



Dara-Soewarsih

The People of the One Thousand Steps to the Sun



Table of Contents

Introduction	3
The System	4
People of The Thousand Lands	12
Character Generation and Permutation	18

Introduction

Dara-Soewarsih is a game about people. A fantasy game with clannish people. People who adhere to rigid codes of conduct. Garish people with astounding powers over spirits and their own bodies. But, in the end, only people, like us, with aspirations and conflicts, with wars and desires. Dara-Soewarsih started a few years ago, with the famous Wizards of the Coast setting search; I didn't actually submit my setting, but it stuck with me for all these years, because I think it was very different from what you usually see D&D doing. Then it lay dormant a while, until now. The system is newer, it's something I was thinking about doing, just to see where I could go with things; it's heavily dependant on player skill, and a bit less on character skill, mainly because it lacks any kind of randomness: there are no dice, no cards of any kind, and you have total control over things; I hate it when the action I'm envisioning doesn't match with the result of the die roll, don't you? I'm quite proud of it, and hopefully you'll have fun playing it. Oh, and I'm also assuming that you already know what a roleplaying game is; if you don't, I'm sure Google will school you better than me. I won't pretend to teach you how to play a roleplaying game, but I'll try to teach you how to play this roleplaying game, which is something that many games lack.

The game in this incarnation is the result of the 6th TRO Challenge, using the following ingredients:

System: Damage in combat is not random

Setting: A world filled with shapeshifters; Mercantilism, Political intrigue, and War are bound within the rules of "the Game"; Caste Structure

Tagline: Even if this people value death before dishonor, the society is fueled by secrets and lies

The images you'll find scattered around were taken from the Internet to better convey the image of the People, and, albeit awesome, are used without permission.



The System

The system is actually quite easy to learn, but it's also very different. First, you have to understand that it doesn't "test" your character in any way; you won't be testing to see if your character can climb a mountain, or swim across great distances, or survive in the desert. This is because heroes don't actually die doing those things; wouldn't it be sad if your hero died on the way to the fight with the big bad guy? So, there will never be a time when your character will fail to climb a mountain, because he will always climb the mountain; if it isn't against someone else, assume he will succeed. Of course, he

might have to climb the mountain faster than the other guy, but that's a completely different matter. In here, you will always be competing against someone else. The tests your character will face, will be twofold: against someone else, and against his integrity and will.

Second, there is no randomness; you won't roll a single die, nor will you draw a card, or any other way of determining random results; at best, the randomness will come from not knowing what your opponent will do, but that is actually fun, as you can react and adapt your strategy, instead of seeing it all go down because of a bad roll.

Each character is represented in the game via a set of characteristics, called Components and Mediums, and Energies; Components are the bare bones of the character, represented by a score in Body, Mind and Spirit. You use body everytime you are engaged in a physical contest, like a fight or a foot race, Mind if the contest is a contest of will, like a philosophical discussion or a social conflict, and Spirit if it's a magical contest. Mediums are the forces the character uses to express his Components, represented by Action, which is the direct implementation of force, used when you are trying to inflict damage to something, and Reaction which is the speed of mind and reflexes. Then there are the Energies, directly tied to Components, which you use to get an extra boost to your Conflicts, represented by Vigor, which is physical power and resistance, Will, which is mental, and Sibir, which is spiritual.

Everytime you are put against an opponent, because you have to fight, because you want to haggle, because you have to row faster, then you are in a Conflict; you will choose skills and learned abilities, called Techniques, for your character to perform, while your opponent will do the same, and both will do it without the other seeing; then both will compare Techniques, and the faster character, the one with the highest Reaction, will be able to chose a new Technique, if he so desires, and then repeat until one drops out of the Conflict, or is forced out of the Conflict Table (see below), thus ending the Conflict. Bear in mind that you can change Techniques once per echange,

adapting to your opponent's, until you see the Conflict solved. Also, and this is very important, before choosing Techniques, you have to be absolutely sure of what is to gain and lose at the end of the Conflict.

1 - Discuss what you want out of the Conflict; just to "win a fight" is not much, nor is it telling the other players much about your character, but then "winning the fight against the Dragon because he stepped into Jaguar territory" is way more cooler; you see, the People of the Jaguar are very territorial, and by following this simple tenet, you are stating that your Warrior follows the Code of the People, the Hukum, and chooses it above his personal safety - this is a might statement, indeed.

2 - Put a token for each participant on the 0 cell on the Conflict Table; you want to push your opponent's token out of the table, while avoiding him from pushing yours. As you Exchange Techniques, you'll be pushing or being pushed one or more cells, until one is out of the Table, thus losing the Conflict.

3 - Exchange blows, by choosing a Technique, but without revealing it; you will have a set of Techniques that you can use, skills that your character has learned, that you can use in the Conflict. Maybe he knows a special move that allows him to step inside his opponent's guard, or maybe he can fast-talk his way out of things; he may even be in touch with his spiritual side, and know how to change his features or shape to match his Totem animal's, something that will be useful on this Conflict. Bear in mind that almost all Techniques have a price in Energy you have to pay to activate it: they can be tiresome, or channel into your spiritual energies; please see each individual Technique for the costs. Apart from spending Energy to activate the Technique, you can also boost your Technique with an Energy spend; you can spend as many points as you can, from each respective pool: if it's a physical action, you'll spend Vigor, if it's a mental or social action, Will, and if it's a spiritual action, Sihar. So if even your opponent knows the individual Techniques of your Clan, he might not count upon your willingness to win.

Another very important aspect to remember is Range. You can only inflict damage if you are in Range, like when someone with a sword is fighting someone unarmed, the sword will hit because it has Range, and the unarmed opponent will have to manoeuvre around until he can get inside the other's range, at which time he will have the range, and the guy with the sword will be powerless, and will have to be the one to jump out in order to strike and better use his bigger weapon. Each weapon will give you a Range attribute, and if the Range is the same, both can do damage; if not, one has to move either in, or out.

4 - Both then reveal the Techniques, and compare the Reaction attribute; the highest can choose to change his Technique, as if reacting to his opponent's. He doesn't have to, though, because he has an advantage the other doesn't. Reaction can be higher or lower, if you are using a weapon, as it modifies your characteristic with its Speed. You probably wouldn't use a weapon in a foot race, though, but you might if you wanted to intimidate someone.

5 - Resolve the exchange:

- a) Find each participant's Attack and Defense; attack you find by adding the values of: Action, appropriate Component, and any bonuses from weapons or Techniques; Defense you find by adding Resistance, appropriate Component, and any bonuses from shields, armor, or Techniques.
- b) Subtract each participant's Defense from his opponent's Attack; if the resulting number is positive, then the Attack connected; if it's negative, then nothing happens as the defense was clearly superior and the attack didn't connect.
- c) Finally check who did the most damage, subtract one number from the other, and move the token in the corresponding outside direction.

Go back to 3 if no one dropped out of the Conflict, or if one has been forced out of the Conflict Table.

5 - Apply what was agreed on 1.

Bear in mind that your character won't lose any "life points", nor there is any mechanic for that. If you want to kill your enemy, that's what you have to discuss and decided at the start of the Conflict; then, if you win, then he will be dead at the end; if you want to humiliate him, then that's what happens. Of course, if you loose, the same applies to your character. It is very important to understand that what will happen in the end is decided at the begining.



You can recover spent Energy points in the following ways:

Vigor can be recovered by performing glorious actions, Will can be recovered by being honorable and having absolute integrity, and Sihir can be recovered by being benevolent; which is to say, you recover your Energies when you follow the Three Virtues (see below).

Also, this is just the bare bones of the system, but what you have to learn besides this, is individual Techniques, and bonuses or penalties you have from your Clan or Caste. It isn't much, and it's quite simple.

Typical equipment with statistics, and requirements

Weapon name	Damage	Speed	Range	Block	Energy
Punch or Kick	+0, +1 if Kick	+0	+0	Only unharmed opponents	+0
Jade Dagger	+1	+0	+0	No	+0
Club	+3	-2	+1	+2	+0
Obsidian embedded wood sword	+4	-2	+1	+1	+1
Shark tooth embbed paddle	+2	+0	+0	No	+0
Spear	+3	-2	+2	+1	+0
Spear Thrower	+3	-3	+5, but no close combat	No	+0
Armor	+0	-1	+0	+2	+0
Shield	+1 (when bashing, o/w +0)	-1	+0	+2	+1 (when bashing, o/w +0)

The armor is passively used in combat, it always adds -1 to Speed and +2 to Block, regardless.

Typical Techniques with statistics, and requirements

Strike: any punch, kick, slash, or cut; Damage +0; Speed +0; Range +0; can't block; free.

Rapid Strike: a faster attack; Damage +0; Speed +1; Range +0; can't block; -1 Vigor.

Dodge: any movement to get out of the way; no Damage; Speed +0; Range +1; can't block; free.

Block: any blocking or stopping movement; no Damage; Speed +0; Range +0; block +1; free.

Step-in: any movement to get into Range; no Damage; Speed +0, Range -1; can't block; free.

Speech: any line of speech; Damage equal to Mind; Speed +0; Range +0; can't block; free.

Change Subject: any line of speech to change the subject, thus increasing the distance, which can be used both to escape an argument and prepare an offensive; no Damage; Speed +0; Range either +1 or -1; can't block; free.

Concentrate: by concentrating on your argument, you close your mind to other's; no Damage; Speed +0; Range +0; Block +1; free.

Fast Talk: pepper your opponent with several different lines; Damage +0; Speed 11; Range +0; can't Block; free.



The World

In the beginning there were only Ocean, Mother, and Father. Mother and Father were entwined in perpetual embrace, and the fluidity of their love-making caused the Thousand Lands to rise from Ocean. Ocean was displeased by this, as it was too painful for him to bear, you see, and, from time to time, he claims one of the Lands. But then Mother and Father embrace again in love-making, and a new Land is born somewhere. As they made love, the seed of the Father mixed with the tears of Mother, and when they touched the ground, the Totem Animals were born. Mother was pleased, but Father knew the Land was lacking, so he took a bone from each of the Animals and made Man.

We are the seeds of Father and the tears of Mother, mixed of soil and unseen, ourselves ever-changing like our family on heaven, made to the image of our brothers on earth. We change, so we endure. We long to return to Father, to be cleansed by Mother, so we endure.

We will return to holiness, by taking a Thousand Steps. We are the Dara Soewarsih.

The Dara Soewarsih are a people inhabiting a water world dotted with thousands of islands, called The Thousand Lands, or Pak Pahanni on the ancient tongue. No one on the Thousand Lands remembers a time when there were no Thousand Lands. For this people, it was always like this. Their name means The Thousand Steps to the Sun,

which is a very powerful mythological figure: they believe the Sun is sacred, but they, living on earth, are soiled and thus should redeem themselves by living a thousand cleansing lives to they can achieve the sacred true immortality.

Their planet is actually a very large moon to an even larger ringed planet, Mother, and Mother is ever present on the sky, giving a reddish hue to their nights. Father, the Sun, is also close by, so the climate is always tropical, with heavy rains and monsoons from time to time.

The people have a characteristic all their own: being descended from the greatest spirit of all, they inherited some of its qualities, and so their flesh and bones are not so knitted together, allowing them to adapt the features of animals, even allowing them to become monsters, half-man half-beast. They can only adapt the features of their totem animal spirit, though, which sometimes originates some rivalry as to what totem is best.

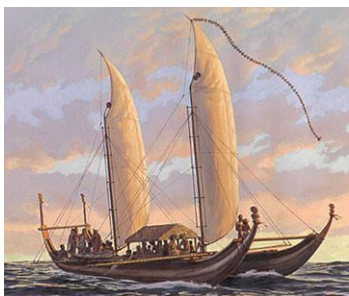
The people are divided in clans, of which there were once thousands, one for each animal on land and sea, bird on the sky, and insect prowling on the forests. But the People fought among themselves, due to the burning nature of Father. Now there are only five of them, the most predatory, cunning, or resilient of them. They are Dragon, Eagle, Jaguar, Shark, and Spider. They still fight among themselves sometimes, but now in a much more ritualistic manner. There are other minor clans, but these are clans who hold much less territory, sometimes just an island or two, or share parts of an island, if it's big. These are Cobra, Eel, Heron, Mantis, Orangutan, Ray, Rhino and Tiger, which are both fighting ever more aggressively, against each other and the Major Clans, for the status of Major Clan. Bear and the Anoa became extinct after a grudge war against the Dragons, for which the other Major Clans have never forgiven them, and the Turtle disappeared years ago; some Shark Regals have set to the sea looking for them, with no luck. The Roaches have generally been hunted down for their weirdness by every clan, but somehow managed to survive.

To protect themselves from suicidal infighting, the heroes and founders of the Five Clans wrote the Hukum, the Law, which bides all. This rule states that each individual is born to a position in society, to a Caste, and he or she should always strive to better his position on their Caste, so they can have a faster return to Father. The three Castes are Regal, Fighter, and Worker. There is also a non-Caste, but one is not born unto it, one is cast: thieves, slaves, prisoners, all belong to this non-Caste. The Rite of Banishing the Totem is performed, and the individual loses the connection to the spiritual side, and is no longer able to change shapes. Of course, the Law is very loosely interpreted by the Five Clans, each of them reading it according to their particular view. For example, it is very common for a Shark Warrior to hunt and eat a member of another clan, using a variation of the Rite of Punishment; of course, this is also a very dangerous, often suicidal, enterprise, and the Warrior must go alone into enemy territory, hunt and kill his prey, then ritually prepare it for consumption, then return home with proof of his kill, which then puts the family and Clan of the victim on the hunt, as they pursue the offender back. The Jaguars, in particular, are very territorial and love these kinds of games.

The People are very religious; their lives are filled with rituals, offerings and prayers. It is customary to offer a small prayer before any commercial transaction is done, arguments are resolved via ritual, even grievances among clan members are settled in this manner. This, of course, is a result from when times were more aggressive and violent; in this way, no violence is used. Even if the ritual is to settle a dispute so profound none can agree but to a violent solution, both parties will usually agree on what they want to settle beforehand. Eagles sometimes agree to a first touch solution, but Jaguars are known to get carried away, especially against Eagles. Spiders never get carried away, but their disputes sometimes do end in death, as they always carry some kind of poison with them.

Leaders, or Raja, are chosen among the best of the best of all the Castes. When a Leader must be chosen, the Ritual of Naming is cast by a council of Regals, and word is spread among the clan; then each individual can try and become Raja of his clan, but he must first succeed at a series of tests and trials, which all depend on the different clans: an Eagle proponent can fast for days on a mountaintop until an eagle feather appears in his hands, but a Jaguar is actually required to track and hunt whatever enemy clan they currently carry a war with, and bring home proof of their kill; these days, it's the Rhinos who are suffering the Jaguar's wrath.

The People have absolutely no hard metals; sure, they have gold and silver to ornament and decorate, to give as offerings, and to represent the shining image of Father, but no iron or steel, so their weapons and instruments are all made of bone, wood, and the ever present obsidian. Their instruments of war include clubs, spear throwers, bow and arrows, and more exotic weapons, like the pekayu, which is a wooden meter long war club embedded with obsidian, or the short war paddle of the Sharks, which is actually embedded with shark teeth, called a makaya. Against such wicked armory the People use wooden shields, decorated with plumes and garish colors, and layered armor made with cotton, also garishly decorated.



There are no pack animals on the Thousand Lands, and thus the wheeled cart was never developed; by the same token, there is no cavalry whatsoever. The only way to transport anything by land is using non-Caste individuals, or by foot if one can't afford, or won't hunt, slaves. The Spiders are known for the complex ambushes they use to capture enemies to fill their non-Caste ranks. However, since the whole planet is covered in water, there have been extended research into boats and boat craft, and the double-canoes of the Sharks give them superior control over the Ocean.

Naming conventions used among the clans adopt a form of descriptive name, which is sometimes preceded by the father's name, and always preceded by the clan name, always on the Old Tongue. A typical Dragon name would thus be Naga Kesukaan Laut-putra, with the -putra suffix to mean "son of"; of course, to his family he might be known simply as Laut-kecil, meaning "little Laut", and to his friends simply "Laut". A renown member of a Caste might also add the prefix besar-, followed by the name of the Caste in the Old Tongue, to his name. So if Laut was a renowned Dragon Warrior, he would present himself as Naga Kesukaan prajurit besar-Laut-putra. Or he could

simply let everyone read his tattoos, since his name, caste and affiliation would be written on his face.

The People have a most unique method of record keeping, in that everything is recorded by the Totem Animal of the Clan, via it's Regals. At a special ceremony and only when it merits attention, like after a war or a successful hunt, discovery or building, the spirit is called into presence of the Regals, and the story is sung by every one present, and if pleasing the Totem Animal, is recorded into it, making it grow stronger. As the strongest totems make for the strongest clans, there is no short of special events, and everyone tries their best at hunting enemies, finding better routes, building a bigger temple, or everything that can be sung into the Totem.

Common Rituals

The most common Rituals known to the People are the Rite of Naming, where a Leader is chosen by a series of tests; the Rite of Blooding, where two Warriors from different clans settle their differences, without more bloodshed to the clans; the Rite of Absortion, where a single, powerful and/or renowned, individual from a different clan is targeted, hunted and killed and then subsequently eaten by a single individual of the hunting clan, in order to absorb is spiritual energies; the Rite of War, when war is declared on another clan, and the most powerful warriors from both sides are chosen to fight, in order to minimise losses; and finally the Rite of Annihilation, when full-out war is declared against another clan, and the violence doesn't stop until everyone is killed and the leaders eaten.

The Three Virtues: Glory, Honor, and Benevolence



The Three Virtues are what sets the People on the right tracks to the Father; by following the Virtues, one can be sure of ascending another step of the Thousand. To be high in Glory means one has to perform excellently in everything, so that the Clan prospers. To be high in Honor means to have integrity and truthfulness to one's own word. And, finally, to be high in Benevolence means to have an inclination to do good and be generous. Of course, all this means different things to different people on the Clans. A

Dragon Warrior who loves nothing else but battle, might find that to be generous means to give clean and swift deaths to his opponents. On the other hand, an Eagle Regal often finds generosity on other kind of offerings, like a leaf from a small tree high in the mountain. Each clan has a different interpretation of the Virtues, and in turn each individual has another

People of The Thousand Lands



www.keiththompsonart.com

The Dragon

The Dragon People are not actually named after Dragons, since there are none but in legends, but rather after a huge poisonous and predatory lizard. The Dragon People are huge and powerful, but somewhat slow: they gain +2 points in Body, but get -1 points in Reaction.

Techniques:

Forcefull Strike: the Dragon can concentrate his strength on a powerfull single strike. Damage +3 Body; Speed -1; Range +0; can't block; 1 Vigor.

Lizard Grapple: the Dragon grapples his opponent, smashing his ribs and internal organs. Damage +4 Body; Speed -2; Range +0; can't Block; 2 Vigor.

Crushing Block: the Dragon can strike at an opponent's own attack, in an attempt to break his arm. Damage +1 Body; Speed +0; Range +0; Block +1; 1 Vigor.

Deceitful Argument: by pretending to be . Damage 2 Mind; Speed +0; Range +0; can't Block; 1 Will.

Spirit Techniques

Lizard Skin: the Dragon can grow tough lizard skin to protect him, for the remainder of the Conflict; no Damage; Speed -2; Range +0; Block +3; 2 Sihar.

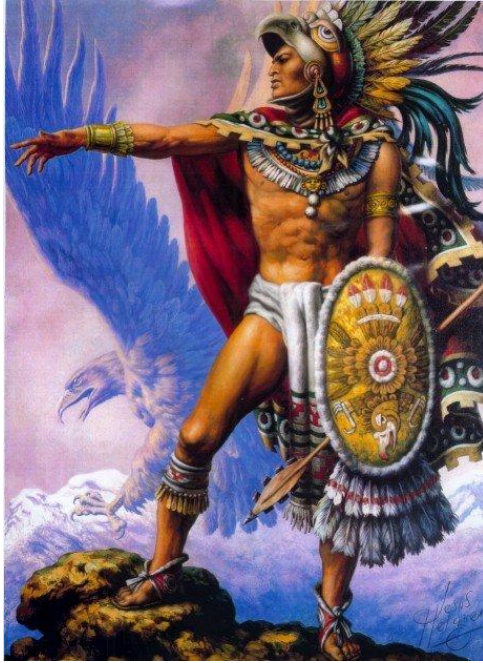
Reptile Strength: the Dragon can increase his Body score by 2, for the remainder of the Conflict; no Damage; Speed -2; Range +0; can't Block; 2 Sihar.

Poisonous Bite: by spending 4 Sihar points, the Dragon can grow poison on his mouth; this allows him to bite and infect his victims; the victim loses 1 point of Action and 1 point of Reaction for the remainder of the Conflict. This points are cumulative, but the Dragon can't strike with a weapon. This attack does Damage like a Punch +1. Speed -1; Range +0; can't Block; 4 Sihar.

Dragon Form: the Dragon can change his shape to a powerfull and towering hybrid of man and lizard, for the remainder of the Conflict, but is unable to wear armor. Damage +3 Body; Speed -2; Range +0; Block +3; 5 Sihar.

Slithering Tongue: the Dragon can hypnotise his victims with his slithering speech. Damage +2 Mind; Speed +0; Range +0; can't Block; 1 Sihar.

Typical Dragon names are Budi, Golkar, Kade, Setiawan, Wayan.



The Eagle

The Eagle People are always a step closer to Dara, so they are very spiritual in nature, and very observant of the Rituals and Codes; however, they are also small and lithe, however fearless. They get +1 Mind and +2 Sibir, but also -1 Body and -1 Resistance.

Techniques:

Strike from Above: the Eagle leaps into the air and strikes his enemy from above. Damage +0 Body; Speed -1; Range -1; can't Block; 1 Vigor.
Studied Strike: often the Eagle has studied his opponent before striking, and knows where best to hit. Damage +1 Body; Speed +1; Range +0; can't Block; 2 Vigor

Spiritual Techniques:

Eagle Claws: the Eagle grows large claws on his fingers, for the remainder of the Conflict. Damage +2 Body; Speed +0; Range +0; can't Block; 3 Sibir.

Short Flight: by growing feathers, the Eagle can make short bursts of flight, to escape or approach an enemy. no Damage; Speed -1; Range either -2 or +2; can't Block; 2 Sibir.

Eagle Form: the Eagle changes into a hybrid of man and eagle, lithe and quick, for the remainder of the Conflict, and is unable to wear armor. Damage +2 Body; Speed +1; Range +1; Block +0; 4 Sibir.

Piercing Gaze: the Eagle changes his eyes to match those of the Eagle, gazing into his opponent's very soul. Damage +2 Mind; Speed -1; Range +0; can't Block; 1 Sibir.

Typical Eagle names are Acaxochitl, Chimalman, Necahual, Tepin, and Xilonen.



The Jaguar

Proud, noble and extremely territorial, the Jaguar People sees themselves as the Perfect People, and they are very close to the truth, if it weren't for their curiosity. They have +1 Action and +1 Reaction, but -1 Mind.

Techniques:

Pouncing: the Jaguar is capable of powerful, rapid strikes. Damage + 2 Body; Speed +1; Range +0; Block +0; 3 Vigor.

Riposte: the Jaguar can adapt his moment to his opponent's, blocking and attacking at the same time, in a sinuous movement. Damage +1 Body; Speed +0; Range +0; Block +1; 2 Vigor.

Vigorous Leap: the Jaguar can quickly leap great distances. No Damage; Speed +1; Range either -1 or +1; no Block; 2 Vigor

Body Language: the Jaguar can often communicate by subtle shifts in position, uncomprehensible to many. Damage +1 Mind; Speed +0; Range +0; Block +0; 1 Will.

Spiritual Techniques:

Jaguar Claws: the Jaguar grows long claws on his fingers, for the remainder of the Conflict. Damage +3 Body; Speed -1; Range +0; can't Block; 2 Sihir.

Pouncing Leap: the Jaguar shifts his muscles for better leverage, then leaps upon his opponent. Damage +2 Body; Speed +1; Range +1; can't Block; 3 Sihir.

Jaguar Form: the Jaguar changes into a terrifying hybrid of man and jaguar, quick and powerful, for the remainder of the Conflict, but is unable to wear armor. Damage +3 Body; Speed +1; Range +0; Block +0; 5 Sihir.

Sense of Smell: the Jaguar is an excellent tracker, and can smell the fear of his victims. Damage +0 Mind; Speed +0; Range +0; Block +1; 2 Sihir.

Typical Jaguar names are Ahexotl, Centeotl, Malinche, Uacal and Xocoyotl

The Shark

The Shark are seen as mindless killers by the other clans, always looking for prey and never backing from a fight. They are the ultimate predator, but are extremely focused. They have +2 Action and +2 Body, but -2 Mind.

Techniques:

Strike to Kill: the Shark often only needs a single attack to win. Damage +3 Body; Speed -1; Range +0; can't Block; 4 Vigor.

Dislocate: the Shark knows how to dislocate joints, using locks and twists. Damage +1 Body and +1 Action and +1 Reaction; Speed -2; Range +0; can't Block; 4 Vigor.

Stubbornness: the Shark are not know for their subtlety, and their arguments are always single-minded. Damage +1 Mind; Speed +0; Range +0; Block +1; 1 Will.

Spiritual Techniques:

Shark Skin: the Shark can grow tough abrasive skin to protect him, for the remainder of the Conflict; Damage +1 Body; Speed +0; Range +0; Block +0; 2 Sihar.

Frenzy: when an opponent is bloodied, the Shark is able to make quick and powerfull attacks; Damage +2 Body; Speed -1; Range +0; can't Block; 2 Sihar.

Shark Form: the Shark can change his shape to a powerfull and towering hybrid of man and shark, for the remainder of the Conflict, but is unable to wear armor. Damage +2 Body; Speed +0; Range +0; Block +0; 3 Sihar.

Typical Shark names are Atiu, Keoni, Mahina, Rewa, Ulani and Whetu.

The Spider

The Spiders are seen as alien and silent predators, respected for their patience and effectiveness, but distrusted for their strangeness. They are rarely seen on the company of any but other Spiders, and if one is seen alone, people tend to grab a weapon. They are small but powerfull, and get +1 Action and +1 Mind.

Techniques:

Twists and Turns: by moving erratically, the Spider can move out of most attacks. no Damage; Speed -1; Range either -1 or +1; can't Block; 1 Vigor.

Trap: the Spider knows how to lock an opponent so he won't move. no Damage, but -1 Action and -1 Reaction on next exchange; Speed +0; Range +0; can't Block; 2 Vigor.

Deceitfull Patience: the Spider can give the appearance of agreement, when in turn he's waiting for an opening on the opponent's defences to spring his trap. Damage +3 Mind; Speed +2; Range +0; can't Block; 2 Will.

Spiritual Techniques:

Venom: the Spider can grow fangs and bite and inject a painfull and paralysing venom on his opponent, but can't use and weapon to do so. Damage +1 Body, and -1 Action

and -1 Reaction on the next exchange; Speed -2; Range +0; can't Block; 2 Sihir
Web: the Spider can extrude an adhesive fluid out of their mouths, which slowly but surely traps their preys. no Damage, but -3 Action and -3 Reaction; Speed -3; Range +0; can't Block; 4 Sihir.

Spider Form: the Spider can change into a monstrous hybrid of man and spider, growing an extra pair of arms and legs, but is unable to use armor. Damage +1 Body; Speed +1; Range +0; Block +2; 5 Sihir.

Spider Sense: the Spider can sense danger, by observing the opponent with 8 pairs of spiritual eyes. no Damage; Speed -2; Range either -1 or +1; can't Block; 1 Sihir.

Typical Spider names are Arisu, Hana, Hisoka, Kyiomi, Miho and Ran.

The Castes

Regal

The Regal Caste bears this name because it's members are closer to the Father than most, which gives them a perception of the spiritual most can't understand, but doesn't really allow them to rule; that must come after the Ritual of Naming. Instead, the Regal are healers, shamans and lore-keepers, working together with the spirits to record all the significant events of a Clan's existence. They are also the master builders, crafters, and smiths, with the belief that the spiritual side of the object can be awakened and nurtured for. All the double boats that roam the Ocean, the temples where sacrifices are made, the weapons used in duels and hunts, are made by the Regals of the Clan. They are most respected and revered for their knowledge and wisdom, and are also expected to train and test the young in matters of the spiritual, to make sure they follow the Code. They get +2 Mind and +2 Spirit.

Warrior

The Warriors see the most glory of all the Castes, as their job is one of the most direct and simple: they fight. However, they are also prepared and expected to defend and protect the Clan and it's members and society, and are also expected to lead and plan wars and expeditions, the training of the young in the military ways, and to hone their martial skills, which means they are constantly fighting and duelling, challenging members of other Clans and learning new Techniques. They also tend to have very short lives, suffering gruesome deaths, which is something not everyone envies. They get +1 Action, +2 Reaction and +1 Resistance.

Worker

The commoner caste. Commoners farm, fish, and generally practice the simpler crafts. They labor not only for themselves and their families, but to support their Clan. They are often seen as the lifeblood of the Clan, for if there are no Workers, no one will eat. They are protected by the Warriors and blessed by the Regal, but are generally not cultured or strong enough to help; however, sometimes an individual is blessed not by the Regals, but by the Father Himself, and that individual is raised in position to a Caste above; at times of war, the individual may find himself providing assistance in battle, thus rising to Warrior; during times of peace, the individual may find himself providing spiritual assistance to the poor or sick, thus rising to Regal, but this is a much more difficult enterprise and is rarely seen. Workers get +4 Body.

Character Generation and Permutation

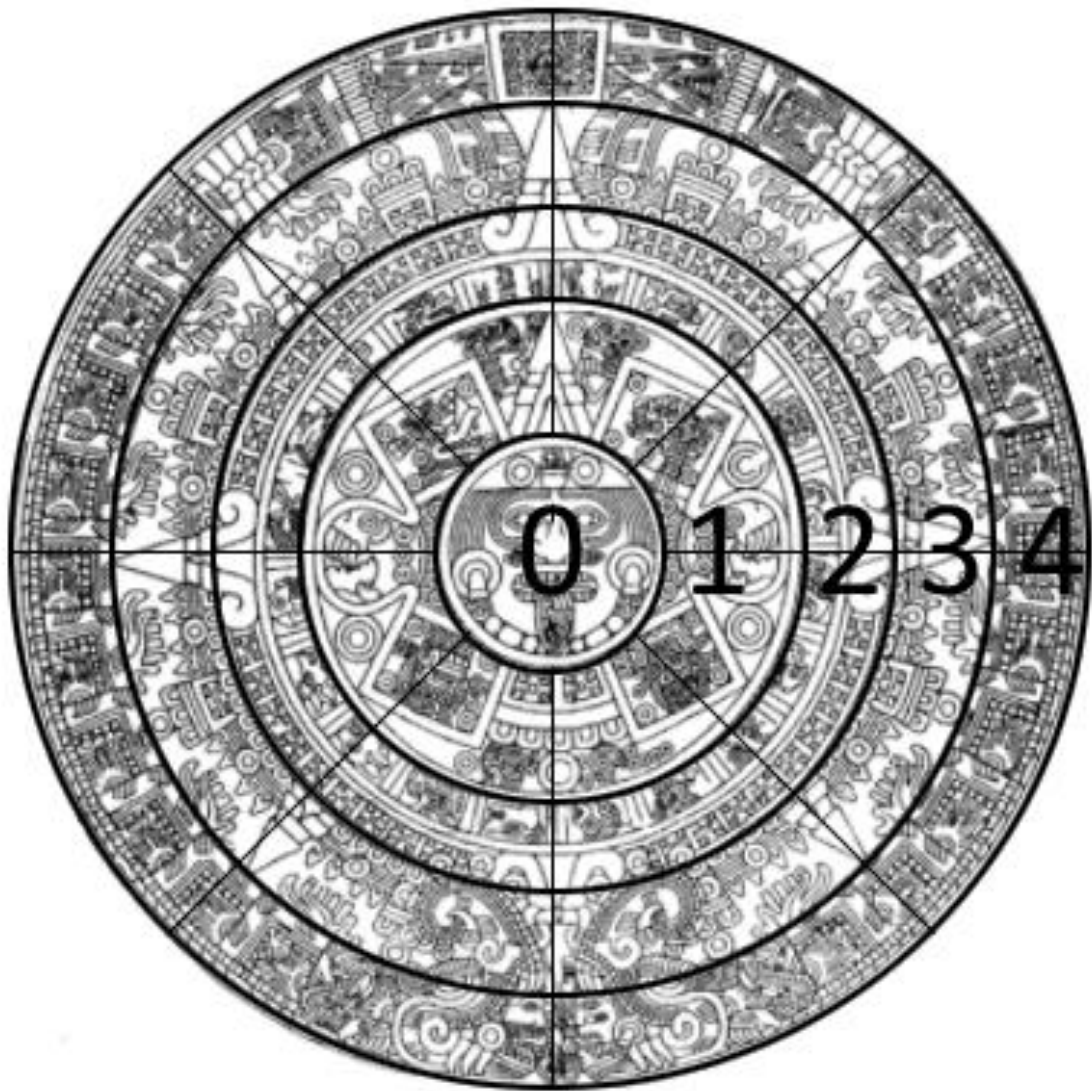
Each character in Dara-Soewarsih is generated with a point-buy system. You have 4 points to distribute among the Components, maximum 2 and minimum 0, and 7 points to distribute among the Mediums, maximum 3 and minimum 1. You then apply the bonuses and penalties for your clan and caste; to find the values for the Energies, simply multiply the value of the correspondent Medium by 2. Pick 3 Techniques, of which one must be a Spiritual Technique. Then write down what each Virtue means for your character. And that's it.

The Virtues are very important for your character, as they are a roleplaying tool and guide. By following his Virtues, he's on the Path to Holiness; if he's virtuous on this life, then he'll will have a better life on the next. Also, think on how this clashes with the Rites, as often you have to decide if you're going to be Benevolent, or if you're going to hunt down the other guy to actually eat him - if the improvement of the Clan is at stake, and even if your prosperity on your next life!, what will you chose?

Mechanically it is also very important to follow the Virtues. After 4 or 5 game sessions, if the Game Master finds you've been following your Virtues, then you can chose another Technique: you're on the right track. There is no mechanical penalty for not following the Virtues, as you can't unlearn the Techniques, but you may find yourself not being able to shape-shift. So chose wisely.

So what will you be doing in the game? Finding lots and lots of Conflict, of course! Is there a Jaguar in town? Challenge him to a fight to show you're better than him. Is there an Eagle around? Challenge him to a game of wits. Do you hear the news about the young promising Spider? Then hunt him down and eat him. Challenge your leaders for the right to go looking for the Turtles. Challenge the Rhinos for the right to go bashing the Roaches. You get the point.

Conflict Table





Dara-Soewarsih



Components

- Body
- Mind
- Spirit

Mediums

- Action
- Reaction
- Resistance

Energies

- Vigor
- Will
- Sihir

Virtues

- Glory _____
- Honor _____
- Benevolence _____

Techniques
