

Miscellaneous rules

Darkvision in pitch darkness:

- You can only see rough black and white outlines of objects
- Your Passive perception decreases by 5
- Perception rolls that rely on sight have disadvantage or might even auto-fail (at GM's discretion)
- You cannot read, unless the text is really huge
- If the target is ≥ 30 ft away from you, you cannot see it clearly anymore. All attack rolls based on sight have disadvantage.
- If there is any light source within the range of your darkvision, your eyes adjust to that light source and you lose dark vision until light source is removed.

Weekly payments

- Characters may, as the part of the story, need to give or receive weekly payments (for example, a salary)
- For simplicity purposes, these payments are given per-session since session occurs once per week (no need to count in-game days)
- Payment may skip the session on GM's discretion if session took very short span of in-game time.