

Casuterra

The d100 Roleplaying Game

Basic Rulebook



By Artie B.



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System Overview

Casuterra is a Tabletop Role-Playing Game (TTRPG) system which exclusively utilises the d10 and percentile d10 (%d10). Rolls will be made with these dice, and the outcome of these rolls will be determined by a character's skill level, given on their character sheet.

Oh, and remember – like all good TTRPGs, these rules are simply guidelines. It is encouraged for you to explore and bend the rules as much as you want!


Character Sheets

One of the most important parts of the Casuterra system is character sheets, which display all a player character's information which is required to play the game. These sheets will also keep track of current statistics, for example, hit points, action points, and skill levels.


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Example Character Sheet

Casuterra, the d100 Roleplaying Game



Player: Artie B.
Name: Xyzzy
Age: 25
Gender: Male
Species: Drifter
Description: Big blue bean boy



Strength
5

Constitution
8

Dexterity
10

Intellect
5

Charisma
6

Maximum Action Points: 10
(Check the same number of boxes as your Maximum AP. Use a token, slider, or your mouse to measure your current AP)

Hit Points:
36/39

Experience Points:
924/21000

Skills
(Check box for Specialty skill)

| Skill Name: | Skill Level: | Skill Name: | Skill Level: |
|--|--------------|--|--------------|
| <input checked="" type="checkbox"/> Fisticuffs | 85 | <input type="checkbox"/> First Aid | 40 |
| <input type="checkbox"/> Melee Weapons | 0 | <input type="checkbox"/> Science | 40 |
| <input type="checkbox"/> Archery | 0 | <input type="checkbox"/> Investigation | 25 |
| <input type="checkbox"/> Athletics | 25 | <input type="checkbox"/> Perception | 50 |
| <input type="checkbox"/> Stealth | 45 | <input type="checkbox"/> Speech | 39 |
| <input type="checkbox"/> Robbery | 20 | <input type="checkbox"/> Haggling | 23 |
| <input type="checkbox"/> Sleight of Hand | 30 | <input type="checkbox"/> Intimidation | 27 |

Current Carry Load (kg):

| | |
|------|----|
| <100 | 25 |
| <150 | 20 |
| <200 | 15 |
| <250 | 10 |
| <300 | 5 |

Dodge %:

| | |
|------|----|
| <100 | 25 |
| <150 | 20 |
| <200 | 15 |
| <250 | 10 |
| <300 | 5 |

(Note that Dodge % cannot be lower than 0. If lower than 0, set to 0.)

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| | |
|--------------------------------|------------------------|
| Willpower: 47 | Sequence: 15 |
| Max Carry Weight: 165kg | Saving Roll: 56 |
| Melee Damage: d10 + 4 | Healing Rate: 2 |
| Damage Resist: 0 | Level: 6 |

Weapon Damage Modifier: +1

Personality

| | | |
|---------------------------|--------------|---|
| Specialty: | Fisticuffs | Your character is skilled in throwing hands. |
| Framework: | Built Strong | You're built strong, meaning you pack one hell of a punch. Your increased size does make you less dextrous, though. |
| Trait: | Lawless | You don't necessarily follow the rules. |
| Spoken Language/s: | | Casuterran, Glacier |

Character Background

Born on Snowmand, it wasn't long before Xyzzy was carted off to The Snowball in hope of earning some food. Too young to participate in any of the battles, he got a job cleaning up after fights (which is very difficult when you don't have any arms). Over time, Xyzzy watched hundreds of fights in the arena, slowly learning fighting techniques (and developing a love of the fight). Now, he's finally ready to start his career in The Snowball... but will it last that long?

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Inventory

| # | Item Name | Item Description | Value (€) | Total Value (€) | Weight (kg) | Total Weight (kg) |
|-----|---------------|---|-----------|-----------------|-------------|-------------------|
| 1 | Padded Armour | Light Armour, 1DR | 120 | 120 | 1 | 1 |
| 1 | Canteen | Holds 1L of water | 1 | 1 | 0.1 | 0.1 |
| 2 | Long Rope | 15m long | 7 | 14 | 0.3 | 0.6 |
| 17 | Snowball | Currency of the Eskam Isles | 5 | 85 | 0 | 0 |
| 3 | Bandages | Increases First Aid Skill by 5 for 5 Skill Checks | 25 | 75 | 1 | 3 |
| 150 | Dosh | Standard Casuterran currency, worth 100 Nuggets | 1 | 150 | 0 | 0 |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |

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Cosmutations

| Level 5 | | Level 10 | |
|--|------------------|---|------------------|
| Cosmutation: | Gold Tooth | Cosmutation: | Cosmutation Name |
| Description: | | Description: | |
| The growth of a Golden Tooth grants you an immediate D150. | | See Rulebook Appendix for Cosmutation Descriptions. | |
| Level 15 | | Level 20 | |
| Cosmutation: | Cosmutation Name | Cosmutation: | Cosmutation Name |
| Description: | | Description: | |
| See Rulebook Appendix for Cosmutation Descriptions. | | See Rulebook Appendix for Cosmutation Descriptions. | |
| Level 25 | | Level 30 | |
| Cosmutation: | Cosmutation Name | Cosmutation: | Cosmutation Name |
| Description: | | Description: | |
| See Rulebook Appendix for Cosmutation Descriptions. | | See Rulebook Appendix for Cosmutation Descriptions. | |

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Core Stats

Characters in Casuterra are characterised by their Core Statistics:

Strength (STR) is a measure of how strong a character is, and affects Carry Weight, Melee Damage and Dodge %, along with Skills such as Fisticuffs, Melee Weapons, Archery, and Intimidation.

Constitution (CON) is a measure of how hardy a character is and affects Hit Points and Healing Rate.

Dexterity (DEX) is a measure of a character's agility and affects Action Points, Sequence and Dodge %, alongside Skills such as Archery, Athletics, Stealth, Robbery, Sleight of Hand, and Athletics.

Intelligence (INT) is a measure of how smart a character is, and affects Skill Points and Sequence, as well as Skills like First Aid, Science, Investigation, and Perception.

Charm (CHA) is a measure of how likeable a character is, and it affects Skills such as Speech, Haggling and Intimidation.

As you can see, each Core Statistic affects a variety of different parts of your character, so it is important to find a good balance between each of the Stats.

It should be noted that upon character creation, the upper limit for each Core Stat is 10 – however, your Core Stats can increase beyond 10 through bonuses related with your species (i.e., a character with 10 DEX can increase their DEX to 12 if they are an Amerit).

Species

There are 9 unique species in Casuterra, each with their own advantages and disadvantages. Each species has Base Stat Modifiers, which are added to your character's Core Stats, and some extra advantages and disadvantages. A table containing this information can be found in the *Appendix*.

It should be noted that Golems have some unique features: Firstly, they can understand Casuterran but cannot verbally communicate with any non-Golems. Additionally, their eye acts as an energy laser, which is a ranged weapon which only they can use that is automatically added to their inventory and cannot be removed. You can find a more in-depth description of the Golem Skull Laser in the Item Catalogue document.

Drifters also have a unique feature in that they don't have arms, and thus are unable to wield more than 1 item, which they may hold in their mouth. Their Melee Weapons and Archery Skills are also automatically decreased to 0 upon character creation, however these stats can be increased by Levelling Up.

Skills

Skills are essentially your character's abilities: how good they are at specific things. There are 14 unique Skills, which each describe a different aspect of your character.

Skills

Fisticuffs describes how good your character is at melee combat.

Melee Weapons describes how good your character is at wielding swords, daggers, and other handheld weapons.

Archery describes how good your character is at using a bow, crossbow, or other ranged weapon.

Athletics describes how good your character is at parkour and other athletic activities.

Stealth describes how sneaky your character is.

Robbery describes how good your character is at pickpocketing and stealing.

Sleight of Hand describes how deft your character is at picking locks, doing card tricks, etc.

First Aid describes how good your character is at healing themselves or others.

Science describes how good your character is at creating things and solving problems.

Investigation describes how good your character is at finding hidden items or clues.

Perception describes how perceptive your character is.

Speech describes how good your character is at persuading others to do their bidding.

Haggling describes how good your character is at getting prices down.

Intimidation describes how good your character is at scaring others.

Formulae for each skill can be found in the *Appendix*.

Skill Points

Skill Points are assigned to each Skill and determine whether a skill check is a success or failure. Upon character creation, each Skill is given a point value determined by the character's Core Statistics. When a character levels up, they may add to their Skill Points.

Inventory

The inventory displays which items your character is holding, along with the quantity of items, a description of the items, the value and weight of each item and the total value and weight of all items in your inventory. You can use the separate Item Catalogue document to reference item stats, cost, weight, etc.

Weapons

Weapons are (usually sharp) objects which you use to attack your enemies. You can hold one two-handed weapon or up to two one-handed weapons at the same time (unless you're a Drifter, in which case you may only hold one weapon in your mouth). Weapons will have an attack roll associated with them – this will tell you which of the d10 or %d10 to roll, how many times to roll it, and any bonuses or minuses to this roll. For example, your weapon might have an attack roll of **d10 - 3**, meaning you would roll a d10 and subtract 3 from the total. The remainder would be the amount of damage dealt (before Damage Resistance). Alternatively, your weapon could have an attack roll of **2%d10-27**, meaning you would roll 2 %d10s and subtract 27 from the total. Whatever it is, that thing's dealing some damage!

Armour

Armour is stuff you wear to make the sharp things hurt less. Each piece of armour has a different Damage Resistance, which will be added to your total Damage Resistance on your character sheet. There are two armour types, Light and Heavy. A character may wear up to one Light armour and one Heavy armour at the same time.

Carry Weight

Carry Weight describes how heavy an item is. Your character can only carry a certain amount of rubbish around, and this is known as *Maximum Carry Weight*. Exceeding your Maximum Carry Weight means your character will be encumbered – i.e., they cannot move until they drop some stuff. Carrying more stuff also affects your Dodge %.

Value

Value describes how much an item costs to buy on average. Some vendors may charge more or less (depending on your Hagglng Skill) and selling an item usually will not yield the full value (again, depending upon your Hagglng Skill).

Starting Wealth

When creating a character, you will be able to spend a certain amount of Dosh to secure yourself some equipment before beginning the game. This is called *Starting Wealth*.

With the default 30 starting character points, your character will have a starting wealth of Ɔ300.

Personality

Personality describes your character's finer details, specifically their specialties, traits, and their framework.

Specialties

Upon character creation, you may choose one "Specialty". This will automatically add 20 to the Skill Level of that Skill.

Frameworks

Your character has a "Framework" – a character background of sorts which gives them a couple points in a specific field at the cost of some points in an opposing field as well as defining their personality more.

Information on each Framework can be found in the *Appendix*.

Traits

Your character can have one Trait, which describes their main personality trait. This does not have any effect on stats and is purely for roleplay. Information on each Trait can be found in the *Appendix*.

Spoken Languages

There are a number of unique languages in Casuterra, with most species having their own native tongue. Fortunately, most species also speak Casuterran by default. You can find a list of which species speak which languages in the *Appendix*. It should be noted that all playable species (except Golems) have the capability to speak any Basic languages, but only the corresponding species can speak their Advanced language – e.g., the only species that can speak Golemtone is Golems.

Making Rolls

Throughout Casuterra, you will have to roll your dice for a variety of things, including combat, encounters and more.

It should be noted that sometimes when making a roll, you will have to take 10% of a roll to either add or remove from the total. In this case, always round up to the next whole number – i.e., 10% of a 1 (0.1) would be 1, and 10% of a 6 (0.6) would also be 1.

Additionally, if a roll has a negative applied to it (e.g., **d10-4**), the final total of the roll cannot be below 0. If the roll would be negative, make it 0. For example, if you were to roll a **d10-4**, and the d10 had an output of 3, the roll would equate to 0 despite 4 - 3 being equal to -1.

Skill Checks

Skill Checks are the rolls you will be making the most and determine whether you fail or succeed in using a specific Skill. Making a Skill Check is incredibly easy: simply roll your d100 and read the value. If it is **under** the value of the relevant Skill, you succeed in the Skill Check. If the dice value is **over** the value of said Skill, you fail in the Skill Check. Consequences will be determined by your GM.

For example, if your character has an Archery Skill of 46, and you roll 32, you succeed. If you were to roll 58, however, you would have failed the Skill Check.

Succeeding or failing by a margin of 50+ results in a critical success or failure. For example, if your Skill Level were 75 and you rolled a 20, you would critically succeed. If your Skill Level were 40 and you rolled 90, you would critically fail. Again, consequences will be determined by your GM. A 95+ is **always** a critical failure, and a 5 or lower is **always** a critical success.

Additionally, your GM might provide you bonuses or penalties to your Skill Check if a task is particularly easy or difficult. In this case, it will be expressed as **Skill Check +/- x**. This means that a static bonus/penalty is being applied to your skill. For example, **Melee Weapons + 10** would mean that you have a static bonus of 10 to your Melee Weapons Skill for the purpose of this Skill Check.

Perception Checks

Perception Checks are a slightly different form of Skill Check. While the basic idea is the same – you must roll under your Perception Skill Level to succeed – the times you will need to do this Skill Check are slightly different. Your GM will ask you for a Perception Check to see if you succeed in noticing something (e.g., someone sneaking up on you). In the dark (unless you are a Dwarf), your Perception is halved, rounding up.

Combat

Combat is a big part of Casuterra, and something you will likely be engaging in often. It should be noted that one turn of combat is equal to 5 seconds in-game time.

Action Points

Action Points determine how many actions you can make each turn. Your Action Point Maximum is given in two places on your character sheet: the “Action Point Max” cell, and the row of green cells at the top. These green cells are used to keep track of how many Action Points you have spent during combat: If your character sheet is digital, you could highlight whichever number of Action Points you are on with your cursor; and if your character sheet is printed off, you could place a token on whichever number of Action Points you are on.

Different actions require you to spend different amounts of Action Points.

Actions

There are a multitude of different actions you can take during combat, each having a different effect.

Draw Weapon

You may draw a weapon from your inventory for 2AP, equipping it. You can hold one two-handed weapon, or up to two one-handed weapons. Note that if you are equipping two one-handed weapons, the AP cost is 4.

Load Weapon

If using a bow, you may load a singular arrow into it for 1AP.

Aim Weapon

If using a ranged weapon, you may aim at an enemy for 1AP. If you do not aim, you have a -1 to your Archery Skill per each metre away from you the enemy is (e.g., if an enemy is 5m away and you don't aim, you have a -5 to Archery when taking your shot).

Use Weapon

You may use your weapon – this could mean firing your bow or swinging with your knife. You must make the corresponding Skill Check in order to succeed. AP cost is dependent upon the weapon.

Feint

For the same AP cost as using a weapon, you may feint to reduce your opponent's dodge by 5% until the start of their next turn.

Charge

For the same AP cost as using a weapon, you may charge to deal extra damage at the cost of reduced Dodge % until the start of your next turn. You may deal 1 extra damage per -5% Dodge.

Melee Attack

You may spend 2AP to do a melee attack if you're holding one or no weapons, making a Fisticuffs Skill Check.

Move

You may move up to 5m (1 hex) per AP spent.

Speak

You may speak to an enemy for free one time, making a Speech Skill Check. If you wish to speak again afterwards, it costs 2AP per speech attempt.

Interact with Object

You may interact with an object in your hex for 1AP per individual interaction. For example, picking up a box on the ground costs 1AP, and opening it costs another 1AP.

Dodge

You may spend AP to increase your Dodge %, at 1AP per +5%.

Anything not listed here can be determined by your GM.

Special Actions

Each species has a unique action which only members of those species can use. Additionally, you may only use one special action per turn.

Slam (Manish)

For 2AP, you may make a Fisticuffs Skill Check on an enemy within 5m of you to slam into them with your body, dealing **Melee Damage + 2** of Walloping damage to them and knocking them backwards 5m if you succeed and they fail their Dodge Roll (if applicable). Whilst your marshmallow-y flesh cushions the blow slightly for you, you still take half of that damage (rounded up) yourself – not Walloping. For example, if you dealt **15** damage to an opponent, they would take **15** damage and you would take **8**.

Trip (Flavoblob)

For 2AP, you may make a Fisticuffs Skill Check on an enemy within 5m of you to trip them over, knocking them to the floor upon your success and their failure to Dodge (if applicable). Whilst on the floor, an opponent suffers -10 to their Dodge (if applicable) and must spend 1AP to get back up before they can start attacking again.

Disarm (Goober)

For 4AP, you may make a Sleight of Hand Skill Check on an enemy within 5m of you to jump onto their weapon and attempt to pry it from them. Upon your success and their failure to Dodge (if applicable), this deals the damage of the weapon to you (not including any of your opponent's modifiers). If you succeed, you add their weapon to your inventory

Counterattack (Dwarf)

For one less than the AP cost of your currently held weapon (or 1AP if you're using your fists), you may prepare yourself to make a counterattack if you're attacked by the start of your next turn. You'll take damage as usual but can then immediately make an attack on the enemy who attacked you despite it not being your turn.

Trap (Fasca)

For 2AP, you may make a Fisticuffs Skill Check on an enemy within 10m of you. If you succeed the Fisticuffs Skill Check and the enemy fails their Dodge Roll (if applicable), you successfully ensnare them with your tentacles, meaning they cannot take any actions on their turn. Your trap only lasts one turn, but you may make another Fisticuffs Skill Check with a +5 if your opponent is already trapped by you to continue to trap them. Your trap will automatically be interrupted, ceasing your grip on your enemy, if you take any damage.

Beam (Golem)

For 3AP, you may roll Archery to fire an energy beam with a 15m range from your skull, dealing **Melee Damage - 2** of damage to your opponent if you succeed (and they fail their Dodge Roll, if applicable).

Dash (Drifter)

You may make a Fisticuffs Skill Check and rush towards an opponent, using your momentum to bash into them and deal **Melee Damage + 1 per 5m travelled** Piercing damage to your opponent if you succeed (and they fail their Dodge Roll, if applicable). This attack costs 3AP + 1AP per 5m travelled and can only be done from more than 10m away (so a Drifter couldn't dash an enemy that is only 5m away from it). For example, if a Drifter with **d10+2** Melee Damage were to Dash an enemy 15m away, the attack would cost 6AP and would deal **d10+5** Piercing damage.

Witty Insult (D00k)

For 2AP, you may roll your Speech Skill and insult your opponent, dealing **d10-3**, +1 per success of 10, Indirect Damage. For example, rolling a success of 17 would deal **d10-2** of damage and rolling a success of 42 would deal **d10+1** of damage.

Hit Points

Your character's *max HP* is displayed at the top of your character sheet, with Active HP on the left and Maximum HP on the right. When your character reaches 0 Active HP, you must make a Saving Roll – i.e., you must roll under the “*Saving Roll*” statistic displayed on your character sheet – each turn to remain consciousness.

Consciousness

If you are unconscious, you cannot perform any actions until you have been revived by another Party Member. To be revived, a Party Member must interact with you and make a First Aid Skill Check.

If you are conscious but on 0HP, you can attempt to stabilise yourself, which will stop you from having to roll to retain consciousness every turn. To stabilise yourself, simply interact with yourself and make a First Aid Skill Check with -15 to your Skill Level. If you choose to do this, you may not make any other actions on that turn. Whilst conscious on 0HP, you can also speak, interact with anything directly next to you, and make ranged attacks with a -15 to all of your Skill Levels; however, your Max AP is decreased by 3.

If you are conscious and on more than 0HP, you can make all actions as normal.

Death

Whilst unconscious, you have an effective Maximum HP of half of your normal Maximum HP. If your Active HP decreases to 0 while unconscious, you will die and you will not be able to be revived again. Make a new character, you poor soul.

It should be noted that if you are revived back to consciousness, then become unconscious again, you are back to half of your normal Maximum HP as your effective Maximum HP – i.e., your effective Maximum HP resets when you become unconscious again.

Healing Rate

Healing Rate describes how many Hit Points your character naturally regenerates at the end of each hour. This total is simply added to your character's current HP at the end of each in-game hour.

Resistance

Armour can provide Resistance to damage. Each armour has a different amount of Damage Resistance, listed in its description. Simply take your armour's resistance from the amount of damage dealt to you, then take the remaining damage from your current HP.

Damage Types

There are two main damage types: Direct and Indirect.

Direct Damage describes any damage done directly, e.g., via weapons; whilst Indirect Damage describes any damage done indirectly, e.g., elemental damage.

Special Damage Types

Different weapons deal different types of damage, each of which has unique effects in combat:

Piercing damage (Direct) will deal double damage if it makes it through armour. For example, if a sharp arrow makes it through armour with a Damage Resistance of 5, dealing 7 damage, the damage dealt to the character would be 4:

$$7 \text{ (Initial damage)} - 5 \text{ (Damage Resistance)} = 2 \text{ (Damage before Piercing)}$$
$$2 \text{ (Damage before Piercing)} * 2 \text{ (Double Damage)} = 4 \text{ (Final Damage)}$$

Walloping damage (Direct) completely ignores Damage Resistance. For example, if a mace hits a character wearing armour with a Damage Resistance of 6, dealing 4 damage, the damage dealt to them would be 4.

Poison damage (Indirect) causes a character to take a certain amount of damage each turn for a certain amount of turns, as long as it makes it through armour. The amount of damage dealt decreases by 1 for each turn from the initial damage minus two. For example, if a character wearing no armour is hit by a poison dart, dealing 4 damage, the character would take 6 damage that turn (4 damage from the dart, then 2 poison damage), then 1 poison damage the next turn. If the character were wearing armour with 5 Damage Resistance and hit with the same poison dart, they would take no damage.

Elemental Damage

Elemental damage – cold, hot, and cosmic damage – is damage taken from the elements (and thus is Indirect). At the end of each hour in a particularly cold or hot environment (or, in the case of cosmic damage, in an environment with a high concentration of Cosmite), each player must roll a **d10-5** and take that total from their current HP. Certain species are immune to certain types of elemental damage: Amerits are immune to cosmic damage, Dwarves are immune to heat damage, and Goobers and Golems are immune to cold damage.

Fall Damage

If falling from a height above 5 metres, characters will take a *certain amount of Fall Damage*. This applies to all species but Manishes.

Melee Damage

Your character has a base *Melee Damage Stat*. This Stat is used when your character is attacking an enemy without a weapon. To use this stat, you must make a Fisticuffs Skill Check. If this succeeds, you may make a damage roll using the Melee Damage Stat and subtract your opponent's CON Stat from this roll. This is the damage dealt (not including the opponent's Damage Resistance).

Weapon Damage

Each weapon has a given damage stat (e.g., **d10-6**), but stronger characters are bound to back more of a punch with any weapon. Your character has a *Weapon Damage Modifier*, which is added to the damage you deal. For example, if your attack roll was **d10-6**, you rolled an 8 and your Weapon Damage Modifier was 3, you would deal 5 damage (8-6+3).

Environmental Attacks

If you don't have a weapon on you, you can use your environment to your advantage in a multitude of different ways:

Terrain Blind

You can pick up a handful of terrain (i.e., soil, sand, gravel, snow, etc.) from nearby for 1AP, and throw it into your opponent's eye for 2AP and an Archery + 10 Skill Check. If your opponent unsuccessfully dodges, they have a -5 to all their Skills for the next turn.

Terrain Stab

You can pick up a nearby sharp object (i.e., a rock, an icicle, etc.) from nearby for 1AP, and use it to stab your opponent for 2AP and a Melee Weapons Skill Check. If your opponent unsuccessfully dodges, they will take **d10-5** of damage.

Terrain Lob

You can pick up a nearby object (i.e., a rock, a mug, etc.) from nearby for 1AP, and throw it at your opponent for 2AP and an Archery + 5 Skill Check. If your opponent unsuccessfully dodges, they will take **d10-6** of damage.

Dodge

When being attacked, you may make a Dodge Roll to attempt to avoid the attack. Your current *Dodge %* can be found on the Dodge Table on your character sheet and depends on how much you are carrying. The more stuff you carry, the less chance of Dodging you will have. If you successfully Dodge, you may ignore all damage from that attack.

Sequence

Sequence simply describes the order of play. Play order happens from the character with the highest Sequence to the character with the lowest Sequence.

Charm in Combat

There are a number of unique rules applied to Charm-based Skill Checks (i.e., Speech, Hagglng and Intimidation) when used in combat.

Willpower

Charm-based Skill Checks have a constant chance to fail based upon your opponent's "*Willpower*". When using Charm against another character, they must roll for their Willpower. Upon a success from your opponent, your Charm Skill will fail. Players must also roll for Willpower if an opponent or other player is trying to use a Charm-based Skill on them.

Decreasing Willpower

If you have done something which would reasonably make your opponent more susceptible to your Charm-based Skill Check, your GM may decide to decrease their effective Willpower by an amount which they determine. For example, you could bribe a guard, decreasing their Willpower by 30 and making them more likely to do as you say.

Moral Support

Using Speech, you can buff your party members through moral support – before you roll for your Skill Check, you may choose to either boost your ally's damage output or chance to hit. After rolling, the buff applied will depend upon the margin of your success (i.e., the amount by which you succeeded your Skill Check).

If you decided to provide a damage buff, your ally would gain a boost of +1 damage per 10 succeeded by (plus a flat bonus of 1) for their next attack.

If you instead decided to provide a hit chance buff, your ally would gain a boost of +5 chance to hit per 10 succeeded by (plus a flat bonus of 1) for their next attack.

Note that the "per 10 succeeded by with a flat bonus of 1" means that if you succeed by 1 whilst providing a damage buff, your ally will gain a +1 damage boost, if you succeed by 14, they will gain a +2 damage boost, et cetera. If you fail, your Speech Skill Check they simply do not gain a boost.

Sharp Wit

Also using Speech, you can debuff your enemies through insults – similarly to with Moral Support, you may choose before rolling for your Skill Check which debuff you would like to try to apply to your enemy: a debuff to your opponent's damage output or chance to hit.

If you decided to debuff their damage, your enemy would 'gain' a -1 to their dealt damage per 10 succeeded by (plus a flat bonus of 1) for their next attack.

If you instead decided to provide a hit chance debuff, your enemy would 'gain' a -5 to their chance to hit per 10 succeeded by (plus a flat bonus of 1) for their next attack.

SharpWit follows the same "per 10 succeeded by with a flat bonus of 1" rules as Moral Support – i.e., a success by 4 when providing a hit chance debuff is a -5 to their hit chance, and a success by 28 is a -15 debuff.

Surrendering

To try and make your opponent surrender, you must succeed your Skill Check by a margin of 25+, and your opponent must fail their Willpower check. Your GM may decide to provide negatives to their Willpower if they are losing combat.

Recruitment

In order to persuade an NPC to join your party, you must succeed your Speech Skill Check by a margin of 50+, your opponent must fail their Willpower check, and your opponent must benefit from joining you (e.g., a Manish civilian could join you if their town is in trouble and joining your party will help it, but a Plebeian would not join you if you're going to pit it against its own kind).

Surprises

If you or another character has been attacked when not expecting it – e.g., you have ambushed them, or they have ambushed you – the character(s) being attacked skip their first turn(s).

Enemies

There are multiple types of enemies, each used for different scenarios.

Minions

Minions are the most basic enemy type. This category encompasses enemies such as Goblins, Plebians, Bandits, Civilians, etc., each of which has its own unique micro character sheet (or, microsheet) for use in combat. Minisheets feature the Minion's species, number of AP and HP, Willpower, Melee Damage, Sequence and "Weapons" Skill Level (a singular Skill which encompasses Fisticuffs, Melee Weapons and Archery). It should be noted that, unless the GM wishes to make any modifications, all Minions of the same species have the exact same stats. Minion stat information can be found in the Casuterra Bestiary document.

Minions do not have the ability to dodge, have reduced Hit Point and Action Point pools, and deal reduced damage in comparison to players and other enemy types.

Rivals

There are also more powerful, more developed enemies in the form of Rivals, which feature a slightly larger character sheet than minions, but a stripped-back one, nonetheless. The mini character sheet (or, minisheet) features the Rival's, species, number of AP and HP, Willpower, Melee Damage, Sequence, Weapons Skill and Weapon Damage Modifier.

Rivals do not have the ability to dodge, have slightly reduced Hit Point and Action Point pools, and deal slightly reduced damage in comparison to players and bosses.

Bosses

Bosses are the most powerful types of enemies and use a fully fleshed out character sheet instead of a microsheet or minisheet. GMs may also choose to allow Bosses to break certain game rules to make for a more challenging fight.

Bosses have all abilities a player does and may have increased stats.

Levels

Levels are a big part of Casuterra: they describe how powerful your character is and allow you to increase your Skill Levels. The default 'Level Cap' (the maximum number of Levels your character can have) is 30, but your GM might decide to increase this.

Experience Points

Characters will gain Experience Points (abbreviated to EXP or XP) following encounters, depending on how well they did, how many enemies they defeated, etc. The number of Experience Points given to you is up to your GM. You may record your current Experience Points in the left of the blue bar on your character sheet. When you have reached the *number given at the right of the bar*, your character can Level Up.

Levelling Up

Upon Levelling Up, you will be given a *particular number of additional Skill Points* you may spend to increase your Skill Levels. Please note that the maximum number of Skill Points you may have in a single skill is 95. Upon Levelling Up, ensure that you are spending the precise number of Skill Points you have, as you will not be able to 'save them up' for future Levels.

Hit Point Maximum Increase

Every Level, your Hit Point Maximum will increase by 3.

Cosmutations

Every 5 Levels, your character is granted a "Cosmutation". These special perks grant your character special abilities – up to 6 of them.

You may use the Cosmutation cards in the *Appendix* to fill out the Cosmutations section of your character sheet.

Core Stat Increase

Every 5 Levels, along with gaining a Cosmutation, you may increase one of your Core Stats by 1, increasing its associated Skills by an appropriate amount.

Damage Output Increase

Every 10 Levels, your Weapon Damage Modifier and Melee Damage increase by 1.

Appendix

The following is a list of all formulae used in Character Sheet generation (before bonuses) if you'd like to create your character manually.

Skills

Fisticuffs: $10 + (2 * STR) + DEX$

Melee Weapons: **If character is Drifter, then 0; otherwise, $2 * (STR + DEX) + 5$**

Archery: **If character is Drifter, then 0; otherwise, $2 * (STR + DEX)$**

Athletics: $10 + (2 * DEX)$

Stealth: $5 + (2 * DEX)$

Robbery: $2 * DEX$

Sleight of Hand: $2 * (DEX + INT)$

First Aid: $10 + (2 * INT)$

Science: $(3 * INT) + 5$

Investigation: $15 + (2 * INT)$

Perception: $35 + (3 * INT)$

Speech: $5 + (4 * CHA)$

Haggling: $5 + (3 * CHA)$

Intimidation: $(2 * CHA + STR) + 5$

Starting Wealth

Starting Points * 10

Willpower

$4 * (CON + INT) - 5$

Action Point Maximum

| DEX | Action Point Max |
|-----|------------------|
| 1 | 5 |
| 2 | 6 |
| 3 | 6 |
| 4 | 7 |
| 5 | 7 |
| 6 | 8 |
| 7 | 8 |
| 8 | 9 |
| 9 | 9 |
| 10 | 10 |
| 11 | 10 |
| 12 | 10 |
| 13 | 10 |

Hit Point Maximum

$$15 + (3 * CON)$$

Maximum Carry Weight

$$(5 * CON) + (25 * STR)$$

Dodge %

| Current Carry Weight | Dodge % |
|----------------------|------------------------|
| <100 | $10 + (2 * DEX) - STR$ |
| <150 | $5 + (2 * DEX) - STR$ |
| <200 | $(2 * DEX) - STR$ |
| <250 | $5 - (2 * DEX) - STR$ |
| <300 | $10 - (2 * DEX) - STR$ |

Note: Dodge % cannot be lower than 0. If lower than 0, set to 0.

Melee Damage

| STR | Melee Damage |
|-----|--------------|
| 1 | d10-2 |
| 2 | d10-2 |
| 3 | d10-1 |
| 4 | d10-1 |
| 5 | d10 |
| 6 | d10 |
| 7 | d10+1 |
| 8 | d10+1 |
| 9 | d10+2 |
| 10 | d10+2 |
| 11 | d10+3 |
| 12 | d10+3 |
| 13 | d10+4 |

Sequence

DEX + INT

Saving Roll

CON * 7

Healing Rate

| CON | Healing Rate |
|-----|--------------|
| 1 | 1 |
| 2 | 1 |
| 3 | 1 |
| 4 | 1 |
| 5 | 1 |
| 6 | 2 |
| 7 | 2 |
| 8 | 2 |
| 9 | 3 |
| 10 | 3 |
| 11 | 4 |
| 12 | 4 |
| 13 | 4 |

Levels

Experience Points required to Level Up at Level 0: **100**

Experience Points required to Level Up after Level 0: **((Current Level + 1) * (Current Level / 2)) * 1000**

Skill Points available to spent: **INT + 10**

Fall Damage

Distance Fallen (>5) * 2

Weapon Damage Modifier

($\frac{1}{2}$ * STR) (rounded up)

Language Information

| Basic Languages | |
|-----------------------|--|
| Language Name | Species (by default) |
| Ameran | Amerits, D00ks |
| Casuterran | Amerits, D00ks, Drifters, Dwarves, Fasca, Flavoblobs, Golems (can understand but not speak), Goobers, Manishes (fluently) Most other intelligent or semi-intelligent creatures except for Cosmite Amerits, Cosmolings and Golems (broken) |
| Dwarven | Dwarves, D00ks |
| Glacier | Drifters, Golems (can understand but not speak), D00ks |
| Goblong | Goblins, Obligatoids, D00ks |
| Sandscript | Fasca, Sandwalkers, D00ks |
| Advanced Languages | |
| Ameran Cosmic Dialect | Cosmite Amerits (can be kinda learned by Amerits) |
| Cosmus | Cosmite Amerits, Cosmolings |
| Golemtone | Golems |

Trait Information

| Trait | Description |
|---------------|---|
| Philanthropic | You often give to those in need. |
| Lawful | You always obey the law. |
| Hero | You always try to help others in need. |
| Greedy | You are driven by a desire for money. |
| Lawless | You don't necessarily follow the rules. |
| Sadist | You love to inflict pain upon others. |
| Daredevil | You love danger, and will actively place yourself in dangerous situations. |
| Bloodlust | You love to fight, and will actively try and start fights with others. |
| Drunkard | You love a drink, and cannot resist the pull of a nice-looking tavern. |
| Loner | You'd prefer not to be surrounded by people. |
| Extrovert | You love people, and you love interacting with as many of them as possible! |
| Soldier | You believe in your nation, and would fight for it. You would sacrifice yourself to protect your fellow soldiers. |
| Pirate | You love the open sea! You also believe that the bond of a crew is sacred. |
| Tough | There isn't much that scares you. |
| Scaredy-cat | If it moves, you figure it probably wants to get you. |
| Gadgeteer | You love making various gizmos and doohickeys. |
| Chaos Gremlin | You love it when nothing goes to plan and everything is completely chaotic. |
| Planning | You love having a plan for everything, and hate it when something doesn't go to plan. |

Framework Information

| Framework | Description | Bonuses |
|-----------------|---|---------------------------------------|
| Poor Background | You grew up poor, but as a result have learned how to be crafty, helping you to survive on the streets and secure wealth in more unconventional ways. | +5 to Robbery, -D100 Starting Wealth |
| Rich Background | You grew up rich! Unfortunately, you're a bit more liberal with your wealth because of it. | +D100 Starting Wealth, -5 to Haggling |
| Small Frame | You're built slim, making you more agile and stealthy. Unfortunately, you pack slightly less of a punch with Melee Weapons. | +5 to Stealth, -5 to Melee Weapons |
| Built Strong | You're built strong, meaning you pack one hell of a punch. Your increased size does make you less dextrous, though. | +5 to Fisticuffs, -5 to Athletics |
| Nerd | You're science-minded, but thanks to your stereotypical glasses, you're not as perceptive as a normal person. | +5 to Science, -5 to Perception |
| Perceptive | You're more perceptive than normal, but struggle at intimidating your opponents... for some reason. | +5 to Perception, -5 to Intimidation |
| Good Natured | You're a nice guy, but have apprehensions towards using weapons. | +5 to Speech, -5 to Melee Weapons |
| Trigger Happy | You're crazy about bows, but people are slightly more suspicious of you thanks to your passion. | +5 to Archery, -5 to Speech |

Species Information


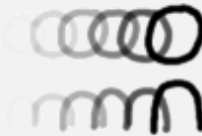


| Species | Description | Base Stat Modifiers | | | | | Bonus Attributes |
|-----------|---|---------------------|-----|-----|-----|-----|--|
| | | STR | CON | DEX | INT | CHA | |
| Manish | Highly adaptive and resistant to blunt force, but vulnerable to sharp objects. | | 3 | | | | -10% Walloping Damage Taken, -50% Heat Damage Taken, -50% Cold Damage Taken, Cannot Take Fall Damage, +10% Piercing Damage Taken (before doubling) |
| Flavoblob | Naturally skilled archers with thick, leathery skin; but which are weak to heat. | 1 | | 1 | | | +10 to Archery, +10% Heat Damage Taken |
| Amerit | Small, agile, ghostly creatures that are very skilled in stealth but are significantly weaker than most other species. | | | 2 | | | +10 to Stealth, +5% Damage Taken, Immune to Cosmic Damage |
| Goober | Slow-moving sentient blobs of goo which are highly resistant to direct damage but are weak against extreme temperatures. | | 2 | | | | +10 to Haggling, -10% Direct Damage, +10% Cold Damage Taken, +10% Heat Damage Taken, Natural DR of 3 but Cannot Wear Armour |
| Dwarf | Small but sturdy and strong beings with natural night vision, but which are easily incapacitated in the cold. | 1 | 1 | | | | +10 to Melee Weapons, Immune to Heat Damage, +10% Cold Damage Taken, Natural Night Vision |
| Fasca | Strong creatures covered in tendrils they are able to control, but which are unable to swim and use weapons, and have below-average intelligence. | 1 | | 1 | | | +10 to Sleight of Hand, +5 to Fisticuffs, Cannot Swim, -5 to Science, Gains "Trap" Action |
| Golem | Hulking creatures made of living rock unable to communicate with anything other than other Golems, but which can blast energy from their eye. | 1 | 2 | | | | +10 to Intimidation, Cannot Speak to Non-Golems, Immune to Cold Damage, Gains "Beam" Action |
| Drifter | Fast, armless creatures with skin covered in small, hard, and sharp crystals which they use to stab their enemies. | | 1 | 2 | | | +10 to Fisticuffs, +1 to Melee Damage, Immune to Cold Damage, 0 to Archery and Melee Weapons upon Character Creation, Gains "Dash" Action |









Species Information (Cont'd)









| Species | Description | Base Stat Modifiers | | | | | Bonus Attributes |
|---------|--|---------------------|-----|-----|-----|-----|---------------------------------|
| | | STR | CON | DEX | INT | CHA | |
| D00k | Small, cute, charismatic creatures with the ability to understand and communicate in almost every language across Casuterra; but which are fairly weak in combat thanks to their small size. | | | | 1 | 1 | +10 to Speech, +5% Damage Taken |

Cosmutation Cards

Photocopy and/or print off the below cards for use with paper Character Sheets!

| | | | |
|--|--------------|--|--------------|
| Cosmutation: | Big n' Scary | Cosmutation: | Extra Speedy |
| Description: | | Description: | |
| Increased size allows you to take a punch better - your CON is increased by one when on the receiving end of Fisticuffs. | | Quicker movement means you can move up to 6m with 1AP instead of 5. | |
|  | |  | |
| Cosmutation: | Golden Tooth | Cosmutation: | Growth Spurt |
| Description: | | Description: | |
| The growth of a Golden Tooth grants you an immediate Ð150. | | A sudden growth spurt increases your Level by 1 instantly. | |
|  | |  | |

| | | | |
|---|--------------|---|-------------------|
| Cosmutation: | Ham-fisted | Cosmutation: | Hearty |
| Description: | | Description: | |
| Bigger fists increase Melee Damage by 1. | | Better health means your Healing Rate is increased by 2. | |
|  | |  | |
| Cosmutation: | Iron Innards | Cosmutation: | Level-headed |
| Description: | | Description: | |
| Better immune system decreases incoming poison damage by 10%. | | Faster reaction time means you no longer need to skip your first turn when surprised. | |
|  | |  | |
| Cosmutation: | Lucky | Cosmutation: | Manish-ish |
| Description: | | Description: | |
| Luck is on your side - you may reroll any one roll once per hour (real time) of gameplay. | | Squishier, Manish-like skin decreases incoming walloping damage by 10%. | |
|  | |  | |
| Cosmutation: | Night Vision | Cosmutation: | Quick on the Draw |
| Description: | | Description: | |
| Improved eyesight allows you to see in the dark better - your Perception is increased to normal when in the dark. | | Faster reaction time means drawing a weapon costs 1AP instead of 2. | |
|  | |  | |

| | | | |
|--|--------------|---|-------------|
| Cosmutation: | Quickload | Cosmutation: | Skilled |
| Description: | | Description: | |
| Faster reaction time means loading a weapon is now a free action. | | Increased skill in general makes any roll of 10 or lower an automatic critical success. | |
|  | |  | |
| Cosmutation: | Tongues | Cosmutation: | Strong Draw |
| Description: | | Description: | |
| Sudden brain development allows you to speak 1 extra Basic language. | | A stronger arm allows you to pack more of a punch with ranged weapons, increasing your damage with them by 10%. | |
|  | |  | |
| Cosmutation: | Strong Swing | Cosmutation: | Swift |
| Description: | | Description: | |
| A stronger arm allows you to pack more of a punch with melee weapons, increasing your damage with them by 10%. | | Faster reaction time means your Dodge %s are increased by 5. | |
|  | |  | |
| Cosmutation: | Thick Skin | Cosmutation: | Thick Skull |
| Description: | | Description: | |
| Thicker skin decreases incoming piercing damage by 10% (before doubling) | | Thicker skull means it's harder to lose consciousness - your Saving Roll Statistic is increased by 5. | |
|  | |  | |

Casuterra

The d100 Roleplaying Game

