

# ***Fantasy of Okku***

Official Game Book, 1st Edition

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## CORE RULES

The game is driven by simple 6-sided dice rolls (d6) for every interaction you might want to do. You can earn additional dice rolls by improving your skills or power in various ways. A game master (GM) is expected to narrate and deliver the consequences of these rolls. This covers most interactions in the game, but the game is made additionally interesting by having unique classes, items, and other specific rules.

### Calculating Outcomes

There are 3 formulas covering all interactions

#### Skill Check

This formula covers any interaction with a binary outcome requiring skill to perform.

- 1d6 for each skill level (minimum 1)
- 1 roll if the task is expected to be difficult
- +1 roll if the task is expected to be easy
- If you roll 5 or 6 on any roll, you succeed

#### Power Check

This formula is a way to calculate damage for any decision which decreases health.

##### Melee

- Move within 1m of enemy
- 1d6 for each power level (minimum 0)
- Subtract or add the result from enemy Health

##### Ranged

- 1d6 for each power level (minimum 0)
- 1 roll for each obstacle obstructing the line of action
- Subtract or add the result from enemy Health

#### Movement

This formula covers any decision related to movement in physical space.

- All things may move 30m per turn -(Weight) -(Number of obstacles in the way)

Ordinary decisions are not rolled for. The GM simply narrates them and determines consequences  
| EG: Picking up something. Talking to an NPC. Moving outside of battle.

## GENERAL RULES

### Power Level

Power is a player stat which equals the number of d6 you may roll in a Power Check, which means anything relating to doing damage. Power is the measure of force and strength within the player.

### Skill Level

Skill is a player stat which equals the number of d6 you may roll in a Skill Check, which means anything related to a test of knowledge, perception, and general skills. Skill is the measure of the quality of training, mental state and muscle memory.

### Weight

The game has a simple encumbrance system. Weight is simply the sum of the total weights of items in your inventory. Each item has a unique weight determined by the gamebook or by the GM if the item is novel. There is no limit to how much you can carry, but past 30 your weight will be too much to move. Weight determines turn order in battle.

### XP

XP = Roll Result \* Skill | Reward every time player succeeds a roll

Level Up =  $(2 * \text{lvl}^2 + 20 * \text{lvl}) * (\text{prestige} + 1)$  | EG: Level 1 to 2 requires 48 XP

When level 6 is reached, a player may choose to prestige and return to level 1, keeping stats but resetting abilities to choose different ones. Each prestige gives a bonus from the prestige table.

### Death and Healing

Health is a stat which can be increased or decreased in and out of battle. If the party has a doctor, players are healed automatically after battle. Otherwise, they must visit a doctor or apply potions.

When a player's HP reaches 0, they must roll 1d6 + their skill. If the number is less than 4 on the turn they knocked out, they are dead permanently. Otherwise, they are knocked out until they are healed. The only way to undo death, ever, is to rub the Orb of Memento with an item which evokes the memory and essence of the player. The Orb will expel the player from within, reviving them at 1 Health, and then The Orb will vanish into a completely random location on Okku. The GM may randomly choose a location from the map to determine where to put The Orb, but may never tell the players where it is.

### Combat

Combat begins when the first attack is made. Each player gets a turn, starting with the first attacker and then going in order of weight. Once per turn, you may move and simultaneously do one power or skill check, or you may do nothing.

## **Shells**

All merchants in Okku deal in shells, specifically the shells of the Burkley Snail. Shells are preferred to coins as the shells are very durable, light, and unique for identification purposes. Moreover, the original species has gone extinct and so the only way to make more shells is at a mint using highly forbidden magic.

## **Time & Travel**

Out of battle, not moving

The game runs in real time outside of battle, like when simply talking to a friend.

Out of battle, moving

Moving takes 1 second of time for every metre (square) travelled on foot. If another city is 500km away, it would take a few weeks of in-game time to travel on foot.

In battle

A turn takes 5 seconds.

## **Obstacles**

Obstacles are obstructions in the map which are bigger than 1x1m and not flat ground, or anything which would disrupt normal activity. Water, trees, lava, mud, traps, darkness, etc. Moving through an obstacle triggers any effects they might have.

## **Walls**

Walls are a special type of obstacle which completely blocks player vision, completely blocks damage, and which you may not move through. If a wall is in between two players, they are considered hidden from each other. Walls have all the properties of obstacles otherwise.

## **Fire**

Fire spreads 1m per turn in all directions on flammable materials. It can be caused by using a fire-based move on a flammable material or any accident involving something like a torch. Fire destroys what it touches and deals 1d6 damage per turn while inside.

## **Magic**

A player hit by a spell may instantly counter with another spell if they have one.

## **Map**

A standard map is made of 1x1m squares. Players fit in 1 square. Objects like chairs will fit about 1 square.

## A TYPICAL GAME

- 1) Choose a random character class, ability, and species. Give yourself a backstory, personality, goals, and aesthetic. Record these in your character sheet.
- 2) Bring characters together into one party using some narrative explanation or goal.
- 3) Let players make decisions like "I cast a fishing line".
- 4) Determine the outcome of their fishing by rolling a Skill Check. Add fish to inventory.
- 5) Award XP every time a roll succeeds.
- 6) Spawn monsters using the monster tables or as part of a custom quest or campaign.
- 7) Players enter combat.

Witch vs Demon

10 Health vs 8 Health

8 weight vs 15 weight

Turn order: Whoever attacks first, otherwise lower weight goes first

Turn 1

WITCH

"I cast beam cannon on the demon" roll 2d6, result is 7

Demon on 1 Health

DEMON

"I bite the witch" move 20m, roll 1d6, result is 3

Witch on 7 Health

Turn 2

WITCH

"I cast beam cannon on the demon" roll 2d6, result is 4

Demon knocked out

DEMON

roll 1d6 + skill, result is 2

Demon is dead permanently

- 8) The demon is dead. Monsters do not drop loot (unless they already had an item on them), instead you must take a piece of them to the Interstate Monster Hunter Order and collect bounty from them. Give players bounty from the bounty table.
- 9) Use your best judgement to unfold the world according to the decisions and dynamics of the players. Give them goals if they run out of goals of their own.
- 10) Consult with the given lore and tables for NPCs, locations, or other ideas if needed.

## COMMON SCENARIOS

### Skill checks

- A player is looking for clues in a room. The room is dark, -1 roll. The player has the Scout ability, +1 roll. Roll 1d6. The result is 5. Your player finds the clue.
- A player is trying to manipulate an NPC. The NPC is particularly unintelligent, +1 roll. Roll 2d6. The first result is 3, but the second result is 6. Your player changes the NPC's mind or gets some info out of them.
- Your player wants to climb an usually large rock. They have enough movement, now they must make a skill check. Roll 1d6. The result is 3. They cannot climb the rock.
- A level 1 Noble wants to throw a rock at a chandelier. Their skill level is -1 by default. Skill checks cannot be below 1 roll minimum. Roll 1d6. The result is 1. They fail. A Jester uses the Flatter ability. The Noble now has +1 skill. They roll 2d6. Both result in 1. They fail again.

### Power checks

- A player with a power level of 0 is going to shoot an enemy with a bow. The enemy is hiding behind a tree, -1 roll. Roll 0d6. You can't shoot them, so you fail.
- A level 1 Knight wants to use a sword to attack a peasant. Their power level is 1 by default, +1 from the sword. Roll 3d6 (1d6 default, +2 power). The result is  $5 + 2 + 3 = 10$ . Subtract 10 from the Health of the peasant.
- The peasant is knocked out, but she needs to make a roll to survive. She rolls successfully. Players might want to bargain with her while she's weak for some interesting roleplaying.

### Combat

- A player is going to wait out their turn until they have a favourable position. You inform them that they may use this idle time to deliver a potion, or similar.
- A player is trying to attack with a sword and use a spell on the same turn. You inform them that only one of these things may be done per turn.
- A player with a Weight of 10 wants to move closer to the enemy to use their mace. They can move 17 meters over 3 obstacles directly to the enemy, or find some other route for 20 meters of movement.

### Movement

- A player wants to climb a large rock. The rock is 11 metres tall. The player's weight is 20.  $30 - 20 = 10$  movement. The player may not climb the rock.
- A player is carrying 87 herbs weighing 1 each. They want to move 1 meter to the left.  $30 - 87 = -57$ . The player cannot move at all, they must drop some herbs.

### Other

- A player wants to buy an item. They go to the nearest shop. They purchase the item for its listed value price in the items table or by negotiating a price. The GM might lower the price if the player makes a convincing narrative, or they may require a Skill Check to see if the convincing was successful.

## **CLASSES**

The classist world of Okku hands you a job and you must live with it. There are 7 classes, each have unique subclasses, stats, and abilities which add additional effects to play. Each class is a master of a unique tool, for without tools there is nothing, with tools there is all.

### **Tools**

Each class has one or more unique tools by default, which only they know how to use. The tools are listed in the default equipment on the class sheets and they can be examined in detail in the items table in the appendix.

### **Subclasses**

Every class gives you the option to choose one of several subclasses. These unlock skill trees not available with other subclasses—this could be extra tools, abilities, spells, etc. You could for example choose to be a Plague Doctor, or you could choose to be a Corrupt Doctor, but not both.

### **Abilities**

Classes start with one ability and can choose one new ability per level up. Abilities can be powers, skills, or just passive effects. Refer to the abilities table in the appendix to see requirements and effects.

### **Spells**

Spells are unique to the witch class. They automatically get spells every level depending on their subclass.

### **Super Effectiveness**

Classes have specific enemies which they gain an extra attack roll against. Usually these enemies are other classes, but some classes such as the knight get an extra roll against monsters.

### **Talisman**

Every class has a special eye-shaped talisman which marks their area of profession. They may be asked to present it, or they may present it willingly.

## Witch | Level 1 | HP: 14, Skill: 0, Power: 0

Witches are experimental practitioners of magic, and hated for it. Magic is not common and has not shaped the world as a result. The goal of a good witch is to spread the knowledge of magic all over and use it to help others. Bad witches have their own agendas.

A witch must conceal their powers as much as possible. If a faction becomes aware of your magic, they will hunt you down. The GM should periodically send spies and assassins to find and kill you.

**Super Effective** – Spy

**Starting Equipment** – Spell Orb (1), Hat (1), Shells (25)

**Ability** – Choose one ability

### Loam

Your magic guides you towards nature. You use the magical powers of plants and fungus to boost your magic. You can cast the same spell twice in one turn when standing on soil or grass.

### Sanguine

You have a natural rage and thrive off of pain and blood. Your magic is directed towards harm and you have a +2 power roll against humans.

**Abilities** – Choose one ability per level. New spell on level up shown next to ability.

**Level 1 | Beam Cannon, Invisibility**

Repressed

**Level 2 | Loam: Enlarge, Void Energy | Sanguine: Dark Fire, Void Energy**

Sisterhood

Bloodlust

Child of the Loam

**Level 3 | Loam: +6 Health, Conjuraton, Levitation | Sanguine: +4 Health, Poet's Curse**

Brewess

**Level 4 | Loam: +2 Health, Teleport | Sanguine: +2 Health, Cupid's Curse, Invisibility**

Beacon

Haemorrhage

**Level 5 | Loam: +2 Health, Prism Wall | Sanguine: +2 Health**

Spellgate

**Level 6 | Loam: +2 Health, +1 Power | Sanguine: +2 Health**

Druid

Scarlet Menace





## Doctor | Level 1 | HP: 20, Skill: 1, Power: 0

Doctors have a learned aptitude for statistical reasoning, the chemical world, and of course healing others. They are studious, hard-working and intelligent individuals, and every adventuring party ought to have one should they wish not to bleed out! Doctors teach at the local university and are experts in at least one field.

Doctors heal the party by half after battle

**Super Effective** – Engineer

**Starting Equipment** – Incense Burner (1), Plague Mask (1), Scalpel (1), Shells (25)

**Subclass** – Choose one subclass

### Plague

You are among the surviving descendants of the school of epidemiology. You have a special aptitude for mass healing. Not only can you heal one person well, but many at a time.

### Corrupt

You are a student of reaction. Your powers as a doctor are less focused on health, and more focused on destroying the health of others. You can brew strange potions, make bombs, and

**Abilities** – Choose one ability per level

### Level 1

Heal

### Level 2 | Plague: +2 Health | Corrupt: +1 Health, +1 Power

Scholar

Foom

### Level 3 | Plague: +4 Health | Corrupt: +2 Health

Herbalist

Hack Job

### Level 4 | Plague: +8 Health, +1 Power | Corrupt: +4 Health

Surgeon

Prosthesis

Biological Warfare

### Level 5 | Plague: +8 Health | Corrupt: +4 Health

Mass Heal

Shrink

### Level 6 | Plague: +6 Health | Corrupt: +6 Health

Professor

Dark Professor



## **Knight** | Level 1 | HP: 16, Skill: 0, Power: 1

Knights are devoted to a cause or authority, from which they derive their power and goals. All knights are weaponry experts. While they have a focus on classes of weapons, they have no allegiances to--or adoration for--any specific weapon. They view such behaviour as a point of weakness and a distraction from their devotion to their cause or authority... usually.

**Super Effective** – Monster, Jester

**Starting Equipment** – Sword (1), Crossbow (1), Shells (25)

**Ability** – Choose one subclass

### **Virtue**

You are devoted to your internal narrative about the world. You never want to break your principles.

Killing innocents forces you to stab yourself in the stomach, knocking you out and forcing you to make a death roll to survive.

### **Regent**

You are devoted to a supreme leader. You do things in service of them, and you are subject to their rules. You are given a large banner (Weight: 5) bearing your coat of arms which you are forced to carry on your back all the time until you plant it on the corpse of a very large monster (Weight: >9).

**Abilities** – Choose one ability per level

### **Level 1**

Climb

### **Level 2 | Virtue: +4 Health | Regent: +4 Health**

Bladesmith

Ranger

### **Level 3 | Virtue: +4 Health | Regent: +4 Health**

Righteous

Boot

### **Level 4 | Virtue: +4 Health, +1 Skill | Regent: +4 Health, +1 Skill**

Roar

Swords Dance

### **Level 5 | Virtue: +6 Health | Regent: +6 Health**

Blunt Force

Hero

### **Level 6 | Virtue: +6 Health | Regent: +6 Health**

General

Power Surge



## Spy | Level 1 | HP: 12, Skill: 1, Power: 0

Spies are the grey eminences of the underworld, the intelligence-gathering, scheming, deceiving agents. Spies have unique information about the world not available to other classes. They have a penchant for working with and advising nobles, and they are the only class which can truly be invisible.

**Super Effective** – Noble, Witch

**Default Equipment** – Mask (1), Seeing Orb (1), Shells (100)

**Subclass** – Choose one subclass

### Shapeshifter

You are a master of disguise. You may at any point physically shape your body into any other individual you can see. With a new shape, you are guaranteed to succeed in deception.

### Spy Ring

You belong to a specific intelligence community, from which you gain information about your world, and to which you report. You may ask your spy ring for information on anything at any time, but the GM will roll 2 Skill Checks to determine if they know it.

**Abilities** – Choose one ability per level

### Level 1

Expel Ghost

### Level 2 | Shapeshifter: +4 Health, +1 Skill | Spy Ring: +4 Health, +1 Power

Dagger expert

Smoke Bomb

### Level 3 | Shapeshifter: +3 Health | Spy Ring: +3 Health

Sand Attack

Tip

### Level 4 | Shapeshifter: +3 Health | Spy Ring: +3 Health

Metadata

Anthromorph

### Level 5 | Shapeshifter: +3 Health | Spy Ring: +3 Health

Agent

Killing blow

### Level 6 | Shapeshifter: +3 Health | Spy Ring: +3 Health

Assassin



## Engineer | Level 1 | HP: 16, Skill: 3, Power: 0

Engineers are the architects of the technical world. They construct houses, naval vessels, weaponry, and solve problems with their creations. Engineers can craft items with their default worksheet if they have the right ingredients.

Crafting requires a Skill Check. Every roll that succeeds will create one item.

**Super Effective** – Doctor

**Default Equipment** – Crafting Bench (1), Lens (1), Shells (50)

**Subclass** - Choose one subclass

### Artificer

You have worked closely with Witches in your field to become an expert in the creation of magical items.

### Guild

You belong to an engineer's guild, from which you may order crafting ingredients at any time and have them delivered via a large bird.

**Abilities** - Choose one ability per level

### Level 1

Technician

### Level 2 | Artificer: +1 Skill | Guild: +1 Morale

Trapcraft

Naval

### Level 3 | Artificer: +1 Skill | Guild: +1 Damage

Archimedes Lens

Cannon

### Level 4 | Artificer: +1 Morale | Guild: +1 Morale

Orrery

Weaponsmith

### Level 5 | Artificer: +1 Morale | Guild: +1 Morale

Speedcraft

Eye Tech

### Level 6 | Artificer: +1 Morale | Guild: +1 Morale

Architect

Siege



## **Noble** | Level 1 | HP: 18, Skill: 0, Power: -2

Nobles are skilled leaders, organisers, and tacticians. They do better commanding others than taking initiative into their own hands. They are well-known from where they come, and sometimes outside of that too. Nobles do poor damage, but they make up for it by boosting party power and tactics.

**Super Effective** – Knight

**Default Equipment** – War Table(1), Keys (1), Shells (500)

**Subclass** - Choose one subclass

### **Kingmaker**

You dream of being royalty, of having supreme leadership and power over others.

### **Deep**

You have ties to some very dark circles. You are associated with the Demon Senatorship.

**Abilities** - Choose one ability per level

### **Level 1**

Royal Family

### **Level 2 | Kingmaker: +6 Health | Deep: +6 Health**

Gray Eminence

Insurrection

### **Level 3 | Kingmaker: +1 Skill | Deep: -1 Power**

Demagoguery

Regiment

### **Level 4 | Kingmaker: -1 Power | Deep: +1 Skill**

Federalist

Rallying Cry

### **Level 5 | Kingmaker: +6 Health | Deep: +6 Health**

Maneuver

Power Play

### **Level 6 | Kingmaker: +6 Health | Deep: +6 Health**

Senator

Imperialist



## Jester | Level 1 | HP: 18, Skill: 0, Power: 0

Jesters keep the morale of the adventurers high at all costs. They can play an instrument, do a comedy routine, write some poetry, or inspire others. They are skilled at entertainment and making even the worst of individuals smile. The jester is tasked with keeping a journal of the player's activities.

**Super Effective** – Spy

**Default Equipment** – Prop Box (1), Charcoal (1), Journal (1), Shells (100)

**Subclass** - Choose one subclass

### Bardic

You sing of heroic and inspiring events, giving your party the morale it needs to fight on. You know where to locate the nearest tavern (The GM will tell you), and you can play in it for 50 Shells a night.

### Dark Joker

Your entertainment routine is all a facade. You hide your true self through jokes and face paint, but behind it all you are a cannibal. You take any opportunity you can to eat a corpse and heal for 1d6 when you do.

**Abilities** - Choose one ability per level

### Level 1

Poet

Waterboy

### Level 2 | Bardic: +8 Health | Dark Joker: +8 Health

Flatter

Sketch

### Level 3 | Bardic: +1 Skill | Dark Joker: +1 Power

Playwright

Comedian

### Level 4 | Bardic: +1 Skill | Dark Joker: +1 Power

Actor

### Level 5 | Bardic: +8 Health | Dark Joker: +8 Health

Ballad

### Level 6 | Bardic: +8 Health | Dark Joker: +8 Health

Trumpeter

Wild Card



## SPECIES

The world of Okku knows 7 dominant species, mostly descendents of humans. You must choose your character to be any one species, giving you unique traits or flavour.

### **Gnome | Ability: Tree Telepathy**

Gnomes are short humanoids, highly interested in socialisation and people. Gnomes are rebellious, moralistic, organisational, and nationalistic. They have elongated or flat mushroom heads which grow naturally. They have a special aptitude for surveillance

### **Human**

Humans are aggressive ape-like creatures with exquisite civilisations, technology, and architecture. Humans have many societies big and small, where humans—and only humans—will be welcome.

### **Troll | +1 melee power roll**

Trolls are abandoned, wretched humanoid creatures with good hearts but an insatiable taste for trickery. Their fangs are sharp, their eyes are glossy, and their skin is patchy-coloured and leathery. The trolls have no nation of their own. They lack the organisational capacity and the will. They cannot form a nation naturally either, owing to their antisocial behaviour and preference for weird dark places.

### **Bog Elf**

Bog elves are swamp-dwelling, pointy-eared humanoids with a high degree of group loyalty. They emerged as sole survivors after all other elves were eradicated in various genocides a long time ago, owing to their unpredictable swamp tactics and strong unifying racial narrative. They are much more well-liked today than they ever were. Such is the passage of time. Bog elves exist only in the tiny, landlocked nation swamp state of Meshav, but enjoy freedom of movement in many places.

### **Lichenous Fairy | Spell: Spore Pulse**

Wispy winged creatures with a culture of honest elegance. They find their home in fungal forests, tending to gardens and constellations of trinkets, but have also been known to slam down ale in drinking spaces. Their skin has a thin powder on it that comes off when rubbed. Lichenous fairies are uncommon, they are found almost exclusively in the small horn of the Gnomish Woodship, known as the Pixie Protectorate.

### **Lilly Otter | +1 Skill**

Lilly otters are speaking otters who can grow large lily pads on their backs and usually a thin facial hairdo. They have a penchant for wisdom and travel, travelling with others on their backs through the seas. Lilly otters have a small nation near other marine life on the nature-rich coasts of the Gnomish Woodship.

### **Fabej Cat | Ignore obstacles in ranged Power Checks**

These stubby cat-like creatures cut their teeth on minerals and flesh. They evolved inside of gemstone-dense caves, giving them a glossy camouflage, night vision, and a natural lure for treasure-greedy individuals. Fabej cats are typically ugly, brutish, and uncaring. They exist in the Chep cave system inside the broader Chep.

## FACTIONS

Okku is dominated by oppressive factions. Factions always have agents watching you at all times and depending on your actions you might lose their favour. Worse, you may invoke their wrath. Party members with rivalling factions will break relationships with their respective factions, resulting in no benefits for anyone.

Faction	Allies	Rivals	How to join	Benefits
Gnomish Woodship	Otteral Maritime Portsmiths, Order of the Mandate of the Eye	Elvish Nationalists, Silverpike Queendom, Demon Senatorship	Contact the gnomes in the North State	Access to gnomish spies
Demon Senatorship		Shailai, Order of the Mandate of the Eye, Cult of the Ferrous	Join the war effort in East Shailai	Not being antagonised by demon senators
Otteral Maritime Portsmiths	Gnomish Woodship		Contact the Otteral Maritime	Access to ships at the Otteral Maritime
Elvish Nationalists	Silverpike Queendom	Gnomish Woodship	Complete a task or quest for an NPC bog elf	A home in Marshev, Free Seeing Orb
Cult of the Laharsha		Demon Senatorship, Shailai	Discover the hidden cult	Unknown
Order of the Mandate of the Eye	Gnomish Woodship, Silverpike Queendom	Demon Senatorship	Contact a local knight from the Bloodlands	Access to superior armour
Silverpike Queendom	Otteral Maritime Portsmiths	Cult of the Ferrous	Swear fealty to the Queen	Protection from Queenly Knights
Shailai		Demon Senatorship, Cult of the Ferrous	Be contacted by an agent of Shailai	Access to Inner Shailai
Interstate Monster Hunter Order	Everyone	Monsters	Join the local monster hunter guild	Bounty rewards



## CHARACTER SHEET

A character sheet gives players a way to track their stats, xp, abilities, loot, backstory, etc.

CLASS	
LEVEL	
PRESTIGE	
XP	
ABILITY	
SPECIES	
FACTION	
HP	
POWER	
WEIGHT	
SKILL	
SHELLS	

# NOTES

[illegible]



**PRESTIGE TABLE**

Players may choose to prestige every time they level up to (past?) 6. They will be reset to level 1 with the option to re-choose abilities. They may choose permanent prestige bonuses from this table for each prestige level.

Level	Bonus
1	Permanent +1 Power
2	Permanent +1 Skill
3	Permanent +1 Power
4	Multiclass
5	Permanent +1 Skill
6	You found a way to tune a Seeing Orb to the Orb of Memento. You know the location of the Orb of Memento as long as you have the connection.

**ABILITIES****Doctor**

<b>Ability</b>	<b>Level</b>	<b>Description</b>	<b>Requires</b>
Heal	1	Heal one player for a power check. Add the result of the power check to player health.	
Scholar	2	You talk a big game. When asked a question by an NPC, make up any random answer. The NPC must go along with the narrative.	
Foom	2	Throw a Fulminated Bomb once per turn. Creates a smokey 20x20x20m obstacle which deals 1d6 damage to anything that makes a check inside.	Corrupt
Herbalist	3	Can craft Sanguine Potion. Requires 2 willow.	
Hack Job	3	Your Scalpel tool gives good practice. When using it, gain a skill point on every successful attack.	
Surgeon	4	Give a knocked out player the ability to crawl 30m to safety.	
Biological Warfare	4	You can eek out what others believe. Make a Skill Check to read the mind of an NPC.	Plague
Prosthesis	4	Create an extra limb, eyeglass, or other prosthetic for yourself. Allows one skill check and one power check on the same turn.	
Mass Heal	5	Your Heal ability works on the entire party. Requires a bundle of herbs each use.	Plague
Shrink	5	Release a cloud of pestilence 20x20x20m that permanently deals 1d6 damage per turn to those inside until knocked out.	Corrupt
Professor	6	The local university always has a job available for you. It pays 1000 Shells and takes 2 weeks of downtime to complete.	
Dark Professor	6	Your ideas are pathological. NPCs believe whatever you say. You can also communicate with monsters.	Corrupt

**Witch**

<b>Ability</b>	<b>Level</b>	<b>Description</b>	<b>Requires</b>
Repressed	1	You hide your powers well. -1 roll on skill checks requiring you to hide or be invisible.	
Sisterhood	2	Detect magic users within 60m.	
Bloodlust	2	+1 power for each killing blow.	Sanguine
Child of the Loam	2	You can use magic to blend in perfectly with any plant obstacle and hide from inquisitors.	Loam
Brewess	3	You can craft potions.	Loam
Beacon	4	Able to cast spells from the spell orb without it being in your hand. It must be in a party member's hand. You may throw it to them mid-battle for a skill check, or give it to them before battle.	
Haemorrhage	4	Permanently reduce your health by half (including future increases), permanently gain +3 power.	Sanguine
Spellgate	5	Apply invisibility to others.	
Druid	6	Shoot a vine out of your Spell Orb which can bend around walls and obstacles to drag a player to you. Extends 30m.	
Scarlet Menace	6	Teach one spell to a party member once, every time you take this.	Sanguine

**Knight**

<b>Ability</b>	<b>Level</b>	<b>Description</b>	
Climb	1	Obstacles and walls up to 15m require no skill to climb.	
Bladesmith	2	+1 power with bladed weapons (swords, daggers)	
Ranger	2	+1 power with ranged weapons (crossbows)	
Righteous	3	Pick up a knocked out player back to 1 Health. +1 roll for good Skill Checks.	Virtue
Boot	3	Kick players back 15m, once per turn, can be used with other actions. +1 roll for evil Skill Checks.	Regent
Roar	4	Let out a victorious chant or shout, giving all players -1 roll next turn except yourself.	
Swords Dance	4	+2 power on the next turn.	
Blunt Force	5	+1 power with blunt weapons (club, mace)	
Hero	5	A hero of the land. Townsfolk come up to you and give you 50 Shells and a Sanguis Potion every time you enter a new town.	Virtue
General	6	Train another knight and give them any of your abilities they don't have except this one, regardless of requirements. Takes 1 month in-game.	
Power Surge	6	Double the number of rolls you get when attacking after all additional power increments. Cannot move next turn.	

**Spy**

<b>Ability</b>	<b>Level</b>	<b>Description</b>	
Expel Ghost	1	Power Roll. Launch a ghost-like smoke blast and prevent the enemy from coming within 10m	
Dagger expert	2	+1 power roll with daggers, +2 power roll if using a dagger from behind a wall.	
Smoke Bomb	2	Drop a smoke bomb obstacle, 30x30x30m. It dissipates after 6 turns. You have +1 power roll if attacking from the smoke.	
Tip	3	You learn the affiliation of any enemy of your choosing in battle. Usable once per turn. You also detect spies in the area.	Spy Ring
Sand Attack	3	You throw sand into the face of 2 enemies which reduces their power rolls by 2.	
Metadata	4	You gain a source who tells you the location of loot in a dungeon or other map. The source will communicate this information to you by sending you a map with a messenger bird.	Spy Ring
Anthromorph	4	You can shapeshift into monsters.	Shapeshifter
Agent	5	The GM gives you an agent which appears like you and can do anything you can do, but if they are discovered you must kill them.	
Killing blow	5	When you reduce an enemy to 0 health, they instantly die.	
Assassin	6	You have diplomatic immunity for the killing of one noble each time this is picked.	

**Engineer**

<b>Ability</b>	<b>Level</b>	<b>description</b>	
Technician	1	Your lenses let you perform +1 roll on skill checks involving eyesight and perception.	
Trapcraft	2	Can craft traps. Traps are any obstacle which triggers some effect when stepped on. In this case, you can craft a bear trap which will stop a player's movement.  Ingredients: 4 iron	
Naval	2	Can craft a small wooden boat which allows travel on water. Fits 4 players.  Ingredients: 20 wood	
Archimedes Lens	3	Power check. Focus a lens onto a location, deals damage and sets things on fire.	Guild
Cannon	3	Can craft a small cannon. Ignores obstacles. Roll power check for damage. Requires stones.  Ingredients: 6 iron	
Orrery	4	Can craft a small orrery which you can use to change the fate of a set of dice rolls. Reroll any power or skill check once (including checks with multiple rolls). Requires new materials to build again.	Artificer
Weaponsmith	4	Wood-based weapons crafted by the engineer ignore armour. Mark this property with a notch on the item in your character sheet.	
Speedcraft	5	Can craft an item mid-battle once per turn.	Guild
Eye Tech	5	Craft a Spell Orb or Seeing Orb.  Ingredients: 10 Bog Elf eyeballs.	Artificer
Architect	6	Can craft a trojan horse. The horse can be styled however you want. It moves 5 meters per turn. It hides 3 players. Players must have < 6 Weight.  Ingredients: 80 wood, 4 iron Weight: 25	
Siege	6	Can craft a trebuchet. Can break any wall with it. Requires a large stone and a skill check to use. It will stay where it is built unless magic is used to move it.  Ingredients: 80 wood, 4 iron Weight: 30	



**Noble**

<b>Ability</b>	<b>Level</b>	<b>description</b>	
Royal Family	1	Can convince a guard that you know a guy to let you through a gate. Must say who the guy is and how you know them.	
Gray Eminence	2	A spy becomes your confidant. Whatever information they know, you know.	Deep
Insurrection	2	Each party member gains +2 power roll against members of their faction until the faction turns on them. This happens when the GM sends a letter or representative from the faction informing them of their disposal.	Kingmaker
Demagoguery	3	Skill Check. Convince an NPC to give you their weapon.	
Regiment	3	+15 Movement to party.	
Federalist	4	Your war table lets you roll a skill check and distribute the result as power points to the entire party.	
Rallying Cry	4	Skill Check. Convince 1 neutral monster or NPC in the area to fight on your side.	Kingmaker
Power Play	5	The closest party member gets +1 power.	Deep
Manuever	5	Your war table allows you to instantly swap the positions of the entire team once per turn.	
Senator	6	You have become a respected leader of your party. Nobles and faction leaders do not attack you or send anyone to attack you.	Kingmaker
Imperialist	6	You take over a faction if you can get a Spy to kill its leader.	Deep

**Jester**

<b>Ability</b>	<b>Level</b>	<b>Description</b>	
Poet	1	+1 Skill roll to another player. Ignores walls.	
Waterboy	1	Carve out a Water Gourd which you can use to carry water and put out fires.	
Flatter	2	+2 Skill roll to another player.	
Sketch	2	Copy a spell after it happens and use it once immediately.	
Playwright	3	Party gains +3 skill roll on checks made against nobles.	
Comedian	3	Your jokes are so funny they make the enemies fall over. All those who hear them lose movement for 2 turns, besides your party (who are used to your shenanigans). You must make a joke for this work.	
Actor	4	Swap skill with power. Restores when a check is made.	
Ballad	5	+3 skill on the next Skill Check (stacks with Actor).	
Trumpeter	6	Roll 1d6 and add the result to the number of rolls a party member gets on the next turn.	Bardic
Wild Card	6	Roll 2d6 and add the result to the number of rolls you get on the next turn.	Dark Joker

**Monster**

<b>Ability</b>	<b>Description</b>
Bite	Power Check. Melee. Lock jaws onto opponent. Roll Skill check once per turn to see if player can escape, otherwise they lose movement until the creature lets go or a skill check is passed.
Thrash	Power check. Melee. A writhing fist throw or body slam.
Roll	Power Check. Melee. A fast tumble towards the opponent. Ignores obstacles.
Grimmace	An awkward smile. Roll skill check to see if it deals any damage before rolling for power.
Infectious Rend	Power check. Shoots out a beam 1d6 times.
Fire Whip	A lashing of fire. Drags player 10m towards user.
Prism Beam	Multicoloured energy is focused into multiple chaotic beams. Hits 2d6 party members.
Spout	Energy is shot up into the air and explodes into 5 heat-seeking energy balls. Hits all players in the party. Can be redirected with fire.

**Misc.**

<b>Ability</b>	<b>Description</b>
Tree Telepathy	Unique gnome ability. Touch a tree and the longest chain of trees within 20m of one another will feed you information through their roots. You can see anything happening within 20m around the furthest tree in the unbroken chain.

**SPELLS**

Spells can only be cast by the witch, unless they are learned from other sources like for example the innate spell S which the lichenous fairy species can cast by default.

Spell	Description	Requires
Beam Cannon	+1 power roll, not obscured by objects.	
Enlarge	Make an object 2x bigger.	Loam
Dark Fire	+2 power roll. Unleash a dark fireball which can set things on fire.	Sanguine
Conjuration	Summon a creature you have slain with a power level less than your default power. The player controls this creature for up to 6 turns.	Loam
Levitation	Make something ignore obstacles up to 10m tall for 5 turns.	Loam
Poet's Curse	Apply a curse on a player. Forces them to say a 2-line rhyme every time they take an action. Curse can be lifted with Derryherb.	Sanguine
Cupid's Curse	Apply a curse on a player. Forces them to profess their love to you in a very melodramatic way.	Sanguine
Teleport	Instantly move to a new location up to 40m	Loam
Prism Wall	Create a 1x30m see-through wall, 10m tall, with a shimmering hue. Position it however you want.	Loam
Spore Pulse	Unique Lichenous Fairy spell. Shoot smelly, glowing spores onto an enemy. They can be seen in darkness and behind walls.	Lichenous Fairy
Void Energy	Put out all contiguous fires.	
Invisibility	Become invisible. Lasts until a power check is made or a spell is used.	

**ITEMS**

Items can be bought from a shop or earned from bounty. Items can only be crafted by the engineer.

Item	Weight	Description	Value (Shells)	Crafting
Spell Orb	1	Unique tool for witches. Golf ball sized crystal orb from which magical powers can be channelled. Player chooses colour.	15000	-
Incense Burner	1	Unique tool for doctors. Can burn a bundle of herbs to give passive 1d6 Health to the doctor for 4 turns.	25	2 iron
Seeing Orb	2	Unique tool for spies. Mysterious black orb which can be connected to exactly one other seeing orb to allow the spy to see into the surroundings of the other orb's location.	10000	-
Signet Ring	1	Unique tool for knights. This bears the knight's coat of arms which they may use to sign letters, present to guards and other knights, and absorb one spell per battle.	75	-
Prop Box	1	Unique tool for jesters. Allows the jester to pull out a random weapon to use every turn on that turn only. Roll 1d6 1- Sword 2- Mace 3- Club 4- Scalpel 5- Whip 6- Dagger	50	4 wood
War Table	3	Unique tool for nobles. Allows the noble to swap any 2 player positions per turn.	15	4 wood
Crafting Bench	3	Unique tool for engineers. Allows the engineer to craft any item with the right ingredients.	20	4 picklewood, 1 iron
Dice	1	A metal die.	10	1 iron
Coin	1	A golden coin.	1	-
Shell	-	The currency of the land.	1	-
Crossbow	3	A handheld crossbow using bolts. +2 damage.	25	3 wood, 1 string
Dagger	2	Short sword or knife. +1 power. +2 power from hidden position.	5	1 iron
Sword	5	Standard long sword. +1 power. +5 range.	15	3 iron
Mace	6	One-handed mace. +1 power. Nullifies armour.	20	3 iron

Plate Armour	9	Standard plate armour. +15 health	250	16 iron
Whip	4	Leather whip. +2 power. Pulls enemy 10m towards you.	25	2 leather
Club	10	Wooden heavy club. +3 power.	30	8 wood
Scalpel	2	Large scalpel, makes a clean cut. +1 power. +2 power versus knights and armoured creatures.	15	1 iron
Mask	1	Face mask for concealing identity. Increases Change roll bond by 1 when deceiving.	12	1 leather
Plague Mask	1	Doctor's mask. Can be filled with herbs to give +1 Health per turn.	24	2 leather
Sanguis Potion	1	Healing potion. Heals 6d6 Health.	50	3 willow
Ricin Potion	1	Deadly potion. Deals 10d6 damage, only if fully ingested.	85	-
Acid Potion	1	Burns the skin for 1d6 damage and 1d6 damage each turn after that. Throwable.	50	6 Cheesewort
Lentils	1	Something tasty to eat. Heals 2d6 Health.	12	
Orrery	1	Convene with the stars.	36	3 Iron
Water Gourd	1	Large gourd for carrying water.	16	1 gourd
Herbs	1		2	
Picklewood	1		8	
Derryherb	1		8	
Bronze Acorn	1		16	
Cheesewort	1		8	
Gourd	1		4	
Iron	1		6	
Wood	1		3	
Leather	1		10	
Fabric	1		6	
Willow	1		15	

**BESTIARY**

Adventurers have recorded descriptions of many strange monsters and animals in Okku on their travels. They each have their own stat block, loot drop, and usual location.

Species	Power	Health	Weight	Ability/Tool	Description	Locations
Great Mint Dragon	16	568	25	Spout	Reports of an unusually large green drake in desert canyons.	North of Visvolk
Grain Giant	14	123	28	Thrash	Massive, tree-sized giant humanoid with skin appearing like wood grain.	Tall Forests
Parasitic Dragon	9	228	12	Infectious Rend	Reports of a massive slender dragon coiled around the Shepev Spire.	Shepev Spire
Red Throat Teal Dragon	8	348	14	Prism Beam	One report of a slender, elegant, multicoloured dragon far in the horizon.	Unknown
Garish Wormthroat	6	32	6	Bite	Long sandworm with a jaw that appears to be slack and falling off.	Chep
Sullen Halibut	5	22	1	Thrash	Simple fish with a devastating tail whip. Jumps out of water unexpectedly.	Rivers in the Gnomish Woodship
Shailain Bloodbear	5	34	8	Thrash	Black bear from strange lands with forward-facing corally spikes on its back. Melee attacks against it hurt for 1d6.	Shailai
Red Eyes Feasting Eagle	5	29	8	Bite	Massive, ravenous eagle with blood red eyes, brown feathers, and an unusually thick and tattered body. +1	Chep
Sea Kaizu	4	38	8	Thrash	Large ocean monster fish.	Breston Sea
Devouring Toad	4	32	8	Bite	Hypnotic toad whose size is about 3 times that of a human.	Shailai
Feasting Fruitsnake	4	12	4	Bite	Wispy, colourful snake with pomegranate-like tail.	Shailai
Elephantine Bushpig	4	86	16	Thrash	Massive whitish boar. Thrash pushes you 10 meters back.	Grasslands
Lycanthrope	3	26	8	Bite	Reports of large hairy bipedal pig with sharp teeth.	Woodship Forest
Gourdhead	3	32	6	Fire Whip	Reports of a group of gangsters wearing pumpkins and gourds on their head. Possible that they grew them naturally.	Woodship Forest
Dwarf Tulip Tiger	3	27	2	Bite	Stubby, muscular cat with a flower tail.	Chep

Unreasonable Vormint	3	14	1	Bite	Disgusting unruly rat. Can swim.	Marshlands
Darktailed Vormint	2	14	2	Bite	Rat-like creature with a scrunched face and dark body. - Helpeter the Traveller	Valintine Consul
Foamouth Dog	2	14	2	Bite	Rabid mutt foaming at the mouth.	Kolgrad, Brostok,
Lake Kaizu	2	38	6	Thrash	Large lake monster.	Gnomish Cave Lake
Parasitic Gnome	2	16	3	Infectious Rend	A gnome whose mushroom cap has been infected by a parasite	Gnomish Woodship, Pixie Protectorate
Angsty Killbird	2	15	1	Thrash	Running bird with deadly talons.	Chep
Dwarven Juvenile Troll Ape	1	48	2	Grimmace	Unknown	Shailai
Munchkin Kabbage Shrew	1	8	1	Roll	Edible green shrew. +10 Health	Gnomish Woodship
Jackelope	1	2	1	Grimmace	Rabbit with horns. +1 luck	Gnomish Woodship
Braided Cow	1	12	14	Thrash	Large hairy cow with ball-shaped horns and braided fur.	Gnomish Woodship
Sparkled Snowgnome	1	8	1	Roll	Small white gnomish creature found rarely in mountains.	Woodship Tundra
Gliding Horse	1	35	5	Thrash	Unusually strong hooves, is able to jump from such heights that it appears to glide.  Can be mounted to move 3x final move speed.	Pixie Protectorate
Shailain Seahorse	1	35	5	Roll	Large, intricate seahorse with ornate patterns and a coral-like appearance.  Can be mounted in water to move 3x final move speed.	Middle Ocean
Kite Bird	1	13	1	-	Long, slender, wavy flying creature that floats through the air like a chinese kite. +1 to...	Skies



## BOUNTY

Roll 1d6 for each creature killed. The resulting number corresponds to the reward players will get. The players can decide how to distribute rewards. Players may only collect rewards from the local Interstate Monster Hunter branch. The GM may still reward players with weapons or items relevant to the narrative or character progression, or if for example a monster is carrying a sword.

Bounty	Kill	Reward (roll 1d6 per kill)
Pest Package	Darktailed Vornint, Foamouth Dog	1 - Sword, Dagger, 50 Shells 2 - Club, 1 Iron, 1 Wood, 25 Shells 3 - Dagger, 1 iron, 2 Wood 4 - Mace, 1 leather, 25 Shells 5 - Whip, 25 Shells 6 - Sanguis Potion, 1 picklewood, 1 leather
Halloween Collection	Gourdhead, Lycanthrope	1 - Ricin Potion, Acid Potion 2 - Sword, Sanguis Potion, 1 cheesewort 3 - Club, 1 derryherb, 1 picklewood 4 - Plague Mask, 100 Shells 5 - Mask, 25 Shells, 1 bronze acorn 6 - Dice, Coin, 25 Shells
Power Package	Any monster with a default power of 3	1 - Sword, Dagger, Club, Mace, Mace 2 - 10 Iron, 4 Wood 3 - Dagger, 1 iron, 10 Wood 4 - Orrery, 4 leather 5 - Sanguis Potion, 50 Shells 6 - Sanguis Potion, 1 picklewood, 1 leather

## LORE

“In Okku, all passers-through carry the hefty echo of the lives they left behind. These are the past selves abandoned after imparting their creations and destructions into the universe. If one looks into particular Seeing Orbs they may even be able to see their past self, but one need not any magic to see the remnants. We are all permanently here, all of the time. When we die we come back not with the same soul, but as a part of the same mycelial connective tissue upon which building blocks are ever added through the forward channel of time. In Okku, You may see a face you remember before, touch a nerve you felt centuries prior, or hear a familiar name, and yet inexplicably there are still those who feel alone in this world. May the Old Country grant those the bed upon which to rest comfortably in this knowledge.”

The Fantasy of Okku, a generational epic scribed by historians and loremasters near and far, gnomish and human, from within the darkly whimsical world of Okku. Their world is sadly a familiar one. War. Genocide. Environmental collapse. Famine. Nationalism. Plunder. Monstrosities. Conquest. The creatures of Okku resolve these conflicts through the clash of swords, the fog of espionage, and sometimes peaceful negotiation—for the world would be naught without its dualism; in evil there is good, and goodness is indeed bountiful.

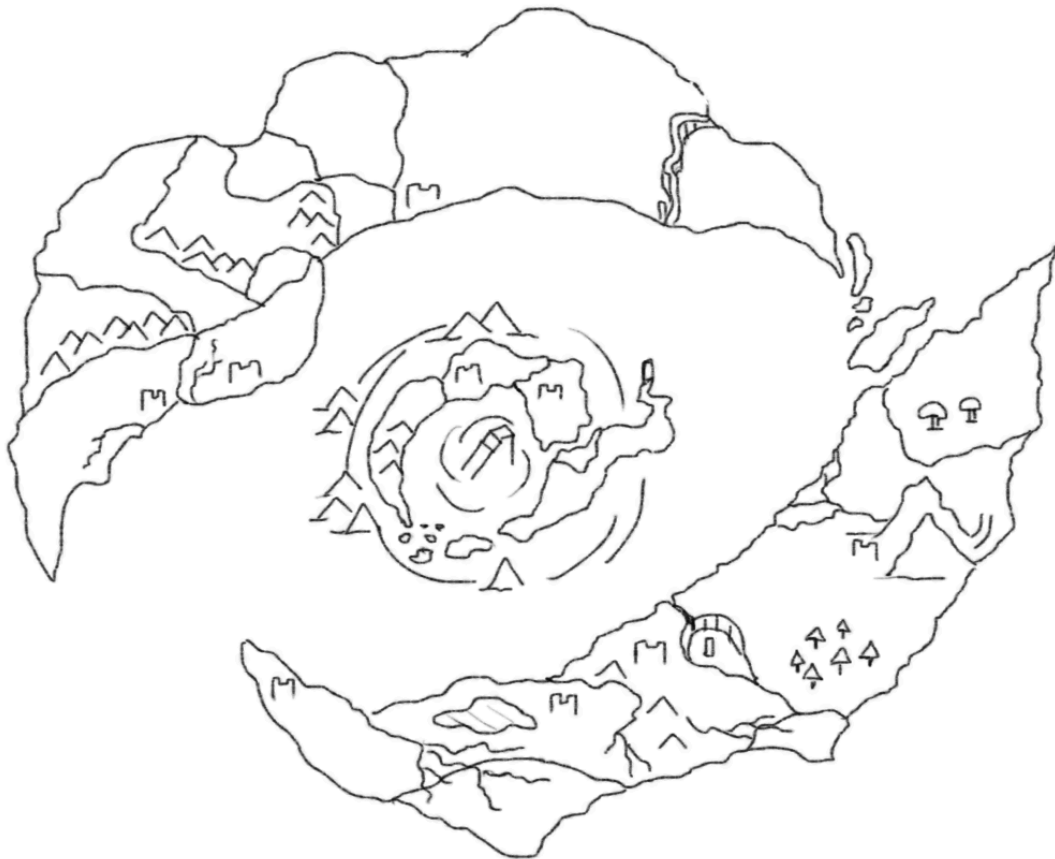
Wherever you may find a depressed troll, he has seen the beauty of the tall red lichen and felt the constructive touch of a fatherly hand. Should you go into the Forest of Lichen yourself, you will see why that troll keeps himself alive. Okku is a land worth defending. Entire species have dedicated themselves to this cause, in particular the gnomes who are anatomically connected to the fungal networks. Gnomish historians are among the first to put the history of the land to paper. They are nothing without their narratives and even less without their land.

The gnomes live in the Gnomish Woodship, on the Eastern Continent which has come to be called “Kelsia”. This land is a ripe expanse and the gnomes have surrounded most of it with their borders—which they defend primarily with arm sweat and raw numbers.

This is unlike the Humans, residing mainly on the nameless Western Continent, who defend their borders with an ocean full of engineer’s fortifications and vessels, steel contraptions, and other precautions. The humans and the gnomes are predictably warring. I contemplated supplanting a note which says that they are only at war by the time of my writing, but this is unnecessary. They have been warring for almost as long as the split between humans and gnomes has existed. A foolish inquisitor might suspect the superior stature and technology of humans would have the war over in just weeks, and conquering the East in just days. History smacks this idea in the face. The reality is that factional dynamics in Okku are more complex than meets the eye.

If there are any two elements in Okku which run stronger than an army of knights, those would be a strong unifying identity, and surveillance. One can have the strongest technologies in the world, but without bread and circuses their people will mutiny the nation before they can be used. One can also have both the technology and unification, but if the enemy can foresee the technology before it is deployed in attack then what is left will only be rubble, and if one can spot a weakness in the united popular front then it can be attacked from within and dysregulated. It is the gnomes and the bog elves who have mastered these arts of war.

The full history of Okku is much too long to tell briefly. There is still much to cover. The Dorso-Chepari wars. The Bair Bloodlands. The Plight of the Elves. The 3 draconic paths. The mythology of the concealed Retina, of West and East Shailai and the demon senatorship residing within them. These are stories for the ages, each one deserving of its own historian. More granularly, there are important stories to be told of hunting expeditions, knightly orders, and small bands of adventurers who have accomplished mighty things in small companies. I am working with several Gnomish scholars, wise Lilly Otters, and some fellow humans from the Naa Dorsia Capital University in Faircost to produce a manuscript covering the histories of each nation, beginning from the 2nd Sun in the 8th harvest. I look forward to sharing it all with you.



Current problems in version 1:

- Moves/abilities aren't particularly realistic. Things which are not realistic are not particularly RP-able.
- Skill is unbalanced, not clear you can do much to particularly become more skilled at something or at a specific task. When you have a lot of skill, you are pretty much guaranteed to succeed, but because skill is non-specific it doesn't feel like you should be able to for example succeed at perception-related tasks when you're not perceptive. Only the GM would be able to rectify this by using judgement to take away rolls.
- Inconsistencies in moves/abilities as to whether something is a skill check, a power check, a passive effect, or requiring an item.
- Be consistent with words like player vs character, enemy vs player, character vs NPC, etc.
- Also be more clear on what affects you and what affects the party and etc.
- General balancing issues
- Movement is rather crude and could be very exploitable or silly. Maybe this is fine.
- Obstacles are ill-defined.
- Skill and power checks feel like they need a third cousin to incorporate some element of roleplay or something. Morale?

- Skill checks could be separated into multiple types to introduce some realness to gameplay at the cost of simplicity.
- Environment is largely hand-waved. There's no real difference mechanics-wise between being in a room and being outdoors. No mechanics for water. The GM would just have to improv.
- RP is largely hand-waved. You have factions and such but no specific rules for NPC interactions besides skill checks.
- Armour just adds HP. Seems boring. Could do a temporary armour mechanic, but trying to avoid too many edge cases and extra rules.
- Weights, prices, etc. are mostly arbitrary for the moment and will have to be tweaked through testing.
- Levels, abilities, really everything related to progression will not be balanced yet.
- Be more clear which items are power checks or skill checks if any.

#### Current considerations:

- Add a specific "wall" type of obstacle which fully blocks damage and movement and has specific mechanics, possibly for hiding or surprise attacks.
- Armour could remove rolls from the enemy to keep this consistent rolling theme going.
- Add a specific rule to obstacles which says you can't move in them, only around them. Would be a catch-all for things like water which prevents you from swimming but at least you can't just treat water like land.
- Improve theater of mind by coming up with a different system for movement entirely
- Will add general quests to keep the game moving and give players goals to accomplish.
- Consider adding trees to the list of walls.
- Consider defining water to be multiple obstacles if it takes up multiple squares greater than 1x1. <- this is ambiguous btw
- Super effective seems dumb probably scrap that
- XP is shit and will have to be reworked
- Make requirements clear on levelled abilities in classes

you could combine a seeing orb with tree telepathy to have a remote surveillance system.