

# Yoon-Suin

## Character Creation

1. ROLL 3d6 FOR EACH  
ABILITY, IN ORDER

Charisma  
Modifier

Constitution  
Modifier

Dexterity  
Modifier

Intelligence  
Modifier

Strength  
Modifier

Wisdom  
Modifier

2. TRANSPOSE TWO VALUES IF  
DESIRED

3. NOTE MODIFIERS FOR  
EACH ABILITY

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

If total of modifiers is less than zero, then  
player may discard and begin again.

## 4. CHOOSE A RACE

- Crab-Man (Crab-Man is also a Class)
- Dwarf
- Human
- Slug-Man\*

\* Slug-men are hermaphrodites. They may choose to refer to themselves as being male or female when dealing with humans or other races, but equally they may prefer to be referred to with the sex-neutral "it."

## 5. DETERMINE BACKGROUND

### CRAB-MEN

All crab-men are from the Yellow City and are slaves. The player should pick or randomly determine another player's PC to be the master.

### DWARVES

For dwarfs, roll on the following two tables; first to determine background, then to determine the PC's belief about why his or her home citadel was ruined. All dwarves are from the Mountains of the Moon.

Result	Background
1	Swordsman family – guards, mercenaries, assassins
2	Remnant aristocracy – the family believe/claims descent from nobility
3	Jewellers – a family of expert appraisers

Result	Reason for Ruination
1	Plague or famine from angry gods
2	Haunting by ghosts of the ancestors driven wild
3	Civil war between rival leaders
4	Demons from the roots of the mountains
5	The golem servants created by the dwarves themselves
6	A great mystery

### HUMANS

For Humans, roll on the following tables. Humans are the most widespread and varied race in Yoon-Suin.

GEOGRAPHIC ORIGIN	
Result	Geographic Origin
1-3	The Mountains of the Moon
4-5	The Yellow City
6-7	Lamarakh
8-9	Sughd
10-11	The Hundred Kingdoms
12	Seaborne Nomad

To determine human backgrounds, roll on the following table, unless from the Yellow City, Lamarakh or a seaborne nomad, in which case consult the sub-tables which follow.

(Suggested parentages are examples only.)

Result	Background
1-3	Slave if male, 50% chance of being eunuch
4-7	Very low caste born of a prostitute, vagrant, criminal, cockroach breeder
8-12	Low caste born of a rice farmer, worm breeder, waged labourer, servant
13-14	Merchant caste born of a trader, salesman
15-16	Warrior caste born of a soldier, guard, assassin; if male, 60% chance of being a eunuch
17-18	Artisan caste born of a jeweller, weaver, dyer, refiner, tea brewer
19	Landowning caste born of a plantation owner or landed aristocracy
20	Nobility born of a ruler

Result	Background for Yellow City Human
1-3	Slave if male, 50% chance of being eunuch
4-7	Very low caste born of a prostitute, criminal, cockroach breeder
8-13	Low caste born of a waged labourer, servant, entertainer
14-16	Commercial caste born of a stall or shop owner
17-19	Warrior caste born of a soldier; if male, 90% chance of being a eunuch
20	Artisan caste born of a jeweller, weaver, dyer, refiner

Result	Background for Lamarakh/Seaborn
1	Slave (re-roll to on Background table for parentage)
2-4	Ordinary parents
5-7	Born of a skilled hunter or fisher
8-9	Born of a powerful warrior
10	Born of a shaman or summoner

## SLUG-MEN

For slug-men roll on the following table.  
All slug-men are from the Yellow City.

Result	Background
1-2	Oligopolist family (opium, tea, or slave traders)
3	Criminal family (smugglers)
4-6	Brahmin family (sages, tax collectors, archivists, poets, bureaucrats)

## 6. CHOOSE A CLASS

- Dwarves can be Adventurers and Warriors
- Crab-men are a class
- Human can be Adventurers, Holy Men, Magicians, Warriors
- Slug-Men can be Holy Men or Magicians

Further notes on Classes can be found at the end of this document.

## 7. DETERMINE HIT POINTS

Randomly determine the character's starting Hit Points (HP) according to the table below.

Add the character's Constitution modifier.

If the rolled amount is less than the Minimum indicated number on the following chart, simply use the number shown on the chart instead.

Class	HP	Minimum HP
Adventurer	1d6	4
Crab-man	1d8+1	9
Holy Man	1d6	4
Magician	1d6	3
Warrior	1d8	8

## 8. Record To-Hit Bonus

### a. Record To-Hit Base

Class	To-Hit Base
Adventurer	+1
Crab-man	+2
Holy Man	+1
Magician	+1
Warrior	+2

### b. Record Melee To-Hit Bonus Add To-Hit Base and Strength Modifier.

### c. Record Missile Weapon To-Hit Bonus Add To-Hit Base and Dexterity Modifier.

## 9. Record Saving Throws

### a. Record the saving throw for each class of character.

Save Vs.	Holy	War.	Mag.	Adv.	Crab
Paralyze	14	14	13	14	10
Poison	11	12	13	16	8
Breath	16	15	16	15	13
Device	12	13	13	14	9
Spells	15	16	14	14	12

- ### b. Record Modifiers from Attributes
- Record the Intelligence Modifier in the Vs. Magic Slot
  - Record the Wisdom Modifier in the Vs. Non-Magic Slot

## 10. Select Alignment

Choose at will.

## 11. Skills

All characters but Crab-Men begin with a 1 in 6 chance for all skills.

An Adventurer may add a total of 4 pips across any "skill dice" he chooses.

## 12. Armor Class

An unarmored character has a Base Armor Class of 12. Armored Characters have the Base Armor Class assigned by the Armor. (See Crab-men description for exception.)

The Dexterity Modifier is applied to the Armor Class.

Shields grant +1 Melee AC and +2 Ranged AC.

If Surprised, the Dexterity Modifier bonus is lost and a -2 is applied to the Armor Class.

## 13. Starting Money

Every character begins with 3d6 x 10 sp.

If a character starts above first level, then he begins with 180 sp plus 3d6 x 10 sp for every level greater than one. For example, a fourth level character would begin with 180 + (9d6 x 10 sp).

CURRENCY CONVERSION
1 Gold Piece (gp)
= 50 Silver Pieces (sp)
= 500 Copper Pieces (cp)

Crab-men begin with no money.

## 14. Purchasing Equipment

There are no limits on what classes can use what weapons or armor.

However, a Magician that is more than lightly encumbered cannot cast a spell.

A Holy Man must have one hand free to clutch a Holy Symbol to cast a spell.

Note that in the Equipment list, *Italicized* items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance.

Items listed in both *italics* and **bold** are considered to be Oversized.

## 15. Spells

At the start of play, every Magician's spellbook contains Read Magic plus three other randomly-determined first level spells.

Holy Men can cast any spell on their spell list, and do not use spellbooks. So all first level Holy Men have full access to all first level spells.

Both Magician and Holy Men can select one first level spell each day to memorize and prepare from their respective spell lists.

## 16. Name Your Character

Choose a name. Here are some sample from the region:

Pu na

Gi aj

Lal chu

Vyo Mang

Hri Thik

A jit

Ha rij

Man jul á

## NOTES ON ALIGNMENT

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

### LAWFUL

The universe has an ultimate, irrefutable truth, and a flawless, unchanging plan towards which all events inevitably march. As time moves on, all distraction and resistance to this plan falters until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but have no knowledge of what that destiny is and what their role will be in fulfilling it. So they are forever looking for signs and omens to show them their proper way.

### CHAOTIC

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of the universe; it destroys all that seeks to be permanent. Those who are Chaotic in alignment consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

### NEUTRAL

To be Neutral is to exist between the forces of Law and Chaos. They wish balance, and can align themselves to different allies based on circumstances the effort to keep the scales of Law and Chaos level.

## NOTES ON CLASSES

### ADVENTURER

Fighters are adventurers because they are so inured to death that they cannot settle down to a normal life. Magic-Users are those that have pursued the dark arts and are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they want to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities that all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives "points" which can be allocated to improve his ability in the chosen skills.

These are the skills the Specialist can improve upon:

- Architecture
- Bushcraft
- Climb
- Languages
- Search
- Sleight of Hand
- Sneak Attack
- Stealth
- Tinker

### CRAB-MEN

Crab-men are at the extreme lowest rank in any hierarchy in Yoon-Suin. In all societies they are viewed with contempt – except, perhaps, in the extremities of Druk Yul or the Mountains of the Moon, where they are completely unknown. They are stoical, obdurate, endurable, slow-witted, and strong.

Crab-men may not use most human equipment as they lack the capacity to manipulate it with their large claws. However, in battle they are ferocious:

- A crab-man's only attack is with his claws. Crab-men are so strong and their claws so powerful that each successful hit causes double damage: roll to hit as normal and then roll 1d8x2 to determine HP loss.
- Crab-men's ability to hit improves as they gain levels in exactly the same manner as Warriors.
- Crab-men have a natural AC of 16 from their tough shells. This improves to 17 at level 3, 18 at level 5, 19 at level 7, and 20 at level 9.
- Crab-men cannot speak human languages, though they can understand what they are told and communicate with gestures to some degree.
- Crab-men begin the game with no wealth whatsoever.
- Crab-men cannot manipulate magic items, or indeed do anything requiring fingers, and cannot learn how to read or write. They cannot wield weapons.

## HOLY MAN

Holy Men (and Holy Women) are devoted to one or more of the many make sacrifices per the request of their gods. They are usually members of Shrines or Churches (but can well be solitary shaman as well.)

Holy Men cast spells from this list of 1st level spells. Spells are memorized by performing Rites and Rituals of a given God. New spells are acquired by finding lost rituals in dangerous and hard to find places.

1. Bless
2. Command
3. Cure Light Wounds\*
4. Detect Evil\*
5. Invisibility to Undead\*
6. Protection from Evil\*
7. Purify Food & Drink\*
8. Remove Fear\*
9. Sanctuary
10. Turn Undead

If a Holy Man uses one of his God's spells in a situation that falls within the Sphere of Influence of his god, then he retains the spell and does not have to memorize it again before use. If the use of the spell is an edge case, then a Save vs. Magic will keep the spell memorized.

The land of Yoon-Suin is thick with temples and shrines of countless deities and demigods. Anyone may become an initiate of any of them, and hope to gain favor from these supernatural creatures.

But a Holy Man is a devotee, and has chosen one of the gods to serve. Here is a list of the three gods a Holy Man can serve at the start of this game:

1. DUANA, who takes the aspect of a TREE, is a LAWFUL god whose sphere of influence is PLEASURE. Duana's preferred sacrifice during rites are AMPHIBIANS. The holy color worn by the god's acolytes is RED.
2. BALLA CHIT NU, who takes the aspect of a COILING LIZARD WITH A LONG, JOINTED TURTLE SHELL, is a god of CHAOS. His sphere of influence is LOVE. His preferred sacrifice during rites is a BIRD. The holy color worn by Balla Chit Nu's acolytes is PURPLE.
3. ZHUNG ZHUNG, who takes the aspect of a RIVER DOLPHIN, is a NEUTRAL god whose sphere of influence is MEN. Zhung Zhung's preferred sacrifice during rites are INVERTEBRATE. Her acolytes wear GREEN.

## MAGICIAN

Magicians pursue a path of the arcane arts, finding spells that let them change the nature of reality. Many Slug-men of the Yellow City are obsessed with the arcane arts, paying in silver for those who can come back and offer them trinkets and artifacts of long forgotten ages.

Magicians will SPECIALIZE in one discipline of magic from the following list:

- Diabolism
- Elementalism
- Necromancy
- Psychomancy
- Spiritualism
- Translocation
- Vivimancy

Once the specialized discipline is chosen, the Magician will then CROSS OFF one of the above disciplines and never be able to learn spells from it.

A Magician begins with three spells from specialized discipline. If he discovers more spells from that discipline he does not need to check to see if he can learn them.

If he discovers spells from another discipline (apart from his specialized discipline or the discipline he has forsaken), he must make a check to see if he can learn it. If he fails, he will never know that spell.

## WARRIOR

There is no standing army in the Yellow City. Warriors are hired for private employment—by the powerful families of the Slug-men, by merchants, by thugs, by whorehouses and more.

## The Yellow City Trade Tongue and Other Languages

THE TRADE TONGUE arose out of the need for a common language which could be spoken by both humans and slug people. Slug people, lacking teeth and having only a rudimentary palate, cannot form many sounds which humans find easy to produce.

Humans, on the other hand, cannot produce the pheromones which slug people use to augment their spoken language. This created a need for a simple language accessible to both races, and over centuries the Trade Tongue has evolved as a means to fulfill that need. It serves as the 'common tongue' for Yoon-Suin.

Other languages that are widely spoken include:

SUGHDIAN, and the extinct Old Sughdian, a which is a poetic and liturgical language (although still the formal language of communication among the nasnas of Syr Darya)

SLUG-MAN, which is a mixture of vocalisations, gestures, and emitted pheromones

CRAB-MAN, which is a mixture of clicks and gestures.

HALUDI, which is the human dialect spoken in the Yellow City.

SAUVI, which is the human dialect spoken in the Hundred Kingdoms.

PARBATI, which is the human dialect spoken in the Mountains of the Moon.

HAYAI, which is the language of the sea nomads.

LAMARAKHI, which is spoken in Lamarakh.

In addition, each dwarfish citadel had its own language, which in many cases was thousands of years old and had gone through several distinct phases of evolution.

For instance, the citadel of Sangmenzhang had its own language, SANGMENZHANG DWARFISH, which had an older iteration referred to by scholars as Middle Sangmenzhang Dwarfish, and an even more ancient form known as Old Sangmenzhang Dwarfish. This is common to most dwarfish citadels, though most of these languages have been lost.

OGRE MAGES also have their own language.