.1.12 Advanced Rune Tables

d100	Rune Type
01-20	Casting
21-35	Sword
36-45	Sealing
46-75	Command
76-00	Passive

d10	Sword or Sealing
1-2	Cyclone/Wind
3-4	Flowing/Water
5-6	Rage/Fire
7-8	Mother Earth/Earth
9-0	Thunder/Lightning

d12	Casting
1-2	Blinking
3-4	Cyclone
5-6	Flowing
7-8	Rage
9-10	Mother Earth
11-12	Thunder

d100	Command Runes		
01-03	Angry Dragon	52-54	Phoenix
04-06	Baranda Hawk	55-57	Rabid Fang
07-09	Boar	58-60	Red Rose
10-12	Clone	61-63	Ripple
13-15	Comet	64-66	Shrike
16-18	~~Devil's Doll~~	67-69	Sickle-Weasel
19-21	Double Tusk	70-72	Spider Slay
22-24	Falcon	73-75	~~Spreading Flame~~
25-27	Fire Breath	76-78	Swallow
28-30	Fire Dragon	79-81	War Horse
31-33	Full Moon	82-84	White Tiger
34-36	~~Groundhog~~	85-87	Wrath
37-39	Hate	88-93	Roll Advanced Casting
40-42	Howling	94-96	Roll Advanced Passive
43-45	Isshin	97-99	Reroll + roll on Basic
46-48	Mallet	100	Reroll twice
49-51	Mayfly		

d10	Passive
1	Alert
2	Barrier
3	Double-Beat
4	Double-Strike
5	Draining
6	Firefly
7	Gale
8	Skunk
9	Violence
10	Waking

Table A-4.1.3: Master Runes Table

d12	
1-2	Condemnation
3-4	Darkness
5-6	Pale Gate
7-8	Resurrection
9-10	Warrior
11-12	Wizard

Urns, Paintings, and Ornaments Table

d12	? Item:
1-3	Common ? Urn
4	Uncommon ? Urn
5-7	Common ? Painting
8	Uncommon ? Painting
9-11	Common ? Ornament
12	Uncommon ? Ornament

See the Appraisal tables for further random tables

Scrolls Tables

d12	Scroll Type
1-2	Earth
3-4	Fire
5-6	Lightning
7-8	Water
9-10	Wind
11-12	Shield

d12	Spell Level
1-3	Level 1
4-6	Level 2
7-9	Level 3
10-11	Level 4
12	Level 5

**Note 1: Shield runes only have three levels. Reroll if you get >9.*
*** Note 2: Don't forget to roll for a grade! Reroll if you get a 1.*

Armor Tables

d100	01-12	13-24	25-36	37-48
Level 1-6	Clothes	Leather Armor	Half Plate	Bandana
Level 7-12	Robe	Rugged Leather	Chain Mail	Headband
Level 13-18	Leather Coat	Kung Fu Gear	Silver Mail	Feathered Hat
Level 19-24	Noble Robe	Noble Leather	Noble Mail	Silk Headband
Level 25-30	Master Jacket	Master Gear	Windspun Chain	Noble Hat
Level 31-36	Silver Robe	Guardian Leather	Full Armor	Pointed Hat
Level 37-42	Mist Robe	Ninja Garb	Plate Armor	Head Gear
Level 43-48	Dream Robe	Warrior Garb	Warrior Armor	Gray Hat
Level 49-54	Dragon Robe	Dragon Leather	Dragon Mail	Dragon Headband
Level 55+	Master Robe	Master Garb	Windspun Armor	Wind Hat

d100	49-60	61-72	73-85
Level 1-6	Circlet	Helmet	Wooden Shield
Level 7-12	Leather Cap	Half Casque	Wooden Shield
Level 13-18	Silver Cap	Silver Casque	Steel Shield
Level 19-24	Brass Circlet	Spiked Helmet	Steel Shield
Level 25-30	Noble Cap	Noble Casque	Silver Shield
Level 31-36	Protective Circlet	Full Casque	Silver Shield
Level 37-42	Gold Circlet	Warrior Mask	Kite Shield
Level 43-48	Guardian Mask	Guardian Helmet	Kite Shield
Level 49-54	Dragon Circlet	Dragon Casque	Chaos Shield
Level 55+	Circlet of Destiny	Horned Helmet	Earth Shield

86-00: Roll again, and roll on the following table as well to add prefix+bonus to the armor piece

d20	Prefix	d20	Prefix
1	Cyclone	**11**	Magical
2	Rage	**12**	Barrier
3	Mother Earth	**13**	Lucky
4	Thunder	**14**	Fine
5	Flowing	**15**	Holy
6	Sunny	**16**	Runic
7	Powerful	**17**	Prosperous
8	Smart	**18**	Fortune
9	Speedy	**19**	Reroll
10	Skillful	**20**	Reroll

Cyclone, Rage, Mother Earth, Thunder, Flowing: Elemental absorb. No damage.
Sunny: +5HP per round.
Powerful, Smart, Speed, Skillful, Magical, Barrier, Lucky: Increase attribute and talents by 1. Does not stack, ineffective with Combat Strategy.
Fine: +1 additional Armor Rating
Holy: +2 movement speed
Runic: Gain 1 level 1MP per round.
Prosperous: After battle, potch gained +5%.
Fortune: After battle, EXP gained +10%.
E.G.: Powerful Noble Casaque gives AR +10 as usual, but also lets the bearer have their POW attribute and talents up by 1 as long as it is equipped.

Accessories & Medicines Table

d100	Item	d100	Item
01-10	Medicine	**51-60**	Mega Medicine
11-12	Attack Ring	**61-62**	Power Belt
13-14	Attack Sash	**63-64**	Power Gloves
15-16	Boots	**65-66**	Prosperity Ring
17-18	Cape	**67-68**	Rose Brooch
19-20	Crimson Cape	**69-70**	Silver Emblem
21-22	Defense Necklace	**71-72**	Silver Necklace
23-24	Earrings	**73-74**	Speed Ring
25-26	Earth Amulet	**75-76**	Star Earrings
27-28	Earth Ring	**77-78**	Stealth Ring
29-30	Fire Amulet	**79-80**	Strength Sash
31-32	Fire Ring	**81-82**	Sun Badge
33-34	Gauntlets	**83-84**	Sun Ring
35-36	Glasses	**85-86**	Thief Shoes
37-38	Gold Emblem	**87-88**	Toe Shoes
39-40	Heavy Necklace	**89-90**	Water Amulet
41-42	Iron Boots	**91-92**	Water Ring
43-44	Jeweled Necklace	**93-94**	Wind Amulet
45-46	Lightning Amulet	**95-96**	Wind Ring
47-48	Lightning Ring	**97-98**	Wing Boots
49-50	Noble Cape	**99-00**	Yellow Scarf

Other Items Tables

This is sort of a loot table, but also just a reminder list of things PCs might want to come across. You may opt to roll randomly on it if you wish.

(I don't know how you'd find animals as treasure, but just generally worth mentioning.)

Salad Recipe	Fruit Seeds	Goats
Soup Recipe	Vegetable Seeds	Sheep
Sandwich Recipe	Herb Seeds	Bronze Hammer
Cake Recipe	Nuts	Silver Hammer
Pie Recipe	Grass Seeds	Golden Hammer
Pasta Recipe	Cows	Diamond Hammer
Sushi Recipe	Pigs	
Bento Box Recipe	Chickens	

Appendix: Appraisal Tables

Special, unknown items (ornaments, paintings, urns) can be acquired that require use of the appraisal skill *[Appraisal Skill + d12]*. A successful use of the skill reveals the specific item. Players who are unsuccessful must wait (a time determined by the GM) before being able to attempt to appraise the item again.

Special note: When the item is generated, either purposefully by the GM or hidden randomly on a d100, the GM should take note of the item. Specifically, the appraiser should not be told what the DR is when rolling this check, as in doing so would actually give away information related to the item they are appraising!

Table A-5.1 Appraisal Tables: Common Items

d100	DR	Ornaments	Paintings	Urns
01-30	6	Hex Doll	Graffiti	Failure Urn
31-45	7	Classical Dish	Flowers	Octopus Urn
46-60	8	Angel Statue	Lady	Vase
61-75	9	Ornamental Dish	Sky Owl	Calerian Urn
76-90	10	Coral Statue	Knight	Wide Urn
91-00	11	Peeing Boy Statue	Abstract	Persian Lamp

Table A-5.2 Appraisal Tables: Uncommon Items

d100	DR	Ornaments	Paintings	Urns
01-20	11	Peeing Boy Statue	Abstract	Persian Lamp
21-35	12	Bonsai	Lover's Garden	Blue Dragon Urn
36-50	13	Knight Statue	Landscape	Celadon Urn
51-65	14	Demon Statue	Ruins	Black Urn
66-80	15	Goddess Statue	Sunset	Gold Urn
81-95	16	Good Luck Cat	Noble	Fine Bone China
96-00	17	Dragon God Statue	Beauties of Nature	White Porcelain Vase

Appendix: Scrolls

Scroll Making

Scroll making is the art of turning a rune into some scrolls. This section outlines how.

Your scroll making grade is equal to a number of points.

The number of points it costs to make a scroll from a rune is equal to that spell's level. The cost of the scrolls you make cannot exceed the number of points a scroll maker has.

A maximum of three scrolls can be made out of a common rune. An advanced rune can make four scrolls. Unique, Master, Command, and True Runes cannot be turned into scrolls. The appropriate magic talent grade of the scroll maker is inscribed on the scrolls. A rune vanishes after conversion.

Example:
Raura is a scroll maker with a B grade. This gives her 7 points to work with (B grade = 7). She has a water rune she wishes to convert. Kindness Rain is a level 3 spell on a water rune, so this costs 3 points. Raura makes two scrolls of Kindness Rain, leaving her with one point. Kindness Drops is a level 1 spell, so she uses the final point to make a scroll of Kindness Drops.
Raura's water magic skill is a C, which is noted when these scrolls are made:
Scroll of Kindness Rain (C-grade) x2
Scroll of Kindness Drops (C-grade) x1

Scroll Usage

Scrolls are one-time usage. One they are used, they vanish.

Scrolls have a grade inscribed onto them, which is the default grade of the scroll. However, if a scroll user has a higher grade for that magic class, then they may substitute their own grade instead.

Example:
Jeane has a water magic grade of B+, so instead of the C grade on the Scroll of Kindness Rain, she uses her own grade of B+ instead when using the scroll.

Appendix: The Bath

The bath serves as the communal R&R spot for all denizens of the headquarters, and is maintained by a bathematician.

Spending at least an hour in the bath doing nothing more than basic activities (research, conversation, tutelage, etc.) yields the following benefits while in the bath:

- Replenishes HP.
- Restores MP.
- Non-strenuous talent checks performed are done at a grade higher.

These are given for free, regardless of displays.

Every bath has six displays, which can each hold an appraised item (Ornament, Painting, or Urn). The bathematician is responsible for the maintaining of these displays. Once all the displays have an object, the bathematician can start generating the pool.

The bathematician makes a roll of *[Bathematics Grade + d12 + lowest DR appraised item]*. This number represents the number of d10s that can be rolled for healing, as distributed through the party at any given time.

Alternatively, when a player who has spent time in the bath makes a roll on a d12, they may subtract a number from this pool and add it to their roll. This amount cannot exceed 12.

Example:
Before going out for the day, the party has spent time in the bath, and Taisuke makes his roll. His bathematics grade is B+ (8), and rolls a 10. The lowest DR rating in the bath is a Peeing Boy Statue ornament, which is an 11. Therefore, he has made a pool of (8 + 10 + 11), or 29.
After a particularly grueling battle, Lino En Kuldes decides he needs additional healing and draws from Taisuke's pool. He decides 5 dice is sufficient and rolls 5d10 worth of healing. Taisuke's pool is now at 24.
Later in the day, the party has encountered a barricaded door. Tal is given the opportunity to make a Brute Strength check to barrel through the door. The DR given is 16, and Tal only rolls a 2. His Brute Strength talent is an A+ (11), so he draws 3 from Taisuke's pool to make the check. Taisuke's pool is now at 21.

This pool cannot be saved or stacked, and is lost between sessions or other timed interval as determined by the GM.

Appendix: Farming and Cooking

Farming

When available, a farmer can work a farm.

For every game session or timed interval (GM's discretion) at the headquarters, a farmer can tend to the farm. Roll *[Farming Grade + d12]*. The DR is 8 + 2 for every additional type of foodstuff you wish to harvest beyond 1. The amount of foodstuffs successfully gathered is the number minus the DR. Failing to meet the DR means no foodstuffs were gathered.

E.G.
It's the start of a play session, and Barts wants to tend to his farm. His Farming skill is B+ (8). He wishes to harvest berries and milk cows. The DR is therefore 10 (two types of foodstuffs). He rolls a 5, totaling 13. Barts decides to have two berries and one milk.

The list of items below, when grown on a farm, generate the various listed foodstuffs.

Plants:

- **Fruit Seeds**: Berries, Apples, Oranges, etc.
- **Vegetable Seeds**: Lettuce, Corn, Carrots, etc.
- **Herb Seeds**: Oregano, Basel, Rosemary, etc.
- **Nuts**: Peanuts, Almonds, etc.
- **Grass Seeds**: Wheat, Barley, Sugar Cane, Rice, etc.

Livestock:

- **Cows**: Milk, Meat
- **Pigs**: Meat
- **Chickens**: Eggs, Meat
- **Goats**: Milk, Meat
- **Sheep**: Milk, Meat

These items may be sold or traded. Chefs may also make recipes from these ingredients when available.

Cooking

Cooks find base recipes throughout the game world as necessary. From there, cooks can iterate on base recipes to create new meals that give additional benefits.

Cooking also turns foodstuffs and fish into meals that replenish HP and can give other bonuses. Foodstuffs may be provided by farmers, or they may could be bought at shops.

Like farming, cooks can create meals at the start of every session or timed interval as determined by the GM. Creating a successful meal is [*Cooking Talent + d12]*. Regardless of outcome, the ingredients are consumed.

Table A.7.2: Recipes And Iterations

Base Recipe:	DR	Base Effect	May add
Salad	5	Recover 20HP	Any farming foodstuff except milk, fish.
Soup	6	Recover 30HP	Vegetables, herbs, grasses, milk, livestock, fish.
Sandwich	7	Recover 40HP	Vegetables, herbs, livestock, fish
Cake	8	Recover 50HP	Fruits, nuts, eggs, milk
Pie	9	Recover 75HP	Fruits, vegetables, herbs, grasses, eggs, livestock
Pasta	10	Recover 90HP	Vegetables, herbs, grasses, livestock, fish
Sushi	11	Recover 100HP	Vegetables, herbs, grasses, eggs, fish.
Bento Box	12	Recover 110HP	Any ingredients

The more ingredients a recipe has, the more benefits are given. Recipes may not use more than one type of foodstuff. The first ingredient adds 1 to the DR. Every subsequent ingredient adds to the DR double of the previous added DR.

Example 1: Antonio wants to make cake with strawberries, almonds, and goats milk. The DR is 15 (8 + (1 + 2 + 4)).
Example 2: Hai Yo makes a salad with chicken, basil, pecans, and tomatoes. The base DR is 5, and there are

four ingredients, so the DR is 20 (5+(1+ 2 + 4 + 8))

Benefits from additional ingredients:

- **1 ingredient**: Gives regen effect, +5HP turn, lasts entire battle
- **2 ingredients**: double base HP recovered
- **3 ingredients**: buff of the chef's choosing
- **4 ingredients**: recover 1MP, lowest level available

Once a cook defines a recipe it is permanent in the campaign. Cooks can name their creations.

Appendix: Running a Business

Running a business in the headquarters allows for PCs to have easy access to upgrading their equipment, get new runes, etc. Having the Business Owner talent helps facilitate this for PCs.

Running a business also allows to establish equipment trade networks(different from trading posts). As is with the video games, once you visit a store, such equipment can be found in your business as well. This means, essentially, that once you come across an armor, item, rune, or whatever else for sale you can purchase it at the headquarters. The PC that runs the business gets to curate this list this way.

Rules Armor, Runes, and Items shops all follow:

- Must be set up in headquarters.
- Numerical grade equals the number of items that you can have for sale.
- Maintained, curated list of items as determined by the business owner.

Armor

- Requisite: Can sell Armor with an Armor Rating of less than or equal to *[Business Talent Grade + 8]*
- Requisite: Can sell Shields with an Armor Rating of less than or equal to *[Business Talent Grade/2]*

Runes

- Selling runes of a certain type requires the following grades:

D	Basic Elemental
C-	Basic Command
C	Basic Passive
C+	Basic Non-Elemental
B-	Sealing Runes
B	Sword and Shield
B+	Advanced Elemental
A-	Advanced Command
A	Advanced Passive
A+	Master Casting
S	Master Passive

Items

- Can sell up to *[Business Talent Grade × 3]* items in their shop.

If one runs a business, they are able to generate potch on a per-session, or per-day basis, as established by the GM. Rolling a d12 + their business grade should generate that much potch × 200. That represents profits based on daily sales and daily upkeep of the business.

Inn

The exception to the rule here is the inn. The inn offers services rather than wares, so is therefore treated more simply. (Number of Stars Recruited + Business Talent Grade) × 100 grade generates that much in potch.

This is also not a bypass to get free items or armor. Armor and item costs still the same as established the GM, despite being able to sell equipment from headquarters. In other words: Still have to have the potch to purchase items and that potch is expended to acquire the items.

Note: It is the responsibility of the PC to maintain their own business! That means keeping a list of items seen and acquired appropriately.

Player Name: ______________________

Character Name: ______________________

Star: __________ Star Bonus: ______________

Race: ______________________

Archetype: ______________________

Current Level:	Current EXP:	Attribute Points:
Current HP:	**Maximum HP:**	**Potch:**

POW GRADE: ________ INT GRADE: ________ SPD GRADE: ________ SKL GRADE: ________

MAG GRADE: ________ M.DEF GRADE: ________ LUCK GRADE: ________

ATTRIBUTE	TALENT NAME	GRADE

Grade:	F	D	C-	C	C+	B-	B	B+	A-	A	A+	S
Number:	1	2	3	4	5	6	7	8	9	10	11	12

Inventory

	Slot 1
	Slot 2
	Slot 3
	Shield
	Head
	Body

Short Range AR	+ Evasion or Parry Talent	Medium Range AR	+ the other of Evasion or Parry	Long Range AR

Weapon: Range:

Weapon Level	+Combat Prowess	Total To Hit

Rune Slots

Right Hand:

Left Hand:

Forehead:

Magic Points

____/____/____/____

Boons, Drawbacks, War Strategy Perks