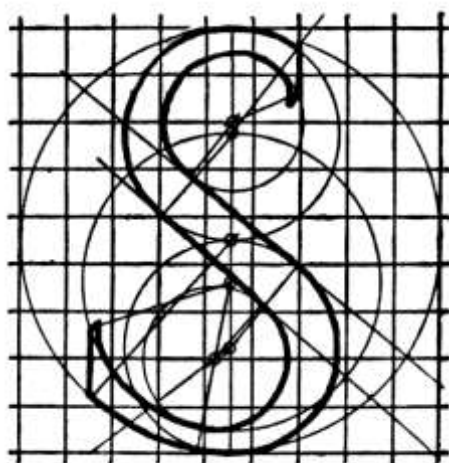


SUPERLIGA  
INTRIGUE AND EXPERTISE



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# SUPERLIGA: INTRIGUE AND EXPERTISE

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This is Superliga as you've never seen it before. You've battled the mightiest beasts that the Overseer can throw at you. You've fought monsters that are clear rip-offs of Lord of the Rings, Star Wars and even the Matrix. But now... you'll need all your wits about you to face down the Red Queen in the bloodthirsty sport of Croquet, or to keep your cool when taking tea with Lord Herschel Grobulous the Younger.

Are you prepared for Intrigue *and* Expertise?

Are you prepared to sheathe your sword (if only temporarily - don't look at me like that) and unleash your wit?

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## AUTHOR

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The author of this tome, as always, is Brendan.

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## SPECIAL THANKS TO

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You - the players

Megan - still awesome

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## SO WHAT'S IN THIS BOOK?

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Good stuff and plenty of it. Intrigue and Expertise covers a wide range of skills, abilities, rules clarifications and optional fiddly-bits.

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## HOW DO I USE THE RULES IN THIS BOOK?

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The rules presented in this book are designed to embiggen the world of Superliga by providing characters with even more exceptional abilities. These skills can be used to create entirely new characters, to flavour your current characters with a new spice, or just as inspiration for creating new stuff for whatever it is you use Superliga for.

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## CONTACT THE AUTHOR

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## THE BOOK OF SKILLS

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BEING A LIST OF ADDITIONAL SKILLS FOR PLAYER CHARACTER'S AND NPC'S ALIKE.



## THE NATURAL WORLD

*"What's that, Skippy? You want to play a character that's deeply in tune with the natural world? Well, uh, ok, I guess. I just don't think any of the skill trees really cover that."*

- Overseer Malkovitz trying to placate an angry kangaroo. If only he'd read this skill tree.

*"... and my totally original drow elf ranger will be accompanied by a Panther as his animal companion."*

*"Your panther attacks and eats you."*

- Because ripping off R. A. Salvatore cheapens everyone involved.

### Great Outdoors

#### 2 Skill Points

The character is totally confident that they can find their way in this world, no matter the environment, no matter the plane in the splintered universe, this character can find their way home. The character gains Navigation 5. The following check can be made:

(Navigation): The character can determine which direction is "North" (or something close to it. i.e. on a hypothetical flat world the character could determine which way led to the centre of the world) and may be able to relate their location to a position on a map after another successful roll. Failure means the character cannot attempt Navigation again for 1 hour or until finding a landmark of some description.

#### Additional Ranks

##### 1 Skill Point

The character gains +1 Navigation.

### Tracking

#### 2 Skill Points

Requires Great Outdoors

The character can track a falcon on a cloudy day, provided the Falcon has left some kind of markings on the ground at regular (if not

[ **GREAT OUTDOORS,**  
**TRACKING, HUNTING, DEVOTED**  
**HUNTER, ANIMAL LORE,**  
**ANIMAL COMPANION,**  
**FORAGING** ]

frequent) intervals. A character with this skill gains Tracking 5. The following check can be made:

(Tracking): The character can identify the tracks left by a specific animal. If the character has previously encountered this animal, they will recognise the animal by name. If not, they will know roughly how big it is. Regardless, they will also be able to determine how many animals there are, which direction they were heading in, the speed at which they were moving, how long it was since they left the tracks and whether any are injured.

### Hunting

#### 2 Skill Points

Requires Great Outdoors

The character is capable of moving silently through the wilderness in search of prey. How they hunt is unknown – it is a private act performed by the character on his own. The results are astonishing, and often delicious.

In general, whenever the character devotes an hour of their time to hunting, they will return with enough food to feed 2d3 people for one day. In the wilderness this could be any kind of small game and perhaps one medium sized animal. Nothing that would actually require a combat encounter will be killed in this vague and general way. The character can also harvest a defeated animal (or human, if they're feeling particularly squicky) for food. This generates enough food to feed 2d3 people as well.

### Devoted Hunter

#### 3 Skill Points

Requires Hunting

The character has the air of the quietly obsessed. When given some space to air their thoughts, the character's spark of obsession fans into a flame, waxing lyrical about their intention to bring down a specific monster in the hunt, "and all of their foul brood, wherever they may rest or crawl or skulk".

The character's hunting brings in enough food for 2d6 people, as does their harvesting of animals.

In addition, the character selects a specific hunting target – be it the undead, elementals, demons, humanoids, dragons, etc. (The character is well-advised to be general when deciding the target of their genocidal hatred). When in combat against the chosen hunting target, the character gains +2 to all rolls to hit that target. Once per day, the character may double the damage they deal against the chosen hunting target (this is declared after rolling for location).

### **Animal Lore**

2 Skill Points

Requires Great Outdoors

The character can identify a creature simply by looking at it. The character may make an INT check upon sighting an animal. If successful, they will become aware of: the name of the creature, whether it has more or less Health than the character, and its tactics and abilities. A further roll at INT -5 will reveal possible variations of this creature and whether or not the creature is one of these variants, as well as the likelihood of treasure.

### **Animal Companion**

4 Skill Points

Requires Animal Lore

The character has trained or found some other way of keeping an animal to be their companion in both day to day life and the heat of battle.

The character is accompanied by a small animal (PHY 3+d3, MTL 7+d10),

(starts with Dodge, 5 ranks and Stealth, 5 Ranks).

a medium sized animal (PHY 5+d6, MTL 5+d6) (starts with I Know Kung Fu, 5 Ranks) or a

large sized animal (PHY 7+d10 MTL 3+d3), (starts with I Know Kung Fu, 10 ranks).

For an additional 2 Skill Points, you may pick an animal with natural flight (such as birds).

Animal Companions may purchase "I Know Kung Fu", "Lethal Nonweapon" from the Lotus Order skill tree, "Dodge", "Riposte", "Stealth", "Backstab", "Pickpocket", "Burglary", from the Sneaky Gits tree (even if they do not have DEX 12+), "Arcane Sensitivity" and "Analyse Magic" from the Arcanistry tree and may purchase any skills from this skill tree (except Animal Companion, which would be stupid and recursive). They do not wear armour, and their natural claws, teeth, tails, what-have-you deal 1d10 Normal damage in melee combat.

Whenever the character gains skill points, the Animal Companion gains half that number of skill points.

### **Foraging**

2 Skill Points

Requires Great Outdoors

The character can gather food *and* water in the wilderness. They just need some vegetation or some kind of non-animal organisms to harvest.

In general, whenever the character devotes an hour of their time to foraging, they will return with enough food to feed 2d3 people for one day. In the wilderness this could be any kind of fruits, vegetables, herbs or even occasionally fish.

The character is also capable of gathering herbs which serve a medicinal purpose. If the character has "First Aid", they gain +2 to all rolls involving that skill if they have foraged in the last 24 hours.

## SHAPESHIFTING

### Alternate Form

1 Skill Point

The character is capable of Shapeshifting into another being at will. The character can take on almost any appearance, although their weight and size will generally stay the same.

The transformation lasts a total of three rounds per day.

The Alternate Form has the following statistics:

*STR 14 CON 14, DEX 14, WIL 14, INT 14, MAG 14, Stack 4, Resilience 5, Health 14.*

The character can improve any of these statistics at a rate of 1 skill point per 1 point gained in any statistic.

The Alternate Form's health is separate from the character's normal Health. Damage done to the Alternate Form disappears after a day without transforming. If the character would be reduced to 0 Health in their Alternate form, they instead revert to their normal form and cannot transform for 7 days.

For four skill points, the character's Alternate Form will have natural flight.

*Note:* The character must buy any additional skills they wish to use while in this form. Skills bought for the alternate form are bought at half the price they would normally cost, but can only be used while Shapeshifted. Skill points gained through disadvantages should be spent on the alternate form.

All equipped items are assumed to be able to handle the transformation between the two forms.

[ **ALTERNATE FORM,**  
**DISADVANTAGES: PERIODIC,**  
**PAINFUL, LENGTHY, EVIL,**  
**DESPERATE.** ]

### Additional Ranks

1 Skill Point

The character can maintain the shapeshifting effect for an additional round per day.

### Disadvantage: Periodic

Requires Alternate Form

The character's transformations are not *always* under their control. During a certain regular celestial event (Either sunrise, sunset, the ringing of church bells on Sunday or the beginning of a new moon), the character will instantly transform, no matter the situation. The character will be under the control of the Overseer for the duration of this transformation, which lasts at least three hours.

If the transformation happens each day, the character gains 7 Skill points.

If it happens each week, the character gains 5 Skill points.

If it happens each month, the character gains 1 Skill point.

*Note:* Disadvantages can be removed by paying back all the skill points they gave the character.

### Disadvantage: Painful

Requires Alternate Form

The character's transformations are not pleasant. Whether it is the result of spikes bursting out of their skin from inside their ribcage, or the result of their inner organs rearranging themselves into a tight little ball, the transformation always causes damage. The damage from this ability is always done to the character's normal form.

If the transformation causes the loss of 5 Health, the character gains 3 Skill points

If it causes the loss of 3 Health, the

character gains 2 Skill points  
For 1 Health, the character gains 1 Skill point.

### **Disadvantage: Lengthy**

Requires Alternate Form

The character's transformations take forever to finish off. While in a state of flux, the character is helpless as a baby. This applies to both transforming into the alternate form and transforming back out of it.

If the transformation takes 3 rounds to complete, the character gains 7 Skill points.  
If the transformation takes 2 rounds to complete, the character gains 5 Skill points.  
If the transformation takes 1 round to complete, the character gains 3 Skill points.

### **Disadvantage: Evil**

Requires Alternate Form

The character's transformation is the result of infernal magic. The character loses 3 Luck points simply for having this Disadvantage. The transformation process also causes loss of Luck:

If the transformation costs 1 Luck each time it occurs, the character gains 3 Skill points.  
If the transformation costs 2 Luck each time it occurs, the character gains 6 Skill points.  
If the transformation costs 3 Luck each time it occurs, the character gains 9 Skill points.

If the character reaches 0 Luck they will gain the Stigma class statistic. Instead of losing luck, they will gain 1 Stigma each time they transform, and roll a d20. If the result is equal to or less than the character's Stigma, the character contracts Soulscur as described in the Superliga main rulebook.

The character gains 5 Luck when they pay off this Disadvantage.

### **Disadvantage: Desperate**

Requires Alternate Form

The character's transformations cannot be brought about normally – only traumatic, painful events can bring it about. The character cannot transform unless a certain condition is fulfilled. The transformation lasts only until the character is out of immediate danger.

If the transformation only occurs when the character is at 3 or less Health, the character gains 6 skill points. (At the end of the transformation, treat all of the character's torso locations as disabled).

If the transformation only occurs when the character's limb is disabled, the character gains 4 skill points.

If the transformation only occurs when the character is panicked, the character gains 2 Skill Points.

## POISON

### Craft Poison

2 Skill Points

The character is skilled in the art of creating poisons and is able to brew up a small supply of deadly chemicals each day. The character creates d3 Vials of Poison, which can be of any type in the Superliga main rulebook (player's choice). The process takes one hour, regardless of the number of vials created.

#### Additional Ranks

2 Skill Points

Choose one:

"Instead of making normal poison, the character can make the following check once per day:

(INT): Creates a Flask of Caustic Poison. Whenever a weapon coated in caustic poison causes a target to lose Health, it causes the loss of an additional 3 Health."

"Instead of making normal poison, the character can make the following check once per day:

(INT): Creates a Draught of Living Death. The imbiber of this potion becomes undead for 24 hours. This can also be used to fake death if the imbiber is capable of staying *very still*."

"Instead of making normal poison, the character can make the following check once per day:

(INT): Creates Iocaine Powder. Iocaine Powder is odorless, tasteless, dissolves instantly in liquid and is among the more deadly poisons known to man. It cannot be applied to normal weapons – it has only limited potency if simply stabbed directly into the bloodstream – but if it is swallowed with food or water it causes an instant fatality after 3 rounds."

"Instead of making normal poison, the character can make the following check once per day:

(INT): Creates Psiblind Extract.

### [CRAFT POISON, MASTER

### POISON MIXER, APPLY POISON]

### Master Poison Mixer

2 Skill Points

Requires Craft Poison

Double the effects of Vials of Poison made by this character.

### Apply Poison

1 Skill Point

The character knows how to apply poison to a weapon. The following check can be made:

(INT): Coats any Sword, Dagger, Arrow or Bolt with poison. Whenever the coated item deals damage, the target must pass a CON check or be instantly affected by the poison. The poisoned weapon effect lasts for 1 day. The character must have a vial of poison or some other source of poison to use this ability. Failure causes the vial of poison to be wasted.

## SOCIAL

It should go without saying that in order to use a Social skill you need to be capable of social interaction with the target of these abilities. Thus, if you don't speak the language, expect heavy penalties. Slaving abominations from beyond the edge of reality and undead monstrosities with no mind of their own find it difficult to relate to humans.

Slaving abominations do have a rich social life and interact with *each other* on a regular basis.

### Airs and Graces

2 Skill Points

The character has been introduced to high society and will not instantly be thrown out of private gatherings of nobles or wealthy people (although they will have about 3 rounds to explain their presence).

Furthermore, whenever the character becomes the target of a Social ability, they can treat it as an opposed roll, using their highest social skill as the relevant statistic.

### Rumourmonger

2 Skill Points

Requires Airs and Graces

This is the basics of all high society: the ability to locate, take part in and repeat gossip. The character gains Gossip 5. The following check can be made once per day:

(Gossip): The character becomes aware of the latest gossip surrounding an important person in the area, the latest troubles in the region, or what-have-you. Failure results in purposefully faulty information or simply a direct plot-hook from the Overseer.

### Additional Ranks

1 Skill Point

The character gains +1 Gossip.

[AIRS AND GRACES,  
RUMOURMONGER, CONVINCE,  
PROBING, HAGGLE, IMPRESS,  
CHARM, INTIMIDATE,  
CONTACTS]

### Convince

2 Skill Points

Requires Airs and Graces

So, you've discovered that there's a gigantic red dragon living under the sewers who plans to mentally dominate the swarms of rats all over the city into stealing the city's food supply? Now, if only someone else would believe you! The convince skill allows the character to convince another character that the news that they are telling is true. The character gains Convince 5. The following check can be made:

(Convince vs. INT): The target of this ability is convinced that a single fact chosen by you is gospel truth. How they act on it is up to the Overseer. Failure makes the target impervious to future Convince attempts.

*Note: This ability comes with a +5 bonus if it is unlikely to affect the target directly, something the target wants to believe or is afraid might be true. This ability comes with a -5 penalty if it would require the target to make a massive change to the way they behave, is something the target doesn't want to believe or is simply implausible. Why would a Dragon hide in sewers? The catacombs are much more spacious and less odorous.*

### Additional Ranks

1 Skill Point

The character has +1 Convince.

**Probing**

2 Skill Points

Requires Airs and Graces

High society is based on a combination of the spoken and the unspoken hierarchy. As any disgraced socialite will tell you, before snobbing someone, it is vitally important to work out whether or not they're merely a stranger in funny clothes, or say, the Admiral of the Anchorage Kingdom Merchant Fleet. The character gains Probe 5. The following check can be made:

(Probe): The character becomes aware of which social skills their target has. Further successes will reveal the numerical value of this skill. Failures allow the target to provide useless or faulty information.

*Additional Skills*

1 Skill Point

Choose One:

"The character gains +1 Probe"

"This check can also determine the target's origin and possible rank in their native hierarchy"

"Further successes will tell which other skills the character's target has. With some work, the character can also learn the numerical value of these skills and the target's preferred tactics in combat."

**Haggle**

3 Skill Points

Requires Airs and Graces

The character has been around the marketplace a few times and let me tell you, they know never to pay full price on an item! The character has Haggle 5. The following check can be made:

(Haggle vs. Haggle): The character receives a 30% discount to the item they would like to buy, or can sell an item for 30% more. Failure means the character cannot haggle for this item again for one day.

*Note: An average Merchant selling perfectly normal goods with no modifications or deficits has Haggle 10. Merchants who stock*

*items with modifications or who sell fake items have Haggle 30. A Merchant with a string of profitable stores, one of a kind goods or some kind of royal status (i.e. a king's favoured Merchant) has Haggle 50.*

*Additional Ranks*

1 Skill Point

The character gains +1 Haggle.

**Impress**

2 Skill Points

Requires Airs and Graces

The character is capable of making a very good impression on people. The character gains Impress 5. The following check can be made:

(Impress): The target of this ability sees the character more favourably. This provides a +d6 to all Social skills used on the target for 1 round. The target may also be more likely to do some small favour to help the character out if asked, just because the character is so darn nice.

*Additional Ranks*

1 Skill Point

The character gains +1 Impress

**Charm**

2 Skill Points

Requires Airs and Graces

The character is capable of temporarily overwhelming their target's better judgment with sheer moxie and force of personality. This is not a magical or psychic effect: the character still retains free will and may refuse to do things that would jeopardise their lives, and is not detectable except by judicious use of the Probing skill. The character gains Charm 5. The following check can be made:

(Charm): The target of this ability will perceive the character in the most favourable light possible for the next week. During this time, they will be exceptionally susceptible to the character's suggestions

and will do almost anything the character asks them to do. At the end of the seven days, the effect wears off and cannot be used on the same target for a week. The target's behaviour towards the character at the end of the Charm effect depends on the actions they undertook on that character's behalf. Failure will make the target aware that the character attempted to charm them and will make them less favourable to the character's requests in the future.

#### *Additional Ranks*

1 Skill Point

The character gains +1 Charm.

#### **Intimidate**

2 Skill Points

Requires Airs and Graces

The character is capable of making a certain kind of impression on people. The character doesn't want to ask this of you – the character likes you. The character needs your help. The character hears there are a lot of bad men in this world who do terrible things to people they don't like. The character knows most of them. They sometimes kill people in the middle of the night. Or worse, sometimes they let them live. The character can keep them away from you, though. Wouldn't that be reassuring? Just do this one little thing for the character and he promises nothing bad will happen. The character gives you a reassuring smile. The character gains Intimidate 5. The following check can be made:

(Intimidate): The target of this ability will defer to this character. They may provide information, some small goods or perform some small action. They will not put themselves in any risk of physical danger for the character.

In combat, this can be used to reduce the weapon skill of an opponent in melee range by 2.

#### *Additional Ranks*

1 Skill Point

Choose one:

"The character gains +1 Intimidate"

"In combat, the target of this ability reduces their weapon skill by +1"

#### **Contacts**

2 Skill Points

Requires Airs and Graces

The character knows people, man. He knows people everywhere, and they have the tools to help.

The character gains five contacts. These contacts do not have to be named or identified until the character wishes to use them. Whenever the character likes, they can call in a single favour from their list of contacts by declaring a name for the contact and whether would prefer their favour to come in the form of information, financial (small, unless the character is willing to pay it back with interest someday), legal or medical aid (actually, just about any skill or bonus can be conferred within reason). The contact is assumed to be less than a day's travel away if the character is in a civilised area, three days travel away if they're in the wilderness, or a week's travel if they're on a completely alien plane of existence (its assumed they somehow found a sorcerer with Enchantment: Portal ritual and cast it successfully). The contact will generally be around for one to seven days, depending on the nature of the help. Once the contact is used up, they cannot be called on again. (At the Overseer's discretion, previously used contacts may occasionally request favours in return, putting them back in the character's debt. The character can refuse if the NPC gets too needy, severing an unprofitable friendship)

#### *Additional Ranks*

2 Skill Points

The character suddenly remembers the name of one more contact! A character can have a maximum of 20 contacts.

## THE MANDALA ORDER

The Lotus Order is but one style of unarmed combat amongst many competing styles. The Mandala Order is seen as a sort of spiritual accompaniment to study of the Lotus Order, allowing the student to develop their mind, soul and on occasion their body into an even more potent tool.

### **Mandala Order**

4 Skill Points

Requires Unarmed Combat, 10 Ranks.

During any period when they are at rest, the character can enter into a state of deep meditation. Once per day, the character may use the following ability:

1 hour: The character regains d3 Health. If the character is diseased, they do not lose any statistics over the next 24 hours.

The character may also use a single "Style:" ability each round.

### **Style: Open-Hand**

2 Skill Points

Requires Mandala Order

The character fights with fluid, open-handed movements, allowing them to react with ease to the actions of skilled opponents as though they were clumsy children.

Whenever the character is targeted by an attack that requires an opposed roll, the character's Unarmed Combat skill is treated as being 5 points higher than it is.

### **Style: Tiger-Claw**

2 Skill Points

Requires Mandala Order

The character fights with rigid, clawed movements, raking at their opponents with calm fury.

The character halves their opponent's armour when making unarmed attacks.

**[MANDALA ORDER, STYLES:  
OPEN-HAND, TIGER-CLAW,  
OPEN-FOOT, OCTOPUS-  
TENTACLES.]**

### **Style: Open-Foot**

2 Skill Points

Requires Mandala Order, Psychic  
Awakening

The character's mastery of their body extends a couple of feet in every direction. Rather than taking advantage of their environment, they ignore it in favour of launching attacks unencumbered by gravity or normal reality.

The character gains +2 to all Kata: abilities when levitating.

### **Style: Octopus-Tentacles**

2 Skill Points

Requires Mandala Order, Agility.

The character fights with all of their limbs, flailing like a wild thing in a way that allows them to engage multiple opponents.

The character gains +2 to Dodge checks. When making an unarmed attack, the character has a 25% chance to score a hit against a second opponent in melee range.

### **Style: Whole Body**

2 Skill Points

Requires Mandala Order, DEX 14+

The character's hands function as independent weapons.

If the character has a hand free when they make a melee attack, they have a 25% chance to gain an extra attack with their fist (Unarmed strike. The character can enhance this with any number of Kata abilities).

## HONOUR OF THE SAMURAI

### GAINING AND LOSING HONOUR

**Honour** is a class statistic used by characters who take the Oath of the Samurai. Honour is defined by the code of Bushido, which stresses Rectitude (being of upright character), Courage, Benevolence, Respect, Honesty, Honour and Loyalty.

#### Honour can be gained with the following actions:

Following the code of Bushido when not following it would benefit the character.

(+1, more if it was a particularly big sacrifice)

Standing true when others panic (+1 for succeeding a Panic check, +1 for using a Leadership skill to rally a panicking ally)

Being kind (+1, requires a gift with a gold value equal to or greater than the character's Honour statistic, with no strings attached)

Obedying one's Daimyo (gains all skill points as honour - ideally by accepting a quest from one's Daimyo or by dedicating one's actions to the Daimyo)

Saving the life of the Daimyo (+5!)

Sacrificing one's life for Daimyo or family (+15, awarded posthumously)

[ OATH OF THE SAMURAI,  
TENGU MASK, NITOJITSU, FLEET  
OF FOOT, HONOURABLE SOUL. ]

#### Honour is lost through the following actions:

Ignoring the code of Bushido to benefit one's self (-1, more if it was a particularly egregious break from the code)

Panicking (-1 for failing a Panic check)

Being selfish (-1 for stealing items or demanding payment for quests)

Breaking combat etiquette (-1 using stealth, poison, forbidden/cascade psychic powers, guns, big guns, mechasuits or mechanowalkers)

Disobeying one's Daimyo (-1 for refusing an order from one's Daimyo or -2 for performing actions that hinder one's Daimyo, all skill points gained cause loss of Honour)

Showing disrespect to one's superior (-2 for one's Daimyo, -1 for anyone who could be considered a 'social superior')

Allowing one's Daimyo to come to harm (-7. Also, staging an attack on the Daimyo so you can rescue them at the last moment should always result in an unfortunate mishap or the discovery that the Daimyo had been aware of the plan from the start).

Allowing one's Daimyo to die (-15 if the character is physically present, -7 if they're somewhere else when it happens)

Dying dishonourably, foolishly or embarrassingly (-20, penalised posthumously)

A Samurai with Honour 0 is forbidden from entering the presence of their Daimyo and cannot gain Honour again unless they perform a truly heroic deed and sacrifice all skill points and treasure they would normally gain from such a deed. A character with negative Honour is hated by all Samurai and can never again increase their Honour.

**Oath of the Samurai**

2 Skill Points

Requires WIL 12+

The character gains the right to be called a Samurai and gains the class statistic "Honour" with a starting value of 5.

*Honour Strike*

Whenever the Samurai scores a critical hit in melee, they deal additional damage equal to their Honour statistic.

The Samurai must nominate another person to serve as their Daimyo.

The Samurai must obey the Daimyo's orders.

The Samurai can be called upon to complete important tasks for their Daimyo.

The Samurai gains 1 Honour whenever they would normally gain a Skill Point while performing these quests.

**Tengu Mask**

2 Skill Points

Requires Terrify, Intimidate, Oath of the Samurai, Honour 5+

The Samurai gains a +3 Terrify (Leadership skill) and a +3 Intimidate (Social Skill) bonus.

**Nitojutsu**

2 Skill Points

Requires Oath of the Samurai, Dual-Wielding, Honour 5+

The Samurai has an additional 5% chance to make an extra attack with their second weapon while dual-wielding.

In addition, the character may equip a 2H weapon and a 1H weapon at the same time, even if they would not normally be able to do so.

*Overseer's Note: Percentages will always be calculated in 5% increments to allow players to make percentage rolls on d20s. The 25% chance to deal extra damage while dual-wielding is equal to rolling a 5 or less on a d20, while the 30% chance that Nitojutsu*

*and Dual-Wielding combined can give is equal to rolling a 6 or less on a d20.*

**Fleet of Foot**

4 Skill Points

Requires Oath of the Samurai, Honour 10+

The Samurai does not suffer any DEX penalties as a result of wearing armour.

**Honourable Soul**

4 Skill Points

Requires Oath of the Samurai, Honour 20+

The Samurai's chance to score a critical hit in melee combat is increased to 10% (i.e. on a 2 or less, the Samurai's melee attack is treated as though it was a critical success).

## SHAMANIC POWERS

### Vision Quest

2 Skill Points

To prepare for one's journey into the realms of the spirit world, one must engage in a vision quest. This leaves the character incapacitated for a day. At the end of the quest, the character gains a single, clear insight into the future, provided by the Overseer. The character will be aware when the moment has passed or if their actions have averted the vision.

*Overseer's Note: If this simply doesn't work for you, consider some alternatives – the character gains a possible vision of their death. When reduced to 5 health or less, they gain +5 to all rolls ("I've seen my death and this ain't it!"). If the situation actually resembles their vision, this becomes +7 until the end of the encounter and then the ability ceases to have any effect ("No! NO NO NO! It wasn't supposed to happen yet!"). Alternatively, the character can keep their vision secret until the right moment. They can reveal their vision at any time by stating the following during a non-combat situation: "That's not real. In my vision, this happened...." or by declaring that their vision specifically allowed them to re-roll their dice during a combat situation.*

[VISION QUEST, PATH OF FIRE,  
PATH OF FROST]

### Path of Fire

2 Skill Points

Requires Vision Quest

The character walks along a burning road. The character gains Fire Path 5. The following checks can be made:

The character can choose to channel these abilities, in which case they may repeat this effect during the next round without having to make a check. Fire deals damage each round based on its size equivalent to 7 damage per 10m squared to each character caught in its area of effect.

#### Manipulate Fire

(Fire Path): the character can manipulate a body of fire within line of sight. The fire cannot cover an area greater than 10m squared per point of Fire Path skill.

#### Embiggen Fire

(Fire Path): the character causes a body of fire to grow by 10m squared.

#### Belittle Fire

(Fire Path): the character causes a body of fire to shrink by 10m squared. This cannot be used on a fire the character would be unable to manipulate.

#### Manifest Fire

(Fire Path - 5): The character creates a small patch of flame that floats in mid-air. The flame requires some additional fuel such as wood, fabric or oil to continue burning beyond the first round. Channelling this ability causes the character to catch fire, becoming immune to fire and dealing all damage as fire damage in melee.

#### Additional Ranks

2 Skill Points

The character gains +1 Fire Path.

**Path of Frost**

2 Skill Points

Requires Vision Quest

The character climbs a frozen slope. The character gains Frost Path 5. The following checks can be made:

Frost abilities can be channelled, in which case they duplicate their effects during the next round without requiring the character to take another check.

*Reduce Temperature*

(Frost Path): The temperature within 100m of the caster drops by 7 degrees Celsius (an average day is about 25 degrees outside, water freezes at 0 degrees). It will return to normal in three rounds after the last Reduce Temperature effect. This ability cannot bring the temperature below -10 degrees Celsius.

*Blocks of Ice*

(Frost Path): The character creates a block of ice. The block of ice can appear up to 1m away from the character for every point of skill in Frost Path the character has. It is one metre cubed in size, but subsequent castings can increase this. It deals 7 points of ranged damage for each metre it drops to anything caught beneath it. If the block of ice would form around a character, they must pass a DEX check opposing the character's Frost Path skill or be caught inside. The ice persists for one round at above freezing temperatures.

*Frostwinds*

(Frost Path): The character can hurl ice about with dizzying force. This ability creates a cloud of ice over an area equal to 100m squared that obscures the vision of anything caught within it, giving -4 to all rolls. Frostwind will shatter all Blocks of Ice in its area of effect, causing 1d10 Ice damage per Ice block to each character within 10m of the character.

*Additional Ranks*

2 Skill Points

The character gains +1 Frost Path.

## GUNSLINGER

Any brain-dead soldier can pick up a gun, point it and hopefully blow someone's head off. It takes someone with finesse to make it look good. That man is a gunslinger, who strolls right into town in nothing more than his very nice leather hat and his matching pistols, matching rifles, matching shotguns, matching Sturgeons...

### Fast Draw

3 Skill Points

Requires Firearms Training, DEX 12+

The gunslinger doesn't take an action to switch guns.

### One Bullet Left

3 Skill Points

Requires Fast Draw

Once per day, the gunslinger can switch to an empty gun and reveal that they have 'one bullet left'. This can be an ordinary bullet, a silver bullet, an explosive bullet (+10 fire damage) or an expanding round (disables limb if it does any damage).

### Snapshot

3 Skill Points

Requires Fast Draw

Once per day, the gunslinger can equip, reload and fire any gun they possess as a single action, which is treated as being at DEX 20.

### Warning Shot

3 Skill Points

Requires Fast Draw

The gunslinger can make a bullet 'miss' their target by *that much*. The following check can be made:

(Guns vs. WIL): If successful, the target of this ability becomes panicked for 3 rounds.

[ **FAST DRAW, ONE BULLET LEFT, SNAPSHOT, WARNING SHOT, CRAZY PREPARED, SNIPER, TRICK SHOT.** ]

### Crazy Prepared

3 Skill Points

Requires Fast Draw

Guns and Big Guns don't count towards the maximum number of items a character can carry.

### Sniper

3 Skill Points

Requires Fast Draw

The character can sacrifice speed for frightening accuracy. The following check can be made:

(Guns), lose next action: Deal Weapon Damage + Dexterity to chosen target not in melee range. Ignore the normal penalty for firing at a character if they are in melee.

### Additional Ranks

1 Skill Points

Sniper deals an extra two points of damage.

### Trick Shot

3 Skill Points

Requires Snapshot

The character can fire their guns at characters hiding behind cover, around corners or hiding behind other people, albeit at -2 to hit. The character ignores the penalty for firing into melee.

## ARCHMAGE

Wizards are rationally minded people. To a wizard, magic is like an elusive and beautiful butterfly whose rarity is beyond compare. In this analogy, an archmage is the man with a pin and a jar of ether.

### Archmage's Path

2 Skill Points

Requires Wizard's Path

The character can learn an additional four spells.

### Twincast

4 Skill Points

Requires Archmage's Path

Whenever the character receives a critical success casting a spell, duplicate that spell's effect.

### Additional Ranks

4 Skill Points

Increases the character's chance to get a critical success by 5%.

### Thaumaturgy

4 Skill Points

Requires Archmage's Path

Whenever the character successfully casts a spell, they gain one mana for each enhancement on that spell.

Enhancements refer to each usage of the phrase "This spell can be enhanced in the following ways:"

### Spell: Arcane Bolt

4 Skill Points

Requires Archmage's Path

School - Arcana

0 mana: This spell deals Arcane damage equal to the character's MAG to its target.

[ARCHMAGE'S PATH,  
TWINCAST, THAUMATURGY,  
SPELL: ARCAN BOLT, BOUND  
MAGIC]

### Bound Magic

3 Skill Points

Requires Archmage's Path, Thaumaturgy

The character gains the ability to bind a spell into their bodies.

The spell can be any spell the character already knows and can be enhanced in any way, provided the total mana cost of the spell is no more than half the character's mana pool (rounding down). Once per day, the character can cast the bound spell without making a Magic check and without paying its mana cost.

### Additional Ranks

2 Skill Points

The character may bind an additional spell using the same rules as before.

## WARLOCK

Sorcerers are volatile people. For every nice, rational, tea-drinking one, you find three who are apparently serviced by veins laden with caffeine and virulent arcane rage. Such sorcerers will stop at nothing to increase their personal strength and all too often snuff themselves out attempting to follow the path of the Warlock.

### Warlock's Path

2 Skill Points

Requires Sorcerer's Path

The character gains +2 Resilience and begins the slow transformation into a demon.

The path of the warlock is evil, but it tastes so good. Whenever the character spends skill points in abilities that requires Warlock's Path, they must pass a WIL check or lose a point of Luck.

### The Flesh

2 Skill Points

Requires Warlock's Path

Whenever the character loses health, they gain 1 Power Dice.

### The Blood

2 Skill Points

Requires Warlock's Path

Whenever the character loses health, they deal 1d10 Fire damage to an opponent in melee range.

### Additional Ranks

1 Skill Point

The character deals +5 Fire damage whenever they lose a point of health.

### The Maw

2 Skill Points

Requires Warlock's Path

The character's chest is decorated with a four-cornered mouth which has four rows of teeth and four long tongues. Once per

day, the character can deal 1d10+15 Fire damage to a creature in melee range.

### Additional Ranks

3 Skill Points

Choose One:

"The character deals +10 Fire damage when using this ability"

"The character can use this ability an additional time each day"

### The Soul

2 Skill Points

Requires Warlock's Path

The character's soul becomes a vile thing, spreading pain and hatred. Whenever fire damage causes an opponent in melee range to lose health, the opponent must pass a (CON-2) check or become poisoned with Demon's Blood (10 fire damage each round for 4 rounds, lose 4 Health at the end of this effect)

### Additional Ranks

1 Skill Point

The target of this ability makes their CON check at an additional -1 penalty.

### Hateflame

4 Skill Points

Requires Warlock's Path, The Soul

The character's species is now Demonic. This replaces any other species the character already belongs to.

The character's hatred and malice burns brighter than any normal flame. The following check can be made:

(WIL vs. WIL): The loser of this opposed roll loses 1 Health and cannot be protected from fire damage in any way for 3 rounds.

[ **WARLOCK'S PATH, THE FLESH, THE BLOOD, THE MAW, THE SOUL, HATEFLAME** ]

## PEDLAR

The world isn't all about being a mighty warrior, or a wizard, or a rogue, or a psychic or some kind of hideously unfair combination of every class imaginable. For some, the best experience comes from being a pedlar of fine exotic goods. It isn't a glamorous life, but there's a certain magic involved in itinerant lifestyles mixed with retail.

### Merchant License

2 Skill Points

Requires 5gp

The character has acquired a series of documents, some legal, mostly false, that give them permission to manufacture and market miscellaneous items and most weapons.

If the character has Impress or Haggle, they gain a +2 to those rolls.

### Travelling Show

2 Skill Points

Requires Merchant License, 10gp

The Pedlar has come into the possession of a horse and cart. The horse has PHY 10, MTL 5 and is more than capable of dragging the rickety old cart, but will flee from the first sign of trouble (it is no good in combat). The cart can carry up to 12 elixirs and 12 souvenirs as well as six other items in various hard-to-detect compartments.

### Hedge Magic

2 Skill Points

Requires Merchant License

School - Chaos

The character has learned some helpful cantrips. They may use each spell once per day on a successful (MAG) check.

*Grandeur:* The target of this ability appears to be incredibly magical for three hours. If another character attempts to use Arcane Sensitivity, Analyse Magic or Disperse Magic, the Pedlar can choose what information that character receives.

**[MERCHANT LICENSE,  
TRAVELLING SHOW, HEDGE  
MAGIC, CRAFT: SOUVENIRS  
CRAFT: ELIXIR]**

### Smoke

: Surrounds the location of the Pedlar and his horse and cart with impenetrable smoke for 3 rounds. Perception is at -20 inside the smoke. This is as good for making an entrance as it is an exit.

*Cripple:* Disables one of the target's limbs for 5 rounds. The Pedlar can end this effect by feeding them an elixir (any elixir will do)

*Dance:* If the target of this ability fails a (WIL) check, they will be compelled to sing and dance as loudly as possible for three rounds (losing their action for the round).

### Craft: Souvenirs

2 Skill Points

Requires Merchant License

The character can construct some interesting party favours of dubious nature. Once per day, the character can spend 1 hour to create a souvenir. Roll a d6:

D6	Item	Uses
1	Joybuzzer (Lasts 1 day)	(Unarmed Combat): deals 2d10 lightning damage to an opponent in melee.
2	Flare (Lasts 1 day)	Provides +20 Perception for 1 round.
3	Collectible Card (Lasts 1 month)	Gives the character information about a monster, location or famous person in the area. Seven make a full deck worth 10gp.
4	Lucky Charm	+1 Temporary Luck (effect lasts a day)
5	Magic Rope (Lasts 1 day)	A 20m long rope that can tie itself around any inanimate object when thrown.
6	Fake nose (Lasts 1 day)	The character becomes unrecognisable as long as they are wearing the nose.

**Craft: Elixir**

2 Skill Points

Requires Merchant License

The character has an alchemical bent. Once per day, they may spend an hour to create a random elixir. Roll a d10:

D10	Appearance	Result
1	Gray	A nearly poisonous brew that gives anyone who drinks it -1 to all rolls for a day.
2	Gray-brown	Ineffectual.
3	Mud-Brown	Provide +1 CON and +1 WIL for the rest of the day.
4	Yellow with gray flakes at the bottom	An embarrassing growth that provides +5 Armour.
5	Orange	The character belches a flame wave that deals 1d10+15 fire damage to all characters within 10m before stunning themselves for 2 rounds.
6	Pale green	Restores d3 Health instantly.
7	Purple	An antidote that cures poison.
8	Gold with red flakes at the bottom	A hair straightener! +2 to all Social skills for the rest of the day.
9	Red	An explosive elixir that deals 2d10+15 fire damage to any target in 10m if thrown. Drinking this causes the character to suffer a disabled torso location.
10	Pale Blue	Cure-all! Instantly restores full health and cures all diseases, poisons and birth defects. The drinker also gains +5 Luck for the rest of the day.

## PALADIN

"Faith is a quiet thing, like a river on the way to its destination. Though peaceful, nothing turns it aside as it travels to its destination and even the mighty rock is worn away by the river in time."

- *Teachings of the Great-soul Teacher, Gandhas.*

"Mindful of the great-soul's teachings, I steeled my will. For my faith is like a rushing river. My destiny cannot be denied. Though the dragon was like a mighty rock, I crashed down upon it like a tidal wave, slaying it with the resounding boom of the waves upon the shore."

- *Testimony of St. Tribulation, who kind of missed the point but still got results.*

Paladins are obligated to devote themselves to a particular ideal in line with their God. Examples include Heracles, god of Heroism, who commands that his followers never back down from a quest, Mercan, god of Trade and Commerce, requires Paladins in his service to establish favourable trade agreements for his followers and Purgus the Foul demands that his paladins spread disease and terror in their travels.

### Paladin's Credo

2 Skill Points

Requires Holiness

The character has become a true soldier of their faith. They may use the *Divine Attack* feature an additional two times per day. The Gods do not smile on Paladins who recklessly overuse such a dramatic ability: Paladins are forbidden to use the ability on the same foe more than once.

*Overseer's Note:* The Gods do make an exception for hideously powerful or evil foes, such as dragons, demons, etc. The Gods have compiled a list of acceptable targets for this exception, referred to as the "Type Four" gospel.

[PALADIN'S CREDO, LAY  
HANDS, DIVINE RADIANCE,  
SACRIFICE, TRANSFIGURE]

### Lay Hands

2 Skill Points

Requires Healing\*

Some Pious characters are exceptionally gifted at healing. This gift manifests itself as a 'healing touch'. The character's hands continuously glow with a warm light.

Each week, the character can restore an amount of health equal to their Luck statistic to any injured character. This can be the character themselves or an ally. The healing can restore any amount of Health, provided the combined amount is not more than the character's Luck total. To use this ability, the Pious character must stay within melee range of their target for one round.

\*found on pg. 58 of *Superliga Errata Edition*.

### Divine Radiance

4 Skill Points

Requires Paladin's Credo

The Paladin's soul washes their surrounds in the light of their God's favour. Depending on the Paladin, this will be a virtuous golden-yellow or a sickly green or purple.

Friendly characters within 20m of the Paladin gain 5 Armour (including the Paladin).

The Paladin can, with a bit of concentration on their part, dim this perpetual glow (which would otherwise make it very hard to use stealth abilities). Characters that are aware of the paladin's presence will immediately be able to perceive the glow.

### Sacrifice

4 Skill Points

Requires Paladin's Credo

The Paladin is able to protect their allies using his or her life-force. The following

check can be made once per round per character, at will:

(Luck), 1 Health: If target character loses Health this round, prevent the loss of 2 Health.

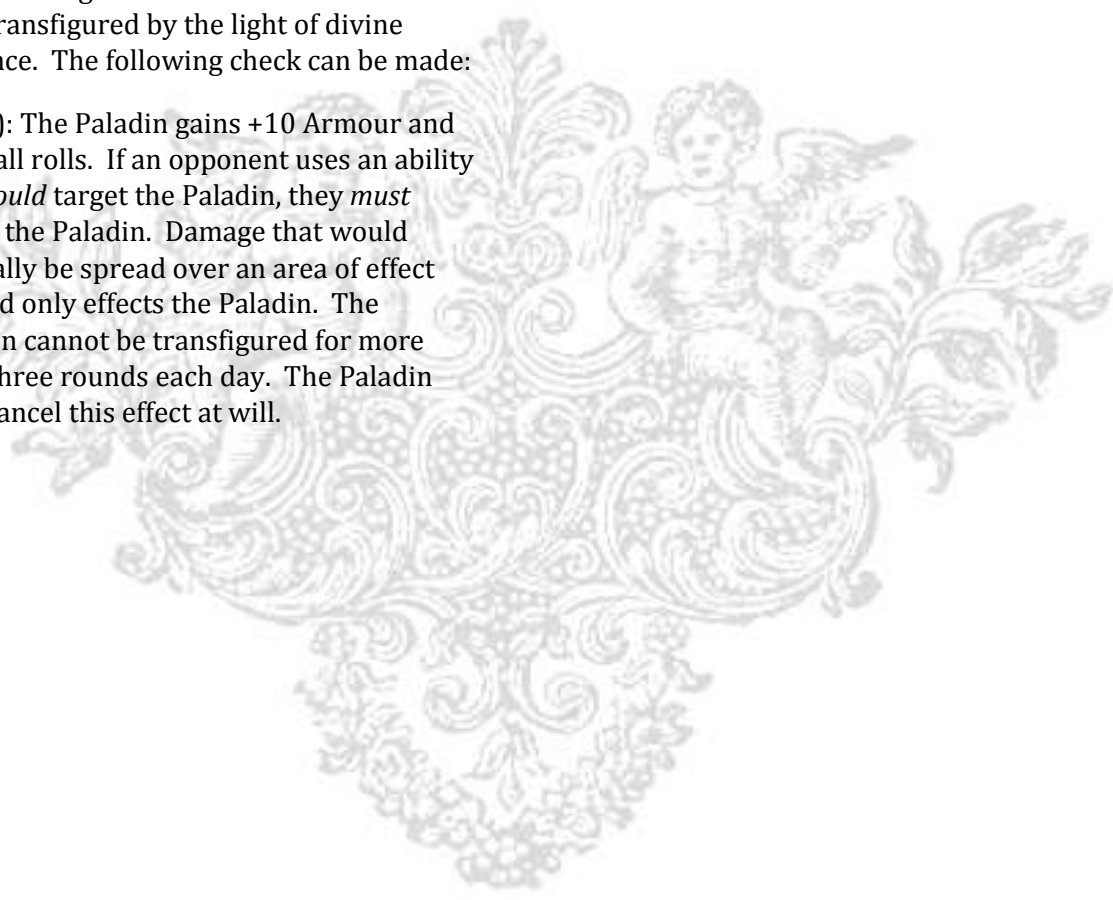
### **Transfigure**

4 Skill Points

Requires Divine Radiance

The Paladin can shine with the full force of their deity's power for a few scant seconds. The Paladin grows to double their normal size, transfigured by the light of divine radiance. The following check can be made:

(Luck): The Paladin gains +10 Armour and +2 to all rolls. If an opponent uses an ability that *could* target the Paladin, they *must* target the Paladin. Damage that would normally be spread over an area of effect instead only effects the Paladin. The Paladin cannot be transfigured for more than three rounds each day. The Paladin may cancel this effect at will.



## MOUNTS

Being a list of mounts that are fit for training by a player such that it can be ridden in style and in combat.

### **How mounts 'work'**

Mounts use simplified statistics. Instead of STR/CON/DEX, they have the PHY statistic. Instead of WIL/INT/MAG they have the MTL statistic.

All mounts have the Sprint and Jump Athletics skill equal to their PHY statistic. In combat, they may treat their highest statistic as their weapon skill when targeted by an attack.

Most mounts do not receive an action in combat and as such cannot attack.

### **Buying and maintaining your mount**

Characters will find it difficult to simply find an animal in the wilderness and then raise it on their own – it will take at least a year before the mount is big enough to carry the character, during which it must be fed, watered and nurtured constantly before you can even think of training it.

Mounts are sold either in large cities or in the surrounding region where the smell won't bother the populace as much. Most human civilisations only sell trained mounts and the very occasional combat mount (a warhorse is a horse that has received combat nerves).

The prices for mounts are as follows-

Trained – 20gp.

Large – 25gp

Tough – 25gp

Swift – 25gp

Special – 30gp

Combat – 35gp

A mount requires rations to stay healthy. Rations need to be bought ahead of time and cost 3gp for a week's rations. A mount without rations loses 1 point of PHY *permanently* for every week after the second without rations. Mounts are

**[TYPES OF MOUNT: TRAINED, LARGE, TOUGH, SWIFT, SPECIAL, COMBAT.]**

assumed to be able to carry their own rations with no problem.

### **Training your mount**

Mounts must be 'broken in' before they are trained.

To break in a mount, the character must pass a (Steed vs. MTL) check against the mount each day for three days.

On the first day of training, the mount will have +5 MTL.

If the mount lost the previous day, they will have -2 MTL.

If the mount won the previous day, they will have +2 MTL.

Once broken in, the mount returns to their normal MTL can be ridden safely by the character.

### **Riding your mount**

Mounts can generally carry ≈120kg. This isn't necessarily realistic but it does allow the character to ride with most of their equipment. A mount can travel along at a nice, steady trot with little to no urging. To move at a run or keep steady in rough terrain, the character must pass a Steed check. Failure requires the character to try again next turn.

Mounts allow the character to travel a maximum of about fifty kilometres in a day at a decent speed. This can be forced to seventy kilometres a day, but the mount must pass a PHY check or become lame.

### **Mounts in combat**

Mounts can be targeted in melee normally. Whenever a ranged attack is made against either the mount or rider, there is a 50% chance it will hit the other instead.

If a mount becomes panicked, the rider must pass a (Steed vs. PHY) check to avoid being thrown.

The rider must a (Steed vs. MTL) to calm a panicked mount before they are able to give

it commands again. Calming a mount takes an action.

If the mount is killed, the rider must pass a (Steed vs. PHY) check to throw themselves clear of the mount without taking any injury. Otherwise, they will be pinned by the falling mount (STR vs. PHY check to push it off) and instantly disable a random location of their body.

### **Upgrading mounts**

Riders can purchase armour for their mount, at a rate of 5g/+1 Armour.

Some mounts require extra training throughout their lifetime to remain useful to the character. For 1 skill point or 5gp, the mount can gain +1 Athletics (for sprinting, jumping and negotiating difficult terrain). For 2 skill points or 10gp, the mount can gain Combat Nerves (reducing the likelihood that it will panic)

Combat mounts will often require extra training throughout their lifetime to remain a threat in combat. For 1 skill point or 5gp, the mount can gain +1 Unarmed Combat or deal an additional 2 points of damage in melee.

### **Different types of mount**

Superliga is a universe of many worlds. Many worlds make for many different animals. Some are very effective. Other cultures have adopted the somewhat questionable tradition of riding echidnas bareback through the forests.

### **List of mount types**

A character can ride almost any kind of beast they desire as a mount, but each mount will generally fall under one of these categories.

Each 'type' of mount is given in the form:

#### **Type**

(Examples)

Basic Statistics

Extra bonuses

#### **Trained**

(Horses, Ponies, Smeerps)

PHY 10, MTL 10

Stack 0, Resilience 4, Health 10.

A standard mount is never really out of place or out of style. Trained mounts give their rider a bonus of +2 to Steed checks.

#### **Large**

(Elephants, Pack Mules)

PHY 10 (CON 15), MTL 10

Stack 0, Resilience 5, Health 15.

Large mounts do not necessarily equal slower or tougher mounts, but they are better at carrying heavy loads. They may carry an additional 50kg without penalty.

#### **Tough**

(Turtles, Armadillos)

PHY 10 (CON 13) MTL 12

Stack 0, Resilience 5, Health 13.

Tough mounts generally have some sort of natural armour. They provide their rider with +1 Resilience.

#### **Swift**

(Large cats, Millipedes)

PHY 10 (DEX 15) MTL 10

Stack 0, Resilience 4, Health 10.

Swift mounts are particularly fast movers. They have Athletics 15 and provide their rider with +1 DEX.

#### **Special**

(Spider, Eagle, Dolphin)

PHY 10, MTL 15.

Stack 0, Resilience 5, Health 10.

Though difficult to train, a truly exotic mount allows its rider to go where other riders simply couldn't. Depending on the type of mount, a rider can gain the ability to climb (like a spider), fly (like an eagle) or swim (like a dolphin) with a skill of 15. Note that aquatic mounts are limited to staying above-water unless their riders have purchased some form of scuba gear.

#### **Combat**

(Bear, Bull, Scorpion)

PHY 15, MTL 18

Stack 5, Resilience 6, Health 15.

A Combat mount is a beast trained to assist

its rider in combat. It takes some practice to get used to, but a well-trained combination of combat mount and rider is a deadly pair. Combat mounts receive an action in combat (which is declared at the same time as the rider and resolved at the same time as the rider) and are treated as

having Unarmed Combat 15 and two of the following – Kata: Flurry of Blows, Kata: Shoryuken!, or Kata: Lethal Nonweapon. They deal 1d10+5 Normal damage (after Stack) in melee.



## THE BOOK OF ERRATA

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A SECTION CONTAINING ERRATA, EXPLANATIONS AND EXTRA CONCEPTS TO INCLUDE IN YOUR CAMPAIGNS.



## HOW STATUS EFFECTS WORK

A “Status Effect” refers to any event that continues to have an effect after the exact moment it happens.

The most common status effect is **‘loss of health’** – whenever a character takes damage, health is lost and subtracted from the character’s total. That lost health remains lost until the character has the opportunity to heal.

The most simple status effect is **‘dead’**. A character who is reduced to 0 Health and subsequently fails all the statistic checks that would allow them to stay alive gains the ‘dead’ status effect. A dead character cannot be healed, cannot act, begins to smell after a few days and behaves exactly as one would expect a corpse to behave.

**‘Stunned’** is a side effect of several abilities. Whenever an ability used by some other entity would cause the character to become ‘stunned’, they may take a fortitude check. If they pass, the ‘stunned’ effect is ignored. If they fail, the character cannot take any action for as long as the ‘stunned’ effect persists. A stunned character cannot make ‘block’ or ‘dodge’ checks, but they still participate in opposed rolls as normal.

**‘Chilled’** is caused by ice-based spells and extremely cold temperatures. ‘Chilled’ does nothing on its own, but several abilities have more effect on a chilled character.

**‘Diseased’** refers to a character that has come into contact with a source of disease and contracted something nasty. Diseases affect prime statistics by reducing them over set intervals, resulting in death if the character reaches 0. A cure is usually as simple as finding a first aid practitioner.

**‘Poisoned’** means that the character has succumbed to a source of poison. Poison will usually cause some sort of annoying penalty for a certain amount of time, followed by the loss of some Health.

**‘Levitating’** is a status used by mentalists. A levitating character does not take damage as a result of falling, but other forms of damage can end the effect. Some psychic abilities are more effective when the character using them is levitating.

**‘Disabled’** is a status referring to limbs. A disabled limb cannot be used until it has been healed. Disabled arms cause a -4 STR penalty. Disabled legs cause a -5 Athletics penalty. Any hits that would hit a disabled limb hit location #4 (torso) instead. Any hits that would hit a disabled torso location hit the head instead. Disabled heads cause a coma.

**‘Coma’** means that the character has sunk into a comatose state, like a deep sleep that never ends. Without proper medical care, they will waste away as they are unable to consume food or water.

**‘Panicked’** means that the character has been shocked and disheartened by a sudden existential crisis brought about by massive blood loss or mental trauma. They don’t want to be where they are, but it seems like they’re trapped. How can they fight on, knowing that they’d much rather flee? The Overseer is in control of panicked characters. A panicked character will not engage in combat unless cornered, and will generally do anything to escape combat in one piece. A panicked character rolls WIL-2 each turn. If successful, they regain their composure. If failed, they continue to flee combat using any means possible.

**‘cannot receive magical healing’** means that the character cannot regain health from any ability not found in the “Medicinal Healing” skill tree. They will still benefit from natural healing.

**‘immune to X’** where X refers to a damage type – this means that the character takes no damage from any source of that type. E.g. immune to Fire means the character would take no damage from Spell: Firebolt or Kata: Flaming Fist

## PERCENTAGES

Some skills make reference to having a percentage chance to have effect. There are a couple of ways to simulate a percentage roll.

The first is to own a d100, which is ridiculous and foolish.

The second is to roll a d10 that counts as the 'tens' and a d10 that counts as the 'ones'. Treat 0's as high. If the number is below the percentage chance given, you pass.

The third and originally intended way is to roll a d20. All percentages in Superliga are done in increments of 5%, so if you have a 5% chance of getting an effect, this is equivalent to rolling a 1. A 10% chance is equivalent to a 2 or less and so forth. For an easy visual guide, consult this chart:

Percentage chance	d20 (rolling low)
5	1
10	2
15	3
20	4
25	5
30	6
35	7
40	8
45	9
50	10
55	11
60	12
65	13
70	14
75	15
80	16
85	17
90	18
95	19
100	20

Now go forth and enjoy your dual-wielding Nitojutsu Samurai with lightning-bolt accessories!

## EVIL

The Luck system in Superliga assumes that the majority of characters will be good, or at least morally ambivalent. It should be noted that playing an 'evil' character, that is, someone who would much rather kidnap a damsel than rescue one that is pre-distressed, will quickly find that several skill trees are locked off to them and that all of a sudden pious characters are knocking down their doors and blasting them with that ridiculous judgment ability of theirs.

But it doesn't have to be that way.

If a character wants to be evil, some prep-work needs to be done with the Overseer. Why does the character want to be evil? What explanation do they have for wanting to be evil? What will they do to prove their evilness?

Evil characters don't simply wake up one day and decide that a world of waxy moustaches or deep cleavage and black leather is all they've ever wanted in this life. There is always some personal flaw that dragged them down, some tiny inconsequential act that started them down the road, some hidden consequence that helped snowball them down the path and at the end, it is that same flaw that holds them down, perpetuating a cycle of evil acts and evil consequences.

Frequently, the first act is an impulsive murder or theft. Very frequently, the would-be villain will be exposed to his closest friend or confidante, who tries to help them however they can. The villain would love to accept, is desperate to escape the fate they can see looming above them, but something – pride, fear, hate, envy, greed, lust, or hopelessness – prevents them. All of a sudden, they've got the blood of their closest friends on their hands or they're fleeing town having betrayed the confidence of their one trusted ally by handing him into the authorities.

It is at *this* point that an evil character should start their adventure. For a sense of realism, subtract two Luck points for their twin crimes. From now on, though, mere theft or murder isn't what 'counts' as evil. Luck isn't meant to punish evil characters for doing things that clearly already come naturally to them. In its original incarnation, Luck is meant to punish nominally good characters for doing evil things and then being hypocritical about it.

For an evil character, only further acts of deeper depravity will progress the decay of their souls. Brutally murdering a man is one thing. Doing so in front of a single witness who immediately becomes the prime suspect because you took the time to establish an alibi is another. Theft is one thing. Framing a person you've always secretly disliked, providing the city guard with evidence even as you promise to defend your 'friend' in the courts before whispering the truth of the matter in his ear the day before his execution is another. Killing a city guardsman is one thing. Taking over the city guard and brutalising petty thieves for stealing a loaf of bread for their family and doing the same to anyone who comes to you with tales of slave traders in the docks district is quite another.

Yet, there is a more tragic facet to this cycle. Eventually it starts to taste *good*. An evil character can calculate their luck as being (20-Luck) when it comes to qualifying for the Holiness skill and making *divine attacks* (although the Judgment skill should stay completely locked off) or calculating their chance for discovering modified items. It remains the same otherwise.

Despite these concessions, being Evil does not mean that you're somehow immune to cosmic comeuppances - Every widow you turn into a beggar will curse your name. Every law you break in public makes it that much more likely that the guard will simply shoot you if they see you in the street, or post a reward offer for any likely heroes willing to lop off your head. Every child you orphan will grow up nursing a hatred for

you. Every servant you belittle and abuse will fantasise about slipping a little something extra in your tea, vital organ or jugular vein. Every social more you desecrate will cause future generations to discuss in awe-filled terms the depth and breadth of your atrocities. Every truly compelling villain has his dramatic fall. When yours comes, remember to relish the ride.

There is a final caveat for a psychopathic or overly depraved character that treats the term 'evil' as 'I have a license to kill/molest whatever I see just *because*'. Killing everything you see is a quick way to convince everything that sees you to bring you down and you can't stay awake and on the defensive forever. Keep in mind the words of the virtuous hero who said "Humans get arrested. Dogs get put down".

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## FINAL WORDS

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So, that's that for another exciting Superliga Supplement.

As always, remember that feedback improves the overall quality of these books, so if you have questions, advice, feedback, spelling errors, etc etc etc, I need to know!

Contact me at [ogrillion@gmail.com](mailto:ogrillion@gmail.com) for anything related to Superliga.

