



ऑफिशल एरराटा इ आल्टरनेट रूलस

Version 1.3

March 20th, 2016



Tab Creations



Sometimes even with the best efforts, errors slip through the production process. Below are fixes to the major errors found in the *Against the Dark Yogi* core rulebook and the *Campaign Options* supplement.

against the dark yogi

The following corrections apply to the core *Against the Dark Yogi* game book.

पृष्ठ ४६

In the middle of the right-hand column "up river from the Jaru kingdoms" should be "down river or to the Jaru kingdoms."

पृष्ठ ४७

Near the top of the page "long hero" should be "lone hero."

पृष्ठ ५७

The table below is missing from the "Playing With the Ganjifa" sidebar on page 57.

SUIT	COLOR	DESCRIPTION	STAT
Shamsher	Red	Sword	Strength
Chandra	Black	Silver Coin	Dexterity
Kumancha	Yellow	Merchandise	Speed
Ghulam	Purple	Slave	Endurance
Surya	Green	Gold Coin	Intelligence
Cheng	Orange	Harp	Perception
Phul	Brown	Crown	Charisma
Barat	Blue	Bill of Exchange	Determination

पृष्ठ ७२

In the middle of the page the word "corba" should actually be "cobra."

पृष्ठ ७३

In the second paragraph from the bottom the word "long" should be "lone."

पृष्ठ ७३

In the first paragraph of the description the word "hallowing" should be "hollowing"

पृष्ठ १००

In the last line the word "joy" should be "enjoy."

पृष्ठ १३३

The image at the bottom of the page obscures part of the text. The obscured text should read, "...she may make one Per/empathy vs. Chr/deception action to realize that something was amiss."

पृष्ठ १६

In the description for "Clothes, Rough" the word "course" should be "coarse."

ਪਾਛੜ 164

In the description of the Devastra the phrase "for a count" should read "for a round."

ਪਾਛੜ 171

In the top right the word "count" should also read as "round."

ਪਾਛੜ 188

Asuras should be listed as having Endurance 10, not Endurance 1.

ਟਾਲਪਾਇਨ ਓਪਸ਼ਨਜ਼

The corrections below apply to the *Against the Dark Yogi: Campaign Options* supplement.

ਪਾਛੜ 5

The Kshatriya listed on the example should have Dex +1 and Spd +1, rather than the listed Str +1 and Dex +1.



Against the Dark Yogi is now on



Support the release of a new adventure supplement for *Against the Dark Yogi*, *Shadows Over Sol* or another of the *Saga Machine* games every two-to-three months!

<http://www.patreon.com/tabcreations>

alternate rules

It has been two years since the *Against the Dark Yogi* Kickstarter was a success. In that time we've heard back from many excited players and gotten more feedback than we ever dreamed that we would have as a fledgling game company publishing their first game.

In that time we've also ran many games of *Against the Dark Yogi* ourselves, experimenting with alternative rules and making advancements on the mechanics. Additionally, we've published a second game, *Shadows Over Sol*, which also uses the *Saga Machine* system, and much insight was gained from its development as well.

We'd like to share with our fans some of the alternative rules and other advancements that we've developed over the past two years. Many of these rules may be to your liking, fitting your personal playstyle as a GM, others may not. Feel free to pick and choose from these rules as you like to improve your personal *Against the Dark Yogi* games.

big damn heroes

One of the comments we heard time and again during the *Against the Dark Yogi* playtest was that players wanted their characters to have room to grow and evolve as a campaign progresses.

As a result of this feedback, we scaled down the number of starting Good Karma from the amount given out in earlier versions of the playtest, and made several other changes to allow characters to grow into being bigger damn heroes than they already were.

These changes work well in the context of a lengthy campaign, but the feedback we've gotten since the release of *Against the Dark Yogi*, some two years ago, indicate that a different approach may be optimal for one-shot games or shorter campaigns. As game design is an iterative and ever-improving process, we have experimented with several changes in starting characters that optimize the game for these sort of short-form scenarios.

Below are our starting character recommendations for short games, geared towards making your players feel like their characters are big damn mythic heroes!

starting karma

The character creation rules found in the *Against the Dark Yogi* core rulebook recommend that starting heroes begin with two good karma and one bad karma.

This amount was arrived at as a base value that characters may "grow" as a campaign progresses, increasing their karma by one after each session. Over the course of a long campaign, a hero may eventually have ten good karma or even more!

This is nice, but in a one-shot players may find the amount of good karma at their disposal a bit on the short side. In this situation we recommend that all player characters begin with five good karma and two bad karma. This allows players to feel like they are playing epic heroes at the peak of their mythic ability.

Starting Enlightenment

In a one-shot or a short campaign without either reincarnation or enlightened retreat, we recommend that player characters begin at Enlightenment 3, rather than at Enlightenment 2 as the *Against the Dark Yogi* core rulebook suggests.

This allows players to experience heroes at the center of the power range, and maximizes the number of foes that are suitable for a GM to use against them in the campaign.

Starting Traits

Under the normal character creation rules, starting characters begin with only one trait for each Path they possess (plus a trait for Caste and maybe a Weakness trait). This affords players a lot of traits to choose from during character advancement, allowing them to build interesting combinations as a campaign progresses.

The problem is that starting characters do not necessarily start with the interesting combinations they grow into.

When running a one-shot, we recommend that GMs award each hero 20 sadhana at character creation. This allows a player to choose from the additional available traits then and there, potentially building an interesting combination of abilities that will see use in play.

Sadhana per Session

It is useful to award 5 sadhana at the end of each session. Since most traits have costs that are increments of five, players can think of each trait as taking one, two or three sessions to acquire.

Variable Damage

The damage dealt by characters in *Against the Dark Yogi* is fixed, varying only with critical hits or with abilities that add to the final value. This is fast, easy and places an emphasis on damage-increasing abilities that make them fun in play. However, in a long-enough battle this fixed number can also begin to be predictable.

In *Shadows Over Sol*, we introduced a system where damage is variable depending on the suit of the card being played for the attack. This adds some excitement to basic attacks, as well as some strategy regarding the suits of the cards being played.

This variable damage system is easy to port over to *Against the Dark Yogi* with a minimum of work. Simply take the base damage the attack would normally deal and apply a multiplier based on the suit of the card played, as shown in the table below.

SUIT	MULTIPLIER
Spades	×2
Hearts	×1.5
Diamonds	×1
Clubs	×0.5

It is best to calculate this for each attack before play begins, this way no multiplication has to be done in the midst of combat. It is also important to note that this multiplier applies only to the base damage of the attack. Any traits that add to damage do so after the multiplication is applied.

For example, an attack that would normally do 8 damage instead does 16, 12, 8 or 4 damage, depending on suit.