

Symbaroum notes for using Yarn

APG = Advanced Player's Guide. CC = Copper Crown. ToT = Throne of Thorns

Kind

The world has humans, consisting of 'civilized' Ambrians, some free settlements, barbarians from 11 clans, and a few abducted by elves. It also has goblins, ogres and changelings as PCs, and dwarves, trolls, elves and the undead, as other races. Some skills may be available based on kind.

Classes

There are archetypes: *rogue*, *mystic*, *warrior* and the APG adds *hunter*. Each is a general grouping of classes, which are occupations within that archetype, and possibly professions (which are harder to gain).

Witchhunter and Ranger, occupations from the Core rules, are now under the archetype Hunter.

Mystical traditions are a special type of class. The traditions of mystic are: *theurgy*, *sorcery*, *witchcraft*, *wizardry* and *independent*, and the APG adds *symbolism*, *staff magic* and *trollsinging*. Each acts as a prerequisite for spell ranks, and gets an advantage die for spell rolls. A tradition's rank is the maximum for a spell's rank.

Attributes

Attributes are from Yarn. Add 'awareness' (mental) and 'finesse' (physical) as attributes, dexterity is instead agility, and the players start with 130 points at level 0, plus up to 50 points in drawbacks.

Yarn attributes from Symbaroum attributes:

If a Symbaroum attribute's value is higher than 10, then add the excess to 5 to get the rank for Yarn. For example, if the Symbaroum attribute's value is 13, then the excess above 10 is 3. Add that to 5 to get a Yarn rank of 8.

For values below 10: for an attribute with a value of 7, 8 or 9, it's a rank 4 attribute for Yarn, and for a value of 5 or 6, it's rank 3 in Yarn. (Also, 3 or 4 = rank 2 and 1 or 2 = rank 1)

Monsters and NPCs use the following translation for Yarn attributes:

Accurate and vigilant average to give awareness.

Cunning is intelligence

Discrete is finesse

Persuasive is charisma

Quick is dexterity/agility

Resolute is will

Strong is strength

Monsters and NPCs use strength for health.

Traits, abilities and other qualities in Symbaroum have three ranks: novice, adept and master. In Yarn's terminology, novice is at rank 1, adept is at rank 3, and master is at rank 5.

Damage can be found by weapon analogue, using Symbaroum and Yarn weapons charts:

A heavy weapon in Symbaroum does 1d10 damage. In Yarn it would do +5. So, in general, divide the damage die by 2. That is the damage modifier in Yarn.

For spells, use rank + die for damage. For example, if your rank is 4 and the die is a d8, your base is $4 + 8 = 12$ points of damage. For damage spells, the DX is based on novice (x1), adept (x2) and master (x3). Characters whose defense is higher than the attack margin and are in the area of effect still take half damage from specified area spells.