

SAGA BORN

D100

Starter Kit



SagaBorn D100 Starter Kit

Rules, Characters, and Adventure for starting gameplay in the new D100 SagaBorn System.

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Dungeon map made using Arkenforge with assets from 2-Minute Tabletop

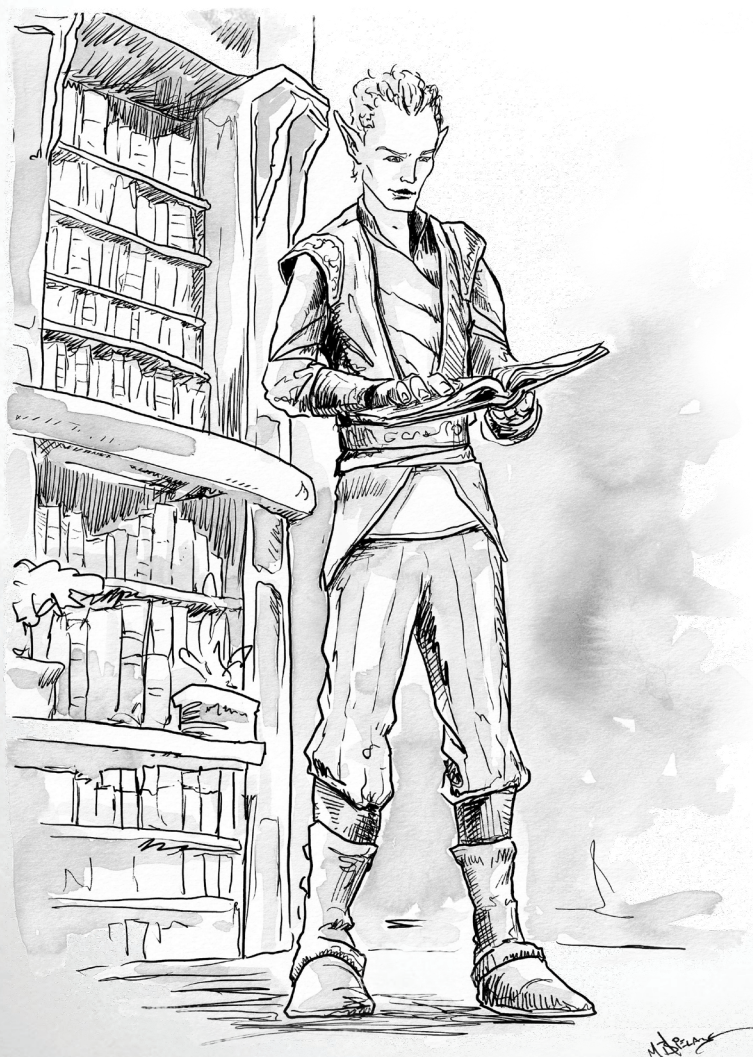


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THE WORLD OF UTERIA

THE CONTINENT OF ATHELES

AVERSOLA
OCEAN

OSTIANA
OCEAN

FROZEN LANDS OF
THE NORTH

UTHGARD

TIREN

ENDAMAS

PLAINS OF ALTROS

OLD ARADAN

GREYHELM

WASTELANDS

EMPIRE OF
ISH

TALINASSIA
OCEAN

1" = 90 MILES
ANYTIME DAY (SUN) 1.5 MILES



FOR PLAYERS AND STORYGUIDES

THE SAGABORN D100 SYSTEM

The system is straightforward: to determine if a character succeeds on a particular skill test, the player rolls a D100, which represents a 1–100% or percentile range. A D100 roll uses two ten-sided dice (or one ten-sided die rolled twice). In a percentile dice roll, the first value is the “tens” while the second is the “ones.” If rolling two D10, read the first result as the “tens die”—thus, a roll of 3 and 7 on percentile dice means a result of 37. Generally, with percentile dice, the lower you roll, the better.

So, for example, if your character is foraging for food, and their Survival skill is 54 (on a range of 1 to 100), you roll a D100, succeeding on a roll at or below 54. Things can be difficult (skill rating halved) or easy (skill rating doubled). Everything else—talents, combat tactics, and magic—adds complexity, but this core system remains simple, utilizing a percentile-based resolution.

This book serves as a “quickstart” guide to help you learn just enough to get started with the system. Some rules have been simplified; however, for a comprehensive view of the whole system, refer to the SagaBorn Core System Rulebook Online (SRD).

WHAT IS THE D100 SRD?

The D100 SRD is the System Resource Document for the SagaBorn D100 system. It is free and available online to all. And, since SagaBorn was written under the ORC License (<https://azoralaw.com/orclicense/>), you can use any of our rules (but not SagaBorn IP, such as proper names or unique characters and locales) in your own games.

It can be found at the easy-to-remember URL of www.SagaBornD100.com

WHAT IS THE GOAL OF THIS GAME?

To have fun.

In all seriousness, the goal is to have fun playing a game with your friends. But as with any tabletop game, there are a few focuses in SagaBorn.

Creating and playing an interesting character in a fantastical world may be the most significant part of SagaBorn. The StoryGuide or SG (typically called the “Gamemaster” or “GM” in other games) will take your character through adventures where they will earn experience and acquire treasure. Along the way, your adventurer will also gain renown, make allies, and create a place for themselves in this world.

Also, you’ll probably roll some dice.

WHAT MAKES THIS GAME DIFFERENT FROM OTHERS?

SagaBorn D100 is a versatile game that allows for a wide range of adventures and stories. Since it is a skill-based system, the rules are the same for an investigation roll or a roll to hit in a battle against goblins, always using D100 percentile dice.

THE WORLD

This book provides a concise overview of *The Dark Return* setting. For more information, visit www.DarkReturn.com.

Excerpts follow from “*The Guide to Uteria: A view of a strange, dark world*,” by Aldyn Wayfarer, Druid.

UTERIA

Uteria is a world ravaged by the dark and irresponsible use of magic. Vast swaths of land have been left desolate by the Great War, while others are plagued with disease, famine, and mutations. While some lands were less affected by the chaos and destruction, none escaped unscathed.

Magic had disappeared from Uteria for hundreds of years and was therefore viewed as a myth by ordinary folk. Only in the last few decades has it begun to return. Now, the appearance and use of magic are usually met with awe, suspicion, and fear.

Uteria has been impoverished by centuries of plague and misfortune. Most people do not own a sword or a bow. They are farmers and merchants, and for most, their basic needs are barely met. They do not have gold to toss around but rely on small amounts of silver to buy meals or pay for seeds. Those who venture into the wilds in search of treasure in the ruins more often find death than the riches they seek.

Uteria has many continents, peoples, and stories, but our story is set on the continent of Atheles.

ATHELES

Atheles is a continent on the world of Uteria. Filled with diverse people, flora, and fauna, a single book is not enough to describe it. The name Atheles is derived from the old elven word Ath'eles, which translates to "imperfect." The lands are commonly divided into regions, referred to simply as the Northlands, Westlands, Eastlands, and Southlands. This simplicity is due to the turbulent years that have scarred the lands and peoples, leaving little in each region to warrant anything other than a generic reference. Since the Great War and the Disappearance, the lands have fallen into darkness. Plagues, war, and a scarcity of resources have diminished the peoples to a shadow of their former selves. The last 30 years have seen significant changes to the continent. Nations and peoples have banded together to rebuild the world. Modeled on the ancient cultures of the Age of Kingdoms, the new world was just starting to find a new balance—until the Dark Return.

THE DARK RETURN

From the personal journal of Aldyn:

The Dark Return is the name given to the resurgence of magic and creatures believed to have been lost since the Great War.

The supposed first instance of the Return was in 5677, somewhere out west in the small town of Raven's Rift. It's an easy date for me to remember—it was the same year I was born. My mother never let me forget this, the odd little child that I was. She always cursed me and said I must have been born of a fey. If I were, I do wish a little more of their magic had worn off on me. But anyway, that's the first time magic was found to have returned, in the infamous cycle known as my birth year. Now, the wizards in Ish say their magic never left, and strange things have always wandered out of the Wastes, but it was that year when a young woman cast a spell in the town center of Raven's Rift and started the whole thing.

For years after that, more and more people began to demonstrate their ability in what most haughty scholars termed "the Arts." Even with the strange new creatures plaguing the world, many people were happy, if not a little wary. News of the magic spread like wildfire, but there was no time to celebrate, as soon after, the shadows seemed to come alive and demons started crawling out of every cave and burrow. After that, travel virtually ceased and news dried up like the last bit of a beer on a warm day.

This phenomenon was renamed "the Dark Return"

in 5683, at the time when I was just beginning to discover that I could light fires by saying funny-sounding words that simply popped into my head or heal small animals with the right combination of humming and herbs. I knew it was not good to have this ability, so I hid it. Like a child might do with a toad they find outdoors, I boxed it up and slid it "under my bed," into the recesses of my mind. It was called the Dark Return because the whole Navirim seemed to burst open at the time. The first ghuls poured forth from the Wastes, twisted creatures bent on killing all found in their path. After the ghuls came the giants, striding down from the mountains to steal entire herds to sate their ravenous appetites. After them, all manner of beasts and foul monsters slithered out of every forest and field, and people grew scared.

Of course, out of all of these creatures, the greatest monsters were us. Once we started to find the power in magic, lines were drawn, flags were raised, and we went about killing each other to see who could put their flag in more places. While the soldiers and sorcerers fought on the battlefields, the commoners had to deal with all manner of dark beasts, making their already difficult lives even more challenging. Luckily, the Return Wars didn't last long as there was very little to fight for, and the peoples found themselves in a new world filled with magic, demons, and fear.

THREE REALITIES

There are three known universes in which all sentient creatures reside.

Uteria

The world we reside in, this planet surrounded by unknown space and stars. The elves speak of traveling among the stars and that there are other planets, but this seems little more than a myth, as any means of traveling these distances, if it ever existed, has long been lost. Uteria is often referred to in scholarly texts as the prime plane of existence. The two largest continents are Atheles and Tuya.

The In-Between

The In-Between is a nebulous plane that exists between all known universes. It is a limbo filled with microcosms of different, varying environments. It is everywhere and nowhere. The In-Between overlaps both Uteria and the Navirim. During the Disappearance, many of the more magical species of Uteria found themselves trapped in this limbo, living in this foggy, desolate land.

The Navirim

The Navirim is a dreamlike universe whose physics, its very foundation of reality, are much different from ours. It is bound to our universe by some strange force, and many scholars believe that it is colliding with our plane of existence. Monstrous and ancient horrors cross the boundary from the Navirim to our realm. These demons, as many call them, have thrown our world into chaos and turmoil. As the boundaries between our two realities draw closer, what new catastrophes could our worlds face?

SPECIES

The world of Atheles is home to many different peoples. Each carries the weight of their history, the strengths of their bloodlines, and the burdens of their cultures.

Terans

Terans are a diverse and prolific people, spreading across Atheles faster than any other. Their families are large, and though war once thinned their numbers, they are again filling the cities and lands of their ancestors. They thrive in nearly every environment, defined not by special gifts but by adaptability.

Dworves

The first sentient folk of Atheles, the dworves were long ago put into a magical sleep and awakened just four thousand years past. Industrious and tireless, a dworv believes idle hands are wasted opportunities. Stocky, broad, and keen-eyed, they are famed for mechanical skill and craftsmanship.

Elves

Elves vanished from Atheles for seven centuries, pulled into the In-Between where time flowed strangely. Now returned, they find the world of their ancestors alien and overwhelming. Tall and slender, elves have an aura about them that unsettles terans, a manifestation of the magic that seems to be a part of their being.

Fauns

Reclusive and androgynous, fauns dwell in the deep forests of the Eastlands. They live in small communities, trading sparingly with outsiders. Bearing horns, pointed ears, and broad-toed feet, they revere nature and magic, though the loss of their homes has shortened their lives in recent centuries.

Elflings

Small but spirited, elflings spend much of their lives on the Calling—a restless drive to explore the

world. They delight in mischief and jokes, but see themselves not as petty thieves, but as agents of the chaos of Creation. Endlessly curious and selfless, they often form a fierce bond with companions they view as chosen family.

Orogs

Massive and rare, orogs resemble towering tortoise-folk. Found chiefly in warmer southern lands, their size sets them apart in both strength and burden. Their great shells cover their backs, often decorated with markings and colors of personal meaning. Though cumbersome in the dwellings of others, they have grown used to living as outsiders.

THE SAGABORN

The elves have tales about the *Saaga Ute*, translated into the common tongue as “SagaBorn,” a mythical hero born to save the world. They believe that Dalimar Gorfirand was the last SagaBorn the world has seen. The elves have a rich history fraught with horrific wars, terrible villains, and the greatest heroes. Believing themselves to be the center of the universe, if one is to believe their assertion that there are many inhabited planets throughout the stars, a Saag Ute must indeed be powerful.

This is not my humble view. I see the people, cultures, and creatures of the world as all having a hand in the future of our existence, and therefore, many could be SagaBorn. The SagaBorn are those who do not stand by and watch the river of time pass by. They are the ones who make the river slow down, speed up, or even change course. They do things large and small that add up to transform our world and our being.

Our world is changing with or without us, and I see many who have risen to try to make these changes for the better. This is what we need, what our world needs—the SagaBorn.

MAGIC

Magic has only begun to return in the past 30 years. The magic known is either ancient and being relearned or new and untested. Magic is distrusted in many places, as its newfound power is used to gain influence and control over people and lands.

A nightmare returned

Magic is what destroyed the world hundreds of years ago, and its return is viewed by many as a portent for a future cataclysm. In many parts of Atheles, the use of magic is not only shunned but also punished, sometimes with death.

Magic brings power

Some places, such as Eredar, the tower of wizards, are moving at a fast pace to relearn and use magic to try and benefit the lands. In other places, like Uthgard, it is used by government and religious powers to solidify their hold over their kingdom.

Old artifacts are sought after

Artifacts from ancient times are sought after and collected by many in power. A popular, but dangerous, way to gain wealth and renown is the hunting and recovering of ancient magic items and texts.

CONFLICT

The world of Uteria is fraught with conflict; any of these crises threatens the peoples of the lands.

Invasion from the Navirim

Elder horrors and bloodthirsty demons find their way into the world from the Navirim. Stopping them altogether seems a fool's errand, but your help could turn the tide for those suffering from this terrible incursion.

The Return of Magic

The return of magic has brought peril and uncertainty to some, while bestowing power on others. Will a magic-using hero be hunted by the powerful or pious for their arcane usage? Will the local people suffer under the new yoke of an all-powerful sorcerous dictator?

The Uthgard Empire

A rising star in the Northlands, a new King has begun amassing power for the old Kingdom of Uthgard. He and his armies defeated the invading giants from the tundra, and now he turns his attention to the lands in the Southlands that once swore fealty to his throne.

Rebellion in Kowal

The city of Kowal has recently sworn allegiance to the Uthgard Empire. A catastrophe ended the old power structure, but a new one, emboldened by the Ministry of the Arts and the Uthgard Royal Army, has brought an iron fist down on the city. The Duke of Kowal enjoys the wealth of the metalwork factories now rekindling their forges—still, whispers of rebellion skitter along the avenues and alleys of the grey city.

Demons from the Never

As magic has returned, so have the fae and elves. But demons and other Navirites have also made their

way from beyond the veil to invade Atheles. The dark places of the world now have new inhabitants.

Storms and Disaster

The Return brought massive storms to the continent. Acid rain that burns the skin or storms whose green lighting turns vast swaths of land to waste pummel the lands relentlessly. The ecological fallout from these storms is enormous, and scholars have no idea how to combat them.

System Overview

This is a quick overview of the SagaBorn D100 system, just enough for you to play the demo adventures with the premade characters. If you find you need further information about specific terms and definitions, you can find that at the end of the book.

CHARACTERISTICS

Strength (STR)

Measures raw muscle and brawn. Determines how much a character can lift, push, or wield, and influences melee damage. The Effort Roll (STR×5) tests feats of strength.

Constitution (CON)

Represents health, vitality, and endurance. Governs resistance to fatigue, poison, disease, and contributes to hit points. The Stamina Roll (CON×5) tests toughness.

Size (SIZ)

Defines height, weight, and bulk. Influences hit points and damage modifier, but has no roll of its own. Large SIZ can hinder stealth, a small SIZ can aid it.

Intelligence (INT)

Covers reason, memory, and analysis. Determines starting skill points and learning. The Intellect Roll (INT×5) tests clever deductions, memory, or insight.

Acumen (ACU)

Reflects intuition, judgment, and spirit. Determines starting Spirit Points and Horror Resistance. Also tied to mana for spellcasters. The Luck Roll (ACU×5) tests fortune and instinct.

Dexterity (DEX)

Measures agility, reflexes, and coordination. Used for stealth, balance, and reactions in combat. The Agility Roll (DEX×5) tests quickness.

Social (SOC)

Encompasses presence, charisma, and charm. Governs first impressions and persuasiveness. The Charm Roll (SOC×5) tests interpersonal influence.

DERIVED CHARACTERISTICS

Hit Points (HP)

Number of Hit Points = CON+SIZ

Damage Modifier (DM)

Based on STR+SIZ (see chart). Adds to melee and thrown damage.

STR+SIZ	Damage Modifier
2-12	-2
13-16	-1
17-24	None
25-32	+1D4
33-40	+1D6

Movement (MOV)

= Based on SIZ

Spirit Points (SP)

= ACU. Used for resisting effects and certain narrative powers.

Horror Resistance (HR)

= ACU÷2. Used to resist fear and supernatural trauma.

Characteristic Rolls

Each characteristic × 5% (e.g., STR 12 → Effort Roll 60%). Used when no skill applies or as Saves.

SKILLS

One of the most important parts of a character is the skills they possess. Every challenge where the outcome is dramatic or significant that a character faces is resolved through skill rolls.

USING SKILLS

Whenever your character wishes to take an action or accomplish a task, they are not always successful. To determine the result, you must declare the desired action, and the StoryGuide will then call for a D100 roll against the appropriate skill rating. In general terms, a D100 roll equal to or under the modified skill rating grants success at the task, while a roll higher than the rating fails.

The Difficulty of the task or other circumstantial modifiers can adjust a character's skill rating up or down for the purposes of determining success or

failure. The difficulty modifiers are decided by the StoryGuide and follow the general descriptions of: *Automatic* (no roll required); *Easy* (the skill rating is doubled); *Average* (no modification to the skill); *Difficult* (the skill is halved); *Very Difficult* (the skill is halved and -10), and *Impossible* (no roll, or a 01% chance at the StoryGuide's discretion).

Skills are grouped into six categories, each tied to a characteristic:

- Combat (DEX) – fighting, parrying, weapon use (STR adds a damage modifier)
- Communication (SOC) – persuasion, bargaining, performing
- Dexterous (DEX) – acrobatics, crafting, sleight of hand
- Mental (INT) – knowledge, research, medicine, strategy
- Perception (ACU) – spotting, listening, navigating
- Physical (STR) – athletics, swimming, climbing, riding

Skill List by Category

A comprehensive list of skills organized by category follows.

Combat:

Brawl, Dodge, Grapple, Siege Weapon, Martial Arts, Melee Weapon (various), Missile Weapon (various), Parry (various), Shield

Communication:

Bargain, Command, Disguise, Etiquette (various), Fast Talk, Perform, Persuade, Teach

Dexterous:

Acrobatics, Art (various), Craft (various), Fine Manipulation, Hide, Repair (various), Sleight of Hand, Stealth

Mental:

Appraise, First Aid, Gaming, Knowledge (various), Medicine, Strategy, Spellcraft, Survival

Perception:

Insight, Listen, Navigate, Research, Sense, Spot, Track

Physical:

Athletics, Climb, Jump, Pilot (various), Ride (various), Swim, Throw

Measuring Competence:

- 00–05%: Novice
- 06–25%: Neophyte
- 26–50%: Amateur
- 51–75%: Professional
- 76–90%: Expert
- 91%+: Master

Describing Results of Successes

Generally, the results of skill rolls are obvious, but if in doubt, use the following guidelines when determining outcomes:

- A **fumble** usually means that the opposite of the desired result has been achieved, providing misleading information, creating some sort of setback, or even putting the character at a disadvantage.
- **Failure** means that the desired result is not achieved.
- A normal **success** means that a reasonable and average goal has been achieved. The StoryGuide is the ultimate arbiter of the results, but the effect should be obvious.
- A **special success** has double the effectiveness of a regular success and/or provides additional information about the subject.
- A **critical success** has triple the effectiveness of a regular success, and/or provides considerable information about the subject.

TALENTS

Talents define a character. They are the character's special abilities, specific skills earned through rigorous training and practice. Some talents require other talents before becoming available for learning. A Talent can only be learned once.

Every character starts with three Talent Points, which allows them to choose their Talents. While most Talents cost one point, some have a higher cost. These skills are also divided among the archetypes. Unlike some other games, a character can learn abilities from any archetype tree, as long as they have the prerequisite Talents and the points. Talent Points can be "saved" for a future Talents that take more points than the character currently has.

Also, there are references to "Talent Point Level" in sections of this book. This references the total Talent Points the character has, spent or unspent. Talent Point Level can unlock different things, such as Legacy Item abilities or being able to cast spells with more mana.

LEGACY ITEMS

Certain items gain power as the adventurer levels. These items are a part of the adventurer's story: the famed sword, the lockpicks of luck, or the rope their mother gave them before they left home.

The pregenerated starting characters included later in this book aren't yet powerful enough to have a bonus or special abilities granted by their legacy items. But these early levels are the time to see which items are special to your character and may become Legacy Items in the future.

SAGA POINTS

When a character does something amazing, succeeds or fails at a daring Heroic Action, or makes the other people at the table gasp in awe, the StoryGuide may award them a Saga Point.

Saga Points can be used to adjust any dice roll that affects the player's character. You can use them to fix that natural 100 you just rolled, or adjust a low-damage roll. The player spending the Saga Point can determine which of the two dice rolls is the one that counts.

A player always starts a game session with at least 1 Saga Point.

MAGIC

Magic is a wild, untamed, ineffable force. It is dangerous. It is powerful. Those who dabble in the Arts are both taking a risk and seizing control of their own destiny. Summoning magic is not to be taken lightly.

When a hero gets the Spellbook or Spell Memory Talent, they gain mana. A hero's Base Mana is calculated at the point that they gain access to it, and it is converted as $ACU/2 = \text{Mana}$. After the initial Base Mana is granted, a hero only gains more mana by spellcasting and using it.

Costs of Magic

Magic spellcasting always has a cost. Magic spells can also be cast in increments, called levels. Generally, each level costs 1 mana to cast. Some spells cost more than 1 mana per level. The normal rules for mana apply to any mana lost through casting spells. A successful Spellcraft check is needed to cast any spell. In general, if a Spellcraft check is failed, the mana spent is lost.

A mage can only spend mana on a single spell that is equal to or lower than their Talent Point Level.

Casting Spells and Success Levels

As each spell uses the Spellcasting skill to determine success or failure, success levels also measure the quality of the magic spell roll.

Ranged Damage Spells – Aiming

Some spells, such as Acid Bolt or Elemental Arrow, are treated as a ranged attack, though a mage uses Spot to aim the spell instead of the Ranged Weapons skill.

Area of Effect Spells

An Area of Effect (AoE) spell is one that inflicts damage or some other effect on more than one space.

Targeting AoE Spells

When attempting to hit a specific space or target with an Area of Effect (AoE) spell, the caster must aim with the Spot skill. The mage chooses a space or target and makes a **Spot** skill roll to hit it accurately.

- On a failure, roll 1D8 to determine which adjacent space the spell lands in. Start with the space closest to the caster as 1, and number clockwise around the target, like compass directions.
- The spell lands 5 feet per damage die away from the original target space in that direction, i.e., a 3D6 spell would land 15 feet away.
- On a fumble (100), the spell centers on the caster.

Casting Spells Mana Cost

Using magic costs mana, but it also needs the mage to weave and call the magic into being. Every spell has verbal and gestural components, and it is this intricate combination that calls magic into being. Being bound, grappled, or silenced makes casting *Very Difficult* (Skill/2 - 10). Some talents may change the components needed for casting.

Casting Time

A spell has a casting time depending on its power. Casting time and spell duration are listed on each spell.

Preparing Spells

A spellcaster can cast any spell that they know. They do not have to memorize or pray to gain access to the spell. If the spell is on their known spells list, they are allowed to cast it, as long as they have the mana to do so.

Ravaging and Warding

Warding: Wardens

Spellcasters can pull from their own life energy for mana through a concentrated effort to draw energy only from within themselves, instead of the life force of other creatures or plant life nearby. This philosophy is called “warding,” and in ancient texts, some identified themselves as “Wardens of the Lands.”

Converting life energy in this manner is extremely dangerous and draining, and can cause great harm to the spellcaster.

To cast a spell with your own energy, make a *Difficult* Spellcraft roll to cast a spell. If you succeed, you spend Spirit Points as mana to cast the spell. If you fail this roll, the spell fails, you lose those Spirit Points, and your Standard Action is spent. If you fumble, you accidentally ravage.

Accidental Ravaging

Ravaging is a dark and violent act, even when a caster does it out of desperation or by accident. If a mage is about to die, but must use magic to save their companions, they must make a tough decision to turn to such a desperate act. Other times, a mage might make a careless mistake. If a Warden mage rolls a natural 100 (fumble) on their Spellcraft roll to Focus, they will accidentally ravage their surroundings, despite their best intentions.

When a warden accidentally ravages, all creatures within a radius equal to 10 feet times the spell's mana cost take 1 hit point of damage. The mage will also gain 1 point of Horror. If the same warden tries to Focus again on the same day, before recovering their mana and spirit points, and they accidentally ravage again, all living creatures within a 10-foot radius of the caster will take hit point damage equal to the spell's mana cost and gain 1 Horror.

Ravaging: Ravagers

Ravaging is a way to gain mana for those who do not concern themselves with where the energy comes from, as long as it is not from themselves. Once they exhaust their mana points, the Ravager can attempt to continue casting spells by drawing on the life force of all living things around them. A ravaging mage gains horror equal to the mana they ravage.

Ravagers do not need to concentrate on where the energy originates from, nor do they care about what is harmed by their evil acts. When casting spells in this manner, all living creatures within a specific radius of the spellcaster take physical damage. Ravaging always drains hit points and is not affected by Armor Value (AV). At the ravager's discretion, one of the following occurs:

(1) All living creatures and flora within a 10-foot radius from the caster take damage equal to the spell's mana cost, or

(2) All creatures within a radius equal to 10 feet times the spell's mana cost take 1 hit point of damage.

A Ravager's act is instantly recognizable. Anyone within the circle feels their life essence drain from them, usually accompanied by a headache and chills. But even those outside of the affected radius are instantly aware. Small plants, such as grass and weeds, shrivel and turn black. Nearby lakes and streams become speckled with dead fish, and insects are instantly desiccated, like a cicada's molted skin.

When a caster Ravages and the player rolls a fumble, the character fails the roll and pulls the mana directly from themselves, causing physical damage equal to the mana cost of the failed spell.

Ravagers who continue to perform these heinous acts experience physical changes to their appearance. The effects are subtle at first: dark bags under the eyes, a lingering cough, dry or chapped lips, and the like. The effects become more noticeable over time, as the Ravager displays sunken or discolored eyes, a sickly complexion, dark veins running under their skin, and so forth. Some scholars claim that tales of hideous, twisted crones with greenish skin, long, hooked noses, and warts were the result of Ravagers who overused their powers. If you choose to play a Ravager, be creative with the effects the magic has upon your character, to make them unique and distinctive.

Horror Points

A spellcaster gains Horror equal to the mana they ravaged. There is no way to reduce this.

HORROR

Horror is an accumulation of mental trauma that the heroes encounter in their adventures. Horror is tracked by points, which gradually accrue based on their encounters. As an adventurer's Horror level increases, so do the consequences they face. These points are inflicted by encounters with the supernatural, horrific, or violence. Horror can be reduced or dispelled by spending downtime to rest and relax, as well as bonding with teammates.

An adventurer starts with 0 Horror. As they gain Horror, they experience the following Conditions until their total Horror points drop below the specified level.

At 25 points:

The character gains the following Condition until their Horror is reduced below 25 points.

Anxious - The character suffers anxiety and takes -10% to all skill rolls.

At 50 Points:

The character gains the following Condition until their Horror is reduced below 50 points.

Shaken - The character or creature takes a -20% penalty to all skill rolls.

At 75 Points:

The character gains one of the following Conditions until their Horror is reduced below 75 points.

Roll 1D10

1 Cowering - The character is frozen in fear and can take no actions. A Cowering character is *Easy* to hit in combat.

2 Nauseated - The character or creature experiences gastric distress and may vomit up the contents of their stomach. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action the character can take is a single move action per turn.

3-4 Panicked - When panicked, the creature tries to flee from the source of its fear. Affected creatures will not do anything that will harm themselves, but they will do their best to escape and hide. When Panicked, they can not attack, but they can defend themselves with Dodges or Parries.

5-7 Scared - When scared, all skills become *Difficult*.

8-10 Stressed - The character takes a -30% penalty to all rolls.

At 100 Points:

The character slips into “Cosmic Horror,” where only a miracle or magic can save their mind.

GAINING HORROR

All adventures start with Horror Resistance equal to their Spirit (ACUx5). This is their Maximum Horror Resistance. A Horror Save is a D100 roll versus Current Horror Resistance. As they gain Horror, their Horror Resistance is lowered:

Current Horror Resistance = Maximum Horror Resistance – Horror

Example: Vanra has 15 Acumen, meaning she has 75 Maximum Horror Resistance and has not accrued any Horror yet. She faces off against a drekava, a small demon. She rolls an 86, which is a failure, and she gains 3 Horror (the drekava has 0/1D3 when it is first encountered), thus $75 - 3 = 72$, which is now her current Horror Resistance. The next round, the drekava screams, which can add 1 Horror. Vanra rolls a 71, right below her new resistance, and saves.

There are many ways a hero may gain Horror. When a hero encounters a supernatural encounter, a horrific demon from the other side, or engages in excessive, unhinged violence, the StoryGuide may require a Horror roll.

Game System

The core mechanic of the system is making a D100 roll against whatever skill your character has that is most appropriate for the situation. The skill levels range from 0–95, where success is a roll equal to or less than your character’s skill rating. That’s about it, but there is just a little bit more to round things out.

ACTIONS

Most challenges in SagaBorn are resolved with a percentile roll (D100). Roll equal to or less than your skill or characteristic rating to succeed, and a roll above is a failure. Other dice may define damage or secondary effects.

Automatic & Impossible: Routine tasks succeed without a roll, while impossible ones automatically fail—no amount of luck can make them work.

Degrees of Success

- **Fumble (100):** A disastrous failure, often harming you or allies.
- **Failure (above a skill rating):** The action does not succeed; consequences vary.
- **Success:** The action works as expected.
- **Special Success ($\leq 1/5$ skill):** A superior result with extra benefits (such as knockdowns in combat).
- **Critical Success ($\leq 1/20$ skill):** The best possible outcome.

TYPES OF ROLLS

Skill Rolls

Most actions your character attempts are resolved with skill rolls. Here, the percentile roll uses your character’s rating in the appropriate skill as the chance of success. Any skill that normally has a base chance of 5% or higher always succeeds on a roll of 01–05 chance of success, even if difficulty, conditional modifiers, or other factors reduce the skill rating below 5%.

Characteristic Rolls

Some actions are not easily linked to a specific skill, such as pulling oneself up a rope. For these situations, use a characteristic roll, with a chance of your character’s characteristic multiplied by a number. CON, INT, DEX, and SOC are common characteristics to use, and most characteristic rolls have a $\times 5$ multiplier. Your base characteristic rolls were defined in character creation. Depending on the difficulty of the action, your StoryGuide may use a higher or lower multiplier (see “Using Skills” above).

FATE: SAGA POINTS AND SPIRIT POINTS

SAGA POINTS

When a character does something amazing, succeeds or fails at a daring Heroic Action, or makes the other people at the table gasp in awe, the StoryGuide may award them a Saga Point.

Saga Points can be used to re-roll any dice roll that affects your character. You can use them to fix that natural 1 you rolled or adjust a low-damage roll. It can also be used to change a foe's roll as well. The player spending the Saga Point can determine which of the two dice rolls counts. A Saga Point can only be used to change a roll once. Saga Points accumulate, carrying over from one session to another. A player always starts a session with at least 1 Saga Point. Saga Points can also be used for skill increases at the end of a session.

Suggested ways to gain Saga Points:

- A daring Heroic Action that has a high risk to the hero, success or fail, should award them a Saga Point.
- A fumble (roll of 100 on a D100) awards a Saga Point if the player chooses not to re-roll it.
- Strongholds grant Saga Points based on their level. Heroes gain these Saga Points after spending the night in their stronghold.

SPIRIT POINTS AND THEIR USES

Sometimes, you and your StoryGuide do not want the results of a roll to become the ultimate arbiter of your character's destiny. If your StoryGuide wishes to allow more player agency in outcomes, Spirit Points can be used as a resource to affect the results of rolls and the narrative itself. This allows greater control of die results and increased effectiveness in play.

The following are some suggested uses of Spirit Points to manipulate rolls or narrative:

- Spend 3 Spirit to gain a Bane or Boon. During a skill check, a boon gives you +1D6 to a skill, while a bane gives an opponent -1D6 to a skill check.
- Spend 3 Spirit Points to ignore 1D4 points of damage from a single attack. These damage points are simply ignored; they do not count toward Knockback or other effects. Your StoryGuide may ask you to describe what happens to avoid the damage, such as "The steel coin in my front pouch deflected the arrow" or some other (dramatically interesting!) reason.

Any use of Spirit Points for these is handled normally, so if your character is reduced to 0 Spirit Points, they are exhausted and pass out until they regain at least 1 Spirit Point.



Combat

Combat is a significant part of many adventures. In combat, it is essential to understand precisely what happens when, who can act at a particular time, and what actions are feasible within the allotted time frame. This section covers the diverse range of actions that can occur during a combat round.

The combat round measures time in a combat or action situation. A combat round is 10 seconds long, and in it, your character can perform actions and react to other actions in an order usually determined by their DEX characteristic; characters with a higher DEX act before those with a lower DEX. As with skills, actions in combat are resolved by rolling a D100 to determine the success or failure of attacks, defenses, and other actions.

COMBAT ACTIONS

In SagaBorn, a combat turn may consist of up to four (4) actions of these types (in any order, or sometimes simultaneously):

- 1 Move Action
- 1 Standard Action
- 2 Free Actions
- or –
- 1 Full Round Action

Move Action:

- Move
- Heroic Action
- Interact with an object or person (trade items, open an unlocked door, etc.)
- Shield Stance

Standard Actions:

- Attack
- Cast a spell
- Disengage
- Heroic Action
- Interact with an object or person
- Move
- Skill Check
- Stabilize or First Aid

Free Actions:

- Say, shout, or whisper something
- Switch weapons
- Use a Reaction (such as a counterspell)
- Parry
- Dodge
- Other quick actions specified under Talents and Spells

Full Round Actions (examples):

- Put out a fire
- Difficult spells and spellcasting abilities
- Use a healing salve

At any time during the combat round, your character can:

- Parry or Dodge
- Speak

Movement

A character can move their movement speed (MOV) as a Move Action or Standard Action, while still being able to Parry or Dodge.

Attack

Your character can make an attack against a target on their turn as a Standard Action. Unless modified otherwise, this attack is performed at the full skill rating.

Non-combat Action

An unengaged character can attempt the use of a skill or power or do some other action not requiring a skill check, such as drawing a weapon or opening a door. Use common sense as to what actions can reasonably be performed in this amount of time and within the degree of movement allowed.

Engage

An unengaged character can move up to 10 feet and make an attack and/or defensive action without penalty, engaging in combat.

Disengage

An engaged character can choose to leave the combat by declaring during the statement phase that they are disengaging. Generally, they do not take any attack actions, but are limited to dodges, parries, and movement actions instead. If your character is successful in all dodges or parries made during this

combat round, they have successfully disengaged from combat and may move their full movement rate away from the battle. If any of these rolls fail, your character is still engaged in combat.

Heroic Action

When a character wants to do something different from a standard attack, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a contested roll, the player versus the StoryGuide, with the higher roll winning. Heroic Actions can also be used for any non-combat actions that could be contested by another creature.

Parry

Anyone armed with a parrying weapon or shield (or using their own body) can block the damage from an attack. Roll against the relevant combat skill to parry a blow. You do not need to announce this beforehand, and it is done in reaction to a successful attack roll from another combatant.

Dodge

Some weapons and attacks cannot be parried and must be dodged instead. Dodges can be attempted against all melee attacks or thrown weapons. As with Parries, Dodges do not need to be announced before the attack roll but are attempted in reaction to a successful attack roll from another character. Each successive Dodge attempt after the first is at a -30% modifier to the skill rating, cumulative. If the chance to dodge an attack falls below 1%, your character cannot

attempt to Dodge.

Speak

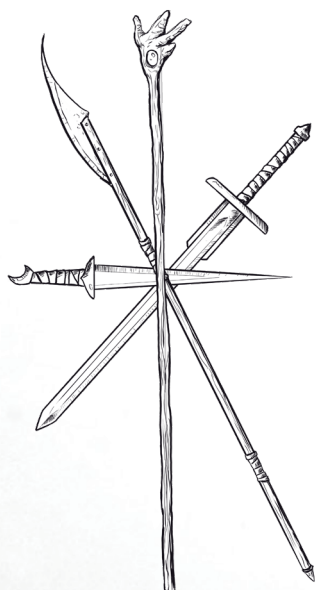
Speech is a free action, and normal conversation or shouted commands do not limit your character's actions in any significant manner. However, if your character is speaking for some time, or a conversation between two characters is ensuing amid the action, your StoryGuide may ask you to keep conversations brief during combat rounds or action sequences.

Parries and Dodges

Parries and Dodges cannot be combined in a round unless your character is in a completely defensive state or you have a Talent that allows it. In this case, the -30% modifiers for successive defensive actions include both Parries and Dodges.

Attacks of Opportunity

If a creature moves out of the threatened range of an opponent, they provoke an attack of opportunity from that creature. An attack of opportunity is a single attack at normal skill.



(Facing Page)

* If the parrying weapon or shield is destroyed during the Parry attempt, roll the attacking weapon's normal damage and subtract the points of damage used in destroying the parrying weapon or shield. The remaining damage penetrates the Parry attempt to damage the defender (armor still protects). If the attacking weapon is destroyed during a successful attack, damage is still inflicted on the defender, and the weapon is broken at that moment.

** This is the damage that type of attack would normally do. This is not the same as "maximum damage." For a greatsword, full damage is 2D8 on a normal success, 2D8 bleeding damage on a special success, and on a critical success, it does 16 damage, ignoring armor. Damage modifier, in all cases, is rolled separately and added afterwards.

Attack and Defense Critical/Special Matrix

Attack Roll	Parry Roll	Dodge Roll	Result
Critical	Critical	Critical	Defender parries or dodges damage, no other result.
Critical	Special	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Critical	Success	Success	Attack marginally deflected and achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Parrying weapon or shield takes 4 points of damage.*
Critical	Failure	Failure	Attack achieves a critical success. Attack does full damage** plus normal damage modifier (or attacker may choose a special success instead). Defender's armor value is bypassed, and armor takes 1 point of damage, lowering the AV.
Critical	Fumble	Fumble	Attack achieves a critical success. Attack does full damage** plus normal damage modifier (or attacker may choose a special success instead). Defender's armor value does not apply, and armor takes 1 point of damage, lowering the AV. Defender rolls on the appropriate fumble table.
Special	Critical	Critical	Defender parries or dodges attack; no other result. If attack is parried, attacking weapon takes 1 point of damage.*
Special	Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Success	Attack partially parried or dodged and achieves a normal success. Defender's armor value subtracted from damage, and armor takes 1 point of damage, lowering the AV. Parrying weapon or shield takes 2 points of damage.*
Special	Failure	Failure	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage, and armor takes 1 point of damage, lowering the AV.
Special	Fumble	Fumble	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage, and armor takes 1 point of damage, lowering the AV. Defender rolls on the appropriate fumble table.
Success	Critical	Critical	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Special	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Success	Defender blocks or dodges damage, no other result.
Success	Failure	Failure	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage.
Success	Fumble	Fumble	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Defender rolls on the appropriate fumble table.
Failure	—	—	No damage; no effect.
Fumble	—	—	Attack misses completely, and attacker rolls on the appropriate fumble table. Defender unharmed.

LEVELS OF SUCCESS AND FAILURE

As with skills, in combat it is often essential to know not only whether an attack or parry succeeded or failed, but also how well it succeeded or how badly it failed.

Critical Success

The best possible roll! A critical success is 1/20 (5%) of a skill. A critical attack means that the weapon does the maximum possible damage for the weapon used (6 for 1D6, 9 for 1D8+1, etc.) plus the regular rolled damage modifier. Unless countered with a critical Parry, a critical attack result always ignores armor, even if that armor is all-encompassing. A critical Parry can damage the attacking weapon.

A Critical Success with an attack also adds the Special Success damage.

Special Success

An exceptional roll! A D100 result equal to 1/5 (20%) of your character's skill rating. Often, a special attack means that the weapon does normal damage in addition to a special result based on the weapon's type, e.g., a bludgeoning weapon, like a club, has a knockback/down effect.

A special parry can do damage to an attacking weapon, e.g., with Piercing 60%, your character achieves a special success on a roll of 1–12. This does normal damage (1D8, for example), and in the case of a rapier, also does impaling damage.

Success

A good roll. This is a D100 result equal to or less than your character's skill rating but higher than the result needed for a special or critical success. Attacks are successful if not parried or dodged, and damage is rolled normally, with no damage done to either attacking or parrying weapon, e.g., with a skill of Firearm 60%, your character achieves a normal success on a roll of 13–60. For a firearm that deals 1D8 points of damage, the normal damage is rolled.

Failure

A poor roll. A D100 result greater than your character's skill rating. Failing a combat roll means that the attempt failed, but your character can try again later in the same or a following combat round, e.g., with a Piercing skill of 60%, your character fails on a roll of 61–99. No damage is rolled, and your target does not need to attempt to dodge or parry the attack.

Fumble

A disastrous roll! A result of 100 on a roll is a fumble. Often, a fumble indicates a dramatic mishap of some sort and often forces a roll on the relevant fumble table.

SPECIAL SUCCESSES AND DAMAGE

Different types of weapons do different kinds of damage on a special success. There are five types of special damage: bleeding, crushing, entangling, impaling, and knockdown.

- **Bleeding:** A wound resulting in a deep tissue cut into arteries or major organs. Weapons with a sharp edge inflict bleeding damage. Bleeding is +1D4 damage that happens each round until stopped by First Aid or Healing.
- **Crushing:** A wound involving a blunt trauma to the victim, often breaking bones and stunning the target. Clubs, unarmed strikes, and other blunt weapons can cause crushing damage. Crushing is doubling your Damage Modifier and Dazing (they lose one action next round) your opponent.
- **Entangling:** Pinning or otherwise ensnaring the target's limbs or body. Flexible weapons, nets, ropes, and those with short, jagged points inflict entangling attacks. Entangling slows the target by 1/2.



- **Impaling:** A deep wound piercing vital organs or passing entirely through the body of the target. Firearms, arrows, and other pointed weapons inflict impaling damage. Impaling doubles the damage.
- **Knockback:** A wound that unbalances and possibly sends the target sprawling backwards. Some forms of unarmed attacks and shield attacks cause knockback. Knockback pushes the target back 5 feet.

ARMOR

Armor is traditionally a form of clothing that is thick and tough enough to protect against attack. Historically, it was crafted from materials such as leather, bone, wood, and metal, which were appropriate to the period. If an attack is not parried or dodged, armor is all that stands between your character and injury.

Armor's most important aspect is its armor value (AV). The higher the armor value, the better it protects the wearer. The armor value is subtracted from damage inflicted by a successful attack. The subject of the attack has the remaining damage removed from their hit points. If the result after armor value is subtracted is 0 or a negative number, no damage is taken.

DEATH AND DISABLED

Disabled

When a hero drops to or below 0, they become disabled. If a hero is disabled, they can not move, attack, communicate, or cast spells. When disabled, a character loses one hit point per round until they stabilize.

Stabilizing a Disabled Character

As a Free Action, a character must succeed at a Stamina check to stabilize. If they become stabilized, they revert to 0 HP, no longer lose hit points per round to being disabled, and they may take one limited action per round. A limited action can be: move at 1/2 speed, cast a spell (difficult), use a skill (difficult), use an object, or attack an adjacent creature at -50% to hit and damage. A hero keeps these disadvantages until they are healed or they naturally gain back enough HP to

put them over 0 HP.

During combat, they may make a single Stamina check each round on their turn.

A character who fails to stabilize may choose to take an injury in order to succeed on either roll that failed.

Stabilized/Disabled Injury Roll

Roll D100

01–75 Minor Injury

76–99 Major Injury

00 Permanent Injury

DEATH

When your character's current hit points drop to -10 or lower, or your CON is reduced below 1, you are dead. They cannot be healed, and barring some kind of miracle, they cannot return to the world.

But your hero is SagaBorn, and may choose to make a Dying Injury Roll rather than die. The character is still considered *dying* and may not roll to become disabled, stabilized, or mobile. The character has one hour before their wounds cause death. If they receive healing and care in time, they might survive. Alternatively, a dying character may choose to risk another Injury to become disabled.

Dying Injury Roll

Roll D100

01–50: Major injury

51–00: Permanent injury

CHARACTERS

These pregenerated characters include the Skills, Professions, short bio, portrait, and equipment for some of the most common adventurer archetypes. If you wish to make your own character, please visit www.sagaborn.com/d100heroes/

How To Use the Character Sheet

Track wounds, lethal and subdual (non-lethal), add together, and compare to Max HP.

Armor Value (AV), is subtracted from damage taken!

Saga Points allow a Reroll

Abilities are used in Heroic Actions, or non skill based tasks,

Current Horror is HR Max minus the Horror points you have taken.

Spirit Points can be spent to give you +1d6 to Skill rolls!

General Info

Averett

NAME

BASICS

Monster Hunter

PROFESSION

Faun 31 Brown

SPECIES AGE HAIR

5'10" 165 Brown

HEIGHT WEIGHT EYES

APPEARANCE

27

MAX HIT POINTS

LETHAL WOUNDS SUBDUAL

25

SPEED

SAGA POINTS

ARMOR

Leather, Buckler

2 FULL AV 2

ARMOR VALUE ARMOR DAMAGE

WEAPONS

WEAPON	TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Shortbow	75 % R	1d6+2d4	4/15	1	65/300
QuickShot (Shortbow)	65 % R	1d6+2d4	4/13	2	65/300
Broadsword	58 % S	1d8+1d4	3/12	1	

CHARACTERISTICS

STR	12	x5 = EFFORT	60 %
CON	13	x5 = STAMINA	65 %
SIZ	14	DMG MOD	1d4
INT	13	x5 = INTELLECT	65 %
ACU	12	x5 = SPIRIT	60 %
DEX	16	x5 = AGILITY	80 %
SOC	12	x5 = CHARM	60 %

SKILLS

Dodge	70 %	<input type="checkbox"/>
Grapple	33 %	<input type="checkbox"/>
Hide	18 %	<input type="checkbox"/>
Knowledge (General)	40 %	<input type="checkbox"/>
Knowledge (Monster Lore)	62 %	<input type="checkbox"/>
Listen	46 %	<input type="checkbox"/>
Sense	41 %	<input type="checkbox"/>
Spot	59 %	<input type="checkbox"/>
Stealth	48 %	<input type="checkbox"/>
Survival	37 %	<input type="checkbox"/>
Track	36 %	<input type="checkbox"/>
ALL OTHER SKILLS 15%		

TALENTS:

Quick Shot: Once per round, you may attack with a weapon twice as a Standard Action, but both attacks suffer a -10% skill penalty. The weapon must be a ranged or missile weapon.

Marksman: Ranged attacks with a bow or crossbow adds 1d4.

Special Abilities!

EQUIPMENT:

Dagger, Shortbow, Broadsword, Net, Leather Armor, Iron Manacles, Salt, Sack

NOTES

AVERETT IS A FAUN. THOUGH THEY OFTEN HIDE THAT FROM OTHERS. THEY KEEP THEIR HORNS FILED DOWN AND POINTED EARS HIDDEN BY LONG HAIR.

NAVIRITE DEMONS DESTROYED THEIR COMMUNITY IN THE MOUNTAIN FOREST. AND NOW THEY SPEND EVERY WAKING MOMENT SEEKING RETRIBUTION AND HUNTING THE DARK THINGS OF THE WORLD TO KEEP OTHERS SAFE.

12

SPIRIT POINTS MAX

60

HR MAX

60

HORROR

DARK RETURN

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Bryn
NAME



BASICS

Witch Hunter

PROFESSION

Dworv

45

Red

SPECIES

4' 6"

295 lbs

Grey

HEIGHT

WEIGHT

EYES

APPEARANCE

29

MAX HIT POINTS

LETHAL

WOUNDS

SUBDUAL

25

SPEED

SAGA
POINTS

ARMOR

Leather, Shield

2

ARMOR
VALUE

FULL
AV

2

ARMOR
DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Broadsword	73 %	S	1d8+1d4	4/15	1	
Heavy Crossbow	63 %	R	2d4+1+1d4	4/13	1	100/300
	%					

SKILLS

Brawl	28 %	<input type="checkbox"/>
Dodge	65 %	<input type="checkbox"/>
Grapple	38 %	<input type="checkbox"/>
Hide	18 %	<input type="checkbox"/>
Listen	56 %	<input type="checkbox"/>
Spellcraft	51 %	<input type="checkbox"/>
Spot	46 %	<input type="checkbox"/>
Stealth	53 %	<input type="checkbox"/>
Survival	61 %	<input type="checkbox"/>
	%	<input type="checkbox"/>
	%	<input type="checkbox"/>
	%	<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Magebane: Once per round, an archeon may roll two d100's during an attack and choose the highest roll against any creature or person using magic spells. They can also use Magebane during Heroic Actions against spellcasters.

Disperse Magic: Once per round, when you would normally be affected by magic you can negate it so that you take no damage. You must be aware of the attack. It is handled like a Heroic Action: Survival or Spellcraft versus spellcaster's Spellcraft. Attempting to Disperse Magic does not count as an action; it is a Reaction.

CHARACTERISTICS

STR	15	x5 =	EFFORT	75 %
CON	15	x5 =	STAMINA	75 %
SIZ	14		DMG MOD	1d4
INT	11	x5 =	INTELLECT	55 %
ACU	12	x5 =	SPIRIT	60 %
DEX	16	x5 =	AGILITY	80 %
SOC	9	x5 =	CHARM	45 %

12

SPIRIT POINTS
MAX

SPIRIT POINTS
SPENT

CURRENT HORROR
RESISTANCE

55

HR MAX

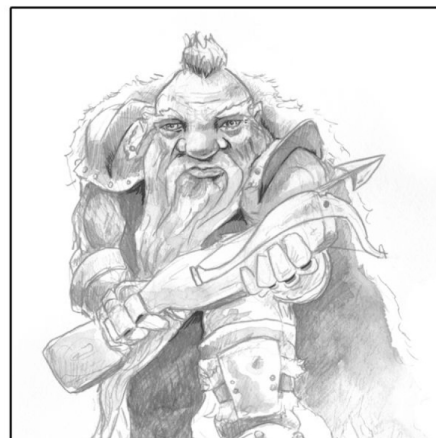
HORROR

EQUIPMENT:

Basic Clothing, Leather Armor, Broadsword, Shield, Bedroll, Iron Manacles

NOTES

BRYN IS FROM A SMALL COMMUNITY OF FREE DWORVS FROM A VILLAGE TO THE SOUTH. YEARS AGO, A MAGE FROM THE WASTES ENTERED HIS VILLAGE AND CAUSED HAVOC. SINCE THEN, HE HAS USED HIS INNATE ANTI-MAGIC TALENTS TO STOP OTHER RAVAGING MAGES FROM HURTING OTHERS.



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Ruhm

NAME

BASICS

Warrior

PROFESSION

Teran

28

Black

SPECIES

6'3"

230 lbs

Blue

HEIGHT

WEIGHT

EYES

Appearance

Tall and muscular

32

MAX HIT POINTS

LETHAL

WOUNDS

SUBDUAL

35

SPEED

SAGA
POINTS

ARMOR

Hide, Buckler

2

ARMOR
VALUE

FULL
AV

2

ARMOR
DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Great Axe	75 %	S	2d8+1d4	4/15	1	
	%					
	%					

SKILLS

Athletics	38 %	<input type="checkbox"/>
Brawl	28 %	<input type="checkbox"/>
Dodge	68 %	<input type="checkbox"/>
Grapple	38 %	<input type="checkbox"/>
Hide	43 %	<input type="checkbox"/>
Listen	65 %	<input type="checkbox"/>
Shield	53 %	<input type="checkbox"/>
Spot	62 %	<input type="checkbox"/>
Stealth	38 %	<input type="checkbox"/>
Throw	43 %	<input type="checkbox"/>
	%	<input type="checkbox"/>
	%	<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Rage: Once per encounter as a Free Action, a Berserker rages and gains +2 Damage to melee attacks and ignores 1 damage. This lasts 1 minute, as long as attacking a hostile target or moving to attack. Mage characters cannot cast spells or maintain spell concentration during this period.

CHARACTERISTICS

STR	15	x5 =	EFFORT	75 %
CON	18	x5 =	STAMINA	90 %
SIZ	14		DMG MOD	1d4
INT	9	x5 =	INTELLECT	45 %
ACU	13	x5 =	SPIRIT	65 %
DEX	15	x5 =	AGILITY	75 %
SOC	8	x5 =	CHARM	40 %

13

SPIRIT POINTS
MAX

SPIRIT POINTS
SPENT

CURRENT HORROR
RESISTANCE

65

HR MAX

HORROR

EQUIPMENT:

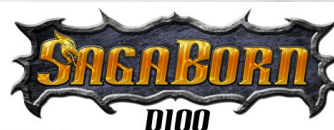
Basic Clothing, Hide Armor, Great Axe, Iron Spike, Grappling Hook, Rope 50', Torch

NOTES

RUHM DOES NOT REMEMBER ANY OF HIS PAST. HE WOKE IN AN INN SOUTH OF KOWAL WITH THE ARMOR ON HIS BACK, 9 GOLD COINS, AND A WAR AXE. HE WAS NOT EVEN SURE IF RUHM IS HIS NAME, AS IT WAS CARVED IN THE HANDLE OF THE AXE AND SEEMED FAMILIAR.



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Dara
NAME

BASICS

Hunter

PROFESSION

Elf 87 Brown

SPECIES AGE HAIR

6' 4" 175 lbs Green

HEIGHT WEIGHT EYES

Tall and fierce.

APPEARANCE

29

MAX HIT POINTS

LETHAL WOUNDS SUBDUAL

25

SPEED

SAGA POINTS

ARMOR

Leather, Buckler

2 FULL AV 2

ARMOR VALUE ARMOR DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Shortbow	73 %	R	1d6+1d4	4/15	1	65/300
Quick Shot	63 %	R	1d6+1d4	4/13	2	65/300
Short Sword	48 %	P	1d6+1d4	3/10	1	

CHARACTERISTICS

STR	15	x5 =	EFFORT	75 %
CON	15	x5 =	STAMINA	75 %
SIZ	14		DMG MOD	1d4
INT	13	x5 =	INTELLECT	65 %
ACU	13	x5 =	SPIRIT	65 %
DEX	15	x5 =	AGILITY	75 %
SOC	9	x5 =	CHARM	45 %

SKILLS

Climb	53 %	<input type="checkbox"/>
Dodge	65 %	<input type="checkbox"/>
Grapple	23 %	<input type="checkbox"/>
Hide	43 %	<input type="checkbox"/>
Listen	62 %	<input type="checkbox"/>
Navigate	42 %	<input type="checkbox"/>
Spot	72 %	<input type="checkbox"/>
Stealth	58 %	<input type="checkbox"/>
Survival	47 %	<input type="checkbox"/>
Track	42 %	<input type="checkbox"/>
	%	<input type="checkbox"/>
	%	<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Quick Shot: Once per round, you may attack with a weapon twice as a Standard Action, but both attacks suffer a -10% skill penalty. The weapon may be a bow, or a small or medium melee weapon.

Artful Dodger: Once per round, use a Free Action as a Move Action. Useful to get into position or hide!

13

SPIRIT POINTS MAX

SPIRIT POINTS SPENT

CURRENT HORROR RESISTANCE

65

HR MAX

HORROR

EQUIPMENT:

Shortbow, Short Sword, Buckler, Leather Armor, Backpack, Bolas, Leather Cloak, Piton x3, Torch, Waterskin

NOTES

DARA IS A LOSVARI, MEANING LOST PEOPLE. HER ELVEN CLAN WAS IN THE IN-BETWEEN FOR YEARS UNCOUNTED, AND SHE GREW UP FIGHTING DEMONS IN THE MISTS OF THAT LIMBO. FIVE YEARS AGO, SHE WOKE ALONE IN A STRANGE LAND, AND NOW SHE WANDERS ATHELES SEARCHING, HOPING ONE DAY HER FAMILY COMES THROUGH THE VEIL TO THIS LAND AS WELL.



Averett

NAME



BASICS

Monster Hunter

PROFESSION

Faun

31

Brown

SPECIES

5'10"

165

Brown

HEIGHT

WEIGHT

EYES

APPEARANCE

27

MAX HIT POINTS

LETHAL

WOUNDS

SUBDUAL

25

SPEED

SAGA
POINTS

ARMOR

Leather, Buckler

2

ARMOR
VALUE

FULL
AV

2

ARMOR
DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Shortbow	75 %	R	1d6+2d4	4/15	1	65/300
QuickShot (Shortbow)	65 %	R	1d6+2d4	4/13	2	65/300
Broadsword	58 %	S	1d8+1d4	3/12	1	

CHARACTERISTICS

STR	12	x5 =	EFFORT	60 %
CON	13	x5 =	STAMINA	65 %
SIZ	14		DMG MOD	1d4
INT	13	x5 =	INTELLECT	65 %
ACU	12	x5 =	SPIRIT	60 %
DEX	16	x5 =	AGILITY	80 %
SOC	12	x5 =	CHARM	60 %

SKILLS

Dodge	70 %	<input type="checkbox"/>
Grapple	33 %	<input type="checkbox"/>
Hide	18 %	<input type="checkbox"/>
Knowledge (General)	40 %	<input type="checkbox"/>
Knowledge (Monster Lore)	62 %	<input type="checkbox"/>
Listen	46 %	<input type="checkbox"/>
Sense	41 %	<input type="checkbox"/>
Spot	59 %	<input type="checkbox"/>
Stealth	48 %	<input type="checkbox"/>
Survival	37 %	<input type="checkbox"/>
Track	36 %	<input type="checkbox"/>
		<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Quick Shot: Once per round, you may attack with a weapon twice as a Standard Action, but both attacks suffer a -10% skill penalty. The weapon must be a ranged or missile weapon.

Marksman: Ranged attacks with a bow or crossbow adds 1d4.

12

SPIRIT POINTS
MAX

SPIRIT POINTS
SPENT

CURRENT HORROR
RESISTANCE

60

HR MAX

HORROR

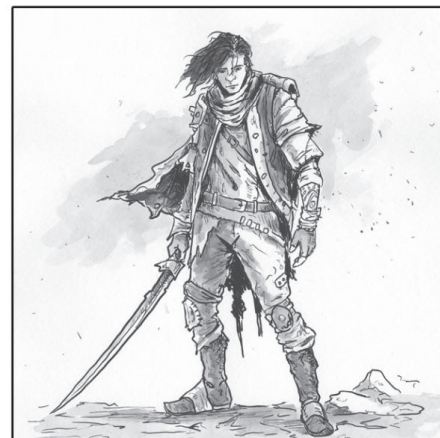
EQUIPMENT:

Dagger, Shortbow, Broadsword, Net, Leather Armor, Iron Manacles, Salt, Sack

NOTES

AVERETT IS A FAUN, THOUGH THEY OFTEN HIDE THAT FROM OTHERS. THEY KEEP THEIR HORNS FIELED DOWN AND POINTED EARS HIDDEN BY LONG HAIR.

NAVIRITE DEMONS DESTROYED THEIR COMMUNITY IN THE MOUNTAIN FOREST, AND NOW THEY SPEND EVERY WAKING MOMENT SEEKING RETRIBUTION AND HUNTING THE DARK THINGS OF THE WORLD TO KEEP OTHERS SAFE.



DARK RETURN

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Saret
NAME



BASICS

Thief
PROFESSION
Teran 22 Black
SPECIES AGE HAIR
5'10" 155 lbs Blue
HEIGHT WEIGHT EYES
Slim and nimble, always cloaked.
APPEARANCE

27
MAX HIT POINTS
LETHAL WOUNDS SUBDUAL WOUNDS

25
SPEED
SAGA POINTS

ARMOR

Leather
1 FULL AV 1
ARMOR VALUE ARMOR DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Short Sword	75 %	P	1d6	4/15	1	5
Dagger	75 %	P	1d4	4/15	1	5/20
Sling	48 %	R	1d4	3/10	1	30

CHARACTERISTICS

STR	12	x5 =	EFFORT	60 %
CON	13	x5 =	STAMINA	65 %
SIZ	14		DMG MOD	1d4
INT	12	x5 =	INTELLECT	60 %
ACU	12	x5 =	SPIRIT	60 %
DEX	16	x5 =	AGILITY	80 %
SOC	13	x5 =	CHARM	65 %

SKILLS

Appraise	46 %	<input type="checkbox"/>
Climb	56 %	<input type="checkbox"/>
Dodge	75 %	<input type="checkbox"/>
Fast Talk	27 %	<input type="checkbox"/>
Fine Manipulation	58 %	<input type="checkbox"/>
Grapple	23 %	<input type="checkbox"/>
Hide	43 %	<input type="checkbox"/>
Listen	11 %	<input type="checkbox"/>
Spot	56 %	<input type="checkbox"/>
Stealth	63 %	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Sneak Attack: Once per round on a successful hit, deal 1d6+db extra damage to a target, as long as the attack is Easy due to the target being flanked, prone, disabled, or grappled. The weapon used must be a light or medium melee weapon or a ranged weapon.

Artful Dodger: Once per round, use a Free Action as a Move Action. Useful to get into position or hide!

12
SPIRIT POINTS MAX
SPIRIT POINTS SPENT

CURRENT HORROR RESISTANCE
60 -
HR MAX HORROR

EQUIPMENT:

Dagger, Short Sword, Sling, Leather Armor, Backpack, Lockpicks, Rope (50'), Torch

NOTES

SARET LIVES FOR THE THRILL OF THE GAME. HE LEFT HIS FAMILY AND HOMETOWN BEHIND TO SEEK FORTUNE IN A FAR OFF CITY. HE FOUND A HOME IN KOWAL, THOUGH HE ALSO RAN AFOUL OF A THIEVE'S GANG.

NOW HE SEEKS ADVENTURE, WHILE ALSO PLOTTING REVENGE AGAINST THOSE WHO WRONGED HIM.



Galin

NAME



BASICS

Warrior		
PROFESSION		
Teran	32	Bald
SPECIES	AGE	HAIR
6'	195 lbs	Brown
HEIGHT	WEIGHT	EYES
Stout and somber		
APPEARANCE		

39

MAX HIT POINTS

LETHAL SUBDUAL
WOUNDS

25

SPEED

SAGA
POINTS

ARMOR

Chain Shirt, Shield

6

ARMOR
VALUE

FULL AV

6

6

ARMOR
DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Heavy Mace	75 %	B	1d8+1d4	4/15	1	5
	%					
	%					

CHARACTERISTICS

STR	15	x5 =	EFFORT	75 %
CON	17	x5 =	STAMINA	85 %
SIZ	14		DMG MOD	1d4
INT	12	x5 =	INTELLECT	60 %
ACU	12	x5 =	SPIRIT	60 %
DEX	14	x5 =	AGILITY	70 %
SOC	10	x5 =	CHARM	50 %

SKILLS

Athletics	28 %	<input type="checkbox"/>
Brawl	22 %	<input type="checkbox"/>
Dodge	55 %	<input type="checkbox"/>
Grapple	42 %	<input type="checkbox"/>
Hide	8 %	<input type="checkbox"/>
Listen	66 %	<input type="checkbox"/>
Shield	62 %	<input type="checkbox"/>
Spot	46 %	<input type="checkbox"/>
Stealth	-2 %	<input type="checkbox"/>
Throw	38 %	<input type="checkbox"/>
	%	<input type="checkbox"/>
	%	<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

Gain Health: (Passive) Gain HP equal to your CON, added to your total Hit Points Max.

Powerful Attack: Before rolling on attacks, you may choose to suffer a -10 melee attack roll penalty while gaining +1d8 to the melee damage roll.

12

SPIRIT POINTS
MAX

SPIRIT POINTS
SPENT

CURRENT HORROR
RESISTANCE

60

HR MAX

HORROR

EQUIPMENT:

Basic Clothing, Broadsword, Chain Shirt, Wooden Shield, Backpack, Crowbar, Hammer

NOTES

GALIN IS AN EX-SOLDIER OF UTHGARD. HE NEVER FIT IN WITH THE STRICT LIFE OF A SOLDIER, BUT MAKE NO MISTAKE, HE IS VERY SKILLED IN FIGHTING.

HAVING WITNESSED THE ATROCITIES COMMITTED BY THE UTHGARD EMPIRE, HE NOW FINDS HIMSELF IN OPPOSITION TO THOSE HE ONCE SERVED.



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Nevarth

NAME

BASICS

Mage

PROFESSION

Elf

56

Silver

SPECIES

AGE

HAIR

6' 7"

215 lbs

Deep Blue

HEIGHT

WEIGHT

EYES

Thin and lanky, always hooded.

APPEARANCE

21

MAX HIT POINTS

LETHAL WOUNDS SUBDUAL

25

SPEED

SAGA POINTS



ARMOR

Warding Armor

3

ARMOR VALUE

FULL AV

3

ARMOR DAMAGE

WEAPONS

WEAPON		TYPE	DAMAGE	CRIT/SPCL	#ATTACK	RANGE
Energy Burst	67 %	M	1d4+1+Fire	4/14	1	60'
Short Sword	52 %	P	1d6	3/11	1	
	%					

CHARACTERISTICS

STR	12	x5 =	EFFORT	60 %
CON	9	x5 =	STAMINA	45 %
SIZ	12		DMG MOD	0
INT	16	x5 =	INTELLECT	80 %
ACU	14	x5 =	SPIRIT	70 %
DEX	13	x5 =	AGILITY	65 %
SOC	12	x5 =	CHARM	60 %

SKILLS

Dodge	63 %	<input type="checkbox"/>
Fine Manipulation	17 %	<input type="checkbox"/>
Grapple	22 %	<input type="checkbox"/>
Hide	22 %	<input type="checkbox"/>
Insight	37 %	<input type="checkbox"/>
Knowledge (General)	40 %	<input type="checkbox"/>
Knowledge (Arcane)	65 %	<input type="checkbox"/>
Listen	67 %	<input type="checkbox"/>
Persuade	31 %	<input type="checkbox"/>
Sense	42 %	<input type="checkbox"/>
Spellcraft	73 %	<input type="checkbox"/>
Spot	67 %	<input type="checkbox"/>

ALL OTHER SKILLS 15%

TALENTS:

SpellBook: You gain mana and can cast spells.

Energy Burst: You fire a small orb of energy (caster's active Elemental Focus: fire, water, earth, air, ice, or electricity) at the target. You must succeed on a Spot check to hit the target. The orb deals 1d4 +1 points of magic damage.

14

SPIRIT POINTS MAX

SPIRIT POINTS SPENT

CURRENT HORROR RESISTANCE

70

HR MAX

HORROR

EQUIPMENT:

Thick Cloth Armor, Journal, Spellbook, Ink and Quill, Short Sword

7

MANA MAX

MANA SPENT

NOTES

NEVARTH AL'SHUUL IS AN ELF FROM THE FAR NORTH. HE REJECTED THE TEACHINGS OF HIS ELVEN TRIBE AND HEADED SOUTH TO LEARN MORE OF THE PEOPLES HIS TRIBE DESPISED.

HE IS WELL VERSED IN MAGIC, AND HAS LEARNED FROM ANY WHO WOULD TEACH AN OROVARI ELF.



Adventure: The Hole in the Deep

STORYGUIDE INFORMATION

This is an intro adventure to the D100 Sagaborn Roleplaying Game. It is designed to demonstrate how to interact with the system and set up additional adventures.

ADVENTURE SYNOPSIS

Starting with the players figuring out the details for their characters, the adventure then jumps right into the escape from the dark mines controlled by the Uthgard Empire.

- First, the players will receive their equipment from a guard, Erik, who is tired of being part of the Empire and wishes to defect. He will caution them to wait until he has prepared the way for the escape. They must wait in their mining tunnel (1 - The Deep Mine) for the signal
- Things quickly go awry as demons escape from a newly dug hole in an adjoining tunnel (2 - The Other Branch). Sadly, the miners down that tunnel are all lost.
- Unsure if the screams are the signal or not, the heroes will attempt to escape the mine, battling both the demons and their former captors.
- First, in the first guard room (3 - The Cliff and the Pulley), the heroes run into the struggle between the demons and the guards. The crane is the only easy way up the tall cliff in this room.
- And next, in the sorting room (4 - The Sorting Room), they find the rest of the guards and the overseer locked in battle with the demons.
- Finally, they will escape into the woods, ready to make their own path from there.

HOW DID THE HEROES GET HERE?

Roll or pick the reason you have been conscripted

Choose your crime or let fate decide:

Roll 1D100	Crime
1-10	Petty Theft
11-15	Blackmail
16-18	Banditry
19-20	Defecating on a Statue
21-24	Witchcraft
25-32	Lewd Behavior
33-38	Selling False Alchemical Goods
39-40	Possession of Devilry
41-44	Harboring a Wanted Fugitive
45-49	Smuggling
50-52	Desecrating a Church / Temple / Sacred Place
53-54	Kidnapping
55-61	Pickpocketing
62-71	Drunken Brawling
72-76	Corrupting the Youth
77-79	Bribing a Guardsman
80-83	Breaking an Oath
84-89	Poaching
90-92	Arson
93-97	Stealing Crops
98-99	Vagrancy
100	Heresy



1. The Deep Mine - Player starting area.
2. The Other Branch - the collapsed tunnel and deceased miners.
3. The Cliff and the Pulley - The only way up.
4. The Sorting Room - The final battlefield and the home of the overseer.
5. Prisoner's Quarters - The other surviving prisoners.
6. The Way Out

Dungeon Map made using Arkenforge with assets from 2-Minute Tabletop

INTRO TO THE ADVENTURE:

Read the following to the players:

This is where we start. You are a prisoner of the Uthgard Empire. You committed (or were wrongfully accused of) a crime, small or large, and ended up paying your debt here in the nameless iron mines of the Swordspyne Mountains. You will probably die here before the Empire believes the debt is paid. That is, unless you can find a way... a way to escape other than in a coffin.

THE ADVENTURE

1 THE DEEP MINE

Goal:

The heroes prepare to escape the mine. Erik will deliver their equipment and offer to help them escape. If they have doubts about Erik, remind them that he has always been the kindest of the guards and has dropped a few curses at the Empire within earshot in the past.

Read the following to the players:

Life as a miner is far from easy; a miner on another crew was killed yesterday. The mine has been producing ore so rapidly that the guards have only worked you all harder after they passed.

You are a prisoner of the empire, your life is nothing more than a cog in their war machine. Whatever you did to get here, now your job is swinging a pickaxe until you can swing it no more. The iron manacles on your ankles allow you to shuffle up and down the narrow corridor, delivering crates to the pulley that hauls them up to the upper level.

The thought of freedom is little more than wondering when death will come. Though some whisper of a resistance. Of those who fight. Of a refuge in the deep forest or freedom fighters in the city. But that seems little more than wishful thinking.

You ready your pick for another swing when a voice startles you all. It is Erik, one of the guards. "You all want out of this? Well, I do too." He tosses all of your equipment in a rough leather bag at your feet. "Around when lunch is served, you will know when it is time. Meet me at the crane up to the top level." And with that, he is gone.

Severing the chains of bondage: the players should figure out how to remove their chains.

As the lunch hour approaches, you hear a blood-curdling scream. It is coming from the western tunnel. As you stare at each other, you hear another scream, and a cry for help that is cut short. Is this the signal?

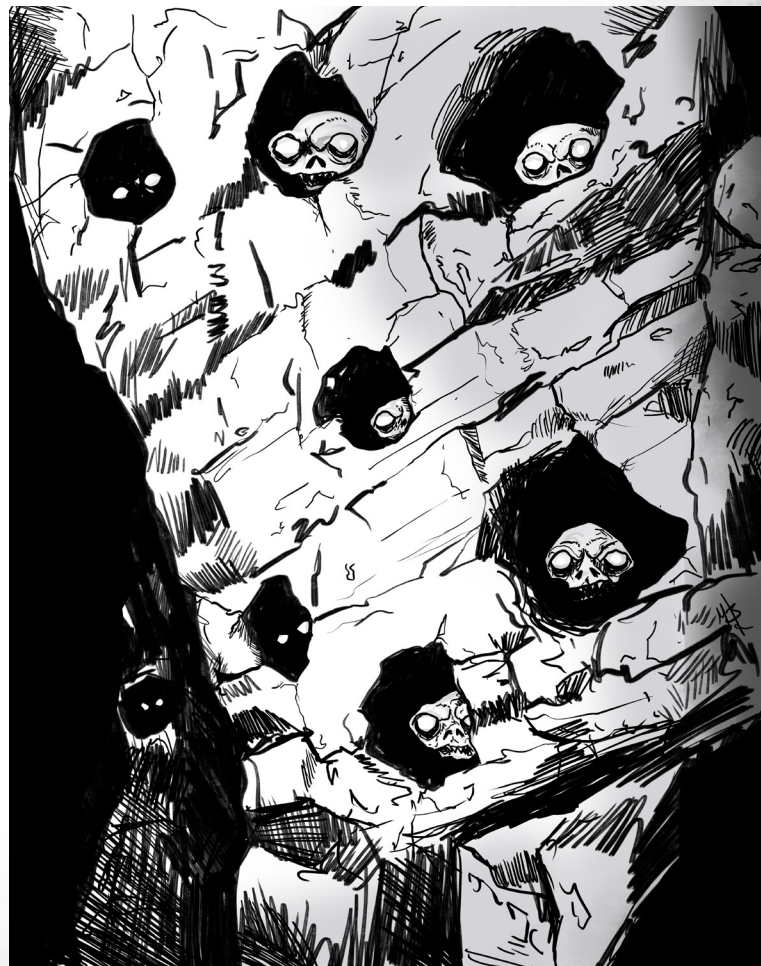
What has happened

A hole has opened up into the Starless Road, and a small horde of Oz'goth (void demons) has invaded the mine. They have slain the workers in the other tunnel. After the first group of demons entered the mine, the shaft collapsed, leaving only the first small group to contend with. The Oz'goth hate all who live and breathe; their unearthly god from the Navirim wishes only the sweet retreat of the void. As long as they are free, none in the mine are safe.

NOTE: This is not the distraction that Erik told the characters about. Instead, he planned to have a minor explosion in the sorting room. Now, he is going to be fighting for his life from the demons as much as the other guards and miners.

2 THE OTHER BRANCH

The bodies of miners are strewn about as if they were discarded toys. Dark red stains are visible in the faint torchlight. Their last moments were spent deliberately collapsing the mine shaft behind them.



3 THE CLIFF AND THE PULLEY

Goal:

The lower part of the mine is 30' below the upper part. That cliff splits this room, and the easiest way up is by the hand-turned crank pulley elevator. The heroes must make their way up to the cliff to escape. The problem is that the guards and the demons are already battling in the room ahead. Erik and Freida will be fighting below, and Gert is throwing down rocks from the cliff above.

The guards are in heated combat with grotesque pale creatures. Your eyes widen as you take in the hideous creatures, wiry and pale, their prickly skin glistens as they rush past the two guards. **(Make a Horror roll)**

Three of the horrific creatures reach the top and grab the guard named Gert, tossing him over the edge. His scream is cut short as he thuds into the ground. The two guards below look up in terror, knowing their only way up, the pulley, now sits unmanned. The three creatures left below approach the two trapped guards warily, their long arms dragging claws along the ground.

You hear a voice in your mind, alien, but charming. *"Come, kill these guards with me. Do you not want to end these unworthy thugs who have imprisoned you?"*

Goal:

The heroes must get to the top of the cliff to escape. Neither the guards nor the demons will allow that to happen (except for Erik, who will side with the heroes as soon as possible). Will they kill the demons and Freida? Will they try to persuade her to join them (*difficult Persuasion skill roll, skill halved*)?

Oz'Goth Demons

The voice is the Oz'Goth Mystic, who is already above and heading to the sorting room. The demons wish no alliance with the miners; instead, they enjoy deceit and will turn against them as soon as they can.

Erik Graustahl

Male: Tall and broad-shouldered, Erik has a square jaw and a nose broken more than once. His skin is sun-baked, and his red hair is cut short. He's tough, enforcing rules, but often with a soft touch. Beneath his gruff exterior, Erik is uncomfortable with the treatment of prisoners and dreams of escaping his service to the Empire, though he never directly speaks of it.

Leather Armor, Helmet, Broadsword, 1 gp

Frieda Stahlkind

Female: Lean and wiry, Frieda's piercing green eyes are her most striking feature, set against a sharp face and cropped blonde hair. She is ruthless, with little patience for weakness in others. She takes a grim satisfaction in keeping order, especially when it involves reminding prisoners of their place.

Leather Armor, Helmet, Short Sword, Whip, 2 sp

Gert Stemtöl

Male: Short and smarmy, Gert's pockmarked face was in a constant snarl. You are not disappointed to see him thrown from the cliffside.

Leather Armor, Dagger, Helmet, 8 sp

4 THE SORTING ROOM

The large chamber is where the ore is collected for shipment. You see the overseer and the last two guards fighting for their lives. Overseer Otto has his broadsword in his right hand and his iron-tipped whip in the other.

What is happening:

Three guards and the Overseer fight the three Oz'goth, one of whom is the mystic. The players could just try to sneak past and escape, but Erik will not leave people to die at the hands of those creatures.

Oz'Goth Demons

All the demons wish is to kill all the living. They will try to deceive both sides, with the mystic using his acid fog to split the battlefield.

Lars Rotbart

Male: Stocky and red-bearded, Lars has a booming laugh that echoes through the mines. While a capable soldier, he's more interested in chatting and sharing stories than in cruelty. He has secretly befriended some prisoners, offering them bits of food and conversation when he's certain he won't be caught.

Leather Armor, Broadsword, Helmet, 15 sp

Gertrud Eisenfaust

Female: With iron-gray hair pulled tight into a bun and a scar across her chin, Gertrud has a look that silences anyone who dares challenge her. Known for her strict discipline, she has no tolerance for disobedience and delights in reminding prisoners that escape is a foolish dream.

Leather Armor, Short Sword, Light Crossbow, Helmet, 6 gp

Overseer Otto Dunkelblick

Male: Slender and sallow-skinned, Otto has a shadowy presence with dark, hollow eyes and a quiet demeanor. He rarely speaks, preferring to observe in silence. Otto has a calculating mind, taking note of every prisoner's behavior. Rumors say he reports even minor infractions to Lord Nole himself. Leather Armor (Hard), Broadsword, Whip, Helmet, 12 gp

Treasure (in the sleeping area in a locked chest):

Key to the prisoners' quarters

29 gp

20 rations

4 waterskins

5 backpacks

2 cloaks

5 PRISONER'S QUARTERS

Goal:

The prisoners are another challenge in the escape; do the heroes risk taking the time to free them, or leave them to their own fate? These could be powerful allies in the future, or people who never forget those who left them behind.

Kellan Oakfist

Male Teran: A burly man with a thick brown beard and calloused hands, Kellan has a fierce gaze but often keeps his head down to avoid trouble. A former lumberjack, he's strong and stubborn, and though he rarely speaks, the other prisoners respect his quiet resilience.

Nyssa Ironbrow

Female Dworv: Short and muscular, with a tattooed face and steely gray eyes. Nyssa has a quick temper and little patience for weakness. She's fiercely loyal to her kin and refuses to back down, often challenging guards if they push the prisoners too far.

Taliesin Greenbark

Male Elf: Thin and graceful even in chains, Taliesin has bright green eyes and long, unkempt dark hair. A former healer, he's soft-spoken but carries a quiet wisdom. Taliesin often whispers encouragement to the others and is known to secretly tend to injuries with his herbal knowledge.

Briar Hallowfoot

Female Faun: Small and nimble, with light brown hair and wide amber eyes, Briar is quick-witted and skilled at finding small comforts in a harsh environment. Though often quiet and evasive, she's known for her hopeful spirit, lifting others' moods with soft songs and whispered jokes.

Finnian Nightfall

Male Elfing: Pale-skinned with a shock of black hair, Finnian has an otherworldly, haunted look. He rarely speaks, instead observing others with a calculating gaze. Skilled at hiding and quick to adapt, Finnian avoids conflict but holds a simmering resentment against the guards.

Orin Blackforge

Male Dworv: A heavyset figure with a thick black beard and piercing eyes, Orin is a former blacksmith. His strength and calm demeanor make him a natural leader among the prisoners. He spends his energy quietly organizing subtle acts of defiance, instilling courage in others.

Every prisoner has:

Miner's rough boots

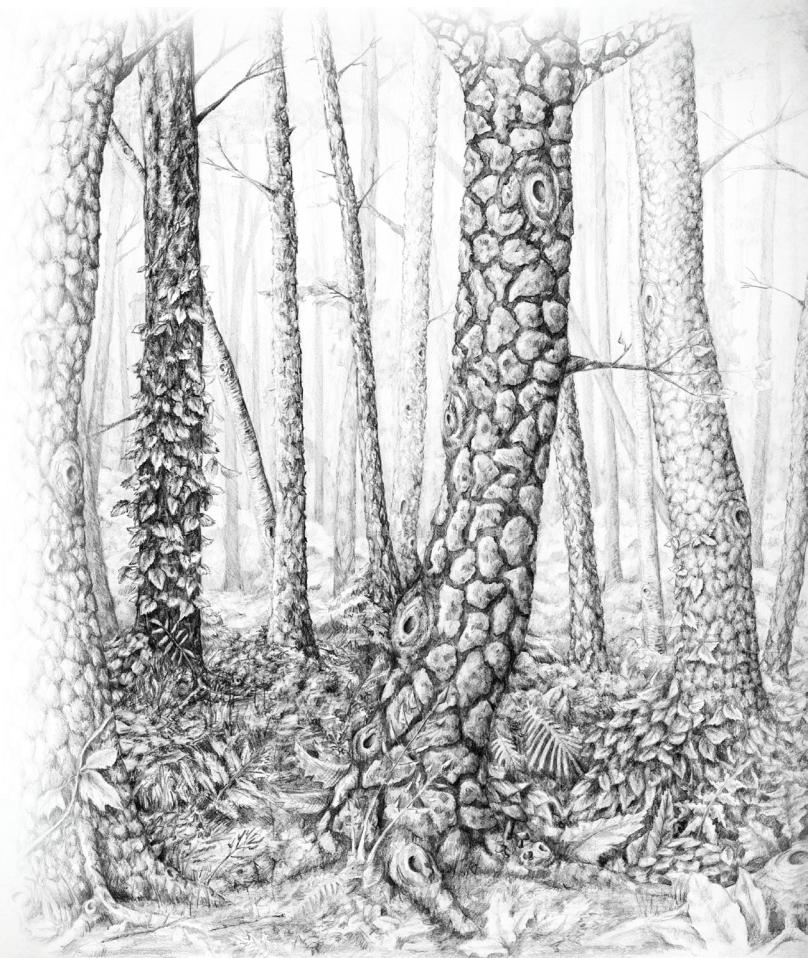
Course tunic

Pickaxe (50% skill) 1D6+dm

Conclusion: Into the Forest

The heroes have escaped, but what now? Did Erik survive and will he become an NPC ally of the characters? Do they head into the Urtgen Forest in search of the Road West pioneers? Or do they head back to the grey city of Kowal and join the Resistance against the Empire?

From here, the story is yours.



Creature Compendium

Guards

Average Creature / NPC: CV 2

STR	CON	SIZ	INT	ACU	DEX	SOC
12	10	12	10	10	10	10

CV: 2

Class: Warrior

Type: Being

Speed: 25

HP: 15

Damage Modifier: 1D4

Armor Value: 2 (Leather)

Attack: Mace 65% 1D6+2+1D4 (Avg 9)

Skills: Dodge 50%, Grapple 55%, Hide 50%, Listen 55%, Spot 55%, Stealth 50%, Other Skills 25%

Special:

Weaknesses:

Horror:

Treasure: Mace, Leather Armor, 6 gp

Overseer

Average Creature / NPC: CV 3

STR	CON	SIZ	INT	ACU	DEX	SOC
15	17	14	12	12	14	10

CV: 3

Class: Warrior

Type: Being

Speed: 25

HP: 39

Damage Modifier: 1D4

Armor Value: 4 (Leather, Shield)

Attack: Broadsword 75% 1D8+1D4 (Avg 9) and Whip 75% 1D4+1+1D4

Skills: Dodge 55%, Grapple 42%, Hide 23%, Listen 66%, Spot 36%, Stealth 12%, Other Skills 25%

Special:

Weaknesses:

Horror:

Treasure: Broadsword, Whip, Leather Armor, Wooden Shield, 10 gp

Oz'Goth Grunt

STR	CON	SIZ	INT	ACU	DEX	SOC
10	12	12	6	10	14	3

CV: 2

Class: Monster

Type: Navirite

Speed: 25

HP: 24

Damage Modifier: 0

Armor Value: 2 + Prickly Skin

Attack: (2) Claw 65% 1D6+2+1D4 Wither or Bite (only to grappled opponents) 75% 1D6+2+1D4 Wither

Skills: Dodge 50%, Grapple 55%, Hide 50%, Listen 50%, Spot 50%, Stealth 50%, Other Skills 25%

Special: Darkvision 60 ft.; Immunity to Blindness, Poison

Weaknesses: Cold Iron (double damage), Light, Fear

Horror: First encounter 2/2D3

Treasure: Half Normal (ingested)

Light Weakness

Anything brighter than torchlight causes the oz'goth pain and partial blindness. They take a *bane* (1D6) to all rolls when in bright light and 1 damage per round.

Poisonous Blood

Oz'goth Blood - contact or ingestion; POT 13; intense pain, weakness

The black viscous fluid that fills an Oz'goth is poisonous to most living creatures. When it touches the skin or is ingested, it immediately causes pain and damage. Afterward, the creature becomes sick over the next day. They slowly lose health at 1 HP per hour. A successful Stamina check negates the sickness.

Prickly Skin

Needle-like spikes poke out of the purplish flesh of the oz'goth. The spikes protrude and retract as if something alive were under the skin. When anyone is grappled by the oz'goth they take 1D6 damage per round from the spikes.

Insight

As a standard or move action, an oz'goth can attempt a Heroic Action to read the surface thoughts of its target. If it succeeds, it gains a *Boon* to its next roll against that target. This bonus only lasts 1 round.

Grab

If an oz'goth hits with both claw attacks, even if they do no damage, latch onto the opponent's body. This automatically grapples the opponent.

Treasure

See Mystic

Oz'Goth Mystic

STR	CON	SIZ	INT	ACU	DEX	SOC
10	10	14	13	15	12	8

CV: 3

Class: Monster

Type: Navirite

Speed: 25

HP: 24

Damage Modifier: 0

Armor Value: 2

Attack: (2) Claw 75% 1D6+1+1D4 Wither; Ranged:

Void Bolt 75% 1D6+1+1D4 Wither

Skills: Spellcraft 65%, Dodge 50%, Grapple 50%, Hide 50%, Listen 50%, Spot 50%, Stealth 50%, Other Skills 25%

Special: Darkvision 60 ft.; Immunity to Blindness, Poison, Fear

Weaknesses: Cold Iron (double damage), Light

Horror: First encounter 2/2D3

Treasure: Normal (ingested)

Light Weakness

Anything brighter than torchlight causes the oz'goth pain and partial blindness. They take a *bane* (1D6) to all rolls when in bright light and 1 damage per round.

Poisonous Blood

Oz'goth Blood - injury or ingestion; POT 7; intense pain, weakness

The black viscous fluid that fills an Oz'goth is poisonous to most living creatures. When it touches the skin or is ingested, it immediately causes pain and damage. Afterward, the creature becomes sick over the next day. They slowly lose health at 1 HP per hour. A successful Stamina check negates the poison.

Prickly Skin

Needle-like spikes poke out of the purplish flesh of the oz'goth. The spikes protrude and retract as if something alive were under the skin. When anyone hits an oz'goth with a melee attack, they must succeed at an Agility roll or take 1d4 damage.

Insight

As a standard or move action, an oz'goth can attempt a Heroic Action to read the surface thoughts of its target. If it succeeds, it gains a *Boon* to its next roll against that target. This bonus only lasts 1 round.

Rend

If an oz'goth hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 points of damage.

Fear

1/day—fear (like spell, mana 1)

Magic:

Mana: 15

Spells: Acid Bolt, Acid Fog, Counter Magic

Acid Bolt

Mana per Level: 1

Casting Time: 1 Standard Action

Range: 60'

Target: Single Target

Duration: Instant

Avoidance: Dodge, Parry*

Special: Bleeding

Type: Damage

A bolt of acid flies from the mage's outstretched hand toward the target. Acid bolt does 1D4+1 damage per mana spent, plus acts as an Acid, causing 1 AV damage for 1D4 rounds. A mage must successfully use Spot to hit the target.

Spellcraft failure: The spell fizzles, and the mage loses the mana spent.

Acid Fog

Mana per Level: 3

Casting Time: 1 Standard Action

Range: 60'

Target: AoE 5' Radius Sphere per mana level

Duration: 1D4 rounds per mana level

Avoidance: None

Special: Double Duration, Critical: Max Damage and Duration

Type: Damage

A dense fog of corrosive acid coalesces in the area. The acid does 1D4 damage to creatures and other exposed objects. The acid also reduces Armor Value of any armor worn by creatures in this area by 1 per round. The acid does initial damage as the spell is cast, and then does damage to creatures still in the fog at the end of their turn. Inanimate objects not carried or wielded by creatures take damage at the end of the turn.

Targeting: A caster must target a single square and then successfully roll a Spot skill check to hit that target. If the Spot skill fails, roll 1D8, and the spell lands in an adjoining space. To determine the direction, the closest space to the spellcaster being 1 and rotating clockwise. To determine how far from the intended target space, it is equal to 5x the spell's damage dice away from the target space. On a fumble (100), the spell centers on the caster. For more, see Targeting AoE Spells previously discussed.

The only way to avoid the acid fog is to leave the affected area. Water or bases can dilute the acid, causing half damage. Once out of the fog, the acid dissipates from any person or object.

Spellcraft failure: The cloud fails to materialize and the mage loses the mana spent..

Spellcraft fumble: the cloud centers on caster.

Countermagic

Mana per Level: 1

Casting Time: Reaction

Range: 100'

Target: Single Target

Duration: Instant

Avoidance: Contested Roll Spellcraft vs. Spellcraft

Special: None

Type: Debuff

You may cast Countermagic as a reaction to interrupt another caster's spell. State your intention to cast Countermagic and the amount of mana you'll use before learning the opponent's spell mana cost. Both casters roll a Heroic Action using their Spellcraft skill, with the higher successful roll prevailing. Countermagic disrupts the magical energy of the targets spell according to the mana spent on Countermagic. If the mana spent on counter magic meets or exceeds the amount spent on the original casting, then the targeted spell is canceled. If it is less, this will lower the power of the targeted spell equal to the Countermagic spent mana.

For example, Mingus casts Elemental Blast. Tersh reacts with Countermagic. Tersh declares they are spending 4 mana, and they make a Spellcraft of 56. Mingus rolls their Spellcraft to contest the Countermagic, but they only roll a 34. Tersh wins the contest, but Mingus had spent 6 mana on their Elemental Blast. Tersh's Countermagic cancels 4 mana worth of the Elemental Blast, causing it to only be cast at a 2 mana level, though Mingus still spends 6 mana.

Spellcraft failure: The spell fizzles, and mana is lost.

Spell avoided: The spell fails, and the

opposing caster still expends their mana.

Treasure:

Oz'goth love silver and gold, but not to hoard it. Instead, they eat it. An Oz'goth has about 10 gp worth of either in their belly.

Reagents and Remnants

Oz'goth Blood

Their blood is a poison, but it loses its potency quickly when exposed to air, making it hard to harvest. 2 doses per Oz'goth.

Value: 100 gp

Harvesting Difficulty: Difficult



The StoryGuide's Tome

The Story Guide's Tome is the handbook for running a SagaBorn game. It includes a few brief things to keep in mind as you run the game, as well as an intro adventure.

RUNNING THE GAME

Story Guide motto for SagaBorn:

The SG is a fan of the player.

The Story Guide should rule in favor of the players during ties, rulings, and cinematic flair.

RUNNING IN THE WORLD OF THE DARK RETURN

Atheles has long suffered under the shadow of many catastrophes, and its cultures and people reflect that. They have long been afraid of what might come in the next cycle, or what lurks out in the dark, empty woods between settlements. You should convey that to your players as they begin their adventure. Those who brave the wilds have just as often disappeared as they have returned.

In addition, the past thirty years have brought the dark return of magic and monsters. Seven hundred years ago, the Disappearance occurred, leaving Atheles barren of the arcane and mystical. Species that were bound with magic just vanished. Now they have begun to slowly creep back into the world, returning from a misty limbo between worlds. This has thrown the world into turmoil. The actions of the SagaBorn can define this world in turmoil.

ENCOUNTERS

Encounters are a tricky thing to design in any game. Roleplaying games are great for players, as there are so many options and so many paths for design and gameplay. When designing an encounter, it is challenging to establish general rules due to the numerous variables in each play group. But we can try.

Social Encounters

There are a myriad of social encounters that heroes can be involved in, and the D100 system makes it pretty easy to navigate. When the player wants their character to do something, decide if it will be *easy*, *average*, or *hard*, and adjust their skill challenge to match.

Combat Encounters

Combat is where we can get into sticky issues with encounters. A social encounter is not often life or death for a character.

RUNNING COMBAT

Combat Rule One - Take it easy. SagaBorn D100 is meant to be fun for both the players and the StoryGuide. It is not as overwhelming as some other big games with monsters having 30 abilities and spells. You can even ask yourself, "Does this creature need a specific stat block?"

Combat Rule Two - Action economy rules. The heroes facing off against six enemies will almost always create a more dynamic battle than them facing off against a single foe (even if that foe is much stronger). SagaBorn D100 combat is built around the idea of much higher than average skill successes, offset by damage reduction from AV and the target's ability to Parry and Dodge. Unlike other games, it is much easier to determine the chances of success, as the percentage is readily apparent in the skill. But as special damage reduces AV, and the reduction in skill from Parry and Dodge for each use, a single target can get worn down very quickly.

There are several options to address this issue. One is for the solitary target to do more damage. With a successful hit, a hero takes a larger amount of damage, making the battle more dangerous. The second option is to give them more hit points. This is covered in the Creature Compendium, where there are options for upgrading an NPC to a Champion or Boss. An ogre having 117 HP is going to last at least a few combat rounds. Talents are a third route. There are talents that split the defense pools for Dodge and Parry, which can aid in the survivability of a single foe. Or a talent like Riposte, which grants an extra attack to the foe. Special abilities, spells, or items can also add to the battle. Elemental damage bypasses AV, allowing the players and the SG to handle characters with high AV. A large creature that has a whirlwind knockback can stop it from getting overwhelmed by flankers.

There are many ways to balance out action economy in combat, and there is no one simple solution. But without the constant scaling of damage and Hit Points that is common in other fantasy games, once you have a feel for the D100 system, encounters tend to just fall into place.

Combat Rule Three - Let the players and the dice balance the encounter. Throw something hard at them and see how they fare! As long as you communicate with your players that the battle may turn against

them, let them know this may overwhelm them. They should then decide how to react to the situation, either by running or by making sacrificial stand. SagaBorn D100 has a death mechanic that allows players to take a scar or injury instead of dying. They could get captured. They could retreat and come back with a better strategy. As long as it isn't a "gotcha!" moment, and the players feel they have agency in the game and story, the encounter will just add to the fun.

More Than Just Bodily Harm

As the StoryGuide, remember that the game gives you multiple "resource pools" to test your players beyond just hit points. HP represents physical danger and endurance—the classic way to push tension in combat. Spirit Points test a hero's willpower and resolve, letting you challenge even the toughest armored characters with supernatural effects without swinging a sword. Horror tracks the slow toll of dread and trauma; it gives weight to the uncanny, turning a strange discovery or horrific encounter into a lasting scar that shapes play. Finally, damage to Armor Value (AV) and weapons provides a way to raise stakes without targeting the heroes directly—shields splinter, swords break, armor is battered and pierced—forcing choices about resources and improvisation. By drawing on all these pools, you ensure that every type of character is tested: the hardy, the charming, the clever, and the cautious all get their moments under pressure.

WHERE TO GO FROM HERE?

The journey into SagaBorn D100 has just begun for both of us. We plan to continue bringing more content and add ons to the system for years to come.

You can always visit www.sagaborn.com/d100 to keep up with all the news. We have a newsletter and a Discord, all linked from the website.

On the SagaBorn D100 site, you will also find links to other adventures. We have the Road West living campaign that has rules for solo play, and will have a campaign book out in the future.

Thank you for supporting indie gaming, and as always, keep adventuring!



TERMS USED IN SAGABORN D100

The following terms are used frequently in this book. Some are common in roleplaying games, and are provided as an aid to new and experienced gamers alike. Each is explained at length in relevant sections.

Ability: Something a character can do or feel, whether a skill, a passion, or some other factor rated on a 1–100 rating. Generally, when you roll an ability successfully, you get an experience check.

Armor Value: The numeric value representing how much damage armor absorbs or mitigates each time a character is hit. Shorthand for Armor Value is AV.

Augment: Using one ability to modify the chance of success using another ability, such as when one skill provides additional support to another, or a passion can help improve the chance of a skill succeeding.
Base Chance: The default chance at succeeding with a skill a character has no training or experience in. For example, on the character sheet, Hide (20%) means that even if your character has not invested any skill points in the Hide skill, they have a 20% natural ability in it.

Base Range: The normal distance within which a missile weapon can hit a target.

Character (or Hero, Adventurer): The role you assume in a game session, described in game mechanics by values such as characteristics and skill totals. Generally, characters have names and backgrounds determined by the player, with assistance and/or approval from the StoryGuide. (see also player character and nonplayer character).

Characteristic: Your character's physical, mental, and spiritual attributes (Strength, Constitution, Size, Intelligence, Acumen, Dexterity, and Social), rated numerically on a scale (usually 3–18), with a human average being 10–11. For example, if the initial maximum characteristic is 18, a STR 17 means your character is extremely strong, while a DEX 7 means they are a bit clumsy.

Characteristic Roll: One of your character's characteristics multiplied by 5, expressed as a percentage, and rolled with percentile dice.

Combat Round: A 10-second amount of time imposed during combat or dramatic activities, where the order that actions occur is important. This is game time, not actual time—the events of a few seconds of action may take several minutes to play out between the players and StoryGuide.

Critical Success: This is the result of a skill check roll that is 1/20 (or 5%) of the regular chance of success.

Generally, a critical success is rewarded with greater results, though in some cases a critical success is required for success at all. For example, if the regular chance for success is 75%, any roll of 4 or under is a critical success (1/20 of 75% is 3.75, rounded up to 4).

D100: A percentile die roll, attained by rolling two 10-sided dice (D10s), with one representing the tens, and the other the ones. Some dice come already marked as 'tens' (00, 10, 20, etc.) and are always used as the first number in a D100 roll. A roll of 01 is the best possible result, while 100 (which usually reads as 00) is the worst. For example, a roll of 60 and 2 equals a result of 62.

Cooperative Roll: When two or more characters work together on a skill.

Damage: A value representing injury, added as wounds, which is compared to a character's hit points. Weapons, unfortunate events, and other hazards inflict damage on characters.

Damage Modifier: A modifier to rolled damage due to above-average Strength and Size characteristics.

Damage Reduction: Some abilities, spells, or items may grant damage resistance for a specific time.

Difficult: Your skill is halved when a task is harder than average, which is considered a difficult skill check.

Easy: Your skill is doubled when a task is easier than normal.

Elemental Damage: This damage is caused by both mundane and magic elements, such as wind, fire, water, or electricity. Elemental damage typically bypasses AV, unless the armor has element-negating properties.

Experience Rolls: When you successfully use one of your character's skills, mark the checkbox next to that skill on your character sheet. Between adventures or during downtime, you can determine if your character's ability has improved in that skill. Some skills cannot be improved by experience and must be improved through other means.

Fail: A roll of percentile dice above the required chance for success. For example, a roll of 89 when the required chance was 56% indicates a failure.

Free Action: During initiative-based rounds, a character has two free actions per round by default. This can be used to shout orders, draw a weapon, open a door, or perform any other quick action.

Fumble: A roll of 100 when rolling percentile dice to determine success. Generally, when a fumble is indicated, something bad happens above and beyond a simple failure.

Standard Action: During initiative-based rounds, a character has one Standard Action. This can be used to attack, cast a spell, or use any ability that needs a Standard Action. It may also be used as a Move Action.

StoryGuide (SG): The director, or guide for the game, who helps you create characters, comes up with the adventure, and represents the world outside your character, rolling dice for the nonplayer characters and the opposing forces.

Game Time: The time that elapses as a scenario or campaign unfolds as experienced by your characters. This is not usually the same as the real time you and the StoryGuide spend playing.

Hit Points: A measure of the relative health of your character, represented in a value derived from their Constitution and Size characteristics. Attackers inflict damage in hit points, subtracted from the target's total hit points. Usually when your character reaches 0 hit points, they fall unconscious and when they reach -10 hit points, they are dead.

Horror: An optional system where your character's mental health is measured by their capacity to withstand horrific sights, events, and revelations. As Horror increases, the grasp on reality diminishes. If your character takes too much Horror damage at once, they may experience detrimental effects.

"In character" or "Out of character": The distinction in the chat between players and the StoryGuide around the gaming table, representing the difference between real-world discussion and game discussion. Both achieve the same goal, but represent different styles or aspects of play, and can be used interchangeably in play. Some groups or players lean towards one or another—it's an element of preference. "In character" discussion is flavorful and immersive, while "out of character" discussion is essential to describe rules mechanics and to speed along play through unnecessary detail.

Initiative: At the start of combat, all characters roll 1d10 and add their DEX. This sorts people into the order in which they can act in turn-based combat.

Magic Damage: Damage done by magic spells. This often bypasses AV, unless the armor is made of Cold Iron or has other magic negating properties.

Modifiers: Temporary additions or subtractions to your character's rating in an ability, usually from circumstances, environment, or equipment.

Move Action: During initiative-based rounds, a character has one Move Action. This can be used to move up to the character's Movement Speed. A Move Action can be split with a Standard Action

Movement Speed (MOV): The rate of movement your character can make during a single combat round. This also defines overland travel speed.

Nonplayer Character (NPC): A character or creature in the game world that is played or otherwise represented by the StoryGuide, instead of being played by you or another player.

Opposed Roll (or Contested): When your character wants to attempt an action another character (or nonplayer character) wants to oppose with an "opposite" skill that cancels or thwarts the initial action. In this case, both skill checks are made, and the results compared. For example, Stealth is usually opposed by Listen or Spot.

Percentile Dice: Two D10s rolled together, with one designated as the tens figure, and the other as ones. Some dice are numbered in units of ten, i.e., 00, 10, 20, 30, etc. See also D100.

Player Character (PC): This is your character, usually created and almost always controlled by you, comprised of abilities and an identity you assume through roleplaying. Your character is your representation in the game world and enables you to interact with the setting. This can also be referred to as the "hero" or "adventurer."

Profession: Your character's occupation, represented as a list of skills they have been trained to use (or have had the opportunity to learn).

Rating: The chance of success for an ability, rated as value from 1–100 (sometimes higher). For example, Demolitions 43% is a rating of 43, meaning a 43% chance of success when the skill is attempted during normal circumstances. (see also skill rating).

Reaction: You can use a Free Action to react to an event. Some abilities, talents, and spells can be used as a reaction, but not all skills or talents.

Resistance Roll: When your character wants to attempt an action being resisted by an inanimate object or force, the relevant characteristic (for example, Strength) is opposed to another appropriate characteristic (for example, the stuck door's Strength).

Roll: A roll using D100 to determine whether an attempt at performing a skill, ability, or power was successful. The result of a skill roll is a critical success, special success, success, failure, or a fumble. Additional means of determining success quality are presented in optional rules.

Save: Rolling a characteristic to resist an effect or spell.

Skill: A skill represents a character's knowledge, training, talent, or area of expertise, measured as a percentage. Skills are used in skill rolls, where percentile dice are rolled against the skill's rating to determine success.

Skill Rating: The degree of competence your character has with a skill, expressed as a number from 00% (no skill whatsoever) to 100% or higher (world-class expert).

Space: This is a generic term for a 5'x5' "space" often used in combat.

Special Success: A roll of 1/5 (20%) of the required score for success indicates that your character performed exceptionally well and achieves a superior result than a traditional success. For example, a character with 70% in a skill who rolls 14 or lower has achieved a special success.

Spirit Points: The amount of willpower or energy your character has, represented as a total based on their Acumen characteristic. These are spent to use special powers or abilities and can be drained by other abilities. When your character reaches 0 spirit points, they fall unconscious.

Success: The result of a percentage dice roll where your character performed the task adequately, and achieved an average quality of success. If the roll is very low, it may be a special success or critical success, as described above. If it is above the ability ranking, it is usually a failure. If it is very high, such as a 00, it might be a fumble. For example, if your character has a 70% in a skill, and rolls 70 or lower, they have succeeded.

Talent and Talent Points: Talents are special abilities and are earned with Talent Points. Talent Points are gained through adventuring, often awarded by the SG at the end of a quest or when character progress has been made.

Talent Point Level: Some things are determined by a character's Talent Point Level (such as Legacy Items, or mana level). Talent Point Level is equal to the amount of Talent Points a hero has.





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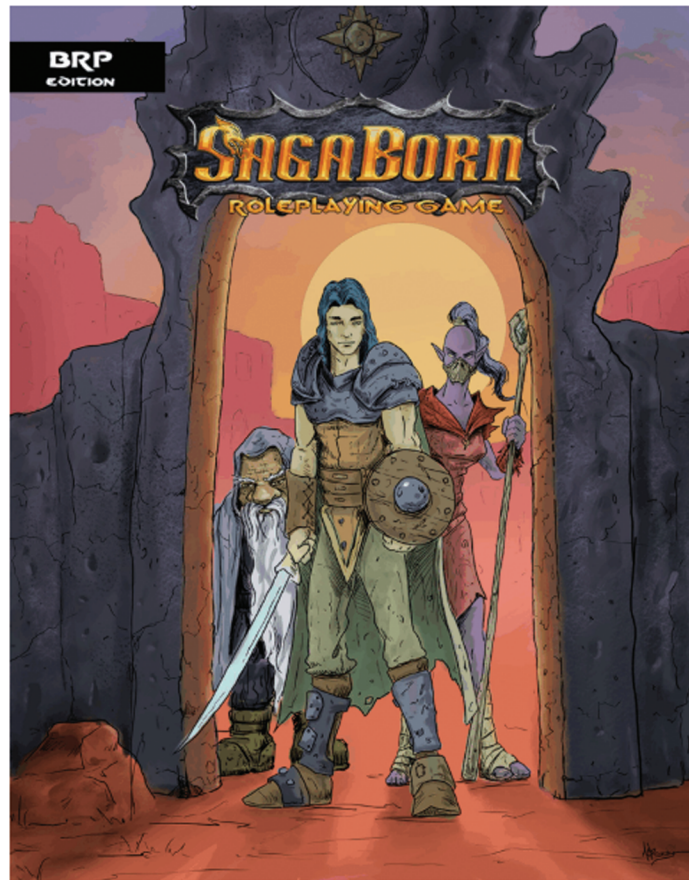
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LONE
WANDERER
ENTERTAINMENT

