

Core Rulebook



A Bionicle G2 RPG

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# 1. About Legends of Okoto

Legends of Okoto is a tabletop role-playing game.

Role-playing games, or RPGs, allow players to take on the role of characters and to play out the events of a story. Tabletop games are those that you set up on the table and play with family or friends, typically without the need for a computer. Tabletop RPGs, then, combine these two concepts to make what I believe to be one of the best game experiences that you can have... if you make it so. You see, tabletop RPGs, by relying first and foremost on the players' imaginations to drive their story, can create and develop whole new worlds through stories that take place within them. It's not by accident that entire book series have been written about worlds developed through one of my favorite tabletop RPGs: Dungeons and Dragons, and while I won't fool myself into thinking that Bionicle is ever going to reach those dizzying heights, but I figured that the world and theme that I'd grown up with could be a great setting for one a tabletop RPG. About a year ago at the time of this document's first release, I decided to try and combine the two, to make that idea a reality. Unfortunately (or perhaps fortunately, given the sheer amount of lore produced through Bionicle's G1 run), TTV's own Takuma\_Nuva beat me to it with Lost Chronicles. However, while Lost Chronicles covered G1, there was no such system for G2, which coincidentally also featured a lot less lore to take into consideration. So I decided to take my favorite tabletop RPG system in 5<sup>th</sup> Edition D&D, tweak and restructure parts of it from the ground up, and build a system to play out stories on the new setting of Okoto.

A lot of things have changed over the year that I've spent on this system, though. First and foremost, G2 suffered a tragically early cancellation with an ending that, much like G1, was unsatisfactory to much of the fanbase. I also quickly found that G2's comparatively shallow worldbuilding approach, while it allowed for plenty of freedom, also left a lot of things up for question. I had to develop aspects of G2's world that were barely mentioned in official material just to come up with a rulebook, and when it came to the Okoto Travelers' Guide, I basically had to write the history of Okoto myself. This was a lot of fun, don't get me wrong, but to don't take anything in either this book or in the Okoto Travelers' Guide as canon to G2's official story. We have Biosector01 to inform us about what is cannon and what isn't. No, Legends of Okoto is intended not to define what G2 is or was. Legends of Okoto is my interpretation of what it could be, and an invitation for all of you to delve into the world of Okoto, to play a game with friends and family and bring the Okoto of your imagination to life.

So, the rules of the game are in place, contained within this document, and the stage is set in the form of the Travelers' Guide. Let's get together and do what Bionicle does best (for me): let's make some great memories.

Enjoy,

A handwritten signature in black ink that reads "Scorpion Strike". The word "Scorpion" is written in a cursive, flowing style, and "Strike" is written below it in a similar but slightly more upright cursive style.

Scorpion\_Strike

## 2. Playing the Game

Any game requires rules; this chapter lays down the framework of how numbers and imagination interact in Legends of Okoto to produce a story. How to make an actual character out of the information presented in this chapter is covered in Chapter 3.

### 2.1 - Creating a Legend

Fundamentally, the goal in playing Legends of Okoto is to, well, create the legends of Okoto. In playing the game, the players write a story together, and the rules presented in this section and, in fact, this entire document are merely a framework to introduce a measure of balance, structure, and chance to what said players' imaginations come up with. As such, the players have a great amount of freedom concerning what actually ends up happening, and even in some ways as to how the game is played; for example, with a map and grid, combat encounters can become something like a tabletop strategy game, but Legends of Okoto can just as easily be played by setting the stage in the players' minds, describing the environment and the results of their actions without actually having to move any miniatures around a board. Other players may have entirely different, new ideas of how to represent parts of the story as they play through them.

### 2.2 – Role of the Players

Legends of Okoto can be played with only with as little as two people, and there's no real limit to how many can participate so long as together you can keep the game going. Regardless of how many players are present, at least one takes on the role of storyteller.

#### The Storyteller

The storyteller's job is to set the scene, to present the players with the situations that their characters find themselves in, and to control the elements of the world beyond the player's characters. This includes the living creatures that inhabit the characters' world; fellow Okotans, wild rahi, and whatever else the characters might run into. Because of how all-encompassing that description is, the storyteller has by far the most control over how the story of the game unfolds; they are the ones who quite literally guide the other players through the world. Of course, this may vary depending on who the storyteller is; some will try to come up with large elements of the story beforehand and guide the players from one scenario to another, while others will prefer a more 'open-world' approach in which some things are prepared but the story direction and decisions are more in the hands of the players.

Either way, the storyteller's role benefits the most from extensive preparation; even if the story is going to be run in quite a 'reactive' manner, leaving the decisions to the players, it pays to have at least some world elements ready before the game starts. For example, if the players are starting off in an Okotan village, it would be useful for the storyteller to have some basic information about that village, its more notable inhabitants, and the surrounding area ready so the characters have information to act upon. Alternatively, and especially with newer players, it might pay off to have a story set in motion that sweeps the characters into it rather than waiting for them to stumble upon and take one of the clues or story hooks present.

The other thing that is probably more important for the storyteller than the other players is to be comfortable with the rules. It helps if the players know what the rules are, but due to the authority that comes with the storyteller position the person occupying it will probably be the one to whom any questions concerning the rules are directed. Knowing the rules, or at least knowing where to find them if you can't recall them off the top of your head, will allow the storyteller to keep the game moving more smoothly if such questions arise. Also, if you're working on a particular scenario that the players might encounter, it helps to be familiar with the rules as a way to determine how challenging the scenario might be.

### The Player Characters

All the players who are not the storyteller take on the role of characters within the story; the heroes or, depending on the theme of your campaign, the villains. Regardless of their alignment, the player Characters (PCs) are those that the story revolves around. The archetypal group of player characters is the adventuring party, a group of individuals with extraordinary abilities who fight evil wherever they find it and whose names, in time, become legends, but this doesn't necessarily need to be what the player characters collectively look like. It is possible, for example, for players' characters to find themselves facing off against each other, or for them to split apart due to story reasons. And, turning the adventuring party on its head, the players might opt for characters bent on dominating the world rather than saving it.

While the storyteller is free to take and keep notes regarding the story however they like, the only document the other players really have to concern themselves with is the character sheet. All the basic info about who their character is and what their abilities are is located on there, filled out when the character was created and amended ever since. When creating a character, it is useful for the player to confer with the storyteller about what kind of world the character will live in; it will help in providing some background for the character and in making sure that they won't look and feel ridiculously out of place in a world where they quite clearly don't fit in. The rules for creating a character, as well as a more detailed look at the character sheet, are described in Chapter 3.

## 2.3 - Role of the Numbers

In Legends of Okoto, each character and creature has several significant numbers associated with them, representing their abilities and traits. These numbers come into play when the characters face a significant challenge, such as crossing a dangerous river, attempting to negotiate with an unfriendly village, or trying to fight off a hunting chameleon. The character sheet has spots for all of these numbers so players can easily keep track of them.

*A Note on Math:* due to the use of numbers, there is some math involved in playing Legends of Okoto (surprise surprise), however, the formulas presented below are as complicated as it gets, i.e. not very. Anyone familiar with the order of operations shouldn't find it all that difficult, and since there are spots for these numbers on the character sheet, you'll only have to calculate them once during character creation and occasionally revise them whenever your character levels up. One important rule, though: in Legends of Okoto, none of these values can be fractions. If any calculation that involves division comes up with an answer that is not a whole number, the answer is rounded down.

## Ability Scores

The ability scores are numbers that describe a character's natural physical and mental abilities; there are six of them, each tied to a specific aspect of the character's being. Higher numbers mean that a character is stronger, faster, more intelligent, and so on depending on the score in question while lower numbers reflect a certain weakness or flaw. The maximum number that an Okotan character can have for an ability score is 12, and a score of 6 is considered average.

Skills are tied to specific ability scores as well, as listed below. Some skills are marked with an asterisk (\*), meaning that they can use one of several scores depending on which one is appropriate for the action that prompted the skill check. More detailed descriptions of each skill are listed in Section 2.5.

- **Strength:** A character's physical strength is described by the Strength score. The Strength score is mostly used in combat, to determine whether or not a character can easily use heavy equipment or weapons, how much weight they can carry without becoming exhausted, or to determine their success in an athletic endeavor.
  - Skills based on Strength: Athletics, Intimidation\*
- **Agility:** A character's Agility score represents how quick and/or flexible they are. It is used to calculate that character's typical walking speed, and it is the base ability for Acrobatics checks, which can be used to try and dodge an incoming attack. Some weapons also use Agility as their attack ability.
  - Skills based on Agility: Acrobatics, Performance\*, Sleight of Hand, Stealth\*
- **Resilience:** Physical toughness and resistance to disease, poison, and hostile weather conditions are measured by the Resilience score. It is mostly used to calculate a character's max HP and to make Endurance checks against exhaustion, poison, or other effects that would slowly wear a character down.
  - Skills based on Resilience: Endurance
- **Cognition:** Describing how acute a character's senses are and how aware they usually are of their surroundings, Cognition comes into play mostly when characters are looking for something hidden or something is trying to hide from them and to model the strength of a character's connection to the spirit realm beyond. It is also used as the attack ability for projectile(pierce) weapons and for Dodge checks.
  - Skills based on Cognition: Dodge, Observation, Investigation
- **Intelligence:** Mental acuity and the ability to remember or interpret information is measured by the Intelligence score. It is a key ability for characters who want to perform evocations, and many useful skills are based on it.
  - Skills based on Intelligence: Crafting, Healing, History, Insight, Mechanics, Nature, Survival, Stealth\*, Willpower
- **Charisma:** Charisma measures the general 'likeability' of a character, or how well they interact with other creatures. Performing a show in front of people, negotiating a deal, convincingly telling a lie, and pacifying rahi all involve Charisma.
  - Skills based on Charisma: Beast Handling, Deception, Intimidation\*, Negotiation, Performance\*

## Ability Score Modifiers

While the ability Scores themselves are useful representations of how good or bad a character's innate abilities are, they are usually too high to plug directly into the game without greatly increasing the difficulty of the calculations involved. Ability score modifiers (ability mods) are calculated instead and marked on the character sheet to be added to any roll that uses a particular ability or a skill based on it. For example, the ability mod for a character's Strength (Strength mod) can be added to any ability check that character makes that is based on Strength, such as an Athletics check or an attack roll with a weapon that uses Strength as its attack ability. Ability score modifiers are calculated as follows:

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$$\text{ability mod} = (\{\text{ability score}\} - 6) / 2$$

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## Armor Class

A character's armor class (or AC) represents how difficult it is to land an effective hit on them with an attack. Wearing armor allows a character to boost their AC greatly, but base AC is calculated as follows:

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$$\text{base AC} = \{\text{Resilience mod}\} + 6$$

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## Carrying Capacity

A character's carrying capacity represents how much equipment they can carry (in pounds) without too much difficulty. A character can carry up to twice their carrying capacity, but while doing so they gain the Encumbered condition (see Section 7.6). A character's carrying capacity is calculated as follows:

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$$\text{carrying capacity} = \{\text{Strength score}\} * 15$$

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## Hitpoints

Hitpoints (HP) represent how many times (or how hard) a character can get hit before their body physically gives out on them. When a creature drops to 0 HP, they fall unconscious and are considered to be bleeding out as described in Section 7.6. HP lost can slowly be regained by healing, as described in Section 6.7. The maximum HP that a character can have at any level is calculated as follows:

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$$\text{max HP} = (\{\text{Resilience mod}\} + 4) * (\{\text{character level}\} + 3)$$

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- **Bonus Hitpoints:** in addition to their regular health, characters may be bolstered temporarily through quick healing or inspiration by allies. This is modeled through bonus hit points. When a character that has bonus HP available takes damage, they lose bonus HP before the damage starts to affect their actual HP.

## Proficiency Modifier

While all other numbers on a character sheet represent that character's innate abilities, the proficiency modifier (proficiency mod) is used to represent training and experience; after all, a character's true abilities are as much a product of what they have done in the past as of their 'genetic baseline,' so to speak. When a character is considered proficient in a skill or in using a particular piece of equipment, they can add the proficiency mod to any check they make using that skill or equipment to improve their chances of succeeding. The proficiency mod is calculated as follows:

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$$\text{proficiency mod} = (\{\text{character level}\} + 2) / 3$$

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## Skill Points

The proficiency mod represents training through skill points. Every character is given a number of skill points to invest upon their creation and will gain more as they level up. There are three levels of proficiency: untrained, proficient, and expertise, and a character can expend skill points by investing them. When a character has no skill points invested in a skill, they are considered to be untrained in it, which means that they can only add the relevant ability mod to any check made with that skill. A character with one skill point invested in a skill is considered to be proficient in it, which allows them to add their proficiency mod and relevant ability mod to checks made with it. A character who has two skill points invested in a skill is considered to have expertise in that skill, and can add their proficiency mod twice to any roll made for a check using that skill.

Three skills only allow a character to invest one skill point in them, since they are used in a slightly different manner than the others; they are the Dodge, Endurance, and Willpower skills. A character can become proficient in any one of these skills by investing a skill point in them, but they cannot invest another skill point to gain expertise in it. Skill points can be invested in training to use shields, weapons, and other equipment as well, as described in Chapter 5.

## Speed

Based on Agility, speed describes the distance that a character can move per turn in combat through a standard move action. Speed is calculated as follows:

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$$\text{speed} = \{\text{Agility score}\} * 3\text{ft.}$$

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## 2.4 - Role of the Dice

Dice are used to add an element of chance and luck into Legends of Okoto. Various game systems use different dice with different numbers of sides, but for simplicity's sake the only dice that you will need for Legends of Okoto are ordinary, six-sided dice, from here on referred to as d6s. The primary way in which the dice affect the direction the story takes is through the making of checks.



## Making Checks

Checks are made by characters whenever success in any endeavor is not guaranteed; the player representing the character rolls the dice to determine whether they are successful or not. With the exception of some Healing checks, the goal of any check is to roll equal to or higher than a number determined by the storyteller that represents the difficulty of the endeavor. Checks are said to be made against this number, often called the difficulty class (DC). For example, if a character is attempting a long jump, the storyteller might call on them to make an Athletics check to determine if they succeed or not. Whenever the storyteller calls for a check to be made, follow these steps:

1. **Determine the DC of the check.** The storyteller determines how difficult the check will be to pass by assigning a DC to it. They can choose whether to tell the players this number; they are not required to. The DC is up to the storyteller's discretion unless the check is a contested check, made against another creature's passive abilities, or an attack roll as described below. If the check does not fall into any of those categories, Table 2.1 offers some general guidelines on what DC to set for checks of certain difficulties.

Table 2.1 – Example DCs

Difficulty	DC	Example
<b>Easy</b>	6	Anyone can do this most of the time
<b>Moderate</b>	8	Can be done easily with some training or natural ability
<b>Hard</b>	10	Significant training or strength in relevant ability required
<b>Very Hard</b>	13	Almost impossible for anyone except an expert
<b>Nearly Impossible</b>	16	Impossible without a lot of training or ability, difficult even then

2. **Determine what modifiers to add to the roll.** Before rolling the dice, the player should determine what numbers they get to add to the roll. There are two to consider: ability mods and the proficiency mod. Every check has an ability tied to it, which is determined by what skill the check uses or what ability is used for the equipment involved. The player has to add the modifier of that ability to the roll of the dice, even if that modifier is negative. They can also add their proficiency mod if their character is considered proficient in the skill or equipment used in the check, or add it twice if they are considered to have expertise as described in Section 2.3.
3. **Roll the dice.** To make the check, the player rolls 2 six-sided dice (2d6) and adds their results together. If the player has advantage or disadvantage, they can roll more than two dice, but they can still only use the results of two of them as described below.
4. **Add the Modifiers.** The player adds the modifiers determined in step 2 to the roll from step 3. The sum of these values is their character's final roll on the check.
5. **Determine the Result.** The storyteller compares the final roll of the character to the DC they set for the check in step 1. If the roll is higher than or equal to the DC of the check, the character succeeds in what they set out to do. With exception of critical hits and fails, there is no particular rule pertaining to how much they failed or succeeded by. However, in describing how the character succeeds or fails, the storyteller can take that into account. For example, if a character's final roll only just manages to match or fail to match the DC of the check, there may be some tense moments where the outcome is in doubt, and if the difference between the two is profound it might become evident very quickly whether the character succeeded or failed.

## Special Cases

- **Advantage and Disadvantage:** If unusual circumstances make a check significantly more or less difficult than usual to complete, a character can gain advantage or disadvantage on a check. When making a check with advantage, a player can roll three dice (3d6) instead of two, and use the two dice with the highest results to determine the final roll of the check. When making a check with disadvantage, they roll three dice and use the lower two results instead. Advantage and disadvantage can stack, and they can cancel each other out; if multiple circumstances grant a character both advantage and disadvantage, the player can roll an additional number of dice equal to the difference between the number of advantages and disadvantages they have on the check. If the advantages outnumber the disadvantages, use the two highest rolls. If the disadvantages outnumber the advantages, use the two lowest rolls.
  - Several conditions that can grant a character advantage or disadvantage on a check are described in this document, but depending on circumstances the storyteller can award either to any check the players make whenever they deem it appropriate to do so.
- **Attack Rolls:** The attack roll is a special type of check that a character makes when attempting to hurt another creature, usually with a weapon. Attack rolls work exactly like other checks except in that the DC of the check is equal to the Armor Class of the target of the attack. More information on how to make an attack is listed under the Attack action in Section 7.2.
- **Contested Checks:** A contested check is made whenever two characters are trying to succeed against each other; a direct competition. For example, an arm wrestling contest would be resolved by a contested check, as would a game of chess. To make a contested check, the players controlling each character (one can be the storyteller if one of the characters is an NPC) each make a roll as described by steps 2, 3, and 4 described above. Step 1 is skipped, while step 5 consists of comparing the final rolls of the two characters against each other; the higher roll wins. In a contested check, a tie is simply a tie, with neither character making any headway against the other.
- **Criticals:** Sometimes, fate plays a particularly strong hand in determining whether a character succeeds or fails. These events are modeled by criticals; checks in which the player rolls either 2 (two ones, often called snake-eyes) or 12 (two sixes) on their dice before adding modifiers. Any roll of 2 before modifiers is called a critical fail, and results in a character failing the check regardless of whether or not their modifiers would normally allow them to pass. The storyteller may also choose to have a particular bad event happen if a player rolls a critical fail; for example, a critical fail on an attack roll may result in the character hitting a friendly target standing next to the enemy, or perhaps their weapon (or tool) breaks and they will have to spend time or money to fix it. On the other hand, a 12 is considered a critical hit and a guaranteed success even if the character's modifiers would otherwise cause them to fail the check. If a critical hit is rolled on an attack roll, the player can roll twice the usual number of dice to determine damage done.
  - *Critical range:* Certain weapon features, feats, or other effects in play may improve a character's chances to make critical hits with attacks by counting die rolls lower than 12 (before modifiers) as critical hits. Through the rest of this guide, those abilities are said to 'increase the critical range,' or crit range, of an attack or weapon. The crit range

represents how many of the numbers that you can roll on the dice represent critical hits, counting from the highest one. For example, by default all attacks have a crit range of 1, meaning that only the highest possible roll on the dice (12) is considered a critical hit, while a crit range of 2 will allow a character to score critical hit with the two highest numbers (11 or 12), a crit range of 3 will draw critical hits out of the three highest numbers (10, 11, or 12), and so on.

- **Healing checks:** Instead of being made against a certain DC, healing checks are sometimes made only to enable a creature to regain HP. When a such a Healing check is made, step 1 of the process detailed above is skipped while step 5 consists of determining the HP regained from the check made. More information about Healing checks can be found in Section 6.7 and under the Heal action in section 7.2.
- **Vs. Passive:** A check against a passive score is essentially a contested check in which one side isn't actively trying to succeed, or perhaps unaware that a contest is even taking place. A good example is a character trying to hide from someone who isn't specifically looking for them; if they were, the check would be a contested one in which the hiding character would roll for Stealth and the searching creature for Observation. In a check against Passive, the hiding character would still roll a Stealth check, but DC is equal to the searching creature's passive Observation score: a slightly below-average Observation check equal to 6 plus whatever modifiers the searcher would apply to the check. Passive scores can be calculated for any stat or skill in the same manner, but Observation is the most commonly used one.

## 2.5 - Skills

Describing pretty much any activity that doesn't specifically include equipment (though some can) and that doesn't involve making an attack, skills will frequently come into play in any campaign. They are tied to abilities, but since one can have proficiency in a skill even if their matching ability score is poor, they also include training and experience. Listed below are all skills in a standard Legends of Okoto game; if the storyteller determines that a certain activity needed for their campaign is not covered under these skills, they are free to add a custom skill for it. Custom skills operate under the same proficiency rules as the standard ones regarding skill points and the use of the proficiency mod.

### Acrobatics

when a character has to perform an act in which their sense of balance or particularly tight control over their movement come into play, Acrobatics is involved. For example, balancing on a fence post or tree branch and involves Acrobatics checks.

Acrobatics checks are based on Agility.

### Athletics

Athletics is invoked on feats of strength, like swimming, climbing, or trying to make a particularly long jump. Grappling and wrestling checks are also involve Athletics, as does pushing, pulling, or lifting a particularly heavy object.

Athletics checks are based on Strength.

## Beast Handling

an Beast Handling check can be made any time someone attempts to interact with a rahi in a non-hostile manner. Riding a rahi or steering one pulling a cart are good examples. Beast Handling checks can also be made to try and befriend a rahi, though doing so if the rahi is hostile to you will cause you to make the check with disadvantage.

Beast Handling checks are based on Charisma.

## Crafting

A blanket skill that describes the attempt to make basically any object from pre-existing components or raw materials. Crafting checks' difficulty is based on how complex an item a character is trying to create, and some may require the use of tools. For example, trying to forge a knife or fishhook would require the use of a forge and smith's tools. If a Crafting check requires a toolset to complete, a character must use either their proficiency with the Crafting skill or with the tools, whichever is lower.

Crafting checks are based on Intelligence.

## Deception

Whenever a character tries to convince another being of something by telling a lie (lies by omission count), a Deception check can be used to discern how convincing they are. Deception checks are usually contested by an Insight check on the part of the creature that the character is trying to deceive.

Deception checks are based on Charisma.

## Dodge

Whenever a character has to quickly react and get out of the way or cover themselves from something dangerous, they have to make a Dodge check. Dodge checks primarily rely on how quick a character's reactions are.

Dodge checks are based on Cognition. A character cannot invest more than one skill point in the Dodge skill.

## Endurance

Endurance checks are made whenever a character's body is subjected to stress over an extended period of time or to resist the application of conditions (Section 7.6).

Endurance checks are based on Resilience. A character cannot invest more than one skill point in the Endurance skill.

## Healing

Attempts to tend to or heal wounds on organic creatures usually involves Healing checks. Healing can also be used to try and identify what poison or disease is afflicting an ailing creature. For more detailed information on healing and Healing checks, see Section 6.7.

Healing checks are based on Intelligence.

## History

Remembering or identifying parts of old lore and legends falls under the purview of the History check. The difficulty of a History check depends on how common the knowledge a character seeks is, and whether or not they've had exposure to something similar in the past.

History checks are based on Intelligence.

## Insight

Insight checks are used to discern the true motives behind the words or actions of another creature, or just to generally read a creature's mood. They are often contested by Deception checks if the subject of the Insight check is attempting to conceal something.

Insight checks are based on Intelligence.

## Intimidation

When trying to coerce or frighten another creature into doing its bidding, a character can make an Intimidation check. There are various ways of intimidating someone, but usually it involves either a show of might or an appeal to their fears. The former method would be appropriate for a Strength-based Intimidation check, while the latter would be better for a Charisma-based one. The difficulty of the check can be determined by the mental fortitude of the target, or the check might be made as a contested one against an Insight check on the part of the target.

Intimidation checks are based on either Strength or Charisma.

## Investigation

When thoroughly searching an area for clues or specific objects, a character can make an Investigation check. The DC depends on how well whatever the character is looking for is hidden and on how familiar they are with the objects, and the storyteller can decide to reveal more or less information that the players originally bargained for if they succeeded or failed in the check by a significant margin.

Investigation checks are based on Cognition.

## Mechanics

Mechanics checks are used in the creation, repair, and examination of complex mechanical systems and in the operation of vehicles. When used to operate a vehicle, a Mechanics check uses a character's proficiency in the vehicle type rather than in the Mechanics skill itself.

Mechanics checks are based on Intelligence.

## Nature

Essentially History or Investigation for things that weren't built by intelligent beings, Nature pertains to knowledge of all manner of flora and fauna, particularly regarding what is dangerous and what isn't. Nature checks are also used to gather ingredients for brewing potions.

Nature checks are based on Intelligence.

## Negotiation

Negotiation checks can be used to determine how successful a character is at convincing others to do something purely with inspirational speech or arguments, rather than through threat of force. This can be anything from trying to inspire a group of people to work towards a common goal to haggling for a lower price at a store.

Negotiation checks are based on Charisma.

## Observation

Describing how keenly aware and alert a character is of their surroundings, Observation checks are usually made against Stealth checks by a creature attempting to hide, or when surveying an area without looking for anything in particular. The storyteller might ask for characters to make Observation checks when entering a new area as a way to determine how much they are able to discern about the area without resorting to more time-intensive Investigation.

Observation checks are based on Cognition.

## Performance

Whether to entertain or distract others, Performance checks are used to put on a display. Singing, dancing, storytelling around a campfire, and even elemental shows can all be considered Performance checks. Due to the wide variety of ways in which Performance can be applied, it can be based on one of two abilities.

Performance checks are based on either Agility or Charisma.

## Sleight of Hand

Sleight of Hand checks can be made to accomplish a very finicky task, like performing a card trick or picking pockets or a lock. They may also be used when a character is trying to handle something particularly delicate without breaking it.

Sleight of Hand checks are based on Agility.

## Stealth

Any time a character is trying to move in such a way as to not be seen by others, or is trying to hide something else from view, a Stealth check can be called for. Stealth can use one of two abilities; which one to choose largely depends on whether the character is trying to hide themselves or someone (or something) else. Agility is used for the former, Intelligence for the latter.

Stealth Checks are based on either Agility or Intelligence.

## Survival

When trying to survive in a hostile environment, characters can make a Survival check to determine how well they do. Hunting or gathering food, tracking, finding water or shelter, and navigation all fall under the blanket of survival-related activities.

Survival checks are based on Intelligence.

## Willpower

Willpower checks are used to resist becoming frightened or charmed by other creatures. They can also be used in competition with Intimidation checks, though Insight is more typically used for that role.

Willpower checks are based on Intelligence. A character cannot invest more than one skill point in the Willpower skill.

## 2.6 – Leveling Up

As a character's story unfolds and they journey across Okoto, they learn new things along the way. In game, this is modeled through character progression, the process by which characters grow stronger over time and equip themselves to face ever greater challenges. Character progression occurs in steps through levels; higher-level characters are stronger than lower-level ones. To advance in level, characters must gain experience points (XP) for dealing with situations that arise along their journeys by whatever means they feel is most appropriate. Killing or fending off hostile creatures is the most commonly thought of way to gain XP, but characters can be awarded XP for many other major story achievements, too. Chapter 4 describes in more detail when characters level up, how they can get there, and what they get when they do.

# 3. Making a Character

This chapter offers descriptions and explanations of basically everything intrinsic to a character; who they are, what they've done, and how that experience is represented in the numbers that show up on a character sheet.

## 3.1 - An Idea Backed by Numbers

In order to take part in the story, you first need a character to play. Several things define a character, but in game terms the most important decisions you'll have to make is what tribe your character belongs to and what they've done up until the story starts. What was their job? What skills have they developed to do it well, and what tools have they used in the process? Those decisions inform what skills and equipment your character starts out with, but to tell the story, the characters need a personality and a name. Often, once you settle on a basic description of who your character is, figuring out what stats and skills they have will be much easier. More detailed descriptions of what all the numbers on the character sheet represent are found in Section 2.3 – Role of the Numbers.

## 3.2 – Step by Step

Character creation is most easily boiled down to a six-step process:

*Step 1: outline what kind of character you'd like to play. What is their name? Their job? What kind of personality do they have? This does not need to be final, but it's very helpful to have an idea early on of what you're shooting for.*

*Step 2: Determine the starting ability scores of your character as described in section 3.4.*

*Step 3: Choose a tribe to which your character belongs in section 3.5. Note the features that that tribe grants your character on your character sheet.*

*Step 4: Choose a background in section 3.6. Backgrounds describe what your character has done before the story started. If you don't see a background appropriate for the character that you want to play listed, you can work with your storyteller to create a custom one instead.*

*Step 5: Apply the skill points from your chosen background, and any others that you may have gotten in addition, to the appropriate skills on your character sheet.*

*Step 6: Determine what equipment your character starts with. Backgrounds offer some starting equipment, but in addition you can use a given amount of starting widgets to purchase more.*

## 3.3 - The Character Sheet

The principal document that the players in Legends of Okoto have to keep track of is the character sheet; two pages that contain all the information about their character and their abilities. The character sheet is broken up into blocks focusing on specific pieces of information about a character so that players can find the information they need relatively easily. This section will go through the contents of each block. The character sheet itself is included at the end of this document.



## Character Sheet Blocks

- Names, Background, XP, Level:** The top block on the first page of the character sheet is where the character's name, their tribe, background, current accumulated experience, and level go. There's also a spot for the player's name.
- HP and Speed:** A character's current HP, max HP, bonus HP, and walking speed are written in this block. If the character has other speeds such as a swimming or climbing speed, those are added here as well. Characters capable of performing evocations can track their energy points in this block as well.
- Armor:** A character's overall AC and the individual ACs of their head, arms, and legs are written in this block next to each body part.
- Features:** Any features that the character got from their tribe, from feats, or from other sources are listed here. Though shorthand notes can be added, it is best to just put the titles of the features here and keep their description elsewhere for reference; as players get more familiar with the game, they won't need the description as often and trying to cram it into this box will only clutter up the character sheet. A full feature list with descriptions is available in the Travelers' Guide.
- Abilities:** The character's ability scores and their ability score mods are written in this block. The ability scores and ability score mods are used in calculating values like speed, maximum HP, and AC for other parts of the character sheet according to the formulas described in Section 2.3.
- Skills:** This block is used as the main reference for skill checks. It lists all skills as well as the character's proficiency bonus. Proficiency and skill point investment are marked by filling a circle next to a skill for each skill point invested in that skill. The total modifier for any check made using that skill is written under mods, and is calculated by adding the appropriate ability mod for the skill (listed in parentheses after each skill) to the proficiency mod if the character has one skill point invested in the skill or to twice the proficiency mod if the character has two skill points invested in the skill. For skills that have two abilities listed, list both mods and use whichever one is appropriate as the situation arises. Information about the skills can be found in Section 2.5.

**Character Sheet**



1

player name

---

character name      XP      level

HP/Speed

2

Current    Full  
hit points

Speed (s)

Armor

3

AC

Features

4

Abilities

Score	Mod
Strength	
5	
Resilience	
Intelligence	
Cognition	
Charisma	

Skills      proficiency mod:

Skill	Points	mod
Acrobatics (agl)	00	_____
Athletics (str)	00	_____
Beast Handling (cha)	00	_____
Crafting (int)	00	_____
Deception (cha)	00	_____
Dodge (cog)	0	_____
Endurance (res)	0	_____
Healing (int)	00	_____
History (int)	00	_____
Insight (int)	00	_____
Intimidation (str, cha)	00	_____
Investigation (cog)	00	_____
Mechanics (int)	00	_____
Nature (int)	00	_____
Negotiation (cha)	00	_____
Observation (cog)	00	_____
Performance (agl, cha)	00	_____
Sleight of Hand (agl)	00	_____
Stealth (agl, int)	00	_____
Survival (int)	00	_____
Willpower (int)	0	_____

Feats

7

Attacks

Weapon	Mod	Dice
8		

Skills

6

7. **Feats:** Any feats the character has gained, through level-up or otherwise, are listed in this block. Like the features block, it's best to only put the title of the feat and a shorthand description of what it does here; full descriptions can be printed out separately if the players need them and will likely become superfluous after a while anyways.
8. **Attacks:** This block is used as a quick reference for the attacks a character often makes in a combat setting. Up to four can be listed, consisting of either a character's preferred weapon or, if they use evocations, their evocation attacks. The attack mod for any weapon is calculated by adding the ability score mod of the attack ability of the weapon to the wielder's proficiency mod if they are considered proficient in wielding the weapon. The damage dice depend on the grade of the weapon used or how much EP was spent on the evocation, and some feats can affect damage dice for certain weapons as well; more information on weapons can be found in Section 5.2, and on evocations in Chapter 8. Features can be listed for each attack as well.
9. **Character Notes:** This block is devoted to a character's personality traits, their relationships with other characters in the party, and general notes on roleplaying the character. Long-term conditions afflicting a character can be noted here as well. Players will likely have different ways to note down this information, which is why the block has been left relatively open.
10. **Character Picture:** It's often useful in roleplaying and in storytelling in general to have an idea of what the characters look like beyond a basic description. Players can draw a character picture in this block to provide that if they desire.
11. **Inventory:** All the equipment a character is carrying with them is listed here. Tracking equipment weight and carrying capacity is optional, but can be useful and hence there are spots for noting the weight of equipment and one for the character's carrying capacity. The amount of widgets that a character is carrying on them is also noted here, along with their current food supply.
12. **Other Proficiencies:** Besides skills, characters can invest skill points in becoming proficient in the use of specific weapons and tools as well, as detailed in Chapter 5. Any weapons, toolkits, and other things that a character is considered proficient in using are listed here. Expertise in a toolkit can be marked by highlighting or boxing at toolkit's name in the list.

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## Updating the Character Sheet

Though the character sheet is meant to be filled out fully during initial character creation, much of the information on it is likely to change over time. XP will increase as characters progress through their adventure, and whenever the characters level up as a result of that a number of other values may change as well. Characters may gain skill points, feats, and features as they level up as well, and may pick up a new weapon that they become fond of using. It is therefore advisable to review the entire character sheet at least once every time a character levels up to ensure all the information on it is still accurate, and of course the “Character Notes” and “Inventory” blocks are likely to change far more frequently than that.

## 3.4 – Choosing Ability Scores

every character starts with the following ability scores:

<u><b>Strength</b></u>	<u><b>Agility</b></u>	<u><b>Resilience</b></u>	<u><b>Cognition</b></u>	<u><b>Intelligence</b></u>	<u><b>Charisma</b></u>
4	4	4	4	4	4

These scores are just the baseline, and you get an additional pool of 15 ability score points to spend. You can distribute these points however you want over the base stats, but you can't put more than five of them into any one score, meaning that, for a level 1 character, the maximum number that they can have in any ability score at this point is 9 (a tribal bonus can bump this to 10). If you've already got a good idea of what kind of person your character will be, and have a basic idea of what each ability score represents, distributing the ability score points should come quite naturally; if you envision your character as particularly strong and tough, most of them will go into Strength and Resilience. If your character is more of a people person, they probably have a good Charisma score, and so forth.

## 3.5 - Tribes

To every Okotan, their tribe is an important part of their identity; members of a tribe have grown up together, and as such bonds within a tribe are strong, if not always without strife. There are six tribes, each one representing one of the regions and elements of Okoto: Fire, Water, Earth, Stone, Jungle, and Ice. The tribes' cultures and lifestyles are influenced greatly by the regions in which they live, to the point where members of the same tribe often share certain characteristics, diverse as they might be otherwise.

### The Fire Tribe

Living in the most volcanically active part of Okoto, the Region of Fire in the southwest, might seem like a foolish idea, and to many it is. However, the members of the Fire Tribe have done so for generations, braving the hostile weather, terrain, and wild creatures for the great mineral and nutrient riches that the freshly cooled, volcanic ground contains. If you can supply them with water and keep the lava flows away, plants grow incredibly well in new soil, while great amounts of iron ore and occasionally rarer metals can often be found right near the surface. It's a risky life, sure, but Fire Tribe members thrive all the same, working hard during the day and telling great tales of past heroes around the fires at night.

- Suggested Backgrounds: Entertainer, Farmer, Hunter, Smith

An Okotan of the Fire Tribe gains the following tribal features:

- **Attunement(Fire):** You have the Fire elemental type.
- **Heatproof:** You do not gain exhaustion points solely from exposure to natural but extremely high ambient temperatures, and take no damage from failing Endurance checks made to endure hot inclement weather.
- **Storied Legacy:** Your Charisma score increases by 1.
- **Sure Footed:** You ignore the effects of difficult terrain due to rough, extremely uneven, or slippery ground.

### **The Water Tribe**

Peacefully calm on most days, yet violently destructive when storms hit, the Region of Water is a fertile farming and fishing ground that has generously supplied the Water Tribe for as long as anyone can remember. There's little dry land: the region consists largely of marshes, river deltas, and low-lying islands. As a result, most Water Tribe members live in huts elevated above the ground on wooden poles to keep them from flooding, while some of the braver ones have started constructing water-tight homes below the waves. They may be safer from the worst effects of storms down there, but the thought of such a hut springing a leak still keeps most of the tribe sleeping well above sea level.

- **Suggested Backgrounds:** Carpenter, Farmer, Fisherman, Sailor

An Okotan of the Water Tribe gains the following tribal features:

- **Attunement(Water):** You have the Water elemental type.
- **Problem Solver:** Your Intelligence score increases by 1.
- **Hold Breath:** You can hold your breath a number of minutes equal to your Resilience score without suffocating.
- **Natural Swimmer:** You have a swimming speed equal to your walking speed.

### **The Earth Tribe**

The Region of Earth is what's left after an earthquake strikes a region where the volcanoes have gone dormant: a highly inhospitable place where the ground consists of dark, rocky slabs and boulders, with amazing crystals and lots of ore buried within. It's those buried riches that have drawn the Earth Tribe to try and eke out a living there; while the region is supplied with water by meltwater rivers from the mountains to the north, practically no plants grow there, meaning that the tribe needs to trade for food with the Fire Tribe to the east and the Stone Tribe to the north. Since the ground is both uneven and unstable on the surface, they've had to learn to live in dug-out caverns underground. All of this is worth it as far as they're concerned; they've grown rich off of the produce from the mines.

- **Suggested Backgrounds:** Carver, Merchant, Miner, Smith

An Okotan of the Earth Tribe gains the following tribal features:

- **Attunement(Earth):** You have the Earth elemental type.
- **Natural Burrower:** You have a burrowing speed equal to half your walking speed.

- **Darkvision (60):** You have darkvision out to a range of 60 feet, or increase the range of your darkvision by 30 feet if you already had it from another source.
- **Natural Athlete:** Your Strength score increases by 1.

### **The Stone Tribe**

With a landscape that consists mostly of rock formations in a sea of shifting sand, the Region of Stone is hot, dry, and very easy to get lost in. Living near oases or in homes carved in the sides of the largest rock formations, the members of the Stone Tribe have developed ways to deal with the challenges it presents: first off, the regular sandstorms that re-shape the dunes ensure that the only reliable way of navigating the region is by the stars, so many Stone Tribe Okotans learn from an early age where in the (usually clear) sky those stars are. Food and water are hard to come by, but the experienced hunters and explorers of the tribe know how to make a little go a long way. In settlements with a steady water supply, the Stone Tribe Okotans have also taken to keeping large herds of domesticated creatures, which allow them to supply both themselves and other tribes with food, leather, and bone tools.

- **Suggested Backgrounds:** Astronomer, Carver, Herder, Hunter

An Okotan of the Stone Tribe gains the following tribal features:

- **Attunement(Stone):** You have the Stone elemental type.
- **Heatproof:** You do not gain exhaustion points solely from exposure to natural but extremely high ambient temperatures, and take no damage from failing Endurance checks made to endure hot inclement weather.
- **Keen Senses:** Your Cognition score increases by 1.
- **Long March:** You gain exhaustion points from extended marches half as quickly as normal.

### **The Jungle Tribe**

The Region of Jungle is a land of plenty, but plenty can occasionally be hard to come by. Food and water are abundant and almost everywhere, but in the thickly choked forests it can be hard for any traveler to make much headway. Dangerous creatures are common as well, further adding to the peril of the unprepared Okotan. To deal with these threats, the members of the Jungle Tribe have taken to living in the treetops, constructing wooden huts anchored on the trunks of the oldest, tallest trees. Many members of the tribe rarely see the ground, but that doesn't mean there's nothing interesting there; the site of the oldest Okotan ruins, the Region of Jungle has produced many archeologists who devote their lives to studying and deciphering the records in the ruins of legends of old.

- **Suggested Backgrounds:** Archeologist, Carpenter, Farmer, Hunter

An Okotan of the Jungle Tribe gains the following tribal features:

- **Acrobat:** Your Agility score increases by 1.
- **Attunement(Jungle):** You have the Jungle elemental type.
- **Natural Climber:** You have a climbing speed equal to your walking speed.
- **Soft Landing:** You have resistance to falling damage.

## The Ice Tribe

Stoic and unyielding as the mountains themselves, the members of the Ice Tribe endure the toughest weather that Okoto has to throw at them. Near-constant freezing temperatures, howling blizzards, and steep, frozen slopes combine to make traversing the Region of Ice particularly treacherous, but they have found ways to make a living all the same; the Ice Tribe Okotans in the mountains hunt wild creatures for food, while those living on the iced-over lakes and shore to the north-east prefer fishing. With ice available in abundance, great fortresses are built from blocks of it, which provide the Ice Tribe with a measure of protection against both the elements and the more hostile creatures that roam the region. Still, why exactly anyone would choose to live in the Region of Ice in the first place is beyond everyone but those who choose to make their home there, though there is something to be said for the beautiful calm of the mountains when the winds die down.

- Suggested Backgrounds: Astronomer, Carver, Fisherman, Hunter.

An Okotan of the Ice Tribe gains the following tribal features:

- Attunement(Ice): You have the Ice elemental type.
- Chillproof: You do not gain exhaustion points solely from exposure to natural but extremely low ambient temperatures, and take no damage from failing Endurance checks made to endure cold inclement weather.
- Hardy: Your Resilience score increases by 1.
- Sure Footed: You ignore the effects of difficult terrain due to rough, extremely uneven, or slippery ground.

## 3.6 - Backgrounds

The Legends of Okoto describe heroes who came from all walks of life who were able to use their varied experience to aid them and their allies on their adventures. In the Legends of Okoto system, this experience is described by backgrounds. A background describes what a character has done in the past: their chosen job or occupation, and what tools and skills they have frequently used. All backgrounds grant a character some starting equipment in the form of a toolkit appropriate to the background, some clothes, and a starting amount of common widgets (CW), the base currency of Okoto. Characters are considered proficient in using the toolkit that their background provided them. In addition, all backgrounds provide characters with the option to pick from one of several starting feats.

### Archaeologist

Experts on the history of Okoto and its people, archaeologists scour ruins and dig up fossils to find out what came before, and what lessons can be learned from it. Most archaeologists live and work in the Region of Jungle, due to that region's abundance of ancient ruins, but interesting artifacts can be found anywhere on Okoto if one knows where to look.

- Skill Points: +1 to History, +1 to Investigation.
- Starting Equipment: Archaeologist's kit, travel pack, travelers' clothes a pouch containing 25CW
- Starting Feat Options: Durable, Elemental Spark, Sanctuary

## Astronomer

Astronomers spend their time looking up at the stars above, charting them day-by-day to learn their location by heart, and possibly to derive glimpses of the universe from them. Astronomy is also important for navigation; as such, it is a prized art in the Regions of Stone and Ice, both of which have exceptional views of the skies and few recognizable natural landmarks to navigate by otherwise.

- **Skill Points:** +1 to Observation, +1 to Survival
- **Starting Equipment:** Astronomer's kit, travel pack, traveler's clothes, a pouch containing 25CW
- **Starting Feat Options:** Alert, Portent Visions

## Carpenter

Building homes, bridges, wagons and all manner of other things out of wood, carpenters are common particularly in the regions of Water and Jungle, where wood is both abundant and the preferred building material. Besides building things from it, carpenters are also responsible for most towns' wood supply, doubling essentially as lumberjacks.

- **Skill Points:** +1 to Athletics, +1 to Crafting
- **Starting Equipment:** Carpenter's tools, basic clothes, a pouch containing 50CW
- **Starting Feat Options:** Engineer, Mechanical Intuition

## Carver

The stone equivalent of the carpenter, carvers create anything from small statues and decorations to entire homes out of stone or ice. Unsurprisingly, this is a valuable trade particularly in the Regions of Earth, Stone and Ice when it comes to home construction, but the more intricate, artistic side of the craft is appreciated everywhere on the island.

- **Skill Points:** +1 to Crafting, +1 to Sleight of Hand
- **Starting Equipment:** Carver's tools, basic clothes, a pouch containing 50CW
- **Starting Feat Options:** Engineer, Jeweler

## Criminal

Though Okoto is by and large a peaceful and harmonious place, some nonetheless find that they need to resort to less than legal measures to make a living for themselves. Others might do it for the thrill; either way, many criminals have something to prove, and it's not uncommon for those of a better character to end up redeeming themselves through their unique skillset in the legends of their people.

- **Skill Points:** +1 to Stealth, +1 to Deception
- **Starting Equipment:** Thieves' tools, basic clothes, a pouch containing 40CW.
- **Starting Feat Options:** Alert, Blend In, Fleet of Foot

## Entertainer

Telling stories, playing instruments, and performing amazing feats of dare-and-do before an audience, entertainers keep spirits up and history alive. Performances of any kind are particularly popular among the Fire Tribe, but all tribes have a signature act or two and people who practice it.

- **Skill Points:** +1 to Performance, +1 to Insight



- **Starting Equipment:** Entertainer's Pack, fine clothes, travel pack, a pouch containing 35CW.
- **Starting Feat Options:** Elemental Spark, Empathetic, Smooth Talker

### Explorer

Driven by curiosity or wanderlust, explorers travel to Okoto's least-known regions and bring back tales of what they saw there. Some do it just for the joy of discovering something new, while others set off looking for one thing in particular.

- **Skill Points:** +1 to Survival, +1 to Observation
- **Starting Equipment:** Explorer's pack, travel pack, traveler's clothes, a pouch containing 25CW.
- **Starting Feat Options:** Durable, Practiced Healer

### Farmer

Responsible for the majority of most tribes' food supply, farmers watch over and grow crops, as well as occasionally keeping rahi to provide for themselves and others. Due to the presence of recently-cooled, nutrient-rich magma, the Region of Fire has a lot of farmers, but the trade is commonly practiced in the Regions of Water and Jungle as well, where climates permit growing crops on a large scale.

- **Skill Points:** +1 to Nature, +1 to Beast Handling
- **Starting Equipment:** Farmer's tools, basic clothes, a pouch containing 50CW.
- **Starting Feat Options:** Durable, Practiced Healer, Strike to Kill

### Fisherman

Living off and providing for others through the bounties of the rivers and shorelines of Okoto, fishermen are understandably most common in the Region of Water, where fish is the primary source of food. Ice fishing is practiced in the Region of Ice, though.

- **Skill Points:** +1 to Nature, +1 to Athletics
- **Starting Equipment:** Fisherman's gear, basic clothes, travel pack, a pouch containing 25CW.
- **Starting Feat Options:** Alert, Durable, Taunt

### Guard

Responsible for keeping out danger from both hostile rahi and, on occasion, hostile Okotans, guards can be found in every major settlement on Okoto. Besides watching against threats from outside, guards are also responsible for keeping the peace within the town, using the power their position provides them to ensure no one is tempted to break the law.

- **Skill Points:** +1 to Intimidation, +1 to Insight
- **Starting Equipment:** Guard's gear, basic clothes, a pouch containing 50 CW.
- **Starting Feat Options:** Aimed Shot, Empathetic, Protective Stance, Strike to Kill

### Herder

Keeping and protecting large flocks of rahi on the open plains, or alternatively large schools of fish underwater, to provide for the needs of the tribe are herders. Herding is most commonly done in the



Regions of Stone and Ice, both of which are home to hardy, useful rahi that can be herded from one resource location to another.

- **Skill Points:** +1 to Beast Handling, +1 to Observation
- **Starting Equipment:** Herder's pack, travel pack, traveler's clothes, a pouch containing 25CW.
- **Starting Feat Options:** Aimed Shot, Alert, One with Fauna, Sanctuary

### Hunter

Providing food and other useful items from less docile and therefore more dangerous rahi, hunters often live a relatively solitary existence. They live off the land and sell what they don't need to others, most commonly in the Regions of Fire, Water, Stone, and Jungle.

- **Skill Points:** +1 to Survival, +1 to Stealth
- **Starting Equipment:** Hunter's pack, travel pack, traveler's clothes, a pouch containing 25CW.
- **Starting Feat Options:** Aimed Shot, Alert, Blend In, Vanish

### Merchant

Buying goods in one town and selling them to others, merchants thrive off of the fact that few of the villages on Okoto are able to provide everything they need for themselves. This holds especially true for the Earth Tribe, who have to trade for almost everything except the valuable gems that they are able to harvest in their own region.

- **Skill Points:** +1 to Negotiation, +1 to Insight
- **Starting Equipment:** Merchant's pack, travel pack, traveler's clothes, a pouch containing 30CW.
- **Starting Feat Options:** Custom Fit, Empathetic, Smooth Talker

### Miner

Miners work hard underground to bring valuable minerals, gems, and other materials up to the surface. They make up a large section of the Earth Tribe in particular, but most tribes have at least someone digging for something, somewhere.

- **Skill Points:** +1 to Athletics, +1 to Observation
- **Starting Equipment:** Miner's kit, basic clothes, a pouch containing 50CW.
- **Starting Feat Options:** Durable, Mechanical Intuition, Nimble

### Sailor

Transporting goods by water all over Okoto, sailors are obviously particularly common in the Region of Water. That said, since every Region has at least a bit of a coastline, most have at least one or two port towns where sailors of all tribes come and go.

- **Skill Points:** +1 to Athletics, +1 to Survival
- **Starting Equipment:** Sailor's pack, travel pack, traveler's clothes, a pouch containing 25CW.
- **Starting Feat Options:** Alert, Durable, Nimble

## Shaman

Spiritual leaders and healers, shamans occupy an important position in every tribe. Between brewing up potions and other remedies for illness and staging elaborate ceremonies for celebrations, they frequently have a number of apprentices in training.

- **Skill Points:** +1 to Healing, +1 to Nature
- **Starting Equipment:** A brewing kit (if starting with Sanctuary), an elemental focus (if starting with Elemental Spark) or a medicine kit (if starting with Practiced Healer), fine clothes, robes or a costume (for ceremonies), travel pack, and a pouch containing 25CW.
- **Starting Feat Options:** Elemental Spark, Practiced Healer, Sanctuary

## Smith

Forging tools, jewelry, and weapons out of raw ore and metal, smiths are particularly common in the Regions of Fire and Earth, where most of the material they work with originates. Their work often provides them with an innate knowledge of the value of many materials.

- **Skill Points:** +1 to Crafting, +1 to Investigation
- **Starting Equipment:** Smith's tools (if starting with Armorer or Custom Fit) or jeweler's tools (if starting with Jeweler), basic clothes, a pouch containing 50CW.
- **Starting Feat Options:** Armorer, Custom Fit, Jeweler

## 3.7 – Bonus Skill Points

In addition to the skill points provided by their background and potentially from other sources, all characters start with an additional two bonus skill points that can be invested in any skill or in any individual tool, weapon, or shield as described in Section 2.3. These points can be used to make a character unique, to provide them with some unusual proficiencies reflective of something particular about their background. Maybe your character has the Smith background, but before they turned to making weapons they spent a lot of time wielding them as part of the town guard; this could be modeled by using one of the free skill points to provide them proficiency in a type of weapon or shields. A merchant trading in strong beverages might be fond of brewing his own and therefore have proficiency in a brewing kit, and so forth.

Bonus skill points cannot be used to increase a character's proficiency in any skill to the expertise level; that can only be done with skill points gained through leveling up.

# 4. Character Progression

Throughout a campaign, characters won't lead static lives; they'll face all manner of challenges and are likely to learn and grow from them. This is modeled through experience (XP). Collecting experience allows characters to level up, gaining new abilities in the process. This chapter is devoted to the level-up process: how to get the experience to level up and what a character gets when they do.

## 4.1 – Gaining Experience

Experience can be collected by performing just about any activity that advances the story. People often think of beating a foe in combat as the primary way of gaining experience, and while this is a viable method there are also other ways to advance the story. Negotiating a deal with a person of authority, discovering an old artifact, or solving a difficult riddle can also have a major impact on the plot and should be rewarded accordingly. Because of the wide range of activities for which experience can be awarded, it is useful to group parts of the story into encounters for the purpose of calculating experience gained.

### Encounters

Encounters are notable events or a short series of notable events that together make up an important point in the story. They are the times when characters are faced with challenges, sometimes in the form of hostile creatures or severe weather and other times in the form of a difficult puzzle or negotiation. At the end of an encounter, or whenever it is convenient to do so, the storyteller should tally up the experience worth of all the activities the characters performed throughout the encounter. If the characters tackled a challenge collectively, then the XP awarded for the challenge should be divided up relatively evenly with some consideration being given to each character's individual contribution. On the other hand, if a character tackles a challenge alone, the XP reward for that challenge should go to them alone.

Determining the experience worth of an encounter can be tricky; a lot of factors can affect how much experience an encounter is worth, including its difficulty as gauged by the storyteller, the characters' current level and relevant abilities, and any additional tasks the characters might have performed during the encounter that weren't necessary for the plot as it stands but might prove relevant later on. In addition, different types of encounters can have their value gauged in different ways. The following encounter types are likely to be most common in a campaign.

- **Combat Encounters:** Combat encounters are the easiest type to gauge since they pit the characters directly against a foe or number of foes from the Bestiary section in the Travelers' Guide. Foes will have challenge ratings and corresponding experience values assigned to them, so the total value of a combat encounter becomes the total experience value of the foes the characters faced. This value can then be distributed among the characters as described above. Note, however, that a combat encounter doesn't need to be resolved through the death of all members of one side; intelligent foes can be negotiated with and others may choose to surrender or flee if the tide turns against them. In this case, the encounter can become a roleplaying encounter as described below.

- **Environmental Challenges:** Environmental challenges are encounters in which the weather or other environmental hazards pose a significant danger to the party. Surviving a sandstorm when caught out in the open, traversing a dangerous gorge, and climbing to the top of a volcano can all be considered environmental challenges. Throughout an environmental challenge, characters likely have to make frequent skill checks with skills relevant to the situation at hand, such as Athletics for climbing hills, Endurance for withstanding extreme temperatures, or acrobatics to maintain balance in precarious positions. There's not set-in-stone way to determine the XP worth of an environmental challenge like there is with combat encounters. However, storytellers can try various ways of setting standard XP values based on metrics relevant to the challenge. For example, if the storyteller has characters make checks at a regular interval, they can award a set XP value to a character for succeeding on a check. If the environmental challenge has a deadline associated with it, such as the need to reach a certain location through difficult terrain within a set period of time, XP can be awarded based on how successful the characters were in meeting the deadline.
- **Puzzle Encounters:** Puzzle encounters involve trying to find hidden items, solving puzzles and riddles, and generally unearthing information that is useful to the plot. They are similar to environmental challenges in that they are likely to require characters to succeed on a series of skill checks, though unlike environmental challenges, puzzle encounters are likely to be more reliant on mental skills (Intelligence and Cognition) than on physical ones (Strength, Agility, and Resilience). Of all encounter types, puzzle encounters are most likely to require extensive preparation on the storyteller's part, but they can contain the greatest amount of story content if prepared well; characters might feel pretty satisfied about beating a serious foe in a combat encounter, but solving the mystery of how a great city became the ruins they've been exploring for two days is just as likely to have major consequences for those involved. Like with environmental challenges, there is no set way to determine the XP value of a puzzle encounter, and because of that storytellers are free to experiment. Note, however, that solving a significant puzzle encounter can be considered a story milestone if you're using the alternative milestone method described below instead of leveling up by XP.
- **Roleplaying Encounters:** Roleplaying encounters involve interacting with other beings in non-violent ways. Negotiating deals, gathering intelligence and giving a great performance on stage are all roleplaying encounters. Roleplaying encounters tend to be at their best when players have a good understanding of their characters' motives and typical behavior and are able to describe them in a way that gets the necessary information across and gives the other players a clear mental picture of what a character is doing. Charisma-based skills can also play a heavy role. During roleplaying encounters, the DC of checks can be varied by the storyteller based on how well the players take on the role of their character if the storyteller wants to encourage roleplaying on the part of the players. In addition, roleplaying encounters are more likely than other types of encounters to feature contested checks; if a character is trying to deceive another character or NPC, for example, a contested Deception vs. Insight check can be called upon to determine their success. The XP worth of roleplaying encounters can be gauged in part by looking at the XP value of the non-player characters involved, but that may not always be appropriate; the storyteller will likely have to gauge the XP value in a manner similar to how they would do it for an environmental challenge or a puzzle encounter.

## 4.2 – When to Level Up

### XP Requirements

As shown in Table 4.1, each level has an XP threshold associated with it. When a character reaches or breaches this threshold, they can advance to that level. What they gain upon leveling up is described in Section 4.3.

Level	XP Threshold
1	0
2	500
3	1,500
4	3,000
5	5,000
6	7,500
7	10,500
8	14,000
9	18,000
10	22,500
11	27,500
12	35,000

### Milestones

An alternative method to modeling story and character progression is through the use of milestones. If the storyteller has significant portions of the story planned in advance or has already prepared for several potential outcomes of a session, they can determine what the key points in the plot will be. These key points, or the passing of several of them, can be used to set milestones. Whenever the story then progresses to the point where a milestone is reached, the characters automatically move up to the next level. Milestones can also be set for individual characters based on their goals and the direction that the story takes from their perspective.

By removing experience points from the table, the milestone method also avoids the sometimes cumbersome process of determining how much XP to hand out to characters on a regular basis. However, when using this method the storyteller has to have some idea of where the story will likely go to be able to gauge what event could next be considered a milestone; if the time between milestones ends up being unusually long or short, characters may level up several times in short succession or fail to level up for an extended period of time regardless of how much they actually did during that time. Both of those scenarios are likely to cause problems for players; characters that level up rapidly can also gain access to all manner of new abilities faster than the player has time to get used to them, which in turn will make it more difficult for those players to manage their characters and slow down the game. On the other hand, if characters remain apparently static to the players for an extended period of time, those players can lose interest in them and turn their attention elsewhere. The storyteller should keep both of these scenarios in mind when planning ahead for the story to make sure that both the story and its characters will progress at an appropriate pace.

## 4.3 – Leveling Up

Upon leveling up, Okotan characters gain the following:

- one Skill Point
- one Feat
- a 1d6 + Resilience mod increase to their HP and max HP

In addition, if they have reached an even level, they also gain the following:

- +1 to one of their ability scores

After leveling up, a character's speed, armor class, ability mods, or proficiency mod may change per the formulas presented in Section 2.3, and their maximum HP may change further if they choose to increase their Resilience score on an even level. Players should review these numbers whenever their character levels up to ensure that they are still accurate. The skill point gained can be applied towards any skill, tool, or other proficiency, though it is often most appropriate and beneficial to apply them towards something the character regularly uses and could improve in. The same goes for the ability score increase. Also, remember that no skill can have more than two skill points invested in it (there is no level of proficiency beyond expertise) and that, for an Okotan character, no ability score can be higher than 12.

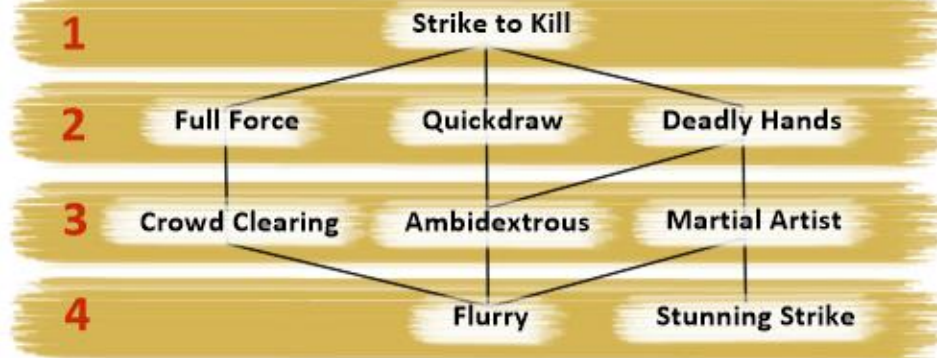
## 4.4 – Feats

Feats are individual boons that a character can choose one of every time they level up. Feats provide bonuses that make the character more powerful in a particular way, but without locking them into a 'class' as some systems are wont to do. Feats are organized into trees that are themed around a particular aspect of the game, such as melee or ranged combat, interacting with NPCs, or crafting new items, and they are organized into four tiers across which the feats connect. These connections represent prerequisites; in order to pick up a feat of tier two or further down the tree when leveling up, a character must have at least one of the feats that connects to it from the same tier or the tier above.

### Combat - Melee

The feats in the melee combat tree improve a character's ability to deal damage to foes in close-quarters combat through the use of melee weapons. The tree offers three different paths, each focused on feats that benefit a different fighting style: two-handing, dual-wielding, or unarmed and improvised weapon combat. More detailed descriptions of the feats themselves are listed below in alphabetical order.

## Combat-Melee



- **Ambidextrous:** You make no difference between which hand you're wielding a weapon with; both are equally effective, and you've learned to rapidly exploit momentary gaps in an opponent's defense opened up by your previous attacks. You can add your strength modifier to the damage dealt by off-hand attacks. In addition, if you have already hit your target with an attack earlier in your turn, your off-hand attack gains advantage.
- **Crowd Clearing:** Even when surrounded, you know how to present a danger to every foe around you. When wielding a melee weapon two-handedly, you can take the Crowd Clearing action, which allows you to make one melee weapon attack against every foe adjacent to you. You must make separate attack rolls for each target when you take this action.
- **Deadly Hands:** You've developed your skills in unarmed combat to deliver blows quickly and in exactly the right location for maximum effect. Your unarmed strikes have a base damage of 1d6, and you can use Agility as your attack ability for them instead of Strength.
- **Flurry:** You've learned to string attacks together to keep them coming faster and hitting harder. You may make two melee weapon attacks, rather than one, whenever you take the Attack action. These attacks do not need to share a target, and you can break them up by, for example, taking a bonus action or moving between them.
- **Full Force:** Wielding a weapon with both hands allows you to bring all the more to bear on your foes. When you hit a foe with a melee weapon attack and you are wielding the weapon with both hands, you may add 1d6 the attack's damage roll.
- **Martial Artist:** You're an accomplished martial artist who doesn't need a weapon to take a foe down; your bare hands will do just fine, and you need nothing but your reflexes to protect yourself while doing it. After hitting with an unarmed attack on your turn, you may use the Grapple or Shove actions as a bonus action on the target of the attack. If a foe moves out of melee range from you without taking the Disengage action, you may also use Grapple or Shove actions as a reaction. In addition, when not wearing armor, you can add your Cognition mod to your base AC score.
- **Quickdraw:** You need but an instant to be ready and armed if the need arises. You can draw any number of weapons simultaneously with a single bonus action, and can draw any number of weapons with the Sheathe feature simultaneously as a free action.



- **Strike to Kill:** You've got a solid idea of how to target a foe's weak spots, improving your chances of hitting them where it really hurts even in the chaos of melee combat. You do not gain disadvantage when making a targeted attack with a melee weapon.
- **Stunning Strike:** By targeting pressure points, you've learned to disorient your foes with successive blows. Whenever you score a critical hit with an unarmed attack, the target of the attack has to succeed on an Endurance check against your martial DC (see Section 5.3) or be stunned until the beginning of your next turn, as described in section 7.6.

## Combat – Ranged

The feats in the ranged combat tree improve a character's ability to deal damage to foes with ranged weapons. Like the melee combat tree, this one is subdivided into three main branches, corresponding to different ways to focus on using these weapons: close-range 'gunslinging,' long-range fire support (sniping), or 'headhunting' with slings.



- **Aimed Shot:** You've learned to quickly acquire and effectively target a foe's weak spots. You do not gain disadvantage when making a targeted attack with a ranged weapon.
- **Calculated Trajectory:** You know how to take any factors that might affect the flight path of a projectile into account, allowing you to hit targets from further away and more reliably. The effective and maximum ranges of all ranged weapons are doubled for you.
- **Chain Shot:** You've learned how to quickly acquire a new target after finishing up the last one. If you score a kill with an attack made through the Attack action, you can immediately make another ranged weapon attack against a different target as a bonus action.
- **Critical Impact:** You're an expert marksman who knows how to hit exactly the right spot for maximum damage, even with weapons that usually aren't thought of as terribly accurate. The crit range of any attack you make with a projectile(blunt) weapon is increased by 1.
- **Focus Point:** The impact of your heavy projectiles does more than physical damage. Any attacks you make with a projectile(blunt) weapon gain the Stun feature instead of the Disorient feature.
- **Killzone:** A series of rapid-fire attacks allow you to lock down an area, making movement through it very difficult for your enemies. If you don't move during your turn, you can use your main action to set up a killzone. A killzone is a cube-shaped volume, 15 feet (about 5 meters) on a side, centered



on a point within the effective range of your ranged weapon. When you set up a killzone, you may immediately make a ranged weapon attack against one creature in it. Up until the beginning of your next turn, whenever a creature moves into the killzone, you may make a ranged weapon attack against them. You may only attack each eligible creature once per round using this ability.

- **Marksman:** You only need to see part of a target in order to ensure a hit. You suffer no disadvantage from attacking targets in half or three-quarters cover. However, if you make a targeted attack, you still need a direct line of sight to the body part you are targeting.
- **Point-Blank:** You don't mind getting in close to ensure your shots land; very close, in fact. When making an attack with a weapon with the Range feature in melee combat, you do not gain disadvantage on the attack roll. If you hit with such an attack, you can add 1d6 to the weapon's damage roll.
- **Rapid Fire:** You've learned how to quickly acquire and engage targets. Whenever you take the Attack action, you can make two ranged weapon attacks rather than one. These attacks do not need to share a target, but you cannot break them up by using your movement or bonus actions between them.

## Crafting

The feats in the crafting tree allow characters to enhance items or manufacture them from raw materials more quickly and cheaply. Note that some of the feats in the tree are marked with an asterisk. This indicates that they are subject to additional prerequisites, which are explained under the individual feats' descriptions below. In addition, unlike other feat trees, this one has three level 1 feats. These can be picked up by any character on level-up without prerequisites.

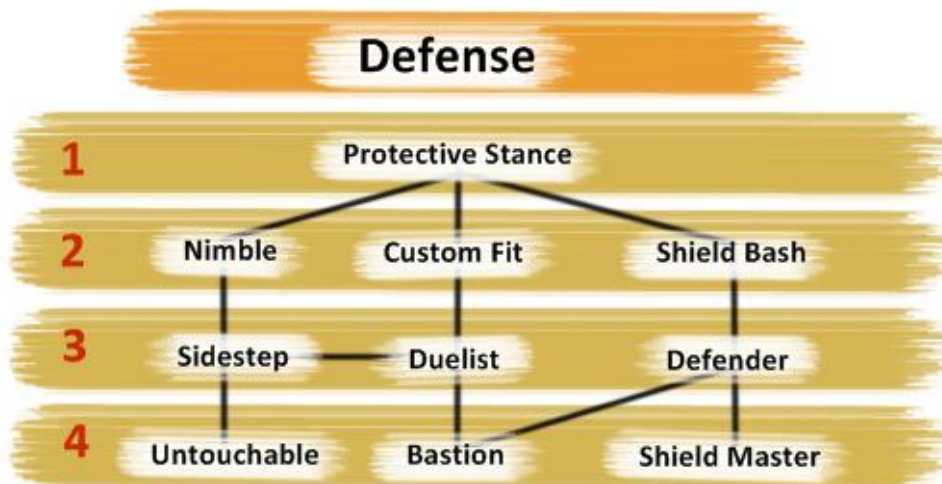


- **Armorer:** You've honed your skills in producing combat gear, allowing you to make and repair it more quickly and easily. You only need half the usual time and CW's worth of resources to create or repair a weapon, shield, or piece of armor. In addition, you gain one additional skill point that can be applied towards proficiency any weapon type or shields.
- **Engineer:** You've got a talent for creating and operating things that move. You only need to expend half the usual time and CW's worth of resources to craft a vehicle that isn't a mount. In addition, you gain advantage on Mechanics checks made to operate such vehicles.

- **Jeweler:** Your crafting skills apply to more than just crafting weapons and armor; smaller, much more intricate and therefore much more valuable objects fall into your purview as well. You only need to expend half the usual time and CW's worth of resources to create repair a piece of jewelry. In addition, you gain advantage on any checks made to discern the value of jewelry and gemstones.
- **Master Armorer:** Your unparalleled skills in producing weapons and mechanical devices enable you to craft the weapons of the Protectors. You can craft any of the items listed under "Special Equipment" in Section 5.3.
  - You must have expertise in the Crafting skill and both the Armorer and Engineer feats to take this feat.
- **Master Runesmith:** Your rune carving skills have advanced to the point where you are able to carve more runes and greater ones. Choose two lesser runes from Table 5.12 and two greater runes from Table 5.13 in Section 5.7. You can now inscribe these runes on weapons, shields, armor, and jewelry. You can learn additional greater runes the same way in which the Runecarver feat allows you to learn additional lesser runes, except in that learning a new greater rune requires two full days of study. In addition, you can now carve two runes into an object, rather than just one, though an object can only have one greater rune on it at any one time. The additional cost of carving the second rune is equal to what it would cost to carve that rune into a pre-existing object.
- **Maskmaker:** You have mastered the art of forging to the point where you are one of the few able to craft masks to a rune-capable standard. Chose six mask runes from Table 5.14 in Section 5.7. You can now inscribe these runes on the masks. In addition, you can learn additional mask runes the same way in which the Runecarver feat allows you to learn additional lesser runes, except in that learning a new mask rune requires three full days of study.
  - You must have expertise in the Crafting skill to be able to take this feat.
- **Mechanical Intuition:** You've developed a knack for figuring out the purpose of all manner of machinery. You gain advantage on Investigation and Mechanics checks made to figure out the purpose of runes and complex mechanisms.
- **Quality Control:** Your experience allows you to find and rectify potential problems before they occur, allowing you to engineer superior efficiency and reliability into the objects you create. Vehicles that you did at least a quarter of the crafting work on have 1.5 times their normal HP and can safely travel 1.25 times faster than normal. Tools that you crafted have double their normal useful life.
- **Rune Carver:** You have mastered the intricate art of inscribing runes into items to provide them with certain beneficial effects. Choose four lesser runes from Table 5.12 in Section 5.7. You can now inscribe these runes on weapons, shields, armor, and jewelry. You can learn additional lesser runes by studying texts on rune inscription or objects that have the runes inscribed on them; to learn a new rune, you must study the either the text providing information on the rune or the object on which the rune is inscribed for a full day. More information about runes and how they are used can be found in Section 5.7.
- **Runewielder:** Your experience in identifying or inscribing runes helps you to use them more effectively than most. You can always keep one lesser rune active until you deactivate it or until you are incapacitated, ignoring its normal duration. This rune does not count against the total number of runes that you can have active at any given time. In addition, you can keep two greater runes active at the same time instead of only one.

## Defense

The feats in the defense tree improve a character's ability to take or deflect attacks pointed either at them or their allies by making more effective use of armor, shields, and the Defend action and Dodge reaction.

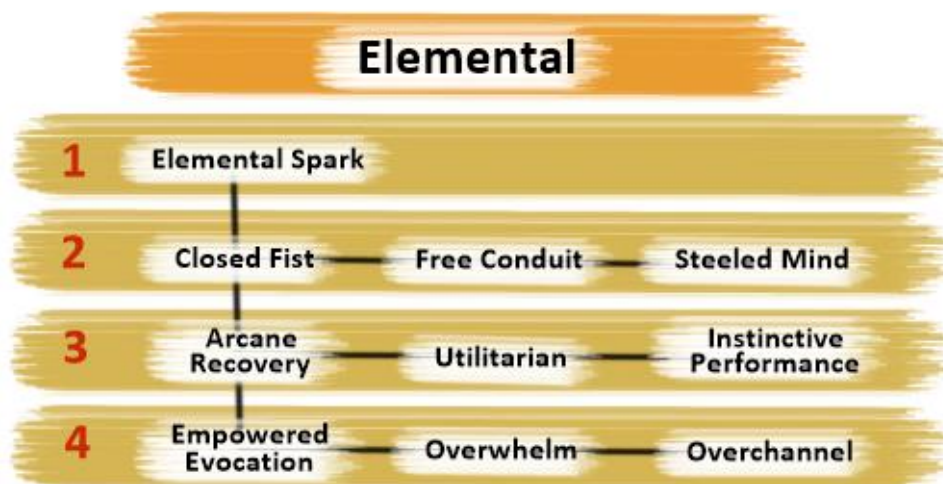


- **Bastion:** Your armor turns you into a living fortress that few weapons can make any real dents into. Once per round, if you are hit by a non-elemental attack on a body part that is protected with war-grade armor, you can halve the attack's damage against you.
- **Custom fit:** You know how to modify standard armor slightly to fit more snugly onto your body and reduce the size of the gaps that opponents can target. When wearing a full matching set of armor (cuirass, gauntlets, greaves, and a mask that are all of the same grade), you gain a +1 bonus to AC.
- **Defender:** You know how to use a shield to cover more than just yourself. Whenever you are wielding a shield and take the Defend action, you can choose one creature that is adjacent to you. Until the beginning of your next turn and while they remain adjacent to you, that creature gains a +1 bonus to AC and attacks made against them gain disadvantage.
- **Duelist:** You excel at reading your opponents' moves redirecting their attacks to your advantage. If you take the Defend action on your turn, you gain advantage on any parry checks you make until the beginning of your next turn. In addition, if you succeed on a parry check, you may immediately make a melee weapon attack against the creature that you parried an attack from as a free action.
- **Nimble:** Your natural agility and quick reflexes allow you to evade incoming attacks more easily than most, and you know how to knock foes off balance to make sure they don't hit back too quickly. You can use the Dodge reaction as a free action once per round. In addition, whenever you hit a creature with an attack on your turn, you do not provoke opportunity attacks from that creature until the beginning of your next turn.
- **Protective Stance:** You know how to position yourself to make the best use of what armor protection you have. When you take the Defend action, you gain a +1 bonus to your AC until the beginning of your next turn.
- **Shield Bash:** Your shield isn't just a defensive tool; its size and weight make it a potent weapon with a penchant for knocking your foes off-balance. When you make an attack with a shield (main or off-hand), you can immediately follow it up by using the Shove action as a free action.

- **Shield Master:** Your expertise in wielding your shield is such that you always guard yourself with it almost by instinct. When wielding any shield, you gain a +1 bonus to your AC. In addition, if you take the Defense action on your turn and you are wielding a shield larger than a buckler, you gain the benefits of the Cover feature until the beginning of your next turn if your shield did not already have it. If your shield already had the Cover feature, the amount of cover it provides increases by one level (from half to three-quarters or from three-quarters to full) until the beginning of your next turn if you take the Defense action.
- **Sidestep:** You know how to take advantage of any opportunity to maneuver about the battlefield to your advantage. Whenever you succeed on a Dodge check, you can immediately move to an unoccupied space up to five feet from your current location. This movement does not provoke opportunity attacks or trigger prepared actions from creatures hostile to you.
- **Untouchable:** You can bob and weave through the densest fray and still come out without a scratch. You can use the Dodge reaction as a free action up to a number of times equal to your proficiency mod on each round of combat. If you have the Nimble feat, this stacks onto the free Dodge reaction you already have.

## Elemental

The feats in the elemental tree allow characters to unlock and enhance their ability to manipulate the element of their type. For every feat that a character gains in the Elemental tree, they can pick one evocation technique that they meet the prerequisites for and become proficient in it. The techniques and their prerequisites are described in Section 8.3.



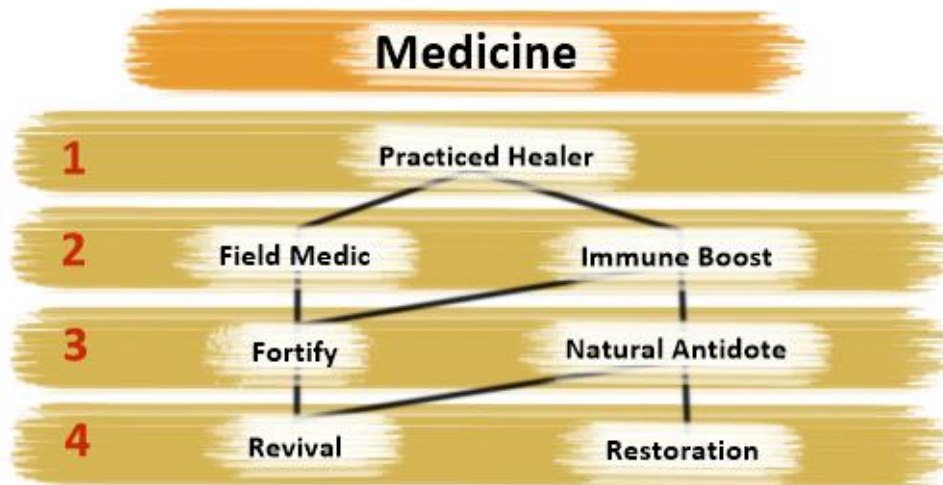
- **Arcane Recovery:** Your practice with evocations has strengthened your link to your element; you have developed a kind of elemental resilience, an ability to quickly replenish the energy you use to perform your evocations. Whenever you take a short rest as described in Section 6.7, you can recover up to a quarter of your total EP.
- **Closed Fist:** You have no need for the more intricate finger movements that many evocations normally require; you can channel your power through whatever is in your hand. You do not need a free hand to perform evocations, but you do still need to satisfy the need for an elemental focus as described in Section 8.2.

- **Elemental Spark:** Through training or natural talent, you have unlocked the ability to manipulate the elements of Okoto directly. You gain 10 Elemental Points (EP), which you can expend to perform evocations as described in Chapter 8. You will gain 10 more EP for every feat that you take from the Elemental tree, and you can never have more EP in total than ten times the number of feats that you have from the Elemental tree. Whenever you take a long rest, you can recover up to half your maximum EP.
- **Empowered Evocation:** Your extensive practice with evocations has led to you harnessing their damaging potential. Whenever you perform an evocation that inflicts damage on one or multiple creatures, you can add your Intelligence mod to any damage rolls that you make for it.
- **Free Conduit:** You have mastered the ability to channel elemental energy for an extended period of time with minimal effort, and you've learned to use whatever is available to you to the utmost. Maintaining evocations is always a free action for you. In addition, choose one element besides that of your own type; when performing an evocation, you can use that element as your element type rather than your own, provided you can meet the availability requirements of the evocation while doing so.
- **Instinctive Performance:** Your extensive experience in performing evocations has made some of the easier techniques mere child's play for you. You do not need to spend any EP to perform the Bolt technique, and you can halve the EP cost of any level 1 technique that you perform. The damage done by any technique whose cost you reduce through this feat is still calculated based on the technique's regular cost.
- **Overchannel:** You can control your element to such a degree that you can break through the normal limits of evocations, though not without a cost. Whenever you perform an evocation, you can spend twice its normal EP cost to perform an overchanneled version of the evocation. The additional EP spent to perform an overchanneled evocation does not count towards your EP limit for the round. Overchanneled evocations roll twice their normal number of damage dice if they inflict damage, and checks made by targets of these evocations to avoid or resist their effects gain disadvantage. You can perform an overchanneled evocation once per long rest without consequences. If you choose to perform an overchanneled evocation when you have already done so at least once since you last took a long rest, you take 1d6 damage for every 2 additional EP spent over the regular cost of the Evocation. Evocations that can be maintained for extended periods of time cease to be overchanneled whenever the wielder has to spend EP to maintain them, i.e. on the wielder's first turn after performing the evocation.
- **Overwhelm:** Your control of your element is tight enough to target weak points for damage even on creatures that normally resist your element. When dealing damage, your evocations ignore targets' resistance to their damage type, and targets who are normally immune to the damage type are considered to have resistance instead.
- **Steeled Mind:** Your practiced concentration on maintaining evocations is not easily broken. You gain advantage on Endurance checks made to maintain concentration on an evocation.
- **Utilitarian:** You know how to make efficient use of however much of your element is already available when you perform an evocation. Availability bonuses are doubled for you, though they still cannot reduce the cost of performing an evocation to zero.



## Medicine

The feats in the medicine tree improve a character's ability to heal wounds and repair damage on other living beings through improvements on the healing action and healing potions.



- **Field Medic:** You can administer aid quickly, and even under fire if necessary. You can use the Heal action as a bonus action.
- **Fortify:** You are able to use your healing expertise to accelerate the body's natural recovery from sustained stress. Whenever a creature benefits from one of your Healing checks during a long rest, they can lose one additional exhaustion point after the rest is complete.
- **Immune Boost:** Your healing potions do not just restore acute injury; they fortify the body against future threats as well. Any creature that drinks one of your healing potions gains advantage on Endurance checks until they take a long rest and only gain an exhaustion level for every two exhaustion points they gain until they take a long rest, rather than one.
- **Natural Antidote:** You mix natural antidotes into your healing potions. In addition to restoring a creature's HP, your healing potions also provide them with the benefits of an antidote potion.
- **Practiced Healer:** Your experience in medicine allows you to restore more health than average. Whenever you make a Healing check, the target regains additional health equal to the modifiers that you add to the check's base roll.
- **Restoration:** You've mastered brewing to a degree where your potions can stimulate a body's healing abilities well beyond their normal level. You can brew restoration potions. A restoration potion has a base cost equal to that of a superior healing potion. A creature that drinks a restoration potion regains 1d6 health at the beginning of each of its turns in combat and once every 5 minutes out of combat until the beginning of their next long rest. In addition, if they take a restoration potion each day for a week, they re-grow one lost arm, leg, tail, or wing.
- **Revival:** You know how to quickly cure debilitating conditions on the fly. Whenever you use the Heal action, in addition to restoring HP you can automatically resolve one of the following conditions if it is afflicting the target: blinded, burned, chilled, disoriented, paralyzed, poisoned, stunned, or unconscious.

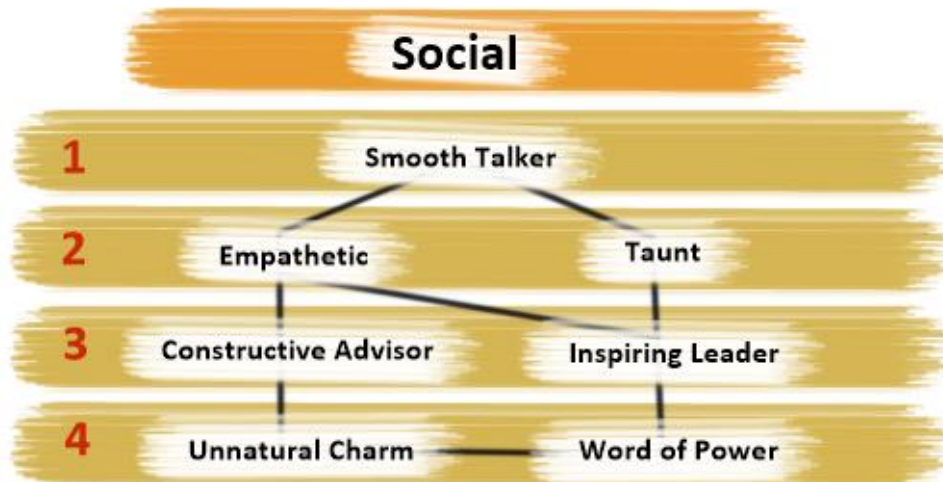
## Social

The feats in the social tree improve a character's ability to deal with other beings in social situations or negotiation, as well as providing leadership bonuses in combat. A number of feats in the social tree refer to a character's "Charisma DC" A character's Charisma DC is calculated as follows:

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$$\text{Charisma DC: } 7 + \text{Charisma mod} + \text{proficiency mod}$$

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- **Constructive Advisor:** Your good social standing means people respect your advice, and you know how to relay that advice quickly and effectively. You can use the Aid action as a bonus action in combat. In addition, you can use the Aid action out of combat to aid an allied creature that is attempting a check even if you are not considered proficient in that check.
- **Empathetic:** You know how to read other creature's actions down to even minute movements to discern their true intent and tailor your actions accordingly. You gain advantage on Insight checks. In addition, your Charisma score increases by 1, to a maximum of 12.
- **Inspiring Leader:** Your commanding presence steels the nerves of your companions. Any creature that is within thirty feet of you and that is allied to you gains advantage on Willpower checks. In addition, you know how to rouse your allies for a fight; if you anticipate combat to be imminent, you may spend a minute to inspire your companions. To do so, you must make an Intimidation or Negotiation check (your choice). All creatures allied to you that can see and hear you gain bonus HP equal the result of the check, which last either until lost due to damage taken or until an hour passes, whichever comes first.
- **Smooth Talker:** Your natural charm manifests in your ability to deal with other creatures in particular ways. When you take this feat, choose two Charisma-based skills; you gain advantage on checks made using those skills. This feat may be taken twice; if you take it second time, choose two different skills to gain advantage in in addition to the two you already have.
- **Taunt:** You know how to draw a hostile creature's attention for your allies' protection. On your turn, you can use the Taunt bonus action. When you use the Taunt bonus action, you select one creature that is hostile to you. That creature must make a Willpower check against your Charisma

DC. If it is considered frightened of you, it gains advantage on the check. If it fails, it must use its move action on its next turn to move as close to you as its movement will allow and use its main action to either attack you or to use the Dash action to close the distance between you and it.

- **Unnatural Charm:** Your practiced charisma is unparalleled. Your Charisma score and the maximum value that it can take (12 for Okotan characters) both increase by 2.
- **Word of Power:** You exude a natural authority that few can match. As an action, you can select one creature that can hear you and give it a one-word command. The creature must make a Willpower check against your charisma DC. If they fail, they must use their next turn follow the command to the best of their ability. Example commands include “drop,” which makes creatures drop an item that they are holding, “kneel,” which causes creatures to fall prone, and “run,” which causes them to move as far away from you as their movement allows on one turn. You can use this ability a number of times equal to your proficiency mod each day.

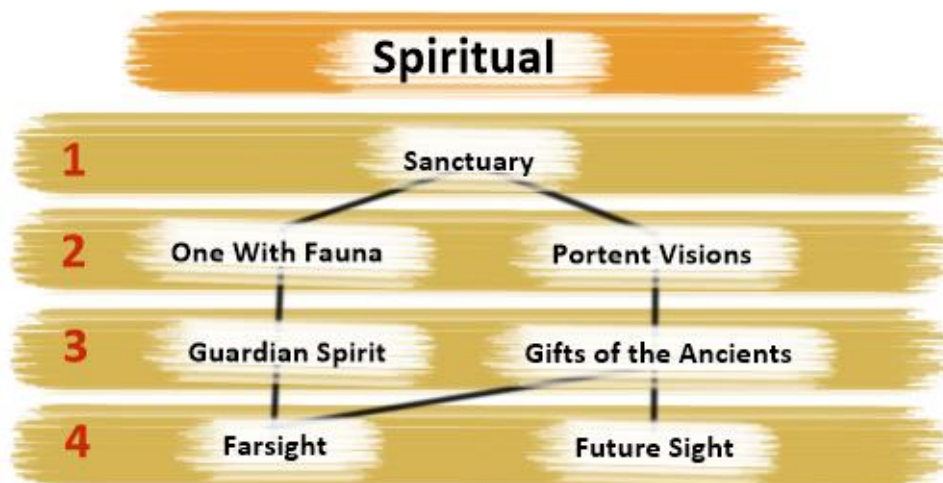
## Spiritual

The feats in the spiritual tree embody a character’s close connection to the spirit world beyond, invoking the spirits’ knowledge of the past to predict the future and to exercise unnatural influence over the creatures that live on Okoto. Those with a very strong connection often fulfill the role of shaman in a tribe. Several feats in the spiritual tree refer to a character’s “spirit DC.” A character’s spirit DC is calculated as follows:

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$$\text{spirit DC} = 7 + \text{Cognition mod} + \text{proficiency mod}$$

---



- **Farsight:** Present throughout all of Okoto, the ancient spirits can provide you with sight on places well beyond the range of your own senses. As a main action, you can name a place on or near Okoto. You get a vision of that location and what is happening there that lasts for up to five minutes. The vision includes sight, sound, and smell. While receiving the vision, you are unaware of your own surroundings. You don’t need to have been to a place yourself to use this ability to see it, but you must be able to describe which region it is in and roughly where within that region it is. For



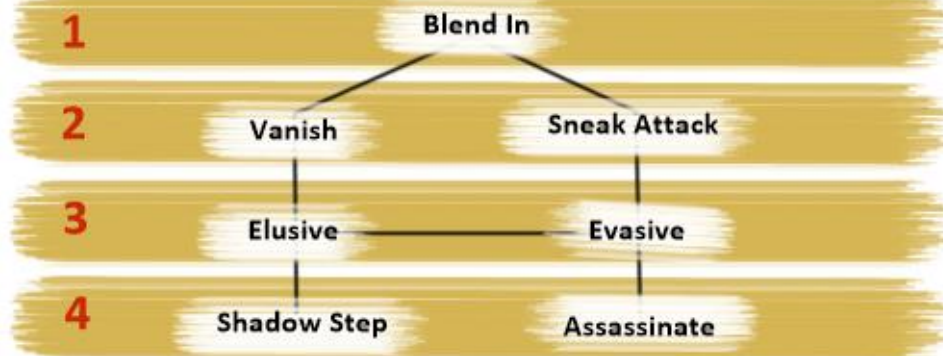
example, you could describe a place as being located on the coast of the Region of Fire. You can use this ability once per day.

- **Future Sight:** Your visions into the future have grown more potent, and you can see more than just your own future through them. You can roll an additional 2 dice for Portent Visions after taking a long rest. In addition, as a free action you can choose to expend those dice on checks made by any creature that you can see, not just your own.
- **Gifts of the Ancients:** Recognizing ancient objects is far easier with the help of those who made them; the ancient spirits carry much information about the past, and your connection with them allows you access to some of it. You gain advantage on any check you make to find, investigate, or decipher ancient ruins and texts.
- **Guardian Spirit:** The ancient spirits protect you even from the dangers posed by powerful manifestations of Okoto's elements. After taking a long rest, you can choose one element. A floating spark of a color associated with that element accompanies you, fueling a faint shroud that lasts until the next time when you take a long rest. While the shroud is active, you regain resistance to damage of its element's type, and creatures that hit you with a melee attack take 1d6 damage of that element's type in return.
- **One With Fauna:** The spirits of the past provide you with a strong connection to the natural world, and they can form a mystical bond between you and its residents. As a main action, you can touch a rahi that is not hostile to you to form a bond with it. The bond lasts for eight hours or until either you or the rahi falls unconscious, whichever comes first. While the bond is active, you gain advantage on all checks made to interact with the rahi, and it can communicate simple feelings and emotions back to you telepathically. In addition, you can use a main action perceive through the rahi's senses for up to a minute so long as it is within a mile of your location. While perceiving through a rahi's senses, you are unaware of your own surroundings. You can only use the sensing ability once per day, and can only be bonded to one rahi at a time.
- **Portent Visions:** The ancient spirits, in combination with your own senses and intuition, provide you with glimpses of your future. After taking a long rest, you can roll 4d6. Record the individual values of the dice. Whenever you make a check, you can use a free action expend one of these dice to replace the value of one of the dice rolled for the check with one of the saved values. You lose all unused values whenever you take another long rest.
- **Sanctuary:** The spirits of the past guard you and your allies as you rest. Whenever you take a long rest, you can spend ten minutes to set up a sanctuary. A sanctuary is circle on the ground with a diameter up to 50 feet, usually marked either by a line in the ground or by setting up a circle of stones. Any creatures friendly to you that rest within the circle regain an additional amount of HP equal to 2 times their level at the end of the long rest. In addition, creatures hostile to you must make a Willpower check against your spirit DC. If they fail, they must either turn back or take 3d6 damage as they proceed into the sanctuary.

## Stealth

The feats in the stealth tree allow a character to make more effective use of cover and concealment to disguise their presence from other creatures. They also provide bonuses when attacking another creature from a position of concealment. Many of these feats provide bonuses to using Stealth checks for hiding; for more information on hiding, see Sections 6.4 and 7.4.

# Stealth

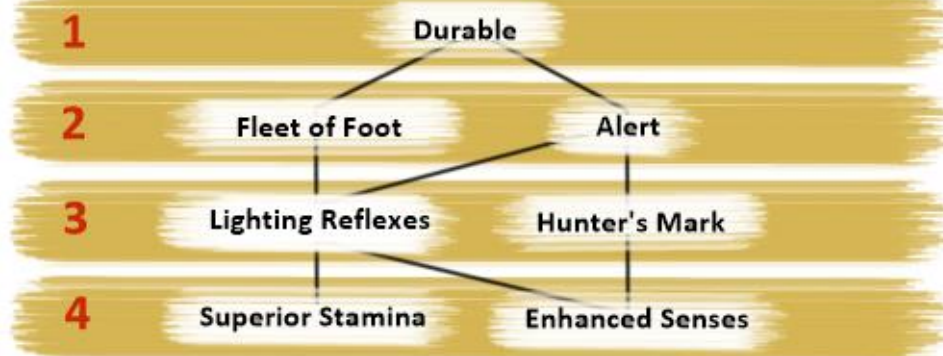


- **Assassinate:** You are exceptionally deadly when you get the drop on your foes. If you make an attack against a foe that you are considered hidden from in the first round of combat, your crit range is increased by 4 for that attack.
- **Blend in:** You know how to make the best use of whatever concealment is available, even if there isn't much to begin with. You can use a Stealth check to hide even if you are only in light concealment from a foe, and do not gain disadvantage on Stealth checks when attempting to hide or remain hidden due to only having light or heavy concealment to work with, as described in Section 6.4.
- **Elusive:** Even when under fire from you, foes will find it difficult to pin you down. You can use the Hide action as a bonus action on your turn. In addition, if you make a weapon attack against a creature that you are considered Hidden from and miss, you will not break concealment.
- **Evasive:** You're an exceptionally slippery foe to face. Your movement does not trigger reactions such as opportunity attacks or prepared actions from creatures hostile to you.
- **Shadow Step:** You've got an exceptional ability to move swiftly and silently through darkness and rough terrain. You gain a climbing and a swimming speed equal to your walking speed, and you can take the Dash action as a bonus action on your turn. In addition, you gain 60 feet of darkvision, or increase the range of your darkvision by 30 feet if you already had it.
- **Sneak Attack:** When foes are unaware of your position, it's all the easier to place your attack to make it do maximum damage. Whenever you hit with a weapon attack made against a foe that you are considered hidden from, you can add 2d6 to the attack's damage roll.
- **Vanish:** Motionless, you are all but invisible. You gain advantage on any Stealth check you make if you do not move during your turn.

## Survival

The feats in the survival tree allow a character to navigate wild territory, handle its dangers, and make use of natural resources more effectively.

# Survival



- **Alert:** As long as you're awake, you've always got a keen eye out for danger. You gain advantage on all initiative checks. In addition, as long as you are not incapacitated, you do not suffer disadvantage on initiative checks when you are surprised.
- **Durable:** A seasoned explorer of the wilderness, you know how to make a little go a long way. You only gain an exhaustion level whenever you gain two exhaustion points, rather than one. Exhaustion levels and points are described in Section 6.9.
- **Enhanced Senses:** You've developed a sixth sense for the presence of living creatures. You gain darkvision to a radius of 60 feet, or extend the range of your darkvision by 30 feet if you already had it. In addition, you gain blindsight out to a radius of 30 feet, as described in Section 6.4.
- **Fleet of Foot:** You know how to negotiate the most difficult terrain effectively. You can gain a swimming and climbing speed equal to your walking speed and can ignore movement penalties due to any difficult terrain.
- **Hunter's Mark:** An experienced hunter, you can attune your senses to a particular creature to ensure that they don't get away. As a bonus action, you can mark a creature that you can see within 120 feet of you as your quarry. The mark lasts until the creature dies or until an hour has passed, whichever comes first. Whenever you hit your quarry with a weapon attack, you can add 1d6 to the attack's damage roll. In addition, you have advantage on Survival checks made to track your quarry. You can only designate one quarry per day.
- **Lightning Reflexes:** You are experienced in dealing cliffs, pitfalls, and other natural hazards, as well as those deliberately placed by others. You have advantage on Observation and Investigation checks made to determine whether traps or environmental hazards are present in an area, and have resistance to damage done by traps and environmental hazards (falling objects, drowning, falling damage).
- **Superior Stamina:** Surviving on long trips away from civilization requires an ability to recover quickly from injuries and setbacks. Whenever you take a long rest, you can regain up to half your maximum HP. In addition, you have advantage on all Endurance checks.

# 5. Equipment

Equipment, or gear, encompasses any and all items that characters can carry with them and use. All equipment belongs to one of four major categories: combat equipment, tools, goods, and vehicles, each of which is detailed below along with some examples. All pieces of equipment have a basic price and weight associated with them. Combat equipment also comes with certain features that model how it functions. Tools are required for crafting, the rules for which are also described in this chapter. Goods are typically bulk amounts of common (or uncommon) items with a set value, useful for trading, while vehicles provide mobility in various ways. Combat Equipment, tools, and vehicles typically require proficiency to effectively operate. With the exception of tools, there is no 'expertise' level of proficiency for any piece of equipment. Two special types of items, potions and rune-inscribed items, are also described in this chapter.

## 5.1 – Currency and the Market

Before diving into the equipment lists, it is important to consider the system of currency by which the island of Okoto operates so the value of items can be accurately judged. The base unit of currency on Okoto is known as the common widget (CW). Physically, widgets are small coins that are stamped with a symbol of a legendary mask. However, most Okotans only use the common widget as a measurement of value rather than trading in quantities of the actual coins, ensuring that bartered items have equal value. Merchants and craftsmen do use the coins quite frequently as they are a common medium of exchange across tribes, and tribal leaders usually keep a village treasury in coin for trade with other villages.

Since about fifty common widgets, which are usually made from copper, weigh about a pound in total, it is pertinent for those storing or transporting large quantities to utilize a more valuable material like gold or silver, allowing them to hold more value per pound. Silver widgets are also known as superior widgets (SW) and have a value of ten common widgets each. Gold widgets are known as grand widgets (GW) and have a value of one hundred common widgets each. Though only rarely seen, platinum widgets do exist as the highest store of value around. They are known as exalted widgets (EW) and have a value of one thousand common widgets each. Though quantities smaller than a common widget are rarely traded in coin, there are coins made from alloys of less valuable materials known as lesser widgets (LW). The common widget is equal in value to ten lesser widgets.

All objects listed in the following sections can typically be bought for the value displayed and sold for half as much if the character uses the object between buying and selling it. However, what exactly is available to buy in a given market or shop and whether or not merchants are willing to purchase what a character can offer is generally up to the storyteller. Other than the guideline listed above, prices are up to the storyteller as well, though successful Negotiation checks on the part of a character can of course result in them getting better deals.

## 5.2 – Crafting and Repairing Items

Most pieces of equipment that Legends of Okoto is generally concerned with were crafted by someone at some point. It is therefore pertinent to consider the costs in time and common widgets that are typically required to craft or repair an item.

### Crafting

For craftsmen of all kinds, the following rule of thumb applies: for each hour spent crafting, progress equivalent to 1 CW is made and 5 LW's worth of material is expended. This means that, in a long working day, a craftsman can produce 10 CW's worth of items while expending 5 CW's worth of materials. Note that, in order to make this rate of progress, a character needs to be proficient in both the Crafting skill and the appropriate tools, if there are any. A character lacking proficiency in either only makes progress at half the rate listed above.

Some objects take longer than a day to make, which is reflected in their value. For example, a sword worth 20 CW would take two days for a single proficient smith to make. Crafting items often requires the use of specialized tools. Anything made of metal will probably require a forge and a set of smith's tools to create, while bows and crossbows require carving work to be completed. If a character does not have access to the proper tools, they cannot make any progress towards crafting an item that requires them.

If a character is attempting to craft an item, the storyteller may call on them to make a Crafting check with a DC based on the difficulty of crafting the item to determine whether or not any problems that would take additional time to solve arise along the way. Also, keep in mind that the progress rule is only a rule of thumb; depending on how intricate an item a character is trying to craft is and how high of a standard of quality they're trying to achieve, the storyteller may rule that it takes longer or shorter to craft than the cost of the item and the rule of thumb would indicate, with an appropriate adjustment to the material cost.

Crafting a special weapon can only be done by characters with the Master Armorer feat unless the weapon's description says otherwise. The cost of crafting a special weapon is listed in their description. Special weapons can have runes inscribed on them to enhance their performance unless certain features prevent it.

### Wear and Repairs

Tools tend to wear out through extended use, while weapons, armor, and shields regularly need to be patched up to ensure they retain their full effectiveness. In Legends of Okoto, armor and weapon wear are left to be taken care of as needed by the players, since keeping track of each individual hit a character takes or receives and with what weapon and armor pieces they take the hits is a cumbersome process. Sometimes, the storyteller might rule that a critical fail on an attack roll or a critical hit on the part of an enemy damages a weapon, a piece of armor, or a shield to the point where it will require repairs and impose a penalty on the item's performance until the requisite repairs are made. One such possible penalty is to consider the item to be of the grade below what it was created at for the purpose of damage calculation (weapons), parrying and blocking attacks (shields) or AC bonus (armor), but the exact modifications to what features the item has while damaged are up to the

storyteller to decide. For artisan's tools, wear and tear is simpler to model. When created new, artisan's tools have a useful life of 500 CW, meaning that they can be used to craft 500 CW's worth of items before requiring repairs.

Repairing an item requires a time and resource investment equal to half the original cost of crafting the item, along with appropriate tools for the job. For example, repairing a 20 CW sword would take 10 hours, 5 CW's worth of materials, and the use of a set of smith's tools and a forge. Items can be partially patched up if the resources or time to fully repair them are not available, in which case the 'life' regained for artisans' tools is proportionally equal to what fraction of time or resources were required to fix it completely. For example, if a 12 CW saw was down to half its useful life (250 CW), repairing it fully would cost 3 CW, 1.5 hours, and 1.5 CW (15 LW)'s worth of materials. As with crafting an item, the storyteller can require a Crafting check to be made, the result of which can affect the time and resources required as the storyteller sees fit.

### 5.3 – Combat Equipment

While combat equipment doesn't show up regularly in the lives of most Okotans, when the need to defend the people arises, it inevitably comes into play. Combat equipment consists of three primary groups: weapons, armor, and shields, and comes in three grades, or levels of quality: improvised, basic and war-grade. The grades reflect how well constructed, effective, and therefore how costly the equipment is to make; what this means for weapons, armor, and shields individually is explained below.

Unlike other types of equipment, instead of having a cost listed, weapons and pieces of armor have cost factors. The actual cost of a weapon or piece of armor is found by multiplying the cost factor of its grade with the cost factor of its type.

#### Combat Equipment Proficiency

In order to be considered proficient in wielding a weapon or shield, a character must have a skill point invested in that weapon or shield, or in that weapon's type or shields in general, respectively. There is no expertise level of proficiency for combat equipment. Special weapons do not belong to any other weapon type, and proficiency in wielding them must be acquired on a per-weapon basis.

#### Combat Equipment Grades

The quality and effectiveness of combat equipment is measured in grades, of which there are three: improvised, basic, and war-grade. For weapons, shields, and armor, these grades affect their damage dice, blocking abilities, and AC bonus, respectively, as well as their cost and weight. Both weapons and shields, proficiency is required for the wielder to be able to add their proficiency modifier to checks made with them regardless of the grade of the weapon or shield. Table 5.1 lists the base damage (for weapons), AC bonus (for armor), and cost and weight factors for combat equipment of each grade.

Table 5.1 – Combat Equipment Grades

Grade	Base Damage (weapons)	AC Bonus (armor)	Cost Factor	Weight Factor
Improvised	1d6	1	0*	1
Basic	2d6	2	2	2
War	3d6	5	5	4



\* This cost factor only applies if the armor is scavenged from scraps or already available materials. Since lots of items can be used as improvised combat equipment, the cost of those items would apply if a character has to purchase the items to use them as armor.

- **Improvised:** Improvised combat equipment is made or adapted from whatever is available, and therefore they are a diverse category. Many tools and natural objects can be used as improvised weapons; small knives are improvised edged weapons, rocks are improvised blunt weapons, and so forth. Improvised armor is often just particularly thick clothing or hides draped over a character's body. Planks of wood and other reasonably solid, flat objects can be held up as an improvised shield. If cobbled together from scraps, improvised gear costs only time to produce.
- **Basic:** Basic combat equipment is designed to do damage and/or offer a decent amount of protection without costing as much as full war-grade equipment does. The weapons, armor, and shields of most village guards are usually of basic, and certain tools made to hack down plants or deliver harsh blows in their day-to-day use can also be used as basic weapons. For example, a machete can be used as a basic weapon, and so can a sledgehammer provided that the wielder is using both hands to wield it. Basic shields are typically made of wood with a metal rim, and basic armor is often made of hardened leather with some metal inserts in vital areas.
- **War-Grade:** War-grade equipment is purpose-built to fight dangerous creatures and, if need be, other similarly-armed Okotans and as such is of the highest available quality. War-grade weapons are almost universally made of steel, while war-grade armor and shields are made of metal plates, chain mail, and in rare cases large pieces of bone. All war-grade equipment is expensive to manufacture and hence only wealthy characters can usually get a hold of it. War-grade equipment is also particularly heavy and difficult to wield, imposing significant penalties on characters trying to do so without having the requisite strength. War-grade equipment has a minimum Strength score requirement of 9. Any character that fails to meet this requirement is subject to the following penalties depending on what piece of equipment they are using:
  - *For Weapons:* A character that fails to meet the strength requirement for wielding a war-grade weapon gains disadvantage on attack rolls made with the weapon. In addition, the weapon's base damage is 1d6 for them instead of 3d6.
  - *For Armor:* A character who fails to meet the strength requirement while wearing war-grade armor gains disadvantage on Strength- and Agility-based checks while wearing the armor. In addition, they gain one exhaustion point for every ten turns they spend in combat and for every hour that they spend out of combat wearing the armor.
  - *For Shields:* A character who fails to meet the Strength score requirement while wielding a war-grade shield gains disadvantage on all block and parry checks that they make using the shield.

## Weapons

Simply put, a weapon is anything used to damage another creature or thing. Weapons are a varied group, since almost anything can technically be used to cause damage, but they can be grouped into five basic types according to how exactly they do that damage. For weapons, the grade determines



how many dice you roll for the damage they inflict on a hit. Table 5.1: Weapon grades gives the Base Cost, Damage Dice, and weight factor of each weapon grade.

- **Unarmed Attacks:** Unarmed attacks are made without any held weapon. An unarmed attack is a special type of attack that a character can make by taking the Attack action if they have a free limb available, i.e. an empty hand for punching or a foot for kicking. Rather than utilizing damage dice, unarmed attacks always do 1 base damage and are considered blunt melee weapon attacks. Since they are effectively a grade below improvised weapons, they do not get the Stun feature. Unarmed attacks can also be made as off-hand attacks as described in Section 7.2, meaning that anytime a character takes the Attack action and has their bonus action available, they can opt to use it for an unarmed strike by attempting to kick the target, or to punch them if they have a hand free. All characters are considered proficient in using unarmed strikes.

Table 5.2: Weapon Types gives the attack ability, cost factor, and weight factor of each weapon type. More detailed descriptions and examples of the weapon types are given below, along with what features weapons of that type have. The features are described in section 5.3.4.

Weapon Type	Attack Ability	Cost Factor	Weight Factor
Blunt	Strength	4	5
Edged	Agility	8	2
Polearm	Strength	8	5
Projectile(Pierce)	Cognition	5	3
Projectile(Blunt)	Agility	1	1

- **Blunt Weapons:** The simplest and most reliable method of doing damage is to simply hit something hard enough; this is the philosophy that blunt weapons represent. Clubs, hammers, maces, heavy axes, and bare fists all belong in the blunt category, as do most improvised weapons when wielded in melee. Blunt weapons use Strength as their attack ability, which makes them typically high-damage weapons, but they offer no real defensive options; they're too heavy or clumsy to effectively parry with. However, they are usually quite cheap to get. All blunt weapons get the Stun feature, and war-grade blunt weapons get the Heavy feature.
- **Edged:** Relying more on technique to do damage than other types of weapons, edged weapons include basically all knives and swords. Due to the finesse required in wielding them effectively, they use Agility for attack rolls, which typically gives them a lower damage output or makes them less accurate than blunt weapons or polearms. However, edged weapons can be drawn quickly and allow the user to parry incoming blows in ways that larger, heavier, and therefore clumsier weapons can't. All edged weapons get the Sheathe feature, and basic and war-grade edged weapons get the Parry(1) feature as well.
- **Polearms:** If hitting something is good, why not make sure you can do it from further away? Polearms are weapons that consist of a long shaft with a damaging component equipped on one or both ends. This can as simple as a spear or javelin's sharpened point, or as complex as a halberd's head assembly. Improvised polearms are usually long sticks or rods of some kind.

Polearms use Strength as their attack ability, which makes them high-damage weapons, but they tend to work best when wielded with two hands. Due to the variety of weapons that fall into this group, a polearm can have either the Reach or Thrown feature; which one it has is decided upon the weapon's first appearance. Thrown is more appropriate for lighter polearms like spears and javelins while Reach works best for heavier polearms like halberds and glaives. Ultimately, which of the two features a polearm has is up to the storyteller's discretion. In addition, all polearms have the Parry(2) feature and war-grade polearms get the Heavy feature.

- **Projectile(Pierce):** Offering the longest range of all weapon groups, projectile(pierce) weapons of basic-grade and higher are usually bows of varying quality. Improvised projectile(pierce) weapons basically involve throwing something sharp at the enemy, like a small knife or a dart. Since they require keen senses to aim accurately, projectile(pierce) weapons' attack rolls are based on Cognition. All basic and war-grade projectile(pierce) weapons have the Ammo and Two-handed features. In addition, basic projectile(pierce) weapons have the Range(10) feature and war-grade projectile(pierce) weapons have the Range(15) feature. Improvised projectile(pierce) weapons only have the Thrown feature.
- **Projectile(Blunt):** Projectile(blunt) weapons trade some of the range of projectile(pierce) weapons for more damage and the ability to disorient their targets. Slingshots and slings are basic and war-grade projectile(blunt) weapons, respectively, while anyone can pick up and throw a rock as an improvised version. They are universally very cheap to acquire, as is their ammunition. They don't require quite as careful an aim to score an effective hit, but they are not inherently very accurate and use Agility for their attack rolls. All basic and war-grade projectile(blunt) weapons have the Ammo, Disorient, and Two-handed features. In addition, basic projectile(blunt) weapons get the Range(2) and war-grade projectile(blunt) weapons have the Range(4) feature. Improvised projectile(blunt) weapons only have the Thrown feature.

### Example Weapons

Since the rules for weapon damage and features are geared more towards giving players a balanced framework to create their own weapons in than towards providing a quick-and-dirty list of weapons that are available, they may prove cumbersome to work with in the middle of a game. For that purpose, Table 5.4 provides some example weapons along with their type, grade, cost, damage dice, and features to serve as a quick reference.

Table 5.3 – Example Weapons

Weapon	Type	Grade	Cost (CW)	Weight (lbs)	Dmg. Dice	Features
Axe	Blunt	Basic	8	6	2d6	Stun
Club	Blunt	Basic	8	6	2d6	Stun
Halberd	Polearm	War	40	20	3d6	Parry(2), Reach, Heavy
Heavy Sling	Projectile (Blunt)	War	5	4	3d6	Ammo, Disorient, Range(4), Two-Handed
Javelin	Polearm	Basic	16	10	2d6	Parry(2), Thrown
Longbow	Projectile (Pierce)	War	25	12	3d6	Ammo, Range(15), Two-Handed
Longsword	Edged	War	30	8	3d6	Parry(1), Sheathe
Maul	Blunt	War	20	12	3d6	Stun, Heavy

Shortbow	Projectile (Pierce)	Basic	10	6	2d6	Ammo, Range(10), Two-Handed
Shortsword	Edged	Basic	12	4	2d6	Parry(1), Sheathe
Slingshot	Projectile (Blunt)	Basic	2	2	2d6	Ammo, Disorient, Range(2), Two-Handed
Spear	Polearm	Basic	16	10	2d6	Parry(2), Reach

## Armor

While the average Okotan villager doesn't have much need for additional protective gear, adventurers and those who regularly tackle the dangers that the island has to offer often feel differently. Like weapons, armor comes in three grades: improvised, basic, and war-grade. In rough terms, an armor's grade is determined by what it's made of. Table 5.3: Armor Grades gives the AC bonus provided to a character wearing a certain grade of armor, along with the Strength requirement, cost, and examples of what kinds of armor each grade represents. In addition, armor sets are composed of three main pieces: a cuirass (breastplate), gauntlets (gloves and arm protection), and greaves (boots and leg protection), each of which provides an AC bonus to their respective body parts. Details about the individual pieces of armor can be found in Table 5.4.

- **Overall AC:** Since various armor pieces AC bonus to different body parts, it is important to recognize which AC to use whenever an attack is made. Normally, an attack roll is made against the target's overall AC, which is its base AC plus whatever bonus the armor on their torso, the cuirass, conveys to them. The AC of the limbs or head is only used when a creature makes a targeted attack against one of those body parts.

Armor Piece	Cost Factor (CW)	Weight Factor (lb)
Mask	12	1
Cuirass	15	4
Gauntlets	10	2
Greaves	8	3

- **Cuirass:** Covering the torso and providing protection for the shoulders and hips, a cuirass is the largest and most expensive piece of a suit of armor on Okoto. However, since it provides protection against all attacks that are not targeted to the limbs or head, it is also arguably the most important one. War-grade cuirasses have the Heavy feature.
- **Gauntlets:** Typically offering protection from the hand up to just past the elbow, gauntlets give an AC bonus against targeted attacks on the arms. Though the finger parts are intricate, they are not quite as expensive as masks. War-grade Gauntlets have the Heavy Feature.
- **Greaves:** Offering protection from the foot up to just past the knee, greaves are slightly less complex than gauntlets and give an AC bonus against targeted attacks on the legs. War-grade greaves have the Heavy feature.
- **Masks:** Okotan masks are considered sacred and often inscribed, created only by the most skilled smiths, who then become known as mask makers. Okotans wear a mask at all times,

often personalizing it by painting patterns and symbols on it to make themselves easily recognizable. Masks also offer protection to the head; by default, normal Okotan masks count as basic armor for the head, which means that in effect the AC of the head of an otherwise unarmored Okotan will be 3 higher than the AC of rest of their body. Specially reinforced masks can be crafted that count as war-grade armor for the head. Crafting masks obeys the same rule as crafting other armor, except in that the character doing the crafting must have the Mask Maker feat.

## Shields

The best defensive tool in the business is the shield. Dodging is great, and parrying it with a sword or spear sure has its benefits, but nothing shuts down an attacker like putting a thick chunk of wood, bone, or metal between you and them. Shields, like weapons and armor, come in three grades: improvised, basic, and war-grade, with each one offering greater benefits than the last. War-grade shields are heavier and far more difficult to wield effectively than basic or improvised shields, and therefore require a minimum Strength score to use. If a character wielding the shield fails to meet this requirement, the shield is considered an improvised shield for them. Anyone can pick up a shield, but all shields up to war-grade require a user to have at least one skill point invested in shields in order to be considered proficient in wielding them.

All shields have the Parry(1) feature. In addition, all shields of basic grade or higher can be used as blunt weapons of the grade below; basic and war-grade shields can be used as improvised and basic blunt weapons, respectively, though one must have made a skill point invested in shields in order to be considered proficient in such attacks. Shields cannot benefit from bonuses for being wielded in two hands.

Shield	Cost Factor(CW)	Weight Factor (lb)
Buckler	1	1
Round	2	3
Kite	4	5
Tower	5	7

- **Buckler:** Bucklers are small, circular shields primarily used in to parry melee attacks. Improvised bucklers have the Parry\*(1) feature; the asterisk indicates that parry checks with them are made at disadvantage. Basic and war-grade bucklers have the Parry(1) feature. Bucklers can be also be used as blunt weapons of the grade below: basic bucklers can be used as improvised blunt weapons and war-grade bucklers can be used as basic blunt weapons.
- **Round Shield:** Round shields are larger than bucklers and simple to construct. Unlike bucklers, they can be used with some effect to block ranged attacks, though larger shields are still preferable for that. All round shields get the Block feature. In addition, improvised round shields get the Parry\*(1) feature and basic and war-grade round shields get the Parry(1) feature. Round shields can be used as blunt weapons of the grade below: basic round shields can be used as improvised blunt weapons and war-grade round shields can be used as basic blunt weapons.

- **Kite Shield:** Kite shields look like round shields but are slightly larger and feature an extension along the user's arm, allowing them to better protect the wielder from ranged attacks, including elemental ones, but at the expense of being heavier and clumsier to wield. All kite shields have the Block(e) feature. In addition, improvised kite shields get the Parry\*(1) feature while basic and war-grade kite shields get the Parry(1) and Cover(½) features. War-grade kite shields can be used as improvised blunt weapons.
- **Tower Shield:** Tower shields very large and heavy, prioritizing protection over all else. A person hunkered down behind a good tower shield is nigh-invulnerable to attacks from range, making them valuable tools in a siege. All tower shields have the Block and Heavy features and can be used as improvised blunt weapons. In addition, improvised tower shields have the Parry\*(1) and Cover (½) features, basic tower shields have the Parry(1) and Cover(½) features, and war-grade tower shields have the Parry(1) and Cover(¾) features.

### Combat Equipment Features

Combat equipment features are particular traits a weapon or shield has as a result of its construction. What features a weapon or shield has is determined by its grade and type, as described under Tables 5.2, 5.3, and 5.4. Some of the features listed below are not given to any weapon types as standard, but can be acquired through inscribing the objects with runes as described in Section 5.7.

Several weapon features refer to a user's "martial DC," which typically shows up when a weapon attack has a chance to inflict additional conditions besides HP damage. A character's martial DC is calculated as follows:

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$$\text{martial DC: } 7 + (\text{weapon's attack ability}) + (\text{proficiency mod if proficient})$$


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- **Ammo:** This feature indicates that a weapon requires separate ammunition to use. In order to make an attack with this weapon, you must have an appropriate piece of ammunition available. The piece of ammunition is consumed by the attack, though the storyteller may rule that, after an engagement, some pieces of ammunition are recoverable. What types of ammunition is appropriate depends on what kind of weapon it is, but broadly speaking, Projectile-Pierce weapons require bolts or arrows while Projectile-Blunt weapons require smooth stones or similar small, solid objects.
- **Animated:** Animated objects gain a hover speed of 20ft. As a bonus action on their turn, the user of an animated object can command the animated object to move and, if possible, attack a target within its range. The object then flies into melee range of the target and uses an ability score mod of 3 and the user's proficiency mod for the attack roll. It does its normal base damage on a hit, and all normal features of the object apply. If the animated object has the parry and/or block features and is within 20 feet of the user, the user recall the object to them as part of their reaction to perform a Block or Parry check, using an ability score mod of 3 and the user's proficiency mod for the check. Animated objects have an AC of 14 and HP equal to four times the user's level. When an animated object's HP drops to zero, it loses the Animated feature.

- **Automated:** An automated weapon can load ammunition and fire on its own. An automated weapon's user does not need to use their hands to fire an automated weapon, but the weapon does need to be fixed to something, like a tripod stand or the user's armor. As a bonus action on their turn, the user can command the automated weapon make an attack against a target within its range. The automated weapon fires once provided ammunition is available and it can physically be turned to aim at the target. An automated object uses an ability score mod of 3 and its user's proficiency for the attack roll. It does its normal base damage on a hit, and its weapon type's normal weapon features apply. Automated objects have an AC of 8 and an HP of four times the user's level. When an automated object's HP drops to zero, it loses the Automated feature.
- **Block:** This feature is what allows shields to block incoming ranged weapon attacks. As a reaction, when you're hit with a ranged weapon attack while wielding a shield, you can try to block the hit by making a Block check against the attack roll. The Block check is an Agility-based check, and you can add your proficiency modifier to a Block check if you are considered proficient in wielding shields. If you succeed on the check, you reduce the damage of the incoming attack to zero. For higher grade shields, this feature is accompanied by the letter "e," which indicates that a user of such a shield may use this feature to attempt to block ranged elemental attacks in addition to ranged weapon attacks.
- **Cover(x):** A shield with the Cover feature provides a natural protection from ranged attacks due to its size. This feature is always accompanied by one of the following values in place of x:  $\frac{1}{2}$ ,  $\frac{3}{4}$ , or 1. The value represents the degree of cover that the shield provides to its wielder if the wielder has it equipped:  $\frac{1}{2}$  for half cover,  $\frac{3}{4}$  for three-quarters cover, and 1 for full cover.
- **Disorient:** A weapon with the Disorient feature has the capability to disorient enemies with a good hit. You can choose to use this feature when you score a critical hit with a weapon that has it. When you choose to use this feature, the target of the attack must make an Endurance check against your martial DC. If they fail, they are disoriented until the start of your next turn. For basic and war-grade weapons, you can use this feature when you roll 11 or higher and 10 or higher before adding modifiers, respectively, even if those rolls do not fall within your crit range for the attack.
- **Heavy:** A weapon, piece of armor or shield with this feature is particularly heavy owing to its construction. Characters wearing or carrying a weapon, piece of armor or shield with the Heavy feature gain disadvantage on Athletics checks made to swim. Weapons with the Heavy feature gain disadvantage on attack rolls if the wielder is wielding them in one hand. Gauntlets and greaves with the heavy feature improve the base damage of a character's unarmed kicking or punching strikes to 1d6 when worn.
- **Light:** A weapon, shield, or piece of armor with the Light feature does not require a character to meet a Strength score requirement to avoid penalties in wielding it regardless of its grade.
- **Parry(x):** This feature allows a weapon (or shield) to be used to try and block or deflect an incoming blow. As a reaction, when you're hit with a melee attack, you can try to parry the hit by making a Parry check against the attacker's attack roll. The Parry check is a Strength-based check, and you can add your proficiency modifier to a Parry check if you are considered proficient in wielding the weapon that you are attempting to parry with. If you succeed on the check, you reduce the damage from the incoming attack to zero. This feature is always accompanied by a number: a "1" indicates

that this feature can be used regardless of whether you're wielding the weapon in one or two hands, while a "2" signifies that you can only use it if you're wielding the weapon with two hands. For improvised shields, this feature is accompanied by an asterisk, "\*", which indicates that any Parry check made with such a shield is made at disadvantage.

- **Range(x):** A weapon with the Range(x) feature can be used to attack from a distance. Any target within such a weapon's range and within sight of the user can be attacked using a weapon with this feature. The optimal range of a weapon with the Range(x) feature is calculated as follows:

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$$\text{Optimal Weapon Range (in feet)} = (\text{user's strength score}) * (x)$$

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A weapon with the Range(x) feature also has a maximum range, which is twice its effective range. An attack roll made with a weapon with this feature against a target between the weapon's effective and maximum range gains disadvantage. In addition, attacks made in melee range with weapons with the Range feature are made at disadvantage, due to the difficulty of aiming these weapons in the chaos of melee combat.

- **Reach:** This feature allows a weapon to make a melee attack from a longer distance than usual. When you use your action to make a melee attack with a weapon that has this feature, you can opt to make it a reach attack. With a reach attack, you can hit targets up to ten feet away, rather than five. However, a reach attack gains disadvantage unless you're wielding the weapon with two hands.
- **Sheathe:** This feature allows a weapon that has it to be drawn as a bonus action instead of as a main action.
- **Stun:** A good hit from a weapon (or shield) with this feature has the capacity to temporarily stun an opponent. You can use this feature whenever you roll a critical hit with a weapon that has it. When you choose to use this feature, the target of the attack must make an Endurance check against your martial DC. If they fail, they are stunned until the start of your next turn. For basic and war-grade weapons, you can use this feature when you roll 11 or higher and 10 or higher before adding modifiers, respectively, even if those rolls do not fall within your crit range for the attack.
- **Thrown:** A weapon with the Thrown feature can be thrown to attack targets that are beyond melee range. A weapon with this feature has an effective and maximum range: the effective range in feet is three times the user's Strength score, while the maximum range is twice the effective range. The user of a thrown weapon can make an attack against any creature within the weapon's maximum range. Attacks made using a thrown weapon at targets between the weapon's effective and maximum range gain disadvantage.
- **Two-Handed:** Any attacks made with a weapon with the Two-Handed feature require the attacker to wield the weapon with two hands. Weapons with this feature can only add the user's Strength modifier once, not twice, to the damage roll to calculate the total damage done by their attacks in spite of being wielded with two hands.



## Special Weapons

While most weapons armor, and shields can be easily described as a combination of weapon types or armor types and a quality grade, there are some special weapons on Okoto that require a section of their own. They belong to the protectors, the foremost guardians of each tribe. Most of the time, tribes only have one protector, as the title, equipment, and the sacred masks are passed down either through family or through apprenticeship if the protector does not have a family member up to the task of becoming the new protector. Only in times of great peril do more protectors arise, but even they only gain the title as an honorary measure for as long as the tribe needs the additional defense. In addition, only experienced maskmakers and master armorers are capable of crafting or repairing the equipment the protectors wield.

The special weapons listed below are only those that are traditionally wielded by the protectors of various elements, but they are not exclusive to each element; it is possible to craft versions of each for other elements by simply changing the element specified in the weapon's Elemental feature and changing its name as appropriate. For example, crafting an air elemental flame bow with the Element(Water) feature will produce a water elemental flame bow, and crafting an Ice saw with the Elemental(Jungle) feature will produce a Jungle Saw.

- **Air Elemental Flame Bow:** An extensively modified elemental blaster that is highly accurate and can fire projectiles over a long distance. The air elemental flame bow has the following features: Blaster(3d6)(150), Brace, Elemental(Jungle), and Two-Handed. The air elemental Flame Bow has a base cost of 1000 CW.
- **Elemental Fire Blaster:** A basic version of the elemental blaster, capable of dispatching foes and lighting campfires. The elemental fire blaster has the following features: Automated, Blaster(2d6)(60), Elemental(Fire), and Rapid-Fire(2). The Elemental Fire Blaster has a base cost of 500 CW.
- **Elemental Ice Blaster:** A basic version of the elemental blaster powered by frost and capable of freezing targets in place. The elemental ice blaster has the following features: Automated, Blaster(2d6)(60), Elemental(Ice), and Rapid-Fire(2). The elemental fire blaster has a base cost of 500 CW.
- **Elemental Sandstone Blaster:** A melee weapon that can deliver a lot of damage at close range with a sand blast. The elemental sandstone blaster has the following features: Blaster(4d6)(15), Elemental(Stone), and Two-Handed. It can also be used as a war-grade polearm weapon. The elemental sandstone blaster has a base cost of 1000 CW.
- **Elemental Torpedo Blaster:** A version of the basic elemental blaster that is optimized for underwater use. The elemental torpedo blaster has the following features: Blaster(2d6)(60), Elemental(Water), Submarine, and Rapid-Fire(2). The elemental torpedo blaster has a base cost of 750 CW.
- **Flame Sword:** A slashing melee weapon powered by the element of Fire. The flame sword is a war-grade edged weapon inscribed with both the Fire Attack and Sharpness runes. Since this weapon's special abilities come courtesy of runes rather than features, you do not need to have the Master Armorer feat to be able to craft it. The flame sword has a base cost of 250 CW.

- **Ice Saw:** A razor-edged, rapidly rotating shield that can both block attacks and dish out a lot of damage. The ice saw can be used as a war-grade shield and as a basic-grade edged weapon that gains the Elemental(Ice) and Shredder features in addition to its normal weapon features. The ice saw has a base cost of 500 CW.
- **Icicle Blade:** A stabbing melee weapon powered by the element of Ice. The icicle blade is a war-grade edged weapon inscribed with both the Ice Attack and Impact runes. Since this weapon's special abilities come courtesy of runes rather than features, you do not need to have the Master Armorer feat to be able to craft it. The icicle blade has a base cost of 250 CW.
- **Rapid Shooter:** A blaster that is optimized for firing a lot of projectiles very quickly. A rapid shooter gains the following features: Automated, Blaster(1d6)(30), Elemental(Earth), and Rapid-Fire(4). The rapid shooter has a base cost of 500 CW.
- **Star Drill:** An unbreakable tool capable of drilling through anything and inflicting major damage as a weapon. The star drill is a war-grade blunt weapon that gains the Shredder feature in addition to the normal features of its weapon type and is inscribed with the Earth Attack rune. The star drill has a base cost of 500 CW.
- **Throwing Knives:** Small, disposable but well-crafted knives able to be thrown at targets for significant damage. The throwing knife is a basic edged weapon that gains the Thrown feature in addition to the normal features of its weapon type. The throwing knives have a base cost of 25 CW and do not require a character to have the Master Armorer feat to craft them.
- **Turbines:** A backpack-like contraption with powered turbines used for underwater movement. A creature equipped with turbines gains a swimming speed of 30ft, or increases its swimming speed by 30ft if it already had one. The turbines have a base cost of 250 CW.

### Special Weapon Features

A number of special weapons have weapon features that are not typically seen on mundane weapons. These features are listed below.

- **Brace:** Attacks made through the Attack action with this weapon gain advantage if the user does not move during their turn.
- **Blaster(damage dice)(x):** A weapon with the Blaster feature can be used to make a weapon attack from a distance. Any target within such a weapon's range and within sight of the user can be attacked using a weapon with this feature. The number represented by x is the weapon's optimal range in feet. A weapon with the Blaster feature also has a maximum range, which is twice its effective range. An attack roll made with a weapon with this feature against a target between the weapon's effective and maximum range gains disadvantage. The number of dice specified by 'damage dice' in the title is the weapon's base damage. Weapons with the Blaster feature always add the user's Cognition modifier to the damage they do with each attack, and they cannot have runes inscribed on them.
- **Elemental(element):** Whenever a user makes a weapon attack with a weapon with the Elemental feature, they can choose to make it an elemental weapon attack. Elemental weapon attacks do damage of the type specified in the parentheses of this feature and the gain offensive feature of that element.

- **Rapid-Fire(x)**: A weapon with the Rapid-Fire feature can be used to make multiple attacks for each attack that the user could ordinarily make when taking the Attack action. The user rolls separate attack rolls for each attack and adds the appropriate modifiers to the damage of each attack separately. The attacks do not need to share a target, but they cannot be broken up by, for example, taking a bonus action or moving between them.
- **Shredder**: Whenever a weapon with this feature scores a critical hit, the target's AC is reduced by 1. If target has only natural armor, this reduction lasts until the end of its next long rest. If the target was wearing armor, the reduction applies to the AC bonus of the piece of armor that got hit. If this reduces the AC bonus of the piece of armor to zero, it is destroyed. On pieces of armor, this reduction lasts until enough time and resources are expended to repair it. Weapons with the Shredder feature cannot have runes inscribed on them.
- **Submarine**: A weapon with this feature suffers no penalty from being used underwater.

## 5.4 – Tools

Featuring prominently in most Okotans' lives, tools encompass all pieces of equipment that they regularly use in doing their jobs. Tools generally come in kits but can also be purchased individually. Table 5.6 provides a list of basic tool kits. The most important items of a tool kit are listed under 'notable contents', but these do not necessarily make up the full kit; tracking all the smaller items also included will rarely be significant and can be discussed between the players and the storyteller as needed. Items that can be used as weapons are marked with an asterisk. Tool kits that can be used to craft new items are known as artisan's tool kits and are listed in Table 5.7. Note that artisan's tool kits are often more suited to crafting in a workshop than on the road due to them including not particularly mobile items such as cauldrons and anvils. Depending on the complexity of the items you're trying to craft, the storyteller can rule that not everything an artisan's tool kit is required to craft it. All individual tools and other significant items are listed with their cost and weight in Table 5.8.

Table 5.6 – Tool Kits

Item	Cost (CW)	Weight (lb)	Notable Contents
Archeologist's Kit	66	13	ink, magnifying glass, notebook, pen, shovel*, trenching hoe*
Astronomer's Kit	66	9.5	10 sheets of parchment, compass, ink, pen, quarterstaff*, sextant
Entertainer's Pack	19 + instrument	8.5 + instrument	10 candles, clothes(costume), dyes, knife*, musical instrument, sowing kit
Explorer's Pack	26	28	10 pitons, 100 feet of rope, hammer*, ink, machete*, notebook, pen
Fisherman's Gear	5	6.5	bucket, fishing tackle*, knife*
Guard's Gear	6 + weapon and armor	11.5 + weapon and armor	a weapon, shield, and cuirass (all basic grade), banner, handcuffs, knife*, whetstone
Herder's Pack	9	9.5	basic grade projectile(blunt) weapon, knife*, pouch with 10 bullets, quarterstaff*, whip*
Hunter's Pack	26	29.5	20 arrows*, basic grade projectile(pierce) weapon, hunting trap, knife*, quiver
Merchant's Pack	80 + trade good	223.5 + trade good	cart with mahi, chest, knife*, magnifying glass, scales, standard quantity of 1 trade good
Miner's Kit	25	19	bucket, lantern, lightstone, pickaxe*, shovel*
Sailor's Pack	10.5	27.5	100 feet of rope, belaying pin*, block and tackle, knife*
Travel Pack	19	41	10 candles, 10 days of rations, backpack, bedroll, knife*, lantern, mess kit, quarterstaff*, tinderbox, waterskin
Thieves' Pack	10	20.5	5 lockpicks, 50 feet of rope, crowbar*, grappling hook, knife*

Table 5.7 – Artisan's Tool Kits

Item	Cost (CW)	Weight (lb)	Contents
Brewing Kit	159.5	120	10 vials, 5 flasks, cauldron, component pouch with 100 CW's worth of ingredients, pot, stirring spoon*, tinderbox
Carpenter's Tools	24	63	50 feet of rope, 50 nails, block and tackle, hammer*, ladder, saw*, sledgehammer*, woodcutter's axe*
Carver's Tools	14.5	46	10 pitons, 50 feet of rope, chisel, hammer*, ladder, pickaxe*
Farmer's Tools	33	228	bucket, cart with mahi, scythe*, sickle*, shovel*, trenching hoe*
Jeweler's Tools	80	3.5	10 candles, inscription kit, knife, magnifying glass, matches
Smith's Tools	212.1	174	anvil, bellows, hammer*, leather apron, sledgehammer*, tongs, whetstone

Table 5.8 – Tools

Item	Cost (CW)	Weight (lb)	Item	Cost (CW)	Weight (lb)
Abacus	2	2	Lock	10	1
Anvil	200	150	Lockpick	.2	.1
Arrow*	.1	.1	Machete*	5	2
Backpack	2	5	Magnifying Glass	50	-
Banner	5	5	Matches	1	-
Barrel	2	70	Medicine Kit	10	5
Basket	.2	2	Mess Kit	.5	1
Bedroll	1	7	Mirror	5	.5
Belaying Pin*	.5	2	Musical Instrument	See Table 5.8B	
Bellows	5	5	Nail	.1	.1
Blanket	.5	3	Notebook	10	1
Block and Tackle	3	5	Oil (flask)	.5	.5
Bolt*	.1	.2	Paper (1 sheet)	.2	-
Book	20	3	Parchment(1 sheet)	.1	-
Bottle, Glass	2	2	Pen	.2	-
Bowl	.2	.5	Pickaxe*	5	10
Bucket	1	2	Piton	.5	.2
Bullet	.1	.1	Pot	2	10
Caltrop	.1	.2	Quiver	1	1
Candle	.1	.1	Quarterstaff*	1	8
Cauldron	20	100	Rations (1 day)	.5	2
Chest	5	20	Rope (50ft)	2	10
Chisel	.5	1	Saw*	5	2
Clothes	See Table 5.8A		Scales	5	3
Compass	10	.5	Scythe*	7	10
Component Pouch	25	2	Sextant	50	1
Crowbar*	2	5	Shovel*	2	5
Dyes	10	2	Sickle*	3	4
Fishing Tackle*	1	4	Sledgehammer*	2	10
Flask	.2	1	Sowing Kit	3	1
Grappling Hook	2	4	Spyglass	500	1
Hammer*	1	3	Stirring Spoon*	1	2
Handcuffs	2	5	Tent (2-person)*	5	20
Hourglass	20	1	Tinderbox	.5	1
Hunting Trap	10	20	Tongs	2	1
Ink (10 oz. bottle)	5	-	Torch	.1	1
Inscription Kit	25	2	Trenching Hoe*	3	7
Knife*	3	.5	Vial	1	-
Ladder (10ft)	1	20	Waterskin	2	5 (if full)
Lantern	7	1	Whetstone	.1	1
Leather Apron	2	4	Whip*	2	1
Lightstone	10	1	Woodcutter's Axe*	5	8

## Individual Tool List

Listed below are all the tools from Table 5.8 with a short description of their appearance and how they are used.

- **Abacus**: An abacus is a set of beads that can be moved back and forth on a rack to perform calculations.
- **Anvil**: An anvil is a heavy, solid metal block with a drawn-out spike on one end that is used by blacksmiths as a base to shape pieces of metal into tools, weapons, or armor.
- **Arrow**: Arrows are thin wooden rods, sharpened or fitted with a pointed piece of metal at one end and fletching on the other. Arrows are used as ammunition for projectile(pierce) weapons, and can be used as improvised edged weapons on their own.
- **Backpack**: A fabric bag fitted with straps and sometimes additional reinforcements that can be worn over the back to carry items without occupying a person's hands. A backpack can carry up to 30 lbs. worth of gear that occupies on more than a cubic foot in volume.
- **Banner**: A large flag typically planted on a tower or prominent location to claim it. Banners are usually colored according to and adorned with the symbol of a particular tribe, city, or village.
- **Barrel**: A barrel is a large, cylindrical, water-tight container commonly used to store large quantities of liquids or perishables. Barrels can hold up to 40 gallons of liquid or 6 cubic feet of solid material.
- **Basket**: Baskets are small containers with handles used to carry things around. Baskets can hold up to two cubic feet or 40 pounds of gear.
- **Bedroll**: A thin mattress or sleeping bag that can be rolled up and fixed to a backpack for traveling.
- **Belaying Pin**: A wooden rod used to secure rigging on ships. A belaying pin can be used as an improvised blunt weapon.
- **Bellows**: Bellows consist of a leather pouch wedged between two hinged pieces of wood. The pouch has a nozzle near the hinge. The bellows can be 'pumped' to propel air onto a fire, causing the fire to flare up and greatly rise in temperature.
- **Blanket**: A thick piece of fabric around four feet in length on one end and five feet on another, blankets are used to keep people or things warm by trapping heat.
- **Block and Tackle**: A set of two pulleys with hooks and a rope, a block and tackle can be attached to a solid object like a roof or tree branch to allow a character to lift up to four times their usual carry limit.
- **Bolt**: Bolts are heavy-duty arrows that typically lack fletching, still used as ammunition for projectile(pierce) weapons. When firing a bolt, a projectile(pierce) weapon has its effective and maximum ranges halved but does 1d6 extra damage on a hit. Bolts can also be used on their own as improvised edged weapons.
- **Bowl**: A small, open-topped container able to hold a small amount of liquid. Bowls are used to serve soup and can be used to brew potions on a small scale; up to one potion can be brewed in a bowl at a time.
- **Bucket**: A bucket is a wooden or metal container with handle used to carry items. A bucket can hold up to 3 gallons of liquid or any number of items that fit in a similar volume.
- **Bullet**: Bullets are small, smooth stones used as ammunition for slings and slingshots.

- **Caltrop:** A caltrop is composed of four or more spikes that are welded together at the center. When thrown on the ground, this arrangement ensures that there is always at least one spike facing up. Caltrops deal 1d6 damage to creatures that step on them for every five feet of caltrop-covered ground that those creatures traverse. Creatures can avoid this damage by treating the caltrop-covered ground as difficult terrain.
- **Candle:** A candle is a waxen rod containing a wick that can burn for an extended period of time to produce light. When lit, candles can burn for up to four hours and shed bright light over a radius of 15ft and dim light over an additional 15ft.
- **Cauldron:** A cauldron is a large iron or stone pot used to boil up to ten gallons' worth of liquid at a time. Cauldrons are used in the brewing of potions on a large scale; up to 10 identical potions at a time can be brewed in a cauldron if the requisite ingredients are available.
- **Chest:** A chest is a wooden box with metal fittings that can hold up to 10 cubic feet or 250 lb of materials. Most chests have handles that allow multiple people to carry it together.
- **Chisel:** A metal rod flattened at one end to concentrate the impact of a hammer on the other end over a very small area. Chisels are used with hammers to carve ice, stone, and other brittle materials.
- **Clothes:** Clothes are worn sparingly on Okoto, mostly to keep warm, for protection, or to indicate a certain status or profession. Various types of clothing, along with their cost and weight, are listed in table 5.8A.

Table 5.8A – Clothes

Clothing Type	Cost (CW)	Weight (lb)
Basic	.5	3
Costume	2	4
Fine	5	6
Robes	3	5
Travelers'	1	4

- **Compass:** A compass is a magnetized needle that always points in a specific direction, making it useful as a reference for navigation.
- **Component Pouch:** A component pouch is a leather pouch with many small compartments used to house spices and other ingredients to brew potions. A component pouch can hold up to 200 CW's worth of ingredients at a time.
- **Crowbar:** A crowbar is a metal rod, curved and flattened at one end and meant to be inserted between a door or window and their frame to provide the wielder with leverage to pry them open. Crowbars grant advantage to Athletics checks made to open parts of a structure by force. Crowbars can be used as improvised blunt weapons.
- **Dyes:** Colorful pigments used to decorate masks and armor or to paint pictures and signs. Dyes usually come in a small case with separate compartments for up to six colors that can be mixed in the lid to create new ones.
- **Fishing Tackle:** Fishing tackle consists of a long wooden rod, a line, cork bobbers, hooks, metal sinkers, and a lure. The wooden rod can be used as an improvised polearm weapon.



- **Flask:** A small, watertight container that can be closed with a cap and holds up to a pint of liquid. Potions are typically stored in flasks.
- **Grappling Hook:** A set of three or four hooks forged together and fitted with a ring on one end to tie a rope to. Grappling hooks can be thrown onto buildings, clifftops, or other elevated locations where they can catch on protruding objects and provide an anchor for the rope.
- **Hammer:** A hammer consists of a rock or chunk of metal that has been flattened on one side and affixed to a handle, increasing their hitting power compared to just holding the rock or piece of metal in the hand. Hammers can be used as improvised blunt weapons.
- **Handcuffs:** Hinged metal rings attached together with a chain. The rings can be closed and locked around a person's wrists or anything else small enough to fit in them. Breaking handcuffs requires a successful DC 12 Athletics check.
- **Hourglass:** An hourglass is a glass tube that is strongly necked at its center and capped at both ends. It is filled with enough sand to nearly reach the neck when it is standing upright, and when turned over will slowly allow the sand to spill through. It takes exactly an hour for all the sand to spill through, making the hourglass a useful timekeeping device.
- **Hunting Trap:** A hunting trap consists of a set of toothed metal plates that snap together when a plate between them is pressed, trapping whatever pressed the plate between them. A spring holds the plates together, and creatures caught by a hunting trap must pass a DC 11 Athletics check to try and break free. The hunting trap comes with a chain that can be tied to a tree or other large object to ensure the caught creature cannot escape with the trap.
- **Ink:** Ink is a dark liquid that dries quickly when applied to parchment or paper with a pen. Ink usually comes in up to 10 oz. bottles.
- **Inscription kit:** An inscription kit is a set of very small tools used for intricate forging and carving to create jewelry and inscribe runes on other items.
- **Knife:** A small metal blade, typically used for cutting small objects or food. Knives can be used as improvised edged weapons.
- **Ladder (10ft):** A ladder is a set of wooden steps or rungs fitted between two longer poles and can be set up against a tree, wall, or other vertical surface to allow characters to climb up there. Ladders are priced according to length; a 20ft ladder costs twice as much as a 10ft ladder.
- **Lantern:** A lantern is a thin metal casing that incorporates mesh or glass panes meant to enclose a candle and make it easier to carry. Lanterns can also be used to house a lightstone. Lanterns have handles or a metal ring on their top to be carried by.
- **Leather Apron:** A thick leather apron used by smiths to protect their bodies from red-hot sparks and metal fragments when working on a piece. A leather apron counts as an improvised cuirass when worn.
- **Lightstone:** A type of crystal that constantly gives off a warm, yellow light, commonly mined in the Region of Earth. Lightstones always shed bright light over a radius of 20 feet and dim light for an additional 20 feet unless they are covered with an opaque material.
- **Lock:** A lock is an intricate device that uses a set of bolts or other mechanism to hold things together unless the bolts are pushed in a particular way. Locks require a key that pushes the bolts in this way to open, though a lockpick can be used to replicate the effect of the key with a

successful Sleight of Hand check. The DC of such a check is determined by the storyteller based on how difficult they believe the lock would be to pick.

- **Lockpick:** A piece of metal drawn out into a thin, hooked rod on one end that can be used to maneuver the bolts of a lock in such a way that the lock will open without its key.
- **Machete:** A metal blade usually around a foot long with a simple handle. Normally used to hack apart dense vegetation to make passage easier. Machetes can be used as basic edged weapons.
- **Magnifying Glass:** A curved lens mounted on a handle. Used to inspect items closely to determine their quality or value and to provide a better view when doing very intricate work.
- **Matches:** Small pieces of wood coated at one end with a highly flammable material, matches are struck by rubbing them against an abrasive material and can light candles, torches, or larger fires. Matches typically come in a set of 50 in a small box.
- **Medicine Kit:** A medicine kit is a small wooden chest that contains bandages, rubbing alcohol, a needle and thread for stitching wounds, and various herbal remedies to numb pain. It can be used with Healing checks to increase the amount of HP a character can recover from the checks. A medicine kit has up to 10 charges; each time it is used for a healing check, one charge is expended. Characters can recover charges by gathering more ingredients for the kit through a Nature check and purchasing bandages. The DC of such a check, the cost of bandages, and the number of charges recovered are all up to the storyteller. For more information on medicine kits and healing checks, see Section 6.7. The medicine kit also has compartments for up to 100 CW's worth of potion ingredients.
- **Mess Kit:** A set of two metal or wooden bowls, one with a handle attached, that lock together and hold a set of utensils. Can be used for preparing and eating food.
- **Musical Instrument:** Musical instruments are used in performances and festivals to make music. Table 5.8B lists several examples of musical instruments, though you're free to work with your storyteller to come up with different ones.

Table 5.8B – Musical Instruments

Instrument	Cost (CW)	Weight (lb)
Drum	6	3
Flute	2	1
Gong	10	5
Guitar	30	2
Harp	50	20
Horn	3	2

- **Mirror:** A mirror is a flat metal plate covered by a thin pane of glass, a combination that allows it to very accurately reflect light.
- **Nail:** Small metal rods tipped with a flattened head on one end and a sharp point on the other end, nails can be used with a hammer to fix wooden planks together. Nails typically come in sets of 50.
- **Notebook:** A bunch of small pieces of paper or parchment bound together, portable enough to carry and take down notes in.

- **Oil:** Oil is a thick liquid that ignites easily and typically comes in 1-pint clay casks. It can be used to lubricate machinery or to intensify a fire. A cask filled with oil can be thrown on the ground to spill oil everywhere; if used in this way, it will cover a square up to 10 feet on a side with oil. Creatures attempting to traverse the slick, oil-covered ground must succeed on a DC 11 Acrobatics check or lose the rest of their movement for the turn and fall prone in the oil-covered area. Creatures covered in oil gain vulnerability to Fire damage until they take a minute to wash or wipe it off.
- **Paper:** An alternative to parchment, paper is made from plant fibers tightly pressed together and dried to make a thin, opaque sheet. Books and scrolls can both be made with paper.
- **Parchment:** Animal hide that has been scraped, dried, and treated under tension to become a thin, flexible, and opaque material suitable for writing on. Parchment sheets are typically about 2 square feet in area, though larger ones are made to be turned into scrolls.
- **Pen:** A small, concave piece of metal able to contain a small volume of ink that is fixed to the end of a thin rod. The metal is equipped with a point down which ink flows to gradually discharge it over paper, parchment, or other material.
- **Pickaxe:** A curved piece of metal that tapers towards one end attached to a long handle, pickaxes can be used to break up large chunks of ice, stone, or other brittle materials. A pickaxe can be used as an improvised blunt weapon.
- **Piton:** Pitons are metal rods that taper towards one end and are meant to be hammered into the ground to provide a solid foothold or anchor to tie a rope to.
- **Pot:** A pot is a metal container often used to boil up to a gallon of liquid to prepare food, sanitize water, or brew potions. Up to 3 identical potions can be brewed at a time in a pot.
- **Quiver:** A leather pouch with strap typically worn over the back meant to hold arrows, bolts, or in rare cases, javelins. A quiver can hold up to 20 bolts or arrows or five javelins.
- **Quarterstaff:** A long, straight pole often used by travelers as a walking stick, support for a knapsack, or as a weapon. When wielded with two hands, a quarterstaff can be used as a basic polearm weapon.
- **Rations:** Cooked, pickled and/or dried food that will not spoil over at least a week of traveling. Ration quantities are measured in how many days they will be able to feed an Okotan for.
- **Rope:** Made from woven strands of flexible plant matter, rope can be used to tie things together, make lassos, and for climbing.
- **Saw:** A heavily toothed, thin blade for cutting wood. A saw can be used as an improvised edged weapon.
- **Scales:** Two bowls attached with string to a lever arm. Scales can be used to determine the comparative weight of items.
- **Scythe:** A curved blade mounted on the end of a shaft, scythes are used to cut down crops during a harvest. When wielded with both hands, a scythe can be used as an improvised polearm weapon.
- **Sextant:** A sextant is a navigation instrument fitted with two lenses, one of which can be rotated. When looking into the sextant, a person can adjust the angle of the second lens to bring two different objects into view, such as the horizon line and a star up above. Markings on

the curved bar along which the rotating lens moves then tell the angle between the two objects, allowing positions to be calculated from them through trigonometry.

- **Shovel:** A wide, flat metal plate fitted to the end of a shaft that can be pushed into the ground and then used to lever earth out of the way, producing a hole. Shovels can be used as improvised blunt weapons.
- **Sickle:** A sickle is a long, curved blade with a handle, used to cut down plants during harvest. A sickle can be used as a basic edged weapon.
- **Sledgehammer:** A larger version of the hammer meant to be wielded in both hands and often used in construction or demolition of structures. When wielded with two hands, a sledgehammer can be used as a basic blunt weapon.
- **Sowing Kit:** Containing a needle, thread, and a small pair of scissors, a sowing kit can be used to repair clothes and costumes or, if materials are available, make new ones.
- **Spyglass:** A spyglass is a set of adjustable lenses mounted in a (typically telescoping) tube that can magnify far away objects.
- **Stirring Spoon:** An exceptionally large wooden or metal spoon used to stir liquid in a cauldron. A stirring spoon can be used as an improvised blunt weapon.
- **Tent (2-Person):** A set of canvas sheets and poles that can be set up as a makeshift roof with a front and back wall to shield people inside from the elements. A tent can provide shelter to two Okotans at a time. Creatures inside the tent do not gain exhaustion points due to excessively high or low temperatures outside. The poles can be used as improvised blunt weapons.
- **Tinderbox:** A small container that holds flint, fire steel, and tinder for the purpose of starting fires. Using this to start a fire typically takes around a minute, but can be quicker if the material you're trying to light is particularly flammable.
- **Tongs:** Tongs look like large scissors with the blades replaced by curved metal rods. Tongs are used to grab and move things that are too hot or otherwise unsuitable for handling without tools.
- **Torch:** Torches are sticks coated with tar or other flammable materials at one end and are sometimes used to light outdoor areas. When lit, torches burn for up to an hour and shed bright light over a radius of 30 feet and dim light for an additional 30 feet.
- **Trenching Hoe:** A wide, slightly curved metal plate fitted to the end of a long shaft and perpendicular to the length of the shaft. Trenching hoes are used in a raking motion to dig trenches in the ground. When wielded with both hands, trenching hoes can be used as basic polearm weapons.
- **Vial:** A cylindrical glass container small enough to be closed with a piece of cork. Vials are used to store and inspect small samples of liquids.
- **Waterskin:** A leather sack that can hold up to half a gallon of liquid, typically water.
- **Whetstone:** A whetstone is an abrasive stone with a flat side that can be used to sharpen blades.
- **Whip:** A whip is a long leather lash with a handle that can deliver painful strikes from a distance, often used to drive animals. A whip can be used as an improvised blunt weapon; a wielder can make melee weapon attacks with it against targets up to 10 feet away.

- **Woodcutter's Axe:** A blade and heavy weight affixed to the end of a wooden shaft, a woodcutter's axe can be used to chop down trees. When wielded with two hands, it can also be used as a basic blunt weapon.

## 5.5 – Trade Goods

Trade goods are raw materials or crafted items that are often traded in large quantities. They are the raw material required to craft items and the key objects of the merchant's trade. Typically, the prices of trade goods are given per a certain unit of measurement; metal has a cost per unit weight, wooden planks per unit of length, and cloths and silks per unit of area. Table 5.9 provides examples of several trade goods. A special type of trade good is livestock; living rahi kept by farmers and herders. Table 5.10 provides examples of various rahi commonly seen as livestock and their typical price for an individual rahi. More information about the livestock can be found in the Travelers' Guide.

Table 5.9 – Trade Goods

Item	Standard Qty.	Cost (CW)	Weight (lb)
Canvas	1 square yard	1	.05
Flour	1 lb.	.2	1
Gold	1 ingot	5,000	10
Iron	1 ingot	1	10
Linen	1 square yard	5	.025
Lumber	1 stack	5	500
Platinum	1 ingot	25,000	5
Ruki	1	.2	5
Salt	1 lb.	.5	1
Silver	1 ingot	500	10
Spices	1 ounce	1	.06
Wheat	1 lb.	.1	1

Table 5.10 – Livestock

Item	Cost (CW)	Weight (lb)
Boorig	2	300
Mahi	1	125
Okoto Mukau	5	700
Palooku	.2	5

## 5.6 – Mounts and Vehicles

While traveling on foot is a fine way to get about most Okotan towns and cities, for traveling longer distances it is advisable to get a hold of a mount or vehicle. Vehicles can be either land-based, water-based, or air-based, and typically require a Mechanics check to operate safely. Rahi mounts require Beast Handling checks to ride. Tables 5.11A through 5.11D provide examples of various mounts and vehicles, their cost, and their carrying capacity. By comparison, typical walking speed is about 3 mph. Equipment needed to ride certain mounts is also listed in Table 5.11A. More information about the mounts can be found in the Travelers' Guide.

Table 5.11A – Mounts

Item	Cost (CW)	Speed (mph)	Weight (lb)	Carrying Capacity (lb)
Dikapi		5		
Kidjit		10		
Saddle		-		
Parik		15		

Table 5.11B – Land Vehicles

Item	Cost (CW)	Weight (lb)	Carrying Capacity (lb)
Carriage	200	500	750
Cart	15	50	300
Chariot	30	80	500
Sled	5	10	200
Wagon	75	250	1500

- **Carriage:** Typically a four-wheeled vehicle to be drawn by kidjit, carriages feature enclosed cabins that shelter their passengers and keep them comfortable throughout their journey. Carriages are very rare; only some wealthy and influential Okotans use them.
- **Cart:** A cart is a small, two-wheeled vehicle that can be pulled by an Okotan as a hand cart or be drawn by small rahi. Mahi carts are commonly used among small-time merchants and farmers around Okoto to transport their wares and produce.
- **Chariot:** Chariots are two-wheeled carts with enough room and carrying capacity to carry two people standing up. They are normally drawn by kidjit or parik. Not very useful for transporting goods, they are built for speed and used to rapidly carry messages or important passengers. In ancient times, they were also used for warfare, but their requirement for good ground mostly restricts them to being used on roads.
- **Sled:** A wooden frame with skis able to carry a modest load, sleds can be drawn by a variety of small creatures but only really work on slick, solid surfaces. They're popular in the Region of Ice, but not really seen anywhere else.
- **Wagon:** A large, four-wheeled vehicle meant to be drawn by several kidjit or mukau, wagons are prized for their practicality and cargo capacity. Major merchants use them to carry their wares.

Table 5.11C – Water Vehicles

Item	Cost (CW)	Speed (mph)	Carrying Capacity (lb)
Canoe	75	7	500
Galley	15,000	20	20,000
Keelboat	2,500	10	5,000
Rowboat	50	4	350
Sailing Ship	7,500	15	12,000

- **Canoe:** A small, narrow vessel capable of carrying two or three people and their travel kit, canoes are propelled with paddles and are very easy to maneuver in tight spaces. This makes them a favorite with explorers, particularly in the Region of Water.
- **Galley:** Equipped with at least three masts and able to carry a large amount of cargo or people, galleys are the largest vessels you'll find around Okoto. Most galleys still around date back to the days before the Great Cataclysm or were built only to replace ships from that time; few Okotans amass the wealth and materials needed to construct such large vessels.
- **Keelboat:** The largest common river vessel, keelboats are used to transport sizable amounts of cargo between villages in the Region of Water and, rarely, in the Region of Jungle. They usually have a single mast and sail, but can also be propelled with oars.
- **Rowboat:** A small boat able to carry one or two people and their gear, rowboats are commonly used by fishermen on lakes, rivers, and near the shorelines of Okoto.
- **Sailing Ship:** A step up from the keelboat but down from the galley, sailing ships have two masts and make excellent merchant vessels. They are the smallest size of ship that can handle the ocean around Okoto.

Table 5.11D – Air Vehicles

Item	Cost (CW)	Speed (mph)	Carrying Capacity (lb)
Airship	30,000	15	5,000
Balloon	700	depends on wind speed	750

- **Airship:** The signature vehicles of the maskmakers before the days of the Great Cataclysm, airships are large vessels filled with gasses lighter than air, allowing them to float through the sky. A combination of sails and engines with propellers provided them with reliable propulsion in all but the worst weather conditions. None are currently flying, but stories of them capture the imagination of many Okotans.
- **Balloon:** Made of canvas, filled with hot air, and equipped with a basket for carrying passengers, balloons are rare but pretty much the only way to travel by air available on Okoto. They're not often used for long distance travel due to their dependence on wind conditions; only in the Region of Jungle, where those with the elemental spark can change the wind currents, are balloons regularly used to travel long distances.

## 5.7 – Rune-inscribed Items

Runes are elaborate symbols and patterns often inscribed on Okotan weapons, masks, and armor. In addition to being the script of the ancient language that the prophecies were written in, they contain powerful effects that, with practice, someone using the rune-inscribed item can unleash in a manner like performing evocations as described in Chapter 8. Runes can be grouped into two types depending on their power: lesser and greater runes. Some runes have both lesser and greater variants, with the greater variant typically producing a more powerful or longer lasting effect. Runes are named for their effect; for example, a Rune of Sharpness inscribed on a sword increases that sword's cutting ability when activated.



## Inscribing Runes

Inscribing runes on an item and imbuing it with its power is a time and resource-intensive process. To craft a rune-inscribed item, a character must have the Rune Carver feat and be considered proficient in the tools used to create the individual item. Inscribing a lesser rune on an item doubles its material cost, and with it its creation time. Inscribing a greater rune on an object quadruples its material cost and creation time. If the item on which the rune will be inscribed does not have a value in CW, like an improvised weapon or shield, use a base cost of 5 CW to calculate the time and resource value that must be invested to inscribe a rune on it.

Inscribing a rune on a pre-existing item follows the same rules; just subtract the cost that it would take to craft a mundane version of the item from the cost that it would take to craft a version from scratch with the desired rune inscribed to find the cost in time and resources to inscribe the rune.

## Using Runes

Runes range widely in power and duration, but they all need to be activated to use. This is done through taking the Activate action (see Section 7.2). Once activated, runes remain active for their full duration, until the item bearing the rune is separated from the user by more than 15 feet, or until the user uses the Activate action to deactivate them, whichever comes first. A character can only have a number of runes equal to their proficiency mod active at any one time, and only one of them can be a greater rune. If they wish to activate another rune after already hitting this limit, they must use the Activate action to deactivate one of their currently active runes first. Runes also have a recharge time associated with them: after being deactivated by any method, a rune cannot be activated again until an amount of time equal to how long the rune was kept active has passed. An object can only have one rune inscribed on it at a time unless it was created by someone with the Master Runesmith feat, as described under that feat in Chapter 4. If a character without that feat attempts to inscribe a rune on an object that already bore a rune, the old rune is lost.

## Rune Capability

Any object cannot just have any rune inscribed on it; there are limitations based on the object's function. Some runes can only be inscribed on weapons, while others can only be inscribed on armor, shields, or amulets. Many can be inscribed on multiple types of equipment, but not all. Which runes can be inscribed on various types of equipment are described below. Note that, for weapons and armor, some runes discriminate by type as well. The effects of the runes listed are described under "Rune Lists" below.

- **Armor:** Elemental Defense, Greater Protection, Illumination, Lightness, Protection, Resistance
  - *Cuirass:* Enhance Ability, Greater Enhance Ability
  - *Gauntlets:* Elemental Attack, Impact, Stagger
  - *Greaves:* Elemental Attack, Impact, Light Step, Skystep, Stagger
- **Jewelry:** Elemental Attack, Elemental Defense, Enhance Ability, Greater Enhance Ability, Greater Protection, Illumination, Impact, Protection, Resistance, Stagger
- **Shields:** Animation, Elemental Defense, Illumination, Impact, Lightness, Protection, Returning
- **Tools:** Durability, Efficiency, Frugality
- **Weapons:** Elemental Attack, Illumination, Lightness, Returning

- *Blunt*: Animation, Greater Impact, Greater Stagger, Impact, Stagger
- *Edged*: Animation, Greater Sharpness, Poison, Sharpness
- *Polearms*: Animation, Balance, Greater Sharpness, Poison, Sharpness
- *Projectile(pierce)*: Automation, Poison
- *Projectile(blunt)*: Automation, Greater Impact, Impact

## Mask runes

A special type of runes are mask runes, which are inscribed on the sacred masks of Okotans to give them certain powers. Masks can only be crafted by mask makers, and hence only mask makers can inscribe runes onto masks. Inscribing mask runes follows the same rules as inscribing runes on any other piece of equipment, except in that any rune can be put on any mask (so long as that mask does not already have a rune on it). The main difference lies in how mask runes are used: when activating a mask rune and no other runes, a character can use the Activate action as a bonus action instead of their main action on their turn. In addition, since mask runes draw part of their power directly from a powerful link with the user, they do not have a recharge time. Instead, a character can either activate them a limited number of times, represented by mask points (MP), or they are always active. The maximum number of mask points that a character can have is calculated as follows:

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$$\text{maximum MP} = (\text{cognition mod } (\text{min. } 1)) * 2$$


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A character can regain up to half of their spent MP when they take a long rest. All mask runes and their effects are listed in the tables below.

## Rune Lists

Tables 5.12 and 5.13 list the standard lesser and greater runes and their effects.

Table 5.12 – Lesser Runes

Rune Name	Effect from One Activation
Automation	Can only be inscribed on objects with the Range feature. The object bearing the rune gains the Automated feature for up to 1 minute (Section 5.3).
Balance	For up to a minute, reach attacks made with the weapon bearing the rune do not gain disadvantage if the user is only wielding the weapon with one hand.
Durability	For up to ten hours, Crafting checks made using the tool bearing the rune only subtract half the base amount of useful life from the tool.
Efficiency	For up to ten hours, Crafting checks made using the tool bearing the rune can make progress at a 50% faster rate than normal.
Enhance Ability	This rune is always for a specified ability score, which replaces the word “ability” in the name. For example, an enhance ability rune for Strength would be referred to as an enhance Strength rune. For up to eight hours, the creature wearing the object bearing the rune gains a +2 bonus to the designated ability score, ignoring the usual maximum

value that that score could take for them.

Frugality	For up to ten hours, Crafting checks made using the tool bearing the rune only require half the normal cost of materials to be expended.
Illumination	For up to ten minutes, the object bearing the rune sheds bright light over a distance of 30 feet and dim light for an additional 30 feet.
Impact	For up to a minute, attacks made with the weapon bearing the rune gain a +1 bonus to their attack and damage rolls. If this rune is inscribed on a set of gauntlets or greaves, its effects apply only to unarmed punching or kicking strikes, respectively. If it is inscribed on a piece of jewelry, its effects apply to all unarmed strikes the user makes.
Light Step	For up to ten minutes, the creature wearing the object bearing the rune gains a 10 foot bonus to its movement speed. In addition, its jump distance is tripled and its movement will not trigger pressure plates.
Lightness	For up to eight hours, the object bearing the rune gains the Light feature if it did not already have it. In addition, if the object bearing the rune is a weapon or shield, it gains the Sheathe and Thrown features if it did not already have them.
Poison	For up to a minute, the weapon bearing the rune gains the Poison feature. Whenever an attack made with a weapon with the Poison feature hits the target, the target must make a DC 8 Endurance check. If it fails, it becomes poisoned as described in Section 7.6.
Protection	For up to ten minutes, the wearer of the object bearing the rune gains a +1 bonus to their AC.
Resistance(element)	This rune is always of a specified element. When this rune is activated, the user gains resistance to damage of the element of the rune for up to 10 minutes.
Returning	Can only be inscribed on weapons with the Thrown feature. For up to a minute, when the weapon bearing the rune is used to make a ranged weapon attack, it returns to the user's hand after the attack is resolved.
Sharpness	For up to a minute, attacks made with the weapon bearing the rune gain a +1 bonus to their crit range.
Stagger	For up to a minute, creatures who are stunned or disoriented by the weapon bearing the rune are also pushed 5 feet in a direction away from the user. If this rune is inscribed on a set of gauntlets or greaves, its effects apply only to unarmed punching and kicking strikes, respectively. If it is inscribed on a piece of jewelry, its effects apply to all unarmed strikes the user makes.

Table 5.13 – Greater Runes

Rune Name	Effect from One Activation
Animation	The object bearing the rune gains the Animated feature for up to 1 minute.

Elemental Attack	This rune is always of a specified element, which replaces the word “elemental” in its title. For example, an elemental attack rune of the Fire element would be referred to as a Fire attack rune. Activating an elemental attack rune will change the damage type of the weapon bearing the rune to that element. In addition, attacks made with the weapon gain the rune’s element’s offensive feature (section 8.3). If this rune is inscribed on a set of gauntlets or greaves, its effects apply only to unarmed punching and kicking strikes, respectively. If it is inscribed on a piece of jewelry, its effects apply to all unarmed strikes the user makes. The effects last for up to a minute.
Elemental Defense	This rune is always of a specified element, which replaces the word “elemental” in its title. For example, an elemental defense rune of the Earth element would be referred as an Earth defense rune. Activating an elemental defense rune will cause the user to gain resistance to damage of the rune’s element and gain the benefits of that element’s defensive feature (section 8.3). The effects last for up to ten minutes.
Greater Enhance Ability	This rune is always for a specified ability score, which replaces the word “ability” in the name. For example, a greater enhance ability rune for Intelligence would be referred to as a greater enhance Intelligence rune. For up to eight hours, the creature wearing the object bearing the rune gains a +4 bonus to the designated ability score, ignoring the usual maximum value that that score could take for them.
Greater Impact	For up to a minute, attacks made with the weapon bearing the rune gain a +2 bonus to their attack and damage rolls.
Greater Protection	For up to ten minutes, the wearer of the object bearing the rune gains a +2 bonus to AC.
Greater Sharpness	For up to a minute, attacks made with the weapon bearing the rune gain a +2 bonus to their crit range.
Greater Stagger	For up to a minute, creatures who are stunned or disoriented by the weapon bearing the rune are also pushed 10 feet in a direction away from the user.
Skystep	For up to a minute, the wearer of the object bearing the rune gains a flying speed equal to their walking speed.

Table 5.14 lists the mask runes and the effect that they produce. Mask runes marked with an asterisk are always active, but the user can still expend MP to intensify their effects if noted.

Table 5.14 – Mask Runes

Rune Name	Effect from One Activation
Accuracy*	The user gains advantage on one ranged weapon attack on each of their turns. They can expend 1 MP to gain advantage on one additional ranged weapon attack on their turn.
Concealment	The user becomes invisible for up to 30 seconds, or until they make an attack, perform an evocation, or otherwise reveal their position, whichever comes first. While invisible, the user still casts a shadow.

Detection*	The user gains advantage on Observation and Investigation checks made to see through illusions or to find invisible creatures and legendary masks. The user is able to see the spirit form of creatures using mask with a spirit rune.
Fate	The user gains advantage on any Acrobatics, Athletics, or Dodge check that they make until the beginning of their next turn.
Flight	The user gains a flying speed equal to their walking speed for two turns.
Gravity	The user gains the Manipulate Gravity feature for up to 30 seconds. While they have this ability, they can take the Increase Gravity or Decrease Gravity main actions on their turn. If they take either action, they must designate a point on the ground that they can see within 120 feet of them. A vertical cylinder with a radius of 20 feet originating from that point becomes an affected area. If the user used the Increase Gravity action, the affected area becomes difficult terrain and creatures inside it gain disadvantage on Strength- and Agility-based checks. If the user used the Decrease Gravity action, creatures inside gain advantage on Strength- and Agility-based checks. The affected area lasts until the user loses the Manipulate Gravity feature, until the user uses the Increase Gravity or Decrease Gravity action again, or until the user uses a free action on their turn to end the effect.
Illusion	The user creates an illusory appearance to disguise themselves as someone or something else for up to 5 minutes. The illusion can be up to one size category larger than the user, but must cover them entirely to be effective. Physical interaction or a successful DC 12 Observation check reveals the illusion to be an illusion to other creatures. The user must expend another MP to change the appearance of the illusion.
Kindred	For 5 minutes, the user gains one feature of a creature within 60 feet of them that they can see. This feature cannot be used to gain a feature that the target creature gained from a rune activation.
Levitation	The user gains the gains a hovering speed equal to their walking speed for up to 30 seconds.
Mind Control	The user selects one creature that can hear them and gives it a one-word command. The creature must make a DC 10 Willpower check. If they fail, they must use their next turn follow the command to the best of their ability. See the “Word of Power” feat for example commands.
Night Vision	The user gains darkvision out to a distance of 60 feet for 10 minutes, or increases the range of their darkvision by 60 feet if they already had it.
Reanimation	The user gains the Raise Dead feature for up to 5 minutes. While they have this ability, they can take the Raise Dead main action on their turns. When a character takes the Raise Dead action, they designate a dead body within 30 feet of them. While the body does not need to be in one piece, its torso, limbs, and head must all be within 30 feet of each other. The body reassembles itself if necessary and rises to do the bidding of the user. Risen bodies roll for initiative separately from the user and obey the user’s command. They do not need to eat, sleep, or breathe and have half the HP and movement speed that they did in life. They retain the features and Strength, Agility, Resilience, and Cognition scores that they had in life, but their Intelligence and Charisma scores are set to 1. They can take a main, bonus, and move action on their turns, but cannot

perform evocations, activate runes, or benefit from or make use of feats. The user must spend a bonus action on each of their turns while they have a risen body active to maintain concentration in a manner equivalent to concentrating on an evocation. If the user loses concentration, the risen bodies lose their remaining HP, fall to the ground, and return to being inanimate objects. The user can expend additional MP to raise additional bodies, expending 1 MP every time they take the Raise Dead action to raise a body after the first.

**Shielding** The user gains +4 AC until the beginning of their next turn.

**Sonar\*** The user gains blindsight out to a distance of 60 feet, but they cannot use it to see creatures that are in full cover from them. They can expend 1 MP to increase this range to 120 feet for one turn.

**Speed** The user's gains +30ft to their movement speed and an extra bonus action for their turn, which can be used to perform any normal bonus action, to make a single weapon attack, or to perform an evocation of level 2 or lower. In addition, the user gains advantage on Dodge checks until the beginning of their next turn.

**Spirit** The user takes on a spirit form that is capable of moving independently of their body for up to 5 minutes. The spirit form is invisible, has a flying speed equal to the user's normal walking speed, does not need to eat, breathe, or sleep, is immune to all damage, and cannot interact with the world in any way except by re-entering the user's body or communicating with a user of a mask rune that allows them to see the spirit form. The spirit form can pass through solid objects and end its turn inside them without adverse consequences. While the user is in spirit form, their body remains in place and is considered incapacitated.

**Stealth** The user gains advantage on all Stealth checks for 30 seconds.

**Strength** The user gains a +4 bonus to their Strength score for 1 minute.

**Summoning** A number of creatures determined by the storyteller that are located within a mile of the user's location with a combined challenge rating equal to or lower than the user's level are teleported on an unoccupied space within 300 feet of the user that the user can see. The user designates the space, but has no control over the summoned creatures once they arrive. The summoned creatures are unaware of how they were summoned or who is responsible for it.

**Telekinesis** The user gains the Telekinesis feature for two turns. While they have this ability, they can take the Telekinesis action as a main action on their turns, which allows them to move up to 8 inanimate objects within 60 feet of them weighing no more than twice the user's weight between them a distance up to 60 feet. If a target is available within this distance, the user can move the objects to within melee range of the target and make a Cognition-based weapon attack with each one. The user can add their proficiency mod to the attack roll of each attack. The objects' attack damage, AC, and hitpoints are based on their weight, as shown in table 5.14A below. The objects are considered improvised blunt weapons for the purpose of figuring out attack features, and they cannot make targeted attacks. The objects automatically fail any checks that they make that are not attack rolls and are destroyed if their HP drops to or below zero.

**Telepathy\*** Creatures gain disadvantage on Stealth checks made to hide from the user, and the user is always aware of the surface thoughts of creatures within 30ft of them whose presence they are aware of. The user can spend 1 MP to gain

advantage on Insight checks for 30 seconds.

**Translation** The user can read and understand all writing for up to an hour.

**X-ray Vision** The user gains blindsight out to a distance of 60 feet for 30 seconds, or increases the range of their blindsight by 60 feet if they already had it.

**Water Breathing** The user gains the Amphibious feature for up to five minutes.

Table 5.14A – Telekinetic Objects

Object Weight (use highest weight category that applies)	Base Damage	AC	HP
Less than one quarter of the user's weight	1d6	16	10
Less than half the user's weight	2d6	14	20
Less than three quarters of the user's weight	3d6	12	30
Less than the user's weight	4d6	10	40
Less than one-and-a-half times the user's weight	6d6	8	60
Less than double the user's weight	8d6	6	80

## 5.8 – Potions

Falling within the domain of shamans and other healers is the brewing of potions, drinks with various herbal ingredients that give them potent effects. Some on Okoto believe that the spirits themselves infuse the potions with their power; whether or not this is true is anyone's guess, but no one doubts that the power is there.

### Brewing Potions

In order to brew potions, a character must have access to and proficiency in a brewing kit and the Crafting skill, and have an empty vial, flask or similar container available with enough water to fill it fully. Brewing potions is usually done during periods of rest as part of preparing food; during a short rest, a character can brew one set of potions, during a long rest they can brew three, and during a recovery day they can brew six, all provided that they have the ingredients available. The size of a potion set is determined by the size of container used, as described in Section 5.4. Potion ingredients vary widely, and the exact ingredients of a potion are left up to the players to decide; only the potions' value and hence the value of its ingredients is defined here. A potion's ingredients are worth half the value of the final potion; hence, if a character makes a Nature check to gather materials for potions, the storyteller can decide the number of materials gathered based on how likely it is that those materials are available and what the player rolled on the check. Potion ingredients are stored in component pouches.

### Potion Effects

A potion's effects always last for the full duration from the moment that it is taken. Potions, their base cost, and their effects are listed in Table 5.14 below. Some potions can be used as improvised thrown weapons; when they are used in this manner, the vial containing them shatters on impact and is destroyed.



Table 5.16 – Potions

Item	Cost (CW)	Effect
Acid Potion	50	Can be applied to a weapon or thrown at a target. A single acid potion holds enough acid to be applied to a single weapon without the ammo feature or five arrows, bolts, or bullets, each of which will do an additional 2d6 acid damage on a hit. When thrown at a target as an improvised weapon, an acid potion does 4d6 acid damage on impact. Acid applied to weapons or ammunition loses its potency after 1 minute.
Agility Potion	50	The user's Agility score and Agility score maximum increase by 2 for an hour.
Antidote Potion	75	The user gains immunity to Poison damage and the poisoned condition an hour. If they have the poisoned condition when they take the potion, it is immediately resolved.
Attunement(element) Potion	150	This potion always comes with a listed element type. For an hour, the user gains the Attunement(element) feature for the listed element type.
Charisma Potion	50	The user's Charisma score and Charisma score maximum increase by 2 for an hour.
Cognition Potion	50	The user's Cognition score and Cognition score maximum increase by 2 for an hour.
Energy Potion	50	The user regains 2d6 + their Intelligence mod EP
Healing Potion	50	The user regains 2d6 + their Resilience mod HP
Intelligence Potion	50	The user's Intelligence score and Intelligence score maximum increase by 2 for an hour.
Lesser Energy Potion	25	The user regains 1d6 + their Intelligence mod EP.
Lesser Healing Potion	25	The user regains 1d6 + their Resilience mod HP.
Mamuk's Fire Potion	75	Mamuk's Fire is a volatile liquid that ignites on impact. A Mamuk's fire potion can be thrown at a target as an improvised weapon, doing 6d6 Fire damage on impact. It can also be used to start fires up to 6 times, after which it is fully expended.
Resilience Potion	50	The user's Resilience score and Resilience score maximum increase by 2 for an hour.
Resistance(element) Potion	75	This potion always comes with a listed element type. The user gains resistance to damage of that element for an hour.
Strength Potion	50	The user's Strength score and Intelligence score maximum increase by 2 for an hour.
Superior Energy Potion	100	The user regains 4d6 + their Intelligence mod EP.
Superior Healing Potion	100	The user regains 4d6 + their Resilience mod HP.

## 5.9 - Poisons

Coming Soon

# 6. Into the World

Having covered most of what is directly related to the characters that inhabit Okoto (their abilities and equipment), it is now time to turn to the island of Okoto and the rules that govern it. This chapter describes the important ones to keep in mind, particularly for the storyteller, when characters are going about their (usually) peaceful business. Chapter 7 describes how to handle combat if it breaks out.

## 6.1 – Traveling

Okoto is a large island, and hence its sailors, merchants, and adventuring heroes often find themselves having to cover vast distances. While creatures and vehicles have a listed speed stat, this is primarily used to describe how fast it can reasonably be expected to move in a turn in combat. Out of combat, however, it is useful to calculate a reasonable traveling speed from it. Table 6.1 describes the distances that one can expect to cover in a given amount of time at various traveling paces. For the distance covered in a day, the table assumes that characters spend eight hours on the move.

Table 6.1 – Traveling Distances

Traveling Speed	1 minute	1 hour	1 day
Slow	7 * Speed	400*Speed	.25 * Speed (miles)
Normal	10 * Speed	600*Speed	.5 * Speed (miles)
Fast	15 * Speed	800*Speed	.75 * Speed (miles)

### Traveling Slowly or Quickly

The normal traveling speed is usually appropriate for covering long distances, but characters may want to speed up if they need to get somewhere urgently or slow down to keep a careful eye out for hidden objects along the way. For example, traveling to the site of a natural disaster to lend aid is usually done at a fast pace, while it is advisable to travel slowly down a corridor in an ancient ruin known to be filled with traps to make sure that you spot the tripwires, pressure plates, and other triggers and can avoid them. Traveling slowly is also recommended if the group is trying to stay out of sight; when traveling at a normal pace, characters gain disadvantage on Observation checks made to spot hidden things and stealth checks made to remain undetected.

- **Traveling Quickly:** When traveling at a quick pace, characters focus on reaching a certain destination as soon as possible or just on covering as much ground as they can. Characters traveling at a fast pace gain a -3 penalty to their passive Observation and Stealth scores and automatically fail to spot hidden items or to remain undetected unless their passive Observation or Stealth score is still sufficiently high to succeed.
- **Traveling Slowly:** When traveling at a slow pace, characters take the time to pay careful attention to their surroundings. Characters traveling at a slow pace do not gain disadvantage on Observation or Stealth checks, and gain a +3 bonus to their passive Observation and Stealth scores.

## Difficult Terrain

If characters have to cover a large section of a thickly overgrown wood, scale the side of a mountain, or otherwise deal with terrain that makes fast movement difficult, they're probably dealing with difficult terrain. Difficult terrain affects the travel distances listed in Table 6.1 in the same way that it would affect a character's movement speed in combat.

## Extended Marches

In addition to traveling at an increased pace, if the need to get somewhere (or away from something) fast is overridingly urgent, characters can opt to spend more than eight hours in a day on the move. When traveling for more than eight hours between long rests on their own power, characters undertake an extended march. When undertaking an extended march, characters automatically gain one exhaustion point. They also gain one exhaustion point at the end of every four hours spent on the extended march. If characters are undertaking an extended march on board of a vehicle powered by something other than them, they only gain an additional exhaustion point every eight hours rather than every four, and if there is room aboard the vehicle to rest while traveling they do not gain exhaustion points from the extended march at all so long as they take the time to rest on board. More information on exhaustion points and their effects can be found in Section 6.6.

## 6.2 – Meeting Others

Through most adventures, it is inevitable that characters will interact with other beings in the world in ways other than combat at some point. While rules on combat are relatively easy to define, interactions with non-player characters (NPCs) are more complex and rely on the roleplaying abilities of the players involved. Because of the open-ended nature of such interactions, the rules in this section are merely guidelines on how to define the relationship between characters and NPCs and on how to use and treat the results of Charisma-based checks made during interactions.

### Roleplaying Methods

Roleplaying encounters can be handled in a variety of ways, depending on how comfortable the players and storyteller are with acting as their characters; some players can take up a first-person approach at the drop of a hat, but for others it may be more difficult. For them, a third-person approach may be more appropriate. When using a third person approach, a player (or the storyteller) describes a character's actions as though they're looking at the character or over their shoulder; when using a first-person approach, they describe or even perform the character's actions as though they are looking through the character's eyes. Roleplaying encounters tends to work best when all the people involved use the same approach. For example, if one player is talking as their character (first-person approach) while another constantly responds with "my character says..." followed by their own dialogue (third-person approach), the effect can be jarring. This rule can be broken, however, particularly if the players need to describe their character's behavior to add context to their dialogue; unless they are playing a character that constantly narrates their own actions, explaining behavior in first-person isn't usually appropriate, so quick asides describing notable gestures and other important behavior can be used to add context. Of course, gestures and behavior can be performed first-person as well, but for some gestures that may not be practical.

Regardless of what approach the players and the storyteller prefer to take to roleplaying, they must keep their characters' mood and motivations in mind as they are doing so. It is therefore useful for both the players and storytellers to have some notable character traits written down for the characters that they play; their general disposition, something they want, something they fear, and the relationship they have with other important characters that they may interact with. Defining these relationships can usually be done quite simply with something as small as a single word. Here are some examples:

- **Allied:** Characters in an allied relationship are generally willing or even required to help each other. They may be on a first-name basis if they're friendly, and willing to offer aid if it is needed.
- **Friendly:** Friendly characters are familiar and on good terms with each other.
- **Hostile:** Hostile characters are generally unwilling to help and may even attempt to hinder other characters' actions. Depending on the situation, they may initiate combat.
- **Neutral:** Neutral characters have no reason to help or hinder others, and will typically look out for themselves first and foremost. However, they can be convinced to do things if those things are shown to be in their interest.

### Using Checks

Though using Charisma-based skills with checks in roleplaying encounters is discussed in part in Section 4.1, in the context of relationships it is important to consider what effect the behavior associated with those skills is likely to have for the relationship. Few characters are likely to respond positively to intimidation, for example; they may do what you want, but normally you don't make friends through intimidation. Previously neutral characters that have been coerced through intimidation may also turn on you and become hostile if given the opportunity. On the flip side, successful and reasonable negotiations will likely improve the relationship between characters, as will a good performance for the sake of entertainment on the part of one of them. Deception is the double-edged sword of the Charisma-based skills in this context; depending on how a character deceives another, their deception can look like intimidation, negotiation, or anything else in between. If it appears to lean towards negotiation, the relationship between the characters may even improve. If the deception is revealed, however, its effect on the relationship is likely to be more like intimidation or possibly even worse.

## 6.3 – Spending Downtime

Most characters won't be spending every day on the move or even on a big adventure; adventures are likely to be separated by downtime: periods of rest and recovery. How characters choose to spend this time is up to them, but they must find a way to provide for their cost of living for its duration.

### Lifestyles

The cost of living during periods of downtime is modeled through lifestyles; a lifestyle represents both the general quality of life a character experiences during downtime and how much it costs them per day. Table 6.2 lists off the lifestyles, their effects, and their cost. More detailed descriptions of each lifestyle are listed below the table. The effects of a lifestyle remain in place both during the downtime and for at least a week after either the character's lifestyle changes or the downtime has ended.

Table 6.2 – Lifestyles

Lifestyle	Cost per day	Effects
Squalid	-	Character always has at least 2 exhaustion points
Poor	2 LW	Character always has at least 1 exhaustion point
Modest	1 CW	None
Comfortable	5 CW	Character gains 5 bonus HP at the end of each short or long rest, up to a maximum of 5.
Wealthy	1 SW	Character gains 10 bonus HP at the end of each short or long rest, up to a maximum of 10. Character gains advantage on checks made to resist the effects of disease.
Lordly	2 SW or more	Character gains 15 bonus HP at the end of each short or long rest, up to a maximum of 15. Character gains advantage on checks made to resist the effects of disease.

- **Squalid:** Characters living in squalid conditions do not have a steady home or source of shelter and have to scavenge for food and anything else they need. They usually look haggard, own little or nothing, and have no social status to speak of.
- **Poor:** Characters living in poor conditions typically reside in run-down homes and own maybe a couple of old tools that they can try to make a living with. They often live ‘paycheck to paycheck,’ with little money saved up to last them through an injury or other setback. While not necessarily looked down upon socially, they are vulnerable due to their lack of reserves.
- **Modest:** Characters living in modest conditions don’t have particularly great homes or much in the way of luxuries, but they can consistently provide for their basic needs. They usually own a decent set of tools pertinent to their job. In a healthy Okotan town, most of the population can afford at least a modest lifestyle.
- **Comfortable:** Characters living in comfortable conditions can easily cover their basic needs and have resources left over for some luxuries besides. Artisans typically maintain comfortable lifestyles, earning a reasonable amount of respect and social standing from others in the process.
- **Wealthy:** Characters living in wealthy conditions have no worries about providing for their needs or wants. Usually, only village leaders and respected elders can maintain a wealthy lifestyle if they desire to, but war heroes and successful adventurers may lead wealthy lives off the spoils of their conquests and discoveries. They often wield a large amount of political and social influence in village or city affairs and usually have a servant or two to take care of their homes.
- **Lordly:** City leaders, legendary craftsmen, or highly successful adventurers may amass enough wealth to maintain a lordly lifestyle. Lords live in the largest and most elaborately decorated homes available, usually maintained by around a dozen servants, and regularly host festivities or events in town. Because of this, they have great amounts of influence in their town or city’s decision-making process, and their names are known at least throughout most of the region they live in. They are not usually universally loved, however; great wealth can buy many friends, but it can also attract many enemies.

## Working

A character's background is usually a good indicator of how they are likely to spend their downtime, since the backgrounds are usually professions of one kind or another. Characters that are proficient in an artisan's kit, for example, may choose to spend the time practicing their profession by crafting items, so long as materials and equipment are available. For example, a character proficient in the use of smith's tools can work as a blacksmith during downtime provided that they have access to the tools, raw materials, and a forge. Characters with the Farmer background may purchase, rent, or otherwise acquire a plot of land to grow crops on, or work as farmhands for someone else in between adventures. Working allows characters to maintain a certain lifestyle depending on what tools they are proficient in and have access to and hence what job they are able to do.

- Working with Artisan's Tool kits: Characters that are proficient in using artisan's tools and have access to all the equipment and materials needed to craft items with them earn around 10 CW each day, provided that there are enough people nearby with money and interest in purchasing what the character is able to produce. This also assumes that the character spends most of their working hours crafting items that their customers are interested in; characters crafting items for themselves will not make money during the time that they spend working on those items.
- Working with Other Tool kits: Characters that are proficient in any other toolkit and have access to the materials and resources required to use it can earn around 5 CW each day under the same provisions listed under artisan's toolkits above.

Note that, depending on how highly whatever a working character can produce is valued, the storyteller might rule that characters can make more or less money than the guidelines listed above by working during downtime. Checks relevant to a character's job can be used to gauge their success as well; characters using artisans' tools during their downtime may be able to increase their profits with a good Crafting check, while hunters and farmers could do the same with a Survival check and Nature check, respectively. Other factors that affect a working character's profits and consequent lifestyle are up to the storyteller as well.

## Gaining Skill Points

Experience in adventuring may lead a character to conclude that they need practice in a certain skill or in using a tool or other object. To do this, they can spend time in training. To train, a character needs access to the tools they're trying to become proficient in time to practice. Having a person who's already proficient in whatever the character is trying to train for around as a mentor can help too, but typically such mentors require compensation in return. The time that training takes varies depending on how complex the skill or object is to use. Table 6.3 describes the training time required to gain a first skill point in any tool, tool kit, weapon, or skill. During training, a character does not make any money but must still provide for their living expenses. If they train with a mentor, the time spent in training is cut in half, but the price the mentor requests for the training is up to the storyteller. At the end of the training time, the character gains one skill point that is invested into becoming proficient or gaining expertise in the object of their training.



Becoming merely proficient in anything is considerably harder than becoming an expert; to gain a second skill point in any skill or tool kit for which expertise is available, a character must spend three times as long in training as they would to gain the first skill point for that skill or tool kit.

Object of Training	Training Time
an artisan's tool kit	100 days
a basic tool kit	50 days
an individual tool	20 days
an individual weapon or shield	20 days
a weapon or shield category	75 days

## 6.4 – Concealment, Lighting, and Vision

One key thing to consider when creatures are trying to remain undetected inside or outside of combat is the effect of lighting and visual cover on visibility. Visibility is measured in concealment, which comes in four degrees. Concealment is generally provided by either opaque objects placed between a creature and its foe or by less-than-perfect lighting conditions.

- **No concealment:** When a creature is completely and easily visible to a foe, they are considered to have no concealment. If the foe is aware of a creature with no concealment from them, that creature cannot make a Stealth check to hide from that foe (as per the Hide action) unless the foe is considered blinded. If the foe is unaware of a creature that is considered to have no concealment from them, any Stealth checks the creature makes to remain hidden gain disadvantage.
- **Light Concealment:** When a creature is slightly obscured from the view of a foe, such as by limited foliage or thin fog, they are considered to have light concealment. If the foe is aware of the creature's location, that creature cannot make a Stealth check to hide from that foe unless the foe is considered blinded.
- **Heavy Concealment:** When most of a creature is obscured from the view of a foe, such as by deep fog, near-darkness, or thick undergrowth, they are considered to have heavy concealment. A creature in heavy concealment from a foe gains disadvantage on Stealth checks made to hide from that foe if the foe is aware of their location.
- **Full Concealment:** When a creature is completely obscured from the view of a foe by complete and opaque cover or darkness, they are considered to have full concealment from that foe. If the foe is unaware of the creature's location and relies primarily on vision to detect things, any Observation check that foe makes to detect the creature automatically fails. If the foe is aware of the creature's present location, the character can make a Stealth check to hide from that foe.

### Lighting

For creatures that rely on vision to detect movement in their environment, lighting is an important thing to keep under consideration. There are four degrees of lighting that can affect how well creatures can see each other.

- **Bright light:** Anything illuminated by daylight or within the illumination range of a light source (typically specified with the source, such as with lightstones and lanterns in Chapter 5) is in bright light. Bright light offers no concealment.
- **Dim light:** Anything outside around dawn or dusk or positioned outside of the optimal illumination range but within the extended illumination range of a light source is in dim light. Dim light offers light concealment, meaning that Observation checks made to locate creatures and objects in dim light gain disadvantage if the creature making the check does not have darkvision or blindsight and relies primarily on vision to detect things. Creatures inside of dim light suffer a -1 penalty to their passive Observation score if they do not have darkvision or blindsight.
- **Low Light:** Anything outside during a reasonably lit night or positioned beyond the extended illumination range of the nearest light source is in low light. Low light offers heavy concealment, meaning that Observation checks made to locate creatures and objects in low light gain double disadvantage if the creature making the check does not have darkvision or blindsight and relies primarily on vision to detect things. Creatures inside of dim light suffer a -2 penalty to their passive Observation score if they do not have darkvision or blindsight.
- **Darkness:** Anything positioned more than four times the illumination range away from the nearest light source is in darkness. Darkness offers full concealment, meaning that Observation checks made to locate creatures and objects in darkness fail automatically if the creature making the check does not have darkvision or blindsight and relies primarily on vision to detect things.

## Vision

While lighting affects how easy it is to detect things, some creatures have adaptations to allow them to distinguish things even if there isn't much light to work with. There are three special senses in Legends of Okoto that are used to model such adaptations: darkvision, blindsight, and tremorsense.

- **Darkvision:** Creatures with particularly acute vision in low-light conditions can circumvent some of the penalties that low lighting bestows on visibility. This is modeled through darkvision, which always comes with a range. Creatures with darkvision treat anything located within this range from them as though it is in two lighting levels higher than it actually is, and anything that is outside of this range but within twice this range from them as though it is under one lighting level higher than it actually is. For example, a creature with darkvision out to a range of 60 feet would treat any object under low light within 60ft of them as though it is in bright light, and if that object is located beyond 60ft but within 120ft of them they would treat it as though it is in dim light.
- **Blindsight:** Blindsight is a feature given to characters or creatures that can primarily use senses other than vision to attempt to detect the presence of other creatures. Examples include creatures equipped with echolocation, the ability to sense movement through disturbances in an electric field, or with the innate '6<sup>th</sup> sense' from all senses besides vision combined that is provided by the "Enhanced Senses" feat in the Survival tree. Blindsight is always accompanied by a radius; any living creature that is positioned within the blindsight radius of another creature can never be considered hidden from that creature. Creatures with blindsight ignore

penalties due to lighting levels to observation checks made to find objects located within their blindsight range from them.

- **Tremorsense:** Tremorsense is a type of blindsight that relies on feeling vibrations in the ground to locate creatures. Tremorsense works identically to blindsight except in that it cannot be used to detect things that are not moving and can only be used when there is a line of solid material between the creature with tremorsense and the thing that it is trying to detect.

## 6.5 – Environmental hazards

Adventuring through the wilderness presents characters with numerous hazards even without considering what hostile creatures might lurk out there. Steep drop-offs, torrential rivers, and inclement weather can all take their toll. Several hazardous situations and the damage they inflict are described in this section.

### Extreme Ambient Temperatures

Traveling through the Regions of Fire and Stone during the day will constantly expose characters to temperatures well above their comfort zone unless they are adapted to them, while traveling high up mountains or through the Region of Ice will do the same for those not adapted to cold. When characters must weather temperatures well outside their regular thresholds, they must make a DC 8 Endurance check at the end of every hour spent in that temperature without relief. They gain one exhaustion point if they fail. If they are also subjected to inclement weather like sandstorms in the Region of Stone, ash clouds in the Region of Fire, or blizzards in the Region of Ice and do not have cover from them, they must make the check once for every ten minutes instead of every hour and take 1d6 damage in addition to gaining an exhaustion point if they fail the check.

Relief from ambient temperatures can be acquired by drinking at least one cup of water per hour in high temperatures and by wearing proper winter gear in cold temperatures. Cover from inclement weather can be found in enclosed or secluded spaces like tents and caves or inside buildings.

### Drowning

Creatures that cannot breathe air cannot stay underwater indefinitely; after a some time, they will begin to suffocate. The same goes for creatures that can only breathe water when they are not in water. Creatures can hold their breath for a number of minutes equal to their Resilience mod (min. 1) before they gain the suffocating condition described in Section 7.6.

### Falling

Falling from a high place has the potential to do a lot of damage very quickly. When falling from a height of 10ft or greater, a creature takes 1d6 damage for every 10ft that they fall.

## 6.6 – Exhaustion

Traveling and adventuring through the wilderness is a difficult enterprise, and without taking adequate time to rest, characters risk exhaustion by doing it. Exhaustion is measured through exhaustion points; several ways of gaining exhaustion points, like undertaking an extended march or traveling through severe weather, have been detailed in the sections above. Exhaustion points each represent an

exhaustion level; as they gain exhaustion levels, characters' performance begins to suffer. Table 6.4 details the effects of each number of exhaustion points.

Note that the effects on Table 6.4 are cumulative: a character that has five exhaustion points suffers a total -6ft penalty to their movement speed. For each exhaustion level, the cumulative value of a penalty is noted in parentheses behind the penalty for that level alone. Also, note that for higher exhaustion levels, a character can take permanent penalties to their Strength and Resilience scores; pushing a body that close to the brink can do irreparable damage. If a character spends an extended period of time at an exhaustion level where they gain a permanent penalty to an ability score, that penalty increases by -1 at the end of every 10<sup>th</sup> day. Whenever a character loses an exhaustion point and thereby goes down an exhaustion level, they lose the penalty that level bestowed on them unless the penalty is a permanent one. Movement penalties from exhaustion alone cannot reduce a creature's movement speed below 3ft until exhaustion level 17, the level at which a creature's speed is automatically set to zero.

Table 6.4 – Exhaustion Levels

Exhaustion Level	Effect
1	-1 penalty to passive skill scores
2	-3ft penalty to movement speed
3	Disadvantage on Intelligence-, Cognition-, and Charisma-based checks
4	-1 penalty to passive skill scores (-2)
5	-3ft penalty to movement speed (-6ft)
6	Disadvantage on Strength-, Agility-, and Resilience-based checks
7	-1 penalty to passive skill scores (-3)
8	-3ft penalty to movement speed (-9ft)
9	Amount of hitpoints and energy points restored by any method halved
10	-1 penalty to passive skill scores (-4)
11	-3ft penalty to movement speed (-12ft)
12	Hitpoint and energy point total halved.
13	-1 penalty to passive skill scores (-5)
14	-3ft penalty to movement speed (-15ft)
15	Permanent -1 penalty to Resilience
16	-1 penalty to passive skill scores (-6)
17	Movement speed set to 0
18	Permanent -1 penalty to Strength and Agility
19	Creature becomes incapacitated (Section 7.6)
20	Death

## 6.7 – Resting and Healing

Adventuring can be a dangerous business, and hazards encountered along the way will take their toll on any character. Breaks and time-outs are needed to ensure that the characters are given time to recover from sustained injuries and that they are fit to face the dangers that may lie in the future.

## Resting

To avoid and recover from exhaustion, characters periodically need to rest. Resting also allows them to recover from injuries sustained. A rest is a period during which characters generally stay in or close to the same spot and refrain from any activity more strenuous than eating, drinking, tending to their equipment, or reading. Mechanically, there are three types of rest in Legends of Okoto: the short rest, long rest, and recovery day.

- **Short Rest:** A short rest is at least an hour long, and is basically a time-out during which characters wind down from stressful activities and take the opportunity to eat, drink, and bandage up injuries if they have any. If a character completes a short rest, they may have a single Healing check performed on them (either by themselves or by an ally) to allow them to regain additional HP. Short rests must be taken at least three hours apart to have any mechanical benefit, and characters can take no more than two of them between each long rest.
- **Long Rest:** A long rest is typically about 8 hours long and involves at least six hours of sleep. Sleeping characters are considered incapacitated as described in Section 7.6. When characters take a long rest, they can automatically regain up to a quarter of their maximum HP and lose one exhaustion point. Characters that have taken feats from the Elemental tree also regain up to half their EP total. In addition, during a long rest a character may have a single Healing check performed on them to regain additional HP. Characters can take only one long rest per day for any mechanical benefit. If a character spends more than 24 hours without taking a long rest, they gain one exhaustion point.
- **Recovery Day:** At the end of a long trek, exhausted characters may choose to take it easy for a while. A recovery day is a full 24 hours in which character does nothing more intensive than reading, preparing food, fixing equipment (except major repairs on vehicles or buildings) and tending to injuries. At the end of a recovery day, the character loses up to 3 exhaustion points and regains all lost health and energy points if they have any. In addition, if they are afflicted with a condition that requires them to periodically make a check to attempt to resolve it, they can make that check with advantage during a recovery day.

## Healing

Besides automatically regaining health slowly through long rests, characters can also take a more active approach in recovering their HP. This is done through Healing checks. Healing checks work differently depending on whether they are used in combat or out of combat.

- **Healing in Combat:** Any character can make a Healing check as a main action during combat to attempt to stabilize a dying ally. The DC of the check is typically dependent on how much excess damage the dying creature took from the hit that knocked them out, but the exact value is up to the storyteller's discretion. If a character is considered proficient in Healing checks, they may also use the Heal action as a main action during combat to allow themselves or an ally to regain a number of HP equal to the modifiers that they would normally add to a Healing check (their Intelligence mod plus either their proficiency mod or twice their proficiency mod if they have expertise).
- **Healing out of combat:** When a Healing check is made outside of combat (typically during a long or short rest), the HP that the target can recover is determined by the roll of the check. If the

character making the check is considered unskilled in Healing checks, the target can recover a number of HP equal to half the final roll of the check. If the character making the check is considered proficient in Healing checks, the target can recover a number of HP equal to the final roll of the check. If the character making the check has expertise in Healing checks, the target can regain a number of HP equal to the 1.5 times the final roll of the check. If the character making the Healing check has access to a medicine kit and is considered proficient in using it, they gain advantage on the check.

# 7. Combat

While the Okotans themselves aren't typically warlike, their island does play host to many native dangerous creatures, never mind whatever hostile beings might lurk in ancient places like the abandoned city. Legends are forged from confrontations with forces like them, and combat is often a part of that. This chapter lays out the rules to manage combat in Legends of Okoto.

## 7.1 – The Turn Order

While outside of combat Legends of Okoto can be run primarily on the fly through verbal description, the fast-paced nature of combat usually requires a more structured approach. While not technically required, utilizing a turn order will help both the storyteller and other players keep track of what exactly is happening and ensure that all characters get to play their part. The turn order describes which order the characters are allowed to move in, and it includes both the player characters and any other creature that is involved in the fight. Establishing the turn order is the first part of combat, and it is done through Initiative checks.

An Initiative check is based either on Cognition or Agility, depending on which score is higher for the character making the check. Every creature involved in the fight makes their own Initiative check, though the storyteller may choose for the sake of brevity to group similar creatures together; for example, if the characters are attacked by a pack of Oko Kani, the storyteller can choose to group them together by only rolling initiative once for the group and having all the Oko Kani take their turn on one initiative count. After the checks are made, the storyteller will order them highest-to-lowest, producing the initiative order. In the event that several characters are tied, those who rolled higher on the dice before adding modifiers are positioned above those who rolled lower. If that still doesn't break the tie, the players involved in the tie roll off amongst themselves to determine which of them goes first. From this point up until combat ends, characters and creatures are only allowed to act when it is their turn on the initiative order.

Once the turn order is established, combat proceeds with the character who rolled the highest on their Initiative check taking their turn, followed by the next highest in the turn order, and so on. Once the character who came last on the turn order has taken their turn, a single round of combat has been completed, and the next one begins with the character on top of the turn order taking their turn again. This continues until, one way or another, combat concludes.

### 7.1.1 – Surprise

Sometimes, one side in combat has the opportunity to get the jump on the other, such as by setting an ambush or attacking while the others are asleep. When such a situation occurs, the characters who are surprised have disadvantage on their Initiative checks, while those doing the surprising have advantage, ensuring that they will almost certainly have the first move. Additionally, the method by which they achieved surprise may provide them with other advantages like the ability to attack from cover, as described in Section 7.4.



## 7.2 – Your Turn

When a character's turn begins, they can choose from any number of things to do, but it should be noted that in typical combat a single turn represents about five seconds of actual game time.

Therefore, while characters can technically attempt to do just about anything, if it's going to take more than five seconds or so then they may have to devote multiple turns to do it, which in combat is usually (though not always) a bad idea. Either way, a character can take one of each three types of action during their turn: a main action, a move action, and a bonus action.

### The Main Action

The main action is the thing that a character chooses to do on their turn that they will devote most of their attention and energy to. The list below specifies a number of main actions that describe common activities during combat.

- **Activate:** A character wielding a rune-inscribed item can use this action to activate or deactivate the rune. If they have multiple rune-equipped items, a character can activate up to a number of runes equal to their Intelligence modifier (min. 1) with a single Activate action. More information on using runes and their effects can be found in Section 5.7.
- **Aid:** By taking the Aid action, a character can help an ally complete a certain task, provided that the player can describe a reasonable way in which the character taking the Aid action can help in completing the task. Until the beginning of the character's next turn, the ally has advantage on any check made to complete the task that the aiding character is able to help with. For example, if the ally is attempting to land a hit on a target, the character can attempt to help by distracting the target and thereby granting the ally advantage on their attack roll.
- **Attack:** Taking the Attack action allows a character to make an attack roll against a target, provided that the target is within reach of whatever weapon the character happens to be wielding, if any. An attack roll is a check based on the attack ability of the weapon involved, and it is made against the AC of the target. If the attacker is considered proficient in the weapon that they are wielding, they can add their proficiency mod to the attack roll. If they succeed on the attack roll, the attack hits and damage is applied to the target in the form of a reduction in the target's HP. The amount of HP to subtract is calculated by rolling the appropriate damage dice for the weapon and then adding the attacker's Strength mod to the total of the dice. If the attacker is wielding a weapon two-handedly and that weapon does not have the Two-Handed feature, add their Strength modifier to the damage twice instead of once. Information on the attack abilities and damage dice of various weapons can be found in Section 5.3.
  - *Resistance, Immunity, and Vulnerability:* Some creatures are particularly resilient against or susceptible to damage of a certain type. This is modeled through resistance, immunity, and vulnerability. A creature that has resistance to a certain damage type halves all damage of that type dealt to them. A creature that has immunity to a certain damage type reduces all damage of that type dealt to them to zero. A creature that has vulnerability to a certain damage type doubles the number of damage dice rolled against them for any attack that deals damage of that type. If a creature gains both resistance and vulnerability to a certain damage type from different sources, they cancel each other out. If a creature that has immunity to a certain damage type gains

vulnerability to that damage type from another source, they average out to resistance to that damage type.

- **Dash:** Taking the Dash action allows a character to move double their movement speed for the turn.
- **Defend:** When a character takes the Defend action, they put all their energy towards avoiding getting hit by whatever method available to them. All attack rolls made against them until the beginning of their next turn are made at disadvantage. If they are adjacent to another creature, they can choose to convey this benefit to that other creature instead of themselves. If that creature moves away from the character that took the Defend action before that character's next turn comes around, they lose the benefits they got from that character's Defend action.
- **Disengage:** A character can manage their movement specifically to avoid presenting opportunities for foes to strike by taking the Disengage action. When a character takes the Disengage action, their movement will not provoke opportunity attacks (described in Section 7.3) from foes for the remainder of their turn.
- **Grapple, Shove:** A character can attempt to reach out and grab another creature or by some other method attempt to move it against its will, so long as they have a free hand or other grasping appendage available to do so. The Grapple and Shove actions work the same way in that they initiate a contested check between the character and the target; Athletics on the part of the character, and either Athletics or Acrobatics on the part of the target, depending on how it chooses to resist. If the character's roll beats that of the target...
  - *For Grapple:* ...the target is considered grappled by the character, as described in Section 7.6. So long as the character has the target grappled, the character's movement speed is halved.
  - *For Shove:* ...the target is moved five feet in a direction away from the character.

If a creature is able to make multiple attacks with the Attack action, they can replace some or all of those attacks with Grapple or Shove actions.

- **Heal:** A character may attempt to stabilize an ally who is bleeding out. To do so, they must be adjacent to the ally and have at least one hand free. They must make a DC 8 Healing check. If they succeed, the bleeding out condition is resolved. A character that is considered proficient in Healing checks can also use this action to restore a modicum of health to an ally by making a Healing check. If they do so, the ally regains HP equal to half the result of the check.
- **Hide:** A character can duck into concealment to make hostile creatures to lose track of their exact location. Provided that they meet the conditions to hide from foes currently aware of their location as described in Section 6.4, the character can use their main action to make a Stealth check against the passive Observation of the foe they are trying to hide from; if they succeed, they are considered Hidden from that foe as described in Section 7.6.
- **Prepare:** Sometimes, an action that a character wants to take requires certain conditions to be met first. For example, they might wish to shoot the first foe that comes running through an open doorway; doing so will require the foes to take their turn first, but the character can ready their bow in preparation, i.e. by taking the Prepare action, which will allow them to take another action (in this case, the Attack action) as a reaction whenever a condition is met. This

condition, known as the trigger, must be specified when the character takes the Prepare action, and the character will use their reaction to perform that action as soon as the trigger is met. If the trigger is not met before the character's next turn, the prepared action is lost. If a creature does not move during the turn on which they take the Prepare action, they can prepare a move action as well as a main action to perform whenever the trigger occurs.

- **Use an Object:** Barring using a weapon they are already wielding for its intended purpose, which is described by the Attack action, a character can use this action to interact with pretty much any object or their environment. Opening a door, drawing a weapon, picking up and throwing furniture are all examples of things that can be done with this action. Depending on their difficulty, sometimes taking the Use an Object action may require a character to make a check; for example, pushing a heavy boulder off of a cliff would require an Athletics check.

Note that this list only describes actions that should be relatively common in combat; circumstances may well require characters to devote their actions to doing all manner of other things even in the heat of battle, so in reality it is impossible to put together a comprehensive list of all possible main actions. The general guideline, however, is that anything that can reasonably be accomplished through a single skill check and within a five second timeframe can be done as a main action.

### The Move Action

During their turn, a character can move any distance along the ground up to the speed listed on their character sheet, so long as the terrain allows it. Though represented as the move action, not all this movement has to be taken at once; a character can 'break up' their move to take a main action or bonus action along the way, so long as their total movement will not exceed their speed. The movement does not need to be in a straight line. A number of special movement speeds are useful to consider:

- **Burrowing:** Creatures with a burrowing speed are able to move through solid, non-living material at up to the rate specified by their burrowing speed. The storyteller may impose limitations on the types of material they can burrow through, however.
- **Flying:** Creatures with a flying speed can move through the air at up to the rate specified by their flying speed. Air currents may provide bonuses or penalties to their flying speed at the storyteller's discretion. While flying, creatures must move at least half their flying speed each turn to remain aloft. If they fail to meet this requirement, they fall to the ground and take falling damage as appropriate.
- **Hovering:** Creatures with a hovering speed can move through the air at up to the rate specified by their hovering speed. Air currents may provide bonuses or penalties to their hovering speed at the storyteller's discretion. Hovering creatures do not need to meet the minimum movement per turn requirement that flying creatures do.
- **Jumping:** A creature can jump up to their maximum jumping distance as part of its normal movement speed to clear an obstacle. From a standstill, a creature can jump a distance equal to its Strength mod plus 2 (min. 1). If it can get at least a 10ft running start, its maximum horizontal jumping distance is equal to its Strength score. Jumping any distance beyond a creature's regular jumping distance requires an Athletics check with a DC set by the storyteller based on the difficulty of the jump.

- **Swimming:** Creatures with a swimming speed can move through liquids at up to the rate specified by the swimming speed. Currents in the liquid and other hazards may impose bonuses or penalties to their swimming speed at the storyteller’s discretion.

### The Bonus Action

Bonus actions are usually quick activities that a character can perform in addition to or as part of their main action with little effort or need of concentration. Two bonus actions, Target and the Off-hand Attack, are available by default and described below, but a number of feats or pieces of equipment may grant a character access to more. For example, a weapon with the Sheathe feature can be drawn as a bonus action, allowing a character equipped with one to use their main action to attack or draw a shield rather than having to use it to get their weapon ready, while a character with the Chain Shot feat may make an extra attack as a bonus action after scoring a kill with their main action attack. Even if a character has multiple bonus actions available to them, they can still only use one per turn.

- **Off-hand attack:** When a character is wielding two weapons simultaneously (one in each hand; dual-wielding) and they use the Attack action to make a melee weapon attack with their main hand weapon, they can use their bonus action to make a second melee weapon attack with the off-hand weapon. Off-hand attacks are made in the same way as main hand attacks, except in that the attacker cannot add their Strength modifier to the damage of an off-hand attack. Unarmed attacks (if the character’s off hand or one of their feet is free) and attacks with shields (if the shield is of basic grade or higher) can also be made as off-hand attacks, since both count as melee weapon attacks.
- **Target:** When a character takes the target bonus action, they take a little time to aim more carefully at a particular part of a foe, intending to hit and disable that part in addition to doing damage to the foe’s overall HP. The first attack a creature makes after taking the Target bonus action is called a targeted attack. Since it is harder to hit a specific part of a foe than the foe in general, particularly in the chaos of combat, targeted attacks are made at disadvantage. However, if they hit, they gain additional effects depending on what body part was targeted, as shown in Table 7.1.

Table 7.1 - Targeted Attacks

Body Part Hit	Additional Effects
Arm	Foe’s next check using that arm gains disadvantage. On critical hit: foe drops equipment held in hand of arm that got hit.
Head	+1 crit range on attack, attack gains Disorient feature, or Stun feature if it already had the Disorient feature.
Leg	Foe must make an Acrobatics check against the attack roll or fall prone. On critical hit: target’s movement is halved until it takes a long rest.
Tail	If target uses tail for locomotion: same as leg. If tail is prehensile: same as arm. If tail is used for balance: on a critical hit, the target suffers disadvantage on Dodge and Acrobatics checks.
Wing	Foe must make an Acrobatics check vs. the attack roll or fall to the ground. On critical hit: target’s fly speed is halved until it takes a long rest.

## 7.3 – Reactions

Turns are not just defined by what the character whose turn it is does; it can also involve reactions on the part of others. Each character or creature in combat is allowed one reaction per round, and they are by definition triggered by the actions of another creature (typically the one whose turn it actually is). Some feats may allow a character to make special or additional reactions, but the following list details the basic reactions available for any character to take if the triggering condition occurs and they have not already used their reaction for the round.

- **Dodge:** When a character is hit by an attack, they may attempt to dodge the blow. To do so, they must make a Dodge check against the attack roll of the attack. If they succeed on the check, they successfully reduce the damage of the attack to zero.
- **Opportunity Attack:** When a foe moves out of melee range from a character without taking the Disengage action, that character may attempt to take advantage by making an opportunity attack. An opportunity attack is made in the same way as a singular attack made through the Attack action, except in that it must be a melee weapon attack.
- **Trip:** When a foe moves out of any space in melee range of a character, that character may attempt to trip the foe by making a contested check: Athletics on the part of the character and Athletics or Acrobatics on the part of the foe. If the character succeeds, the foe falls prone as described in Section 7.6.

## 7.4 – Positioning & Terrain

One key part of battlefield tactics is to make good use of the terrain; rarely does fighting take place in a completely open, empty field, and as such there's almost always some features of the landscape that combatants can take advantage of to give themselves an edge over their opponents. These include cover, concealment, relative height, the possible presence of difficult terrain, and flanking an opponent who is distracted by an ally.

### Cover

Cover is one of the most important things to find on a battlefield if surviving hits isn't your forte, and even if it is having some solid material between you and your foe can never be a bad thing from a defensive standpoint. How effective the cover is depends on how much of the creature using it is still exposed to an enemy attack.

- **Half Cover:** When between half and two-thirds of a creature is behind something solid from a foe's point of view, that creature is considered to have half-cover from any attack that foe makes. Attacks made against creatures with half-cover gain disadvantage.
- **Three-Quarters Cover:** When two-thirds or more of a creature is behind something solid from a foe's point of view and full cover does not apply, that creature is considered to have three-quarters cover from any attack that foe makes. Attacks made against a creature with three-quarters cover gain double disadvantage.
- **Full Cover:** a creature that is completely shielded by solid cover from a foe's perspective is considered to have full cover from that foe, and cannot be attacked by that foe. Note that full cover

does not mean that a foe cannot see the target unless the cover obscures the creature as well, in which case it would offer both cover and concealment.

### Concealment

The use of concealment is what allows characters to set up ambushes, hide from foes, and generally make themselves difficult to find and keep track of. This is distinct from using cover, since not all forms of cover will provide concealment and vice versa. For example, a thick glass window will offer cover, but not concealment as what is behind the window is still clearly visible to anyone standing in front of it, and foliage, fog, thick smoke, or darkness can all provide concealment while offering no physical cover whatsoever. As it is with cover, there are degrees of concealment, which are described in Section 6.4. In combat, the interaction between concealment and the mechanics of attacking is important to keep in mind.

As described under the Hidden condition in Section 7.6, a character or creature that is considered hidden from a foe has advantage on any attacks they make against that foe while that foe has disadvantage on making attacks against them in return. However, making an attack will break concealment: if a creature considered hidden from a foe makes an attack against that foe, they will no longer be considered hidden from that foe after the attack is resolved. In addition, after making an attack from a certain spot, they must move to a different spot that meets the conditions to make a Stealth check to hide again as described in Section 6.4. Performing elemental evocations will break concealment in the same way as making an attack does.

### Altitude

Utilizing high ground and elevation to your advantage is a particularly strong tactic in places where vertical movement is comparatively easy to achieve, such as in the thick jungles of the Region of Jungle or when fighting on a hill or cliff side. Whether or not a creature benefits from altitude when making an attack is determined by where center of mass of the attacker and target are relative to each other. If the difference in altitude between the two is more than three feet (one meter) and the creature making the attack is higher up than the target, the attack gains advantage. If the creature making the attack is that much lower than the target, the attack gains disadvantage. Swimming creatures are not affected by differences in altitude when it comes to making attacks, regardless of whether they are the ones making the attack or are the targets of it.

### Difficult Terrain

Swampy marshes, thick undergrowth, deep sand or snow and rocky ground are just some of the things that fall under difficult terrain: anything that makes the area significantly harder to cross on foot compared to flat and relatively featureless ground. When moving, a character expends two feet of their movement speed for every foot of difficult terrain they cross. Three specific types of difficult terrain pose additional challenges:

- Cliffs, very steep hillsides, or extremely uneven ground: These are only considered difficult terrain for creatures who do not have a listed climbing speed, unless there is also another feature or obstacle present that would render ordinary terrain difficult to cross. Creatures without any skill points invested in Athletics will only be able to move five feet (a little under 2 meters) per turn (10 if they take the Dash action) when attempting to climb without aid of any equipment unless they have a

climbing speed listed. If a character trying to traverse this kind of terrain wants to make an attack with a two-handed weapon, they cannot use their move action on that turn.

- **Slippery Ground:** Ground covered in ice or slick mud is difficult terrain that imposes one additional penalty on creatures on it: any creature that attempts to move across slippery ground on foot must make a DC 8 Acrobatics check if they attempt to take the Dash action. If they fail, they fall prone and lose their move action for the turn.
- **Underwater:** Any creature that does not have a swimming speed listed treats water that is more than knee-deep as difficult terrain. Furthermore, if such a creature has no points invested in the Athletics skill, they can only swim five feet per turn (10 if they take the Dash action) unless they have some piece of equipment to aid them in swimming. When used underwater, all effective and maximum ranges of any ranged weapons are halved. In addition, blunt, edged, and projectile-blunt weapons suffer disadvantage on any attack made with them while underwater.

### Flanking

In melee combat, it is particularly difficult for creatures to track multiple enemies at once, allowing those enemies to use their numbers to exploit lapses in their foe's attention. When a target is being attacked by multiple creatures at once, any creatures who are positioned directly across from each other, i.e. so that the center of the target falls on a straight line between them, gain advantage on all melee attacks that they make against the target. A creature can only gain advantage from flanking with one ally at a time.

## 7.5 – Mounted Combat

In travel or combat, it can be a great advantage to have a companion along that you can ride. Any creature with appropriate anatomy and that is at least one size category larger than another creature can serve as a mount for the other creature, but they must be trained to accept commands if the rider is to control them in combat. Whether ridden or not, mounts retain their own turn in the turn order, and can only take the Dash, Defend, or Disengage actions at the behest of their rider. The exception for this rule is intelligent mounts, which may choose from the full range of actions that they would normally be able to take.

### Mounting During Combat

'Saddling up' during combat will take at least one main action on the part of the character or creature attempting to mount the... well, mount. If the mount is spooked or unsteady, an Beast Handling check may be required to mount it successfully, at the storyteller's discretion.

### Mount Movement

A mounted creature cannot use its move action during its turn unless it wants to dismount, which takes up half of its movement. Instead, they move with the mount on the mount's turn. If the mount's movement provokes an opportunity attack from another creature, that creature may choose to target the rider with the attack rather than the mount.

## 7.6 – Conditions

The hazards of battle can cause one of any number of harmful conditions to befall the creatures taking part, which in turn can affect their ability to fight or otherwise work towards their goals. The following



list details the conditions it is possible for a creature to acquire in Legends of Okoto and, if pertinent, how the conditions can be resolved.

### Bleeding Out

When a creature's health drops to zero, that creature is bleeding out. A creature that is bleeding out is considered unconscious and must make an Endurance check (DC 8) as a free action on each of its turns. Keep track of how many of these checks it has succeeded or failed on; if the creature reaches three successes first, the bleeding out condition is resolved and instead it is only considered unconscious. If it reaches three failures first, it dies. Criticals count either as double successes (12 before modifiers) or double failures (two, i.e. snake-eyes). This condition is also resolved if the creature regains HP by any method.

### Blinded

A blinded creature automatically fails checks that specifically require sight, and all other characters and creatures are considered hidden to it. Creatures with blindsight are immune to the Blinded condition.

### Buried

A buried creature takes 2d6 damage of a type appropriate to the material it is buried under (usually the element of the evocation that prompted the condition) at the beginning of each of its turns. It cannot use bonus actions, and must use its main action at the beginning of its turn to attempt a DC 10 Athletics check to dig its way out. If it succeeds, it can use its move action to move five feet in any direction. If it fails, it cannot use its move action for the remainder of its turn. The buried condition is resolved when the creature emerges from the material it was buried under. Creatures with a burrowing speed are immune to the buried condition.

### Burned

A burned creature takes 1d6 fire damage at the start of each of its turns. At the end of its turns, it can make a DC 8 Endurance check as a free action. If it succeeds, the burned condition is resolved.

### Chilled

A chilled creature must make a DC 8 Endurance check at the end of each of its turns as a free action. On a failure, it takes 1d6 ice damage and gains one exhaustion point. If the chilled condition was caused by an instantaneous effect like an Ice evocation, it is resolved if the creature succeeds on three of these checks on consecutive turns. If the chilled condition was caused by a chronic effect such as extremely low ambient temperatures or an Ice evocation that used the Flood technique, it is resolved when the creature is given an opportunity to warm up.

### Disoriented

Disoriented creatures gain disadvantage on all checks except ones that are based on Resilience.

### Encumbered

An encumbered creature can only move up to half its normal speed and has disadvantage on Strength- and Agility-based checks.

### Frightened

A creature that is considered frightened gains disadvantage on all checks while it can see the object of its fear, and it can't move closer to said object on its own volition.

### Grappled

A grappled creature cannot use its move action, and is forced to move with the creature grappling it. This condition is resolved if the grappled creature is moved against its will by some force other than the one grappling it. The grappled creature can use its main action to attempt to escape by making an athletics check, either contested by an athletics check on the part of the grappling creature or by a DC set by the storyteller, depending on the origin of the grappling condition.

### Incapacitated

An incapacitated creature cannot use its main actions, move actions, bonus actions or reactions.

### Hidden

A hidden creature gains advantage on all attack rolls it makes, while attack rolls made against it gain disadvantage. This condition is resolved if the hidden creature makes an attack, performs an evocation, or by some other method reveals their position.

### Invisible

An invisible creature is always considered to be in full concealment from creatures that primarily rely on vision to detect things.

### Paralyzed

A paralyzed creature is considered incapacitated. In addition, it automatically fails any Strength- or Agility-based checks, except if those checks are made specifically in an attempt to escape the paralyzed condition. It can use a free action at the end of its turn to perform a DC 8 Endurance check. If it succeeds, the paralyzed condition is resolved. Attack rolls made against paralyzed creatures have advantage and gain +1 crit range.

### Poisoned

A poisoned creature gains disadvantage on all checks. It can use a free action at the end of its turn to perform a DC 8 Endurance check. If it succeeds, the poisoned condition is resolved.

### Prone

A prone creature can only move up to half its speed since it must crawl to do so, and melee attack rolls against it gain advantage while ranged attack rolls against it gain disadvantage. The prone creature can resolve the condition by using half its movement to stand up.

### Psychotic

A psychotic creature is taking leave of its senses in panic and has little or no control over its actions. At the beginning of each of its turns, a psychotic creature must make a DC 10 Willpower check. If it fails, roll a d6; the psychotic creature follows the course of action specified by Table 7.2 below. If it succeeds, it can take its turn as normal but cannot use any bonus actions. If a psychotic creature succeeds on the check three times in a row, the psychotic condition is resolved.

---

Table 7.2 - Psychosis

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Roll	Course of Action
1-2	The creature sits motionless and becomes paralyzed until the beginning of its next turn.
3-4	The creature screams and runs as far as its movement will allow for this turn in a random direction, stopping only when faced with an insurmountable or obviously lethal obstacle like a cliff, a lava pool, or a river if it can't swim.
5-6	The creature attacks the nearest creature that it can see without regard of whether they are friend or foe, or uses the Dash action to get as close as possible to the nearest creature if none are in range. If it cannot see any enemies to attack, it instead readies an action to attack the first creature that appears.

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### Restrained

A restrained creature is considered grappled. In addition, any attack rolls it makes gain disadvantage, while attack rolls made against it gain advantage. It also gains disadvantage on all Strength- and Agility-based checks. If a restrained creature succeeds on a check to escape the grappled condition, the restrained condition is also resolved.

### Sleeping

A sleeping creature is considered incapacitated. If a sleeping creature takes damage or another creature uses a main action to shake them awake, the sleeping condition is resolved.

### Stunned

When considered stunned, a creature is considered incapacitated and automatically fails Strength- and Agility-based checks, unless those checks are made specifically in an attempt to escape the stunned condition.

### Suffocating

A suffocating creature takes 1d6 damage at the start of each of its turns and gains disadvantage on Strength-based checks. The suffocating condition is resolved when the creature is able to breathe again.

### Unconscious

An unconscious creature is considered incapacitated. In addition, it automatically fails Strength- and Agility-based checks, and attack rolls made against it gain advantage. When a creature acquires this condition, roll 1d6: the result is the number of hours for which the creature remains unconscious unless the source of the condition specifies a different duration.

# 8. Elements and Evocations

Warriors of all sorts may swing great weapons and craftsmen may craft great items, but for some can literally bend the raw elements that make up Okoto to their will through evocations. This chapter contains all the information about evocations, how to perform them, and what the various elements can do.

## 8.1 – The Elemental Weave

Okoto is a land shaped by its elements, a fact that is most clearly visible in the stark contrasts between its six main regions. However, the land is not the only thing shaped by the elements; they've profoundly touched the people that live on it, too. The influence of the elements is best described through the elemental weave; threads that permeate all things and whose twists and turns bring the elements themselves into being. If in a particular area the threads tend to curve and tie together in a way that produces a particular element, the result will be an area rich in that element, as evidenced by each of Okoto's six regions. These effects persist within the bodies of living beings born in that area; it is because of this that all Okotans have an intrinsic link to the element of the tribe and region that they were born into.

Unfortunately, unlike the elemental masters that the Okotan legends speak of, the island's regular denizens do not have the innate ability to manipulate the elements at their whim. Their natural ties to their elements largely go one way; they are affected by the elemental weave from birth, but cannot affect the weave in return. However, where natural ability might be lacking, intense training and study have filled the gap. After all, if the weave is everywhere and permeates everything, should it not be possible to manipulate it? It is, and with time and training even a lowly Okotan can do it. Through complex incantations and rituals known as evocations, they harness the weave, pulling and tying knots in its threads to cause them to 'express' certain elements in a particular location; essentially, they can conjure an element out of thin air to produce all sorts of powerful effects, though only for a limited time. The weave always fights back and tries to reassert itself, and therefore even the most powerful evocations can never create anything permanent. Only less powerful knots and ties can be permanently enshrined through runes.

To other Okotans, those that have the capability of performing evocations are said to have an elemental 'spark,' a quality that sets them apart in being able to manipulate the weave like this. However, whether the abilities that the spark represents to them are inborn or learned is not entirely clear.

## 8.2 – Evocations

The incantations and rituals that alter the elemental weave to produce elemental effects have long been studied and categorized into standard techniques by those capable of wielding them. Because of this, all evocations have two components to them: an element and a technique. Typically, the element used is the elemental type of the wielder. Most techniques have been identified and their effects thoroughly defined, but those who have the spark constantly experiment in the hope of finding new ways to manipulate the elements.

## Learning Evocation Techniques

In Legends of Okoto, the ability to perform evocations is unlocked for a character by taking feats in the elemental tree, which is described in Section 4.4. In addition to their unique benefits, each feat in the elemental tree also provides proficiency in an evocation technique of the character's choice. Standard skill points cannot be used to gain proficiency in these techniques; proficiency in them must be gained through feats, and due to the complex nature of the techniques proficiency is required in order to perform each one. They also have prerequisites; in order to become proficient in a new technique, a character must have proficiency in all of the techniques listed as prerequisites for it. The feats in the elemental tree also provide characters with how much 'fuel' they have to perform evocations in the form of elemental points. The rest of this section is devoted to describing the individual techniques, but it is useful to first understand the terminology that will be used:

## Definitions

- **Affected Space:** Many evocation techniques work by conjuring up the wielder's element or moving some of the element already present into a particular space. This space is designated at the time of performing and is known as the affected space, and it remains affected for the duration of the evocation. Creatures inside the affected space are subject to certain effects that depend on the element and the intensity to which it is deployed, as described for each individual element in Section 8.3.
- **Availability:** It is often easier to perform an evocation if the element that you're trying to use is already available around you to draw from. This is modeled through availability: for each evocation technique, an availability bonus is listed. If the conditions for the bonus are met, the EP cost of performing the evocation is reduced by the amount shown. Availability bonuses cannot reduce the EP cost of performing an evocation to zero.
- **Concentration:** If a wielder is maintaining an evocation (see "maintenance cost" below), they must concentrate to continuously fight the weave's attempts to reassert itself and return to its natural state. This requires concentration, which can be broken if injury forcibly draws the wielder's attention elsewhere. Whenever a wielder who is maintaining (and therefore concentrating on) an evocation takes damage, they must make an Endurance check with a DC of 8 or half the damage taken, whichever is higher. If they succeed, they successfully retain concentration and maintain the evocation in place. If they fail, they lose concentration and the evocation and its effects dissipate.
- **Elemental Points:** Characters only have a limited well of elemental energy that they can draw upon to perform evocations. The depth of this well is represented through elemental points; the number that a character has access to is determined by the feats that they have taken in the elemental tree. Each evocation has an associated cost in elemental points; in order to perform that evocation, a character must expend that many points. A character has a pool of elemental points with a maximum value of 10 times the number of feats that they have from the Elemental tree.
- **EP Limit:** There's a limit to how much elemental energy a character can manipulate and channel in a short period of time, which is modeled by the EP limit. A character can spend no more than their EP limit's worth of elemental points in a single round of combat; this includes both EP spent on evocations performed as their main action and as maintenance costs paid with a

bonus action or free action for previously performed evocations. If either of these costs, or the combination of the two, would exceed the character's EP limit for the round, the character must either drop (lose concentration on) the maintained evocation or reduce the cost of the evocation that they are currently attempting to perform, if possible. A character's EP limit is based on their level and is calculated as follows:

---

$$EP \text{ limit} = \text{character level} * 3$$

---

- **Evocation Attack:** Evocation techniques that involve using one's element to attack a hostile creature directly usually require the wielder to make an evocation attack. An evocation attack is an Intelligence-based check made against the target's AC. Since one is required to be proficient in an evocation to be able to perform it, the wielder can always add their proficiency mod to the check. Much like ranged weapon attacks, evocation attacks made against targets that are within melee range of the wielder gain disadvantage.
- **Evocation DC:** Evocation techniques that target a particular space rather than an individual creature typically do not require evocation attack rolls on the part of the wielder. Instead, any creatures caught within the affected space usually have to make Acrobatics checks to get out of the way and thereby the evocation's effects. When an evocation calls for creatures to make a check to avoid or mitigate its effects, that check is made against the evocation's wielder's evocation DC. Players whose characters are capable of performing evocations should note this number on their character sheet. It is calculated as follows:

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$$\text{evocation DC} = 7 + \text{Intelligence mod} + \text{proficiency mod}$$

---

- **Evocation Level:** An evocation's level provides a rough guide to how powerful its effects are. Feats in the elemental tree allow a character to become proficient in an evocation that is of a level equal to or lower than the tier of the feat.
- **Evocation Range:** A property intrinsic to the evocation wielder, the evocation range determines the maximum distance between the wielder and the target of one of their evocations or the area that they are trying to affect. Evocations that affect an area (ones that require creatures in that area to make a check against the wielder's Evocation DC) cannot be deployed beyond the wielder's evocation range. Evocation range is calculated as follows:

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$$\text{evocation range (in feet)} = (\text{wielder's Intelligence score}) * 5$$

---

For techniques that use evocation attacks, the evocation range works similarly to the Range(x) feature associated with certain weapons, as described in Section 5.3. The base evocation range is equivalent to a ranged weapon's optimal range, and like those weapons evocation attacks

also have a maximum range equal to twice the wielder's evocation range. When a wielder makes an evocation attack against a target that is outside of their evocation range but within twice their evocation range, the attack roll gains disadvantage. Targets beyond twice the wielder's evocation range cannot be attacked with evocations.

- **Focus:** To help reduce the complexity of performing an evocation and condense it into a ritual that can be performed quickly if the need arises, wielders use a focus. A focus is usually a small sample of the element of the wielder's elemental type that provides them with an example of what they are trying to create on a far grander scale through the evocation. Example foci for each element are listed in Section 8.3. In order to perform an evocation, a character must have their focus in one hand and have the other hand free to perform the motions associated with the evocation. If a character attempts to perform an evocation for which they meet one of the availability bonuses, they do not need to provide a focus as an example of what they are trying to create is already available nearby.
- **Maintenance Cost:** Some evocations are instantaneous effects, but others can linger for longer if the wielder chooses to maintain them. There is a maintenance cost associated with this, however; if a wielder chooses to maintain an evocation that they had perform on a previous turn, they must expend a bonus action to do so and spend a number of evocation points equal to the maintenance cost of the evocation. As long as an evocation is maintained, its effects remain in place. A character can only maintain one evocation at a time. If a technique does not have a maintenance cost listed, then its effects are treated as instantaneous and the evocation cannot be maintained.
- **Performing Action:** The performing action is the type of action one must use on their turn in combat to perform an evocation. Most evocation techniques require the use of a main action, but some can be used as bonus actions.
- **Unit Length/Volume:** Many techniques can target more than one creature at once by affecting all creatures in a particular space. Since the wielder can vary the size of this space depending on how many EP they are willing to spend and how large a space they need their evocation to cover, the EP cost of such evocations must be calculated based on the size of the space in question. This is measured in unit lengths for Beam, Blast, and Bomb techniques, while the flood technique also unit volumes. A unit length is defined as five feet in a particular direction. A unit volume is a cube that is five feet on a side.
- **Wielder:** The wielder is the creature performing the evocation.

## 8.3 – Techniques

The following is an alphabetical list of all the evocation techniques available to characters in Legends of Okoto. For each technique, the following information is provided: the evocation's level, its prerequisites, its performing action, its cost in elemental points, its maintenance cost (if there is one), how it benefits from availability bonuses and the result of performing it.



### Beam

Level	Performing Action	EP Cost	Maintenance Cost
2	Main Action	1-3 per unit length	-

- **Prerequisite:** Proficiency in the Bolt technique.
- **Effect:** The wielder sends a dense beam of their element into a particular direction. The wielder designates a direction and a length for the beam. All creatures located within two feet of a line traced from the wielder in the direction that they indicated and that are located within the length of the beam from the wielder must make a Dodge check against the wielder's evocation DC. If they fail, they take 2d6 damage per EP spent per unit length of the wielder's elemental type and are subjected to the effects of that element's offensive feature. If they succeed, they take half the damage and avoid the additional effects.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 1 per unit length if a level 2 or higher affected space of the wielder's element is present within 10 feet of the wielder.

### Blast

Level	Performing Action	EP Cost	Maintenance Cost
3	Main Action	2-6 per unit length	-

- **Prerequisites:** Proficiency in the Bolt and Beam techniques.
- **Effect:** The wielder produces a cone-shaped blast of their element to affect a wider area than a beam can. The wielder designates a direction and length for the blast. All creatures located within a 45-degree cone centered around a line traced from the wielder in the direction that they indicated and that are located within the length of the cone from the wielder must make an Acrobatics check against the wielder's evocation DC. If they fail, they take 2d6 damage of the wielder's elemental type per two EP spent per unit length of the cone and are subjected to the effects of that element's offensive feature. If they succeed, they take half the damage and avoid the additional effects.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 2 per unit length if a level 3 affected space of the wielder's element is present within 10 feet of the wielder.

### Bolt

Level	Performing Action	EP Cost	Maintenance Cost
1	Main Action	1-3	-

- **Prerequisites:** None.
- **Effect:** The wielder produces a small but intense mass of their element and launches it at a target that they can see within their evocation range. The wielder makes an evocation attack against the target. On a hit, the target takes 1d6 damage of the wielder's elemental type per EP spent by the wielder and is subjected to the effects of the element's offensive feature.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 1 if a level 1 or higher affected space of the wielder's element is present within 10 feet of the wielder.

## Bomb

Level	Performing Action	EP Cost	Maintenance Cost
4	Main Action	3-9 per unit length	-

- **Prerequisites:** Proficiency in the Bolt, Beam, and Blast techniques.
- **Effect:** The wielder launches a compressed charge of their element to a point nearby, where it explodes and deals damage to all around. The wielder designates a point in space that is within their evocation range and a unit length for the explosion. All creatures that are within the unit length of that point must make a Dodge check against the wielder's evocation DC. If they fail, they take 2d6 damage per three EP spent of the wielder's elemental type and are subjected to the effects of that element's offensive feature. If they succeed, they take half the damage and avoid the additional effects.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 3 if at least two level 2 or higher affected spaces of the wielder's elemental type are present within 10 feet of the wielder.

## Cloud

Level	Performing Action	EP Cost	Maintenance Cost
2	Main Action	1 per unit volume	0.5 per unit volume

- **Prerequisite:** Proficiency in the Bolt technique.
- **Effect:** The wielder fills a space with their element to intensity level 1. The wielder designates a contiguous space consisting of a number of unit volumes; the evocation's affected space. The affected space is filled with the wielder's elemental type at intensity level 1. Creatures caught inside the affected space must make a Dodge check against the wielder's evocation DC. If they succeed, they are pushed to the nearest unaffected and unoccupied space. If they fail, they remain within the affected space and are subjected to the effects of the user's elemental type at intensity level 1 as described in Section 8.3. The affected space remains affected so long as the wielder uses their bonus action on following turns to maintain the evocation and does not lose their concentration on it.
- **Availability Bonus:** The EP cost of performing this technique is reduced by .5 for every unit volume making up the affected space that has level 1 or higher affected space of the wielder's elemental type located within 10 feet of it. The maintenance cost does not receive this benefit.

### Elemental Ally

Level	Performing Action	EP Cost	Maintenance Cost
4	Main Action	10 per entity	2 per entity

- **Prerequisites:** Proficiency in the Bolt technique and at least one level 3 technique.
- **Effect:** The wielder forms their element into one or more small, semi-autonomous entities to do their bidding. One entity of the wielder's elemental type for every 10 EP spent by the wielder appears in any spot within 10 feet of the wielder that they can see. The stats and abilities of the entities can be found in the Bestiary. The entities roll initiative and get their own turn on the turn order. On their turn, the wielder can use a free action to command the entities to accomplish a certain task. The entities will perform the task to the best of their ability on their own turn. The entities last until the wielder stops maintaining the evocation or until they drop to 0 HP, whichever comes first.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 3 per entity if a level 3 affected space of the wielder's elemental type is within 10 feet of the wielder, reduced by 2 if a level 2 affected space is available, or by 1 per entity if a level 2 affected space is available. The maintenance cost does not receive this benefit.

### Elemental Armor

Level	Performing Action	EP Cost	Maintenance Cost
4	Bonus Action	10	5

- **Prerequisites:** Proficiency in the Bolt, Elemental Weapon, and Elemental Shield techniques.
- **Effect:** The wielder infuses a piece of armor with their element or coats themselves in their element for protection. As a bonus action, the wielder either touches a piece of armor to infuse it with their element or calls on an elemental suit of armor for themselves. While this evocation remains in effect, the wearer of the elemental armor gains the defensive feature of the wielder's elemental type and has immunity to the damage of that element's type. If the wielder infused a pre-existing piece of armor rather than creating an elemental one from scratch, they can maintain this evocation as a free action, rather than a bonus action, on their turn.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 3 if a level 2 or higher affected space of the wielder's elemental type is within 10 feet of the wielder. The EP cost is also reduced by 5 and the maintenance cost by 3 if the wielder can touch and infuse a pre-existing piece of armor rather than having to conjure a full elemental version from scratch. The maintenance cost does not receive these benefits.

### Elemental Shield

Level	Performing Action	EP Cost	Maintenance Cost
2	Reaction	3	-

- **Prerequisites:** Proficiency in the Bolt technique.
- **Effect:** The wielder quickly conjures up a thin disk of their element to take an incoming hit and protect them from harm. If they are targeted by an attack, the wielder can use their reaction to perform this technique to gain a +3 bonus to AC until the beginning of their next turn.
- **Availability Bonus:** None.

### Elemental Weapon

Level	Performing Action	EP Cost	Maintenance Cost
3	Bonus Action	8	4

- **Prerequisite:** Proficiency in the Bolt and Elemental Shield techniques.
- **Effect:** The wielder infuses a weapon with their element or creates a weapon made of their element. The wielder touches a weapon, temporarily turning it into an elemental weapon. While the evocation remains in effect, any attack made with the elemental weapon does damage of the wielder's elemental type and gains the effects provided by the element's offensive feature. If the wielder infused a weapon rather than creating an elemental one from scratch, they can maintain this evocation as a free action, rather than a bonus action, on their turn.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 2 if a level 2 or higher affected space of the wielder's elemental type is within 10 feet of the wielder. The maintenance cost does not receive this benefit. The EP cost is also reduced by 4 and the maintenance cost by 2 if the wielder infuses a pre-existing weapon with their element rather than creating one from scratch.

### Storm

Level	Performing Action	EP Cost	Maintenance Cost
3	Main Action	2 per unit volume	1 per unit volume

- **Prerequisites:** Proficiency in the Bolt and Cloud techniques.
- **Effect:** The wielder fills a space with their element to intensity level 2. The wielder designates a contiguous space consisting of a number of unit volumes; the evocation's affected space. The affected space is filled with the wielder's elemental type at intensity level 2. Creatures caught inside the affected space must make a Dodge check against the wielder's evocation DC. If they succeed, they are pushed to the nearest unaffected and unoccupied space. If they fail, they remain within the affected space and are subjected to the effects of the user's elemental type at intensity level 2 as described in Section 8.3. The affected space remains affected so long as the wielder uses their bonus action on following turns to maintain the evocation and does not lose their concentration on it.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 1 for every unit volume making up the affected space that has a level 2 or higher affected space of the wielder's elemental type located within 10 feet of it, or by .5 if an intensity level 1 space is available. The maintenance cost does not receive this benefit.

## Wall

Level	Performing Action	EP Cost	Maintenance Cost
4	Main Action	3 per unit volume	2 per unit volume

- **Prerequisites:** Proficiency in the Bolt, Cloud, and Storm techniques.
- **Effect:** The wielder fills a space with their element to intensity level 3. The wielder designates a contiguous space consisting of a number of unit volumes; the evocation's affected space. The affected space is filled with the wielder's elemental type at intensity level 3. Creatures caught inside the affected space must make a Dodge check against the wielder's evocation DC. If they succeed, they are pushed to the nearest unaffected and unoccupied space. If they fail, they remain within the affected space and are subjected to the effects of the user's elemental type at intensity level 3 as described in Section 8.3. The affected space remains affected so long as the wielder uses their bonus action on following turns to maintain the evocation and does not lose their concentration on it.
- **Availability Bonus:** The EP cost of performing this technique is reduced by 2 for every unit volume making up the affected space that has a level 3 affected space of the wielder's elemental type located within 10 feet of it, or by 1 if a level 2 affected space is available. The maintenance cost does not receive this benefit.

## 8.4 – Elements

As tangible manifestations of the elemental weave, elements are the base components that in one combination or another make up all things on Okoto. Most of these combinations are not easily unraveled even by the most skilled evocation wielders, however; they only work with the elements in their pure forms. When deployed through evocations, these provide powerful and unique effects for each element.

### Definitions

- **Defensive Feature:** The defensive feature of an element is the feature that it provides when used as the elemental component of an Elemental Armor rune or an evocation that uses the Elemental Armor technique.
- **Foci:** As described in Section 8.2, whenever a wielder attempts to perform an evocation and they cannot meet the requirements for any of its availability bonuses, they must utilize a focus.
- **Intensity level:** Intensity levels measure the degree to which an evocation that uses an area-targeting technique deploys an element over the affected space. There are three levels of intensity and the effects that become active in the affected space at each level are detailed for each element below. Intensity levels are also used to determine availability bonuses for performing an evocation if any are available; examples of areas or terrain features that provide availability bonuses to wielders are listed at each intensity level.
- **Offensive Feature:** The offensive feature of an element is the feature that it provides when used as the elemental component of an Elemental Weapon rune or an evocation that uses the Elemental Weapon technique. Several other evocation techniques also subject their targets to the effects provided by an element's offensive feature.

- **Type Characteristics:** The type characteristics of an element are benefits and penalties granted to a creature with that element type.

## Fire

Burning hot through Okoto's south-western region and in the hearts and minds of those who live there, Fire is considered by many the most frightening and destructive of the elements. The way in which it consumes anything flammable contributes much to this reputation, but fire leaves more than just charred remnants of whatever it encountered in its wake; destruction and creation exist in an endless cycle, and fire plays its own part in it by leaving behind the most fertile ground on the island.

- **Example Foci:** Any small quantity of fire, such as a lit torch or match.
- **Offensive Feature:** Creatures hit by a Fire attack take an additional 1d6 Fire damage and must make an Endurance check against wielder's Evocation DC or gain the Burned condition.
- **Defensive Feature:** Creatures that attack the wielder with a melee weapon attack take 2d6 fire damage in return if the attack hits.
- **Type Characteristics:** Creatures with the Fire elemental type gain resistance to Fire damage and vulnerability to Water damage. In addition, they can use Fire as their element type for performing evocations.
- **Intensity Levels:**
  - **Level 1:** A level 1 fire-affected space is filled with light, swirling flames and embers. Campfires and other similarly sized fires are natural level 1 fire-affected spaces.  
*Effects:* Level 2 fire-affected spaces shed bright light over a distance of 30 feet and dim light over an additional 30 feet. Creatures inside a level 1 fire-affected space take 2d6 fire damage at the start of their turns, and an additional 1d6 fire damage for every five feet that they move inside the affected space.
  - **Level 2:** A level 2 fire-affected space is filled with a dense, roaring mass of flame that emits a lot of heat and light. Large bonfires and burning buildings are natural level 2 fire-affected spaces.  
*Effects:* Level 2 fire-affected spaces shed bright light over a distance of 60 feet, dim light over an additional 60 feet, and provide light concealment for creatures inside or behind them. Creatures inside a level 2 fire-affected space take 4d6 fire damage at the beginning of their turn and an additional 2d6 fire damage for every five feet that they move inside the affected space. If a creature spends its entire turn inside a level 2 fire-affected space, it gains the Burned condition.
  - **Level 3:** A level 3 fire-affected space is filled with flowing streams of magma constantly emitting flames from of all sides. Lava rivers and lakes are examples of natural level 3 fire-affected spaces.  
*Effects:* Level 3 fire-affected spaces shed bright light over a distance of 30 feet, dim light for an additional 60 feet and provide heavy concealment and half-cover to creatures inside or behind it. Level 3 fire-affected spaces are difficult terrain. Creatures inside a level 3 fire-affected space take 6d6 fire damage and gain the Burned condition at the start of their turn. They take an additional 3d6 fire damage for every five feet that they move inside of the

affected space. Creatures adjacent to a level 3 fire-affected space take 2d6 fire damage at the start of their turn.

## Water

The source of life throughout Okoto and, most spectacularly, in its eastern region and the oceans that surround it, Water is seen usually as a healing, benevolent element. However, it has its destructive side too, most often seen in the form of storms and tidal waves. The ocean giveth and it taketh away.

- **Example Foci:** A bucket or cup filled with water, a full waterskin.
- **Offensive Feature:** Creatures hit by Water attack must make an Athletics check against wielder's evocation DC or be pushed up to 10 feet in a direction away from the wielder.
- **Defensive Feature:** Melee weapon attacks made against the wielder gain disadvantage.
- **Type Characteristics:** Creatures with the Water elemental type gain resistance to Water damage and vulnerability to Earth damage. In addition, they can use Water as their element type for performing evocations.
- **Intensity Levels:**
  - **Level 1:** A level 1 water-affected space is filled with thick, flowing water vapor interspersed with water droplets. Unit volumes filled with dense fog, light rain, snow or ice and the presence of at least one gallon of water in liquid form in a unit volume are natural level 1 water-affected spaces.  
*Effects:* Level 1 water-affected spaces provide heavy concealment and resistance to Fire damage to creatures inside or behind them.
  - **Level 2:** A level 2 water-affected space looks like a swirling, dense mass of heavy rain and larger blobs of water being hurled about. Monsoon-level rain or the presence of at least four gallons of liquid water in a unit space are examples of natural level 2 water-affected spaces.  
*Effects:* Level 2 water-affected spaces provide heavy concealment, half cover from ranged attacks, and immunity to Fire damage to creatures inside or behind them. Fires inside a level 2 water-affected space are rapidly extinguished, and new ones cannot be started in the space so long as it remains affected. If the affected space was produced through an evocation, it is considered difficult terrain or creatures that do not have a swimming speed and creatures inside of it take 1d6 Water damage at the beginning of their turns.
  - **Level 3:** A level 3 water-affected space is filled with a raging torrent of water. Rivers, lakes, oceans, and any unit volume filled completely with water are natural level 3 water-affected spaces.  
*Effects:* Level 3 water-affected spaces provide full concealment, three-quarters cover, and immunity to Fire damage to creatures inside or behind them. Fires inside a level 3 water-affected space are extinguished immediately. If the affected space was produced through an evocation, it is considered impassable to creatures that do not have a swimming speed, difficult terrain for those that do, and creatures inside must make an Athletics check against the wielder's evocation DC and take 2d6 Water damage at the beginning of their turns. If they fail the check, they are moved up to 20 feet in any



direction and are deposited prone in a spot that the wielder specifies either inside of or adjacent to the affected space.

## Earth

Often characterized as an enigmatic bearer of riches among Okotans who do not reside in the element's region, the element of Earth is almost omnipresent yet little understood by most. That said, it's not exactly the most dynamic of elements either; steadily providing nutrients for surface vegetation and far greater riches for those willing and able to dig deeper while otherwise remaining utterly silent... apart from the occasional earthquake.

- **Example Foci:** A handful of dirt or mud, a gemstone.
- **Offensive Feature:** Creatures hit by an Earth attack must make an Endurance Check against the wielder's Evocation DC or be blinded. They can repeat the check as a free action at the end of each of their turns, resolving the Blinded condition on a success.
- **Defensive Feature:** The wielder gains blindsight out to a radius of 30 feet or increases their blindsight radius by 30 feet if they already have one.
- **Type Characteristics:** Creatures with the Earth elemental type gain resistance to Earth damage and vulnerability to Jungle damage. In addition, they can use Earth as their element type for performing evocations.
- **Intensity Levels:**
  - **Level 1:** The ground in a level 1 earth-affected space is afflicted by tremors in the earth, causing small dust plumes to occasionally rise up from the ground and unsecured objects to fall over. For availability bonuses, any area in which the ground consists of solid, compacted dirt is a natural level 1 earth-affected space.  
*Effects:* If a level 1 earth-affected space was produced through an evocation or a natural earthquake, the following effects apply: the area is considered difficult terrain due to uneven and unstable ground. Creatures inside must make a Dodge check against the wielder's evocation DC (or a number set by the storyteller if it is due to a natural earthquake). If they fail, they fall prone and take 1d6 Earth damage.
- **Level 2:** The ground in a level 2 earth-affected space turns to a swirling, shuddering mass of mud, causing objects inside to slowly sink into it and rendering structures in the space unstable and prone to collapse. For availability bonuses, any unit volume of thick mud is considered a natural level 2 earth-affected space.  
*Effects:* A level 2 earth-affected space is difficult terrain for any creatures that do not have a burrowing speed. Creatures inside the affected space must make a Dodge check at the start of their turns against either the wielder's evocation DC (if the affected space was produced through an evocation) or a number set by the storyteller. If they fail, they take 2d6 Earth damage and their feet sink into the ground, causing them to be considered Grappled by the ground. Checks made in an attempt to resolve the Grappled condition are made against the same DC as the initial Agility check.
- **Level 3:** The ground in a level 3 earth-affected space rises up to form a solid wall that fills a unit space and can swallow creatures inside whole. For availability bonuses, unit volumes at the feet of cliffs or other large earthen structures are natural level 3 earth-

affected spaces.

*Effects:* A level 3 earth-affected space provides full concealment and full cover to creatures inside or behind it. If a level 3 earth-affected space is produced through an evocation or other near-instantaneous event, the following effects apply: creatures caught in the affected space must immediately make a Dodge check against the wielder's evocation DC (if an evocation caused the appearance of the affected space) or a number set by the storyteller. If they succeed, they take 2d6 Earth damage and move to the nearest unoccupied and unaffected space. If they fail, they take 4d6 Earth damage and are caught inside. While inside, they are considered buried and need to make the Strength checks required by the condition against the number that they made their initial Agility check against.

## Stone

Durable to a fault, the element of Stone dominates its entire region from large, solid formations to the fine grains that make up much of the ground there. Hard and abrasive, it and its patron Okotans are often characterized as blunt or rough around the edges, but the protection that Stone can provide is unparalleled.

- **Example Foci:** A small bag of sand, an handful of pebbles, a small rock.
- **Offensive Feature:** Stone attacks have +1 crit range.
- **Defensive Feature:** Critical hits against the wielder do not do additional damage.
- **Type Characteristics:** Creatures with the Stone elemental type gain resistance to Stone damage and vulnerability to Ice damage. In addition, they can use Stone as their element type for performing evocations.
- **Intensity Levels:**
  - **Level 1:** A level 1 stone-affected space is filled with thick, turbulent clouds of dust and fine sand. Dust storms, dust devils, and any area in which the ground consists of fine-grain or compacted sand are natural level 1 stone-affected spaces.  
*Effects:* A level 1 stone-affected space provides heavy concealment to creatures inside or behind it. Elemental attacks through a level 1 stone-affected area gain disadvantage.
  - **Level 2:** A level 2 stone-affected space appears as a flowing, roiling mass of sand with pebbles dispersed throughout. Sandstorms and areas where the ground consists of loose, coarse sand, pebbles, or quicksand are natural level 2 stone-affected spaces.  
*Effects:* A level 2 stone-affected area provides full concealment and half cover to creatures inside or behind it. Creatures inside take 4d6 Stone damage at the beginning of their turns and an additional 2d6 Stone damage for every five feet they move inside the affected space.
  - **Level 3:** A level 3 stone-affected space appears as a not-quite-solid wall composed of large chunks of stone. For availability bonuses, unit volumes at the feet of rocky escarpments and other large stone structures are considered natural level 3 stone-affected spaces.  
*Effects:* A level 3 stone-affected area provides full concealment and full cover to creatures inside or behind it. If a level 3 stone-affected space is produced through an

evocation or other near-instantaneous event, the following effects apply: creatures caught in the affected space must immediately make a Dodge check against the wielder's evocation DC (if an evocation caused the appearance of the affected space) or a number set by the storyteller. If they succeed, they take 4d6 Stone damage and move to the nearest unoccupied and unaffected space. If they fail, they take 8d6 Stone damage and are caught inside. While inside, they are considered buried and need to make the Strength checks required by the condition against the number that they made their initial Agility check against. If a creature buried inside a level 3 stone-affected space succeeds on the Strength check to escape, they break through the stone in their space and that space ceases to be part of the affected area.

## Jungle

Unique in that its manifestations almost encompass two distinct elements, the element of Jungle is on one hand omnipresent in the form of air yet also concentrated in the heavy vegetation of Okoto's southernmost region. While Water is often seen as the most life-giving, the element of Jungle represents life at its most vibrant and spectacular through the plantlife of Okoto and the Region of Jungle in particular, and the personalities of the Okotans with the Jungle elemental type tend to be similarly exuberant.

Whenever a wielder performs a Jungle evocation, they specify which aspect of it they intend to use: air or plantlife. The example foci and offensive, defensive, and intensity features of each aspect are listed separately.

- **Type Characteristics:** Creatures with the Jungle elemental type gain resistance to Jungle damage and vulnerability to Stone damage. In addition, they can use Jungle as their element type for performing evocations.

## *Air*

- **Example Foci:** Typically no focus needed; outside a vacuum, air is always available.
- **Offensive Features:** Creatures hit by an Air attack must make an Athletics Check against wielder's Evocation DC or be pushed 5 feet in a direction away from the wielder.
- **Defensive Features:** Ranged weapon attacks made against the wielder gain disadvantage.
- **Intensity Levels:**
  - **Level 1:** Level 1 air-affected spaces are filled with a strong, constant wind that makes them difficult to traverse for flying creatures. For availability bonuses, any unit volume of air at a pressure close to that of ground level is a natural level 1 air-affected space.  
*Effects:* Level 1 air-affected spaces are considered difficult terrain for flying or hovering creatures and provide half-cover from ranged attacks to creatures inside or behind them.
  - **Level 2:** Level 2 air-affected spaces are filled with buffeting winds punctuated by strong gusts that push loose objects inside about. For availability bonuses, any unit volume of air in strong wind is a natural level 2 air-affected space.  
*Effects:* Level 2 air-affected spaces provide three-quarters cover from ranged attacks to creature inside or behind them and are considered difficult terrain for flying or hovering

creatures. Creatures inside take 1d6 Air damage at the beginning of their turns. Flying or hovering creatures caught inside must make an Athletics check against the wielder's evocation DC (if the affected space was created by an evocation) or a number determined by the storyteller as a free action at the beginning of their turns. If they fail, they are pushed up to 10 feet in a direction determined by the wielder or the wind direction.

- **Level 3:** Level 3 air-affected spaces are filled with a howling, hurricane-force wind that can knock any creature off of its feet. For availability bonuses, any unit volume that meets that description can be considered a natural level 3 air-affected space.

*Effects:* Level 3 air-affected spaces provide full cover from ranged attacks to creatures inside or behind them. Creatures inside take 2d6 air damage and must make a strength check against the wielder's evocation DC (if the affected space was created through an evocation) or a number determined by the storyteller as a free action at the beginning of their turns. Flying or hovering creatures make this check at disadvantage. If they succeed, they are pushed five feet in a direction determined by the wielder or the wind direction. If they fail, they are moved to 10 feet in a direction determined by the wielder or the wind direction and fall prone. Flying or hovering creatures can be pushed up to three times further than ground-bound creatures.

### *Plantlife*

- **Example Foci:** A flower, handful of grass, a small potted plant.
- **Offensive Features:** Creatures hit by a Plantlife attack take an additional 1d6 Jungle damage.
- **Defensive Features:** The wielder regains 1d6 HP at the beginning of each of their turns.
- **Intensity Levels:**
  - **Level 1:** The ground in level 1 plantlife-affected spaces becomes covered in grasses and small weeds that may release clouds of toxic pollen into the air. For availability bonuses, areas where the ground is covered by grass and unit volumes containing small bushes and similar-sized vegetation are considered natural level 1 plantlife-affected spaces.  
*Effects:* Level 1 plantlife-affected spaces are considered difficult terrain to all creatures that do not have a flying speed. If the plants inside a level 1 plantlife-affected space are releasing a poisonous cloud (whether or not they do is up to the wielder), creatures inside take 1d6 plantlife damage at the beginning of their turns and an additional 1 damage for every five feet that they move inside the affected space.
- **Level 2:** Level 2 plantlife-affected spaces are filled with dense thorny bushes, small trees, and similarly sized vegetation. Any unit volume filled with this density of vegetation can be considered a natural level 2 plantlife-affected space.  
*Effects:* Level 2 plantlife-affected spaces provide heavy concealment to creatures inside or behind them. If the plants inside a level 2 plantlife-affected space have thorns, sharp leaves, or similar dangerous features (up to the wielder), creatures inside take 2d6 plantlife damage at the beginning of their turns and an additional 1d6 damage for every five feet that they move inside the affected space.
- **Level 3:** The ground in level 3 plantlife-affected spaces sprouts choking, thorny vines with razor-sharp leaves that attempt to latch onto and wrap around any hostile creature

inside the affected space. For availability bonuses, any unit volume completely choked up with thick vegetation can be considered a natural level 3 plantlife-affected space.

*Effects:* Level 3 plantlife-affected spaces provide heavy concealment and half cover to creatures inside or behind them. If a level 3 plantlife-affected space is produced through an evocation, the following effects apply: creatures caught in the affected space must immediately make a Dodge check against the wielder's evocation DC. If they succeed, they take 2d6 Plantlife damage and move to the nearest unoccupied and unaffected space. If they fail, they take 4d6 Plantlife damage and are grasped by the thorny vines. While inside, they are considered restrained and need to make any checks made to resolve the condition against the number that they made their initial Agility check against. If they succeed on escaping the restrained condition, they must use their move action to move to the nearest unoccupied and unaffected space. Creatures inside a level 3 plantlife affected space take 2d6 Plantlife damage at the beginning of their turns.

## Ice

Characterized as just as cold and distant to most Okotans as the climate it creates and thrives in, Ice is tough and unyielding, never vanishing from the peaks of the highest mountains and the entire northern region of the island. Like Fire, it is often seen as a destructive element, though one which performs its destruction on a far slower, crueler timescale. While it is true that little about Ice can be said to be inherently life-giving, it offers great protection to those who can deal with it.

- **Example Foci:** A handful of snow, an icicle.
- **Offensive Feature:** Creatures hit with an Ice attack can only move up to half their full movement speed on their next turn.
- **Defensive Feature:** Wielder gains a +1 bonus to AC and does not gain exhaustion points from exposure to hot or cold temperatures.
- **Type Characteristics:** Creatures with the Ice elemental type gain resistance to Ice damage and vulnerability to Fire damage. In addition, they can use Ice as their element type for performing evocations.
- **Intensity Levels:**

- **Level 1:** A level 1 ice-affected space is filled with a bone-chilling breeze carrying thick sleet and snow. Areas under heavy snowfall, a unit volume filled with water, or one cubic foot of ice present in a unit volume are all considered natural level 1 ice-affected spaces.

*Effects:* Level 1 ice-affected spaces are difficult terrain and provide light concealment to creatures inside or behind them. Creatures inside a level 1 ice-affected space take 1d6 Ice damage at the start of each of their turns.

- **Level 2:** A level 2 ice-affected area is filled with a howling blizzard or hailstorm. Areas under a blizzard or hailstorm, a unit volume filled with snow, or at least four cubic feet of ice present in a unit volume are all considered natural level 2 ice-affected spaces.

*Effects:* Level 2 ice-affected spaces are difficult terrain and provide heavy concealment to creatures inside or behind them. Creatures inside take 2d6 Ice damage at the start of

each of their turns and an additional 1d6 Ice damage for every 5 feet that they move inside the affected space.

- **Level 3:** A level 3 ice-affected area is filled with a solid wall of ice, capable of swallowing creatures caught inside during its formation. Any unit volume filled with chunks of ice can be considered a natural level 3 ice-affected area.

*Effects:* A level 3 ice-affected area provides heavy concealment and full cover to creatures inside or behind it. If a level 3 ice-affected space is produced through an evocation or other near-instantaneous event, the following effects apply: creatures caught in the affected space must immediately make a Dodge check against the wielder's evocation DC (if an evocation caused the appearance of the affected space) or a number set by the storyteller. If they succeed, they take 3d6 Ice damage and move to the nearest unoccupied and unaffected space. If they fail, they take 6d6 Ice damage and are caught inside. While inside, they are considered buried and chilled and need to make the Strength and Resilience checks required by the conditions against the number that they made their initial Agility check against. If a creature buried inside a level 3 ice-affected space succeeds on the Strength check to escape, they break through the ice in their space and that space ceases to be part of the affected area.

## 8.5 – Evocations out of Combat

Sometimes, it may prove useful for characters to perform evocations outside of combat; perhaps they're looking to put on a show for entertainment or intimidation, or maybe the evocation's effect is beneficial to them in other ways. Since Legends of Okoto usually does not follow a turn order outside of combat, the typical maintenance mechanic of spending EP on evocation maintenance as a bonus action on the wielder's turns does not apply. Instead, to maintain an evocation outside of combat, the wielder must spend the maintenance cost of the evocation in EP once for every five minutes through which they choose to maintain it. In addition, since performing evocations outside of combat usually doesn't have to be done as quickly to avoid disaster, characters can take their time to perform them in less energy-intensive ways known as rituals. Any evocation technique that a character is proficient in can be performed as a ritual; rituals take five minutes to perform and cost half as much as the evocation would cost if performed in combat. Note that performing an evocation outside of combat does not have to be done as a ritual; it is merely a way to allow characters to conserve EP while still being able to use their evocations for non-combat applications.



# Character Sheet

_____		_____	
<i>character name</i>		<i>player name</i>	
_____		_____	
<i>tribe</i>	<i>background</i>	<i>XP</i>	<i>level</i>

**HP/EP/Speed**

*current full    current full*

\_\_\_\_ / \_\_\_\_    \_\_\_\_ / \_\_\_\_

*HP                      EP*

*bonus HP:* \_\_\_\_\_

*speed:* \_\_\_\_\_

**Armor**

**Features**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Abilities**      *score mod*

*strength:*      \_\_\_\_ / \_\_\_\_

*agility:*        \_\_\_\_ / \_\_\_\_

*resilience:*    \_\_\_\_ / \_\_\_\_

*intelligence:*   \_\_\_\_ / \_\_\_\_

*cognition:*     \_\_\_\_ / \_\_\_\_

*charisma:*      \_\_\_\_ / \_\_\_\_

**Skills**      *proficiency mod:* \_\_\_\_\_

<i>Skill</i>	<i>Points</i>	<i>mod</i>
Acrobatics (agi)	00	_____
Athletics (str)	00	_____
Beast Handling (cha)	00	_____
Crafting (int)	00	_____
Deception (cha)	00	_____
Dodge (cog)	0	_____
Endurance (res)	0	_____
Healing (int)	00	_____
History (int)	00	_____
Insight (int)	00	_____
Intimidation (str, cha)	00	_____
Investigation (cog)	00	_____
Mechanics (int)	00	_____
Nature (int)	00	_____
Negotiation (cha)	00	_____
Observation (cog)	00	_____
Performance (agi, cha)	00	_____
Sleight of Hand (agi)	00	_____
Stealth (agi, int)	00	_____
Survival (int)	00	_____
Willpower (int)	0	_____

**Attacks**

*weapon:* \_\_\_\_\_

*mod:* \_\_\_\_ *damage:* \_\_\_\_\_

*features:* \_\_\_\_\_

*weapon:* \_\_\_\_\_

*mod:* \_\_\_\_ *damage:* \_\_\_\_\_

*features:* \_\_\_\_\_

*weapon:* \_\_\_\_\_

*mod:* \_\_\_\_ *damage:* \_\_\_\_\_

*features:* \_\_\_\_\_

*weapon:* \_\_\_\_\_

*mod:* \_\_\_\_ *damage:* \_\_\_\_\_

*features:* \_\_\_\_\_

**Feats**

\_\_\_\_\_

\_\_\_\_\_

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Character Notes

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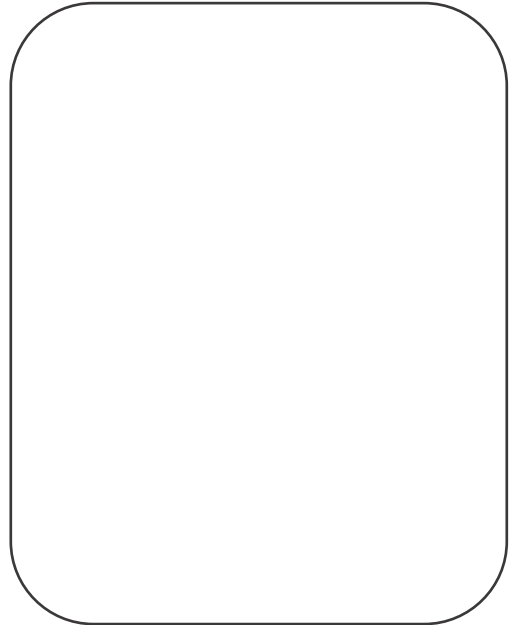
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Character Picture



Inventory

Widgets: LW: \_\_\_\_\_ CW: \_\_\_\_\_ GW: \_\_\_\_\_ SW: \_\_\_\_\_ EW: \_\_\_\_\_

<i>Item</i>	<i>Weight</i>	<i>Item</i>	<i>Weight</i>	<i>Item</i>	<i>Weight</i>
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs
_____	/ _____ lbs	_____	/ _____ lbs	_____	/ _____ lbs

Total Inventory Weight: \_\_\_\_\_ lbs      Carrying Capacity: \_\_\_\_\_ lbs      Days of Food: \_\_\_\_\_

Weapon / Tool Proficiencies

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# Credits

Scorpion\_Strike (TTV Message Boards)

Writing all chapters

Final Composition

Dragon\_Ben (TTV Message Boards)

Playtesting and Character Creation