



Akkadian Rhythms

Player Handout

Welcome to the Akkadian Realm

The world is harsh, brutal, and full of magic. The people of the land are in constant search for power through artifacts left by long lost gods. With every power comes a new corruption to the world. Spirits walk the ground and magical forces influence the world around you. Welcome to the Akkadian Realm.

In this world, the Greeks never rose to power, nor the Romans. The mesopotamian empires grew and began covering the world. They advanced to working with iron and steel and have reached a plateau on innovation, a dark age.

Characters start in the Epoch of Erbe Me'at Sedis Sebet. This is the 476th epoch, and the start of the dark ages. The beliefs of the old mesopotamian people have been lost as ancient legends, fragmented and only known by some. Forces have emerged that guide nature and people. The race of humans has melted away as the clans have all changed over the millenia to have unique physical appearances.

What makes a Character

Characters are defined by their Stats and Skillsets. Stats are the Statistics that describe physical and mental properties. They determine how adept a character is at taking related actions, such as Strength determining combat ability. The stats are as follows.

Strength (Str) - Fighting ability and raw power. Determines how many dice in an attack can cause damage.

Dexterity (Dex) - Defensive ability and maneuverability. Determines how many dice in a defense can block damage.

Agility (Agl) - Evasiveness and acute awareness of surroundings. Determines the base Armor Class in combat.

Intelligence (Int) - Knowledge and insight. Determines number of Magic Points.

Wisdom (Wis) - Discernment and willpower. Determines number of dice rolled for magical combat.

Constitution (Con) - Resilience and fortitude. Determines number of Life Points.

Fortune (Ftn) - Attunement with chance and fate. Determines minimum values on durations and effects for skills, potions, and other events.

Movement (Move) - Mobility and alertness. Determines initiative and movement speed.

Skills are learned through practicing a **Skillset**. They represent part of the background that defines the character, and the abilities that make them unique. Skillsets come with a description that informs what kind of things the character can accomplish easily. Skillsets also provide **Skill Actions**, which are special actions that a character can take to help them in their quest. Skillsets belong to a **Discipline** and a **Focus**.

The most important element of a character, however, is their **Epic Poem**. This poetic story serves as the background and tells of their adventures. At the start, the Character writes 2 poetic verses in their Epic poem to tell of their background. This can draw from their Race, Skillsets, and personality. As the character advances they write new verses to their Epic Poem.

Creating a Character

As a character, you will choose a **Clan**. The choice of Clan determines the player's **Stats** as well as grants an ability unique to that race of people. The character then gains **2 Stat Points** to improve their Stats and chooses **2 Skillsets** from any discipline. Each skillset lives within a discipline and a focus.

Characters maintain their 2 Skillsets for the life of their character. They begin having already learned all of the **Starting Actions** belonging to their Skillsets. As characters advance, they will learn **Advanced Actions** from their skill sets.

Characters may also choose a Cult. Some characters will not believe in any cult. Some Cults provide a good background for learning certain Skillsets. Characters should only choose a single cult but do not need to belong to any. Cults are described in the Setting Handout.

Characters begin with **360** silver coins called **Shekels**, a year's wages, to choose their equipment. Each Shekel is a silver weight equivalent to **180 Grains of Barley**. Characters who come from outside of the known Akkadian lands will begin with the equivalent in foreign currency, which is **90 gold Darics**.

Characters advance by earning **Epic Verses**. When a conflict is complete, characters will be asked about how the experience moved them. For each question answered, the character earns an Epic Verse that can be spent on their **Epic Poem**. Verses are written two lines at a time by buying new **Stat Points**, **Skill Points**, or **Heroic Traits**.

Clans

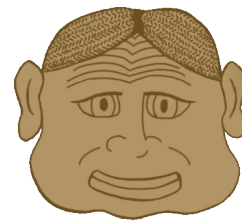
Bauru

Description

Short, stalky people with four arms and grainy skin. They are very strong and enjoy hard labor and working to make others happy. Their favorite foods are bugs, especially fresh from an ant hill. They feel best in hot and dry areas, like rocky deserts. They dislike being humid or wet. Too much humidity affects the Bauru like a mild cold.

Abilities Str: 3 Dex: 2 Agl: 1 Int: 1 Wis: 2 Con: 6 Ftn: 2 Move: 4

- * Their double set of arms allows them to wield multiple weapons and gives them a second melee attack in place of moving.
- * When in wet environments, sickness causes penalties to combat rolls.



Suttinu

Description

Tall, agile, and winged people who stand upright with pride. Their feathers are often the colors of common birds and their family heritage can be seen in their feather patterns. The brightly colored families of the Suttinu are viewed as an image of majesty and beauty among the other clans. Their great beaks are strong, and used to dine on hard and grainy delicacies.

Abilities Str: 1 Dex: 2 Agl: 3 Int: 2 Wis: 2 Con: 4 Ftn: 2 Move: 5

* As an action, a Suttinu can take flight, granting them 2 extra movement. While flying, they cannot perform actions or instant actions. At the end of their flight, a Suttinu may swoop to the ground, immediately performing an action with the same ease as if they were standing.



Hararu

Description

The Hararu are hairless people with a wide mouth, tiny sharp teeth, and webbed hands and feet. Their society is obsessed with beauty, they have jewelry and makeup for every occasion. Hararu fashion is considered the best and most expensive. Their towns are found along rivers, but they originally come from swamps, which provides a very comfortable climate for Hararu. Their skin is many colors, and some are born with small tails and horns.

Abilities Str: 2 Dex: 3 Agl: 1 Int: 1 Wis: 1 Con: 7 Ftn: 1 Move: 5

- * The Hararu are natural swimmers which gain 1 movement while swimming, and can breathe underwater. They can perform actions underwater as easily as on land.
- * Their hearty constitutions are earned by living in areas with poisonous animals. Poison only affects Hararu like a common cold, making them highly resistant.



Sarhu

Description

Sarhu are very intelligent and nimble with elongated necks and are covered in silky fur. They are sometimes spotted or striped. Their patterns are viewed as a sign of having kind and caring parents. Their ears, eyes, and mouth are like a cat's. They have slender and elongated hands and feet, sometimes resembling paws. Many Sarhu have tails.

Abilities Str: 1 Dex: 2 Agl: 2 Int: 4 Wis: 2 Con: 4 Ftn: 1 Move: 5

* When a Sarhu is not taking any action, their movements are silent. They've learned to purposefully make sounds while walking, as not to startle others. They are also resilient to falls, having a great sense of balance and legs specialized in absorbing forces. When falling a Sarhu takes half damage.



Uznu

Description

The Uznu are a people with dark and shadowy fur that is long. Their large eyes peer out from their round heads, which are almost as wide as their body. Their whole body appears very stout from their fur, which is black as night. They are very wise, shy, and hold their tongues around others, usually speaking only to other Uznu. Folklore says that they do not even have mouths.

Abilities Str: 1 Dex: 1 Agl: 1 Int: 3 Wis: 4 Con: 4 Ftn: 3 Move: 4

- * Although it is not well understood, Uznu have a special relationship with the darkness. They possess the ability to stand in the darkness, close their eyes, and disappear. They will suddenly reappear in a dark place within sight of where they disappeared. This mysterious power only works once, until it recharges when the night ends and the sun rises.
- * Their kinship with the darkness lets the Uznu sense living things within 1 space of them in total darkness.



Lamassu

Description

Across the oldest of ruins are likenesses of the Lamassu, shown as helpers sent from the heavens. Their daily life is not as glamorous. Their bodies are people from head to waist, but below the waist is the body of a 4 legged, hooved, animal. Typically these resemble rhinos, horses, and boars, and sometimes their faces take on traits of these animals. This lower body contains fat and water reserves, which sustains a Lamassu for about a month and helps them work as laborers. They are the most common of all the clans. They are seen as agreeable, trusting, and have a prowess for trading. They try to live at peace with any clan.

Abilities Str: 2 Dex: 2 Agl: 2 Int: 1 Wis: 2 Con: 5 Ftn: 1 Move: 6

- * The endurance of the Lamassu goes even beyond their physical bodies. Once per day they can instantly recover from damage taken by concentrating their energy on a wound that was just inflicted. This restores damage up to the Lamassu's Ftn and the power is recharged every morning at dawn.
- * The Lamassu need chariots to ride mounts comfortably, which are often passed down as family heirlooms.



Skillsets

Skillsets are listed in the Skills handout. When creating a character, choose 2 Skillsets and gain all of the Starting Actions. Characters become unique by which 2 skillsets they combine, taking on the traits of both. It is not unusual for characters to overlap with the same skillset as another, but they should try to have at least one unique one for the group.

How to Play

Players control a character that interacts with the world. There are two main ways to do so, through **Free Narrative** and through **Combat**. Free narrative is powered by the traits of a character, which are found in their Clan descriptions and their Skillsets. Combat is powered by equipment, skill actions, and the rules of combat.

Free Narrative

As a player, feel free to explore the world through a character's **Traits**. These are the descriptions that a character has in their Clan and Skillset descriptions. They are the flavor of the background story that makes each character who they are. There may even be traits in an Epic Poem that the player can write for their character to help with this narrative.

Things that take place in free narrative don't normally require any kind of rolls or combat turns. Some skill checks may take place, but this is the chance to really play the role of a character.

Skill Checks

When there needs to be a measurement of success, a **Skill Check** can be used. This is when a Stat is tested against another contestant or is checked against a difficulty. These are performed by rolling a d6 for each value of the Stat and counting **Successes**. Successes are rolls of 6, or doubles for numbers less than 6. The GM determines when these are rolled, but characters should focus on increasing the stats that best fit the character.

Combat

Once the threat of loss of life and limb arises, it is time to enter combat. This is where the action is tracked minute by minute. Combat takes place in **Rounds** in which every character, including the player, allies, and their enemies, become combatants and take **Turns**. Each turn a combatant moves and takes an action, in either order but without splitting movement. Once all of the combatants take their turn a new round starts.

Characters take a single **Standard Action** on their turn, but can take one **Instant Action** during the round, and as many **Immediate Actions** as needed. The round happens all at once, but in order to track the fray of combat it is declared and acted out in turns.

When wishing to harm others, an **Attack** is made using the combat rules. There are many types of combat, and players will learn to specialize in the types of combat that fit them best. However, the most typical combat involves the attacker rolling the **Attack Dice** listed on their weapon and the defender rolling the **Defense Dice** listed on their helmet, shield, and armor.

Stats come into play, such as Str determining the maximum damage that can be inflicted, and Dex determining the maximum damage that can be blocked. This is explained in detail in the Combat & Equipment Handout. However, players should think about what they want to specialize in among standard melee, piercing, ranged, throwing, or magical combat.

Advancement

Characters advance by writing their **Epic Poem**. At the end of each conflict, the players will be asked questions about how their character was affected. These questions focus on how the character changed, what they learned, or what they felt. The GM determines how many questions to ask based on the story and the danger involved.

Players answer these questions one at a time. Each answer that shows that the character's story has grown earns an **Epic Verse**. When enough Epic Verses are earned, they can be written into the character's Epic Poem in order to gain advancements.

Epic Verses can be spent to write an **Epic Stanza**. Stanzas can cost 4, 6, or 12 Epic Verses. When spent, an epic stanza is a 2 to 4 line section of the Epic Poem. Stanzas tell a contained segment of the character's story, such as how they have grown or what they have accomplished. When writing a stanza, the lines within it can follow a poetic meter, rhythm, and even rhyme scheme if desired. Stanzas do not need to match the same style as the rest of the poem. They can be unique for telling part of a story, as if the different stanzas are being written over time by many people.

When Epic Verses are written into an Epic Stanza, the Character advances. When spending 4 Epic Verses, the character gains a **Skill Point** that can be used to learn an Advanced Skill Action from one of their known Skillsets. When spending 6, the character gains a **Stat Point** that can increase any of their stats by 1. When spending 12, the character can gain a **Heroic Trait**.

When increasing Stats their affect also increases, such as increasing Con to gain higher maximum Life Points. When Stats are increased to higher levels, they can reach **Milestones**, which are explained in more detail in the Combat & Equipment handout.

Heroic Traits are advanced traits that can affect combat. They establish either physical, magical, or social aspects of the character similar to Clan traits. The GM and Player design the trait together. The story on how to gain the trait often comes from supernatural influences or ancient magic awakening. More information on Epic Traits is available in the Game Master's Guide.