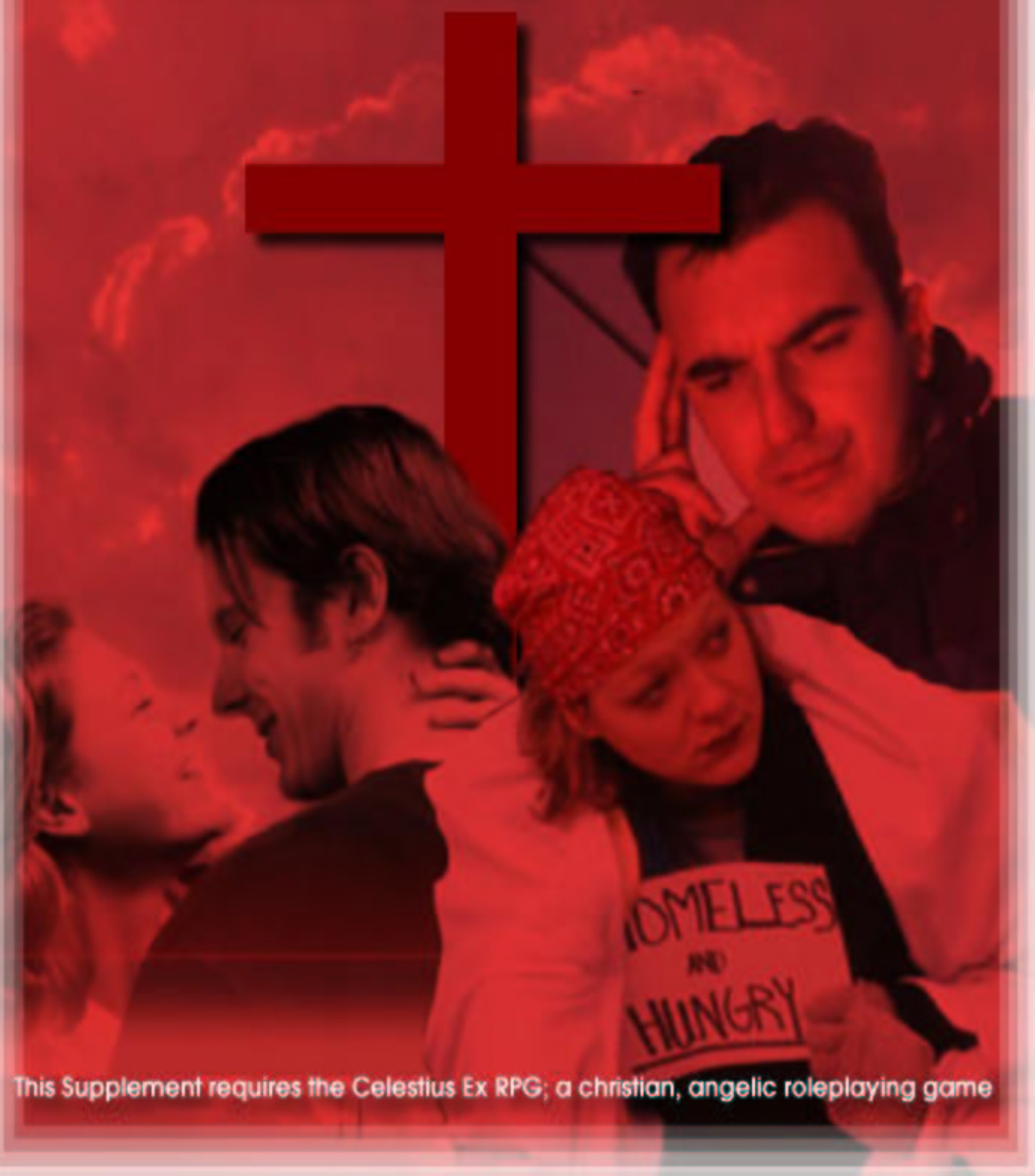


# E/ Inheritare

The War's Perspective on Humans



This Supplement requires the Celestius Ex RPG; a christian, angelic roleplaying game

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*Ex Inheritare*

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# Introduction

As the forces of Satan were defeated in Heaven and exiled to Earth, Humans became pawns, spectators and even soldiers in the new war. While the war will always be fought to destroy Heaven and God, a new dimension was added to the conflict. Humans and their souls came into the conflict. No longer did the war only affect celestials, but humans began to take sides and fight for good and evil whether they knew it or not.

Since humans' creation, Satan has stolen essence from humans to empower him and his warriors to fight God and the angels of light. However, Satan quickly saw humans choosing God and their essence being turned to spiritis, a power that fallen angels could not use to their advantage. To keep their power, Satan and his minions began the war of persuasion and darkening. They counseled humans away from the light and everything righteous. They found that humans were easily swayed and had great success in turning humans against God. Remarkably, humans stayed in the dark despite the sorrow and dread that it brought to their lives. However, all was not lost for the humans.

While angels continued to fight the false counselors and help lead humans

back to God, God brought a new and very powerful ally to the war; humans. He took humans that were still good and fought against the darkness and led them back into his folds. Once these humans were strong in spiritis and faith, he walked with them into the world where they began to show other humans the truth and evil's darkness. Huge populations began to turn away from evil and a horrible part of the war that was about to begin.

Satan refused to allow humans to follow God and lose his power. He had much darker plans in mind. Humans began to draw lines and conflicts began against the righteous and evil. The conflicts brought wars, plagues and endless death to humanity. Defeats and victories for both sides were too numerous to count or to matter. In the end, God and righteousness won the war as God gave the ultimate sacrifice to all of humanity. He sent his son to Earth to die on the cross and give all humans salvation. Once all humans had a savior, Satan became desperate as he saw defeat. Infuriated by his loss of power, he launched his forces to cover the world in darkness so that no one ever heard of the name Jesus and to destroy God and all of creation.

## New Rules for Humans

Humans are different kind of beings from angels, abominations, echoes and other various beings. What makes them so different is that their soul stays connected to God. While most beings have souls including fallen angels, human souls are very different in nature and allow them to do abilities that no other creature can do. Due to these many facts, humans use different dice, and have access to spiritis and handle damage differently.

### *Dice*

Angels use d12s when rolling for tasks and damage. However, human characters use a d6, six-sided dice, when rolling for tasks and damage. Also, anything built by humans will always use d6s for any qualities or damage that it does. Since a d6 will always give a range from 1 to 6, there is another rule that no other creature has available to them, because of there soul and link to God.

When a player rolls one or several



d6s, each dice will give a result between 1 to 6. The GM should use the same difficulty chart detailed in the main book. If one or more dice roll a 6, then the player has a new option. No matter how many 6's the player rolls, the player will take ONE dice that rolled a 6 and reroll that dice. Whatever the next number they roll, the player adds that new number to the previous six. The player should inform the GM of the final result. For example, the player rolls four 6's out of six dice. The player takes one of the 6's and rerolls it once. He or she rolls a 4. The player adds 4 to 6 and gets a final result of 10. The player informs the GM of the final result. Anytime a player institutes this dice procedure, he or she can only use that one dice for that task, and the player can only get one success.

The player must throw away all his other dice. To maintain a level of fairness, the GM should inform the player if the difficulty is 'extremely hard'. This only a suggestion and not an official rule. The GM can keep his or her characters in the dark if he or she chooses to.

### ***Damage***

Humans have essence, but they also have a physical, permanent body. When the body dies, the soul will leave the body and be led to purgatory. To represent the physical body, the human character will only have six levels of damage. When rolling for damage from a human weapon against another human, the difficulty level is always 4. Once the damage has been rolled, the player should count how many dice beat the difficulty. The number of successes is how many levels the human will lose. Since getting hurt will slow people down, humans lose a number of dice they can roll equal to how much damage they have taken. For example, the character as taken three levels of damage. When the player rolls for any task except damage, player will take away three dice from the total number of dice they are rolling. Since the player is rolling seven dice, he or she will take away three dice out of the seven dice and only be able to roll four dice. This rule does not apply to

gun damage. If any characteristic is used when dealing damage such as Braun in melee weapons, the dice penalty applies to the characteristic total and not the weapons damage. Dice are never subtracted from the damage that the weapon will always deal. Also, the dice must be subtracted before rolling.

After damage has been taken, human bodies will heal themselves. While the body can heal itself, the process takes a very long time especially if the person remains active. When outside medical care is provided, the healing process is much quicker and will usually have fewer complications. The rate a human heals itself is really up to the GM. The reason for this is because no table can explicitly describe how long it would take a wound to heal. There are many types of wounds and damage a body takes. The GM must take into consideration what the damage was and how long it might take a person to heal from it. The GM does not have to remain realistic and can speed up the process or slow it down to maintain good game time. The GM has full discretion as long as the fun of the game is not jeopardized.



# Character Creation

Before a player can begin to create a character, they must decide on some basic ideas for their character. Examples of basic ideas are goals, levels of education, dress, appearance, and how they live. There are many more ideas that can be applied to a character. The character's concept should be easily understood by the player, but it may not be as easy to play in a game session. Once the player is happy with the character's concept. The full creation of a human character should begin.

## ***Assign Characteristic Scores***

All humans have eight characteristics that make them comparable in ability to one another. The eight attributes include: Braun, Dexterity, Endurance, Will, Intellect, Perception, Charm, and Appearance. Each of these characteristics must have a score. The player must assign a number to each characteristic. The player has 15 points to distribute among the eight characteristics. All characteristics must

1. *Assign Characteristic Scores*
2. *Assign Skills*
3. *Assign Attributes*
4. *Determine Spiritis and or Essence Score*
5. *Determine Resource Level and Equipment*
6. *Will the character be an inheritor?*
7. *Finishing Touches*

have a minimum score of one while no characteristic can have a score greater than three. Once all the numbers have been applied, the player should assign skills next.

## ***Assign Skills***

Unlike angels who are proficient in all things on Earth, humans have to learn how to interact with their environment by learning new skills for various tasks. From the list of skills, the player will have fifteen points to distribute among the skills. First, the player should choose what skills the character should have. Second, the player will distribute the fifteen points among the skills chosen.



<b>Skills Table</b>	
	<i>Life Science</i>
	<i>Medical Science</i>
<i>Acrobatics</i>	<i>Melee Weapons</i>
<i>Administration</i>	<i>Movement</i>
<i>Animal Handling</i>	<i>Navigation</i>
<i>Athletics</i>	<i>Physical Science</i>
<i>Awareness</i>	<i>Piloting</i>
<i>Business</i>	<i>Ranged Wpns. Modern</i>
<i>Computer Science</i>	<i>Ranged Wpns. Primary</i>
<i>Creativity</i>	
<i>Culture</i>	<i>Riding</i>
<i>Deception</i>	<i>Security</i>
<i>Demolitions</i>	<i>Sleight-of-hand</i>
<i>Dodge</i>	<i>Stamina</i>
<i>Driving</i>	<i>Stealth</i>
<i>Entertainment</i>	<i>Streetwise</i>
<i>Heavy Weapons</i>	<i>Survival</i>
<i>Interaction</i>	<i>System Operation</i>
<i>Investigative</i>	<i>Tactics</i>
<i>Knowledge</i>	<i>Teach</i>
<i>Law</i>	<i>Technical Science</i>
<i>Leadership</i>	<i>Unarmed Combat</i>

approved by the GM before the character is eligible for the game. Once the attributes are chosen, the player must assign a number to them. The most important or apparent attribute to the character should be assigned the number three. The second most important should be assigned a number two. The third most important should be

<b>Attribute Tables</b>	
	<i>Haunted</i>
<i>Contentious</i>	<i>Insomniac</i>
<i>Curious</i>	<i>Paranoid</i>
<i>Dedicated</i>	<i>Phobic</i>
<i>Fanatical</i>	<i>Ambidextrous</i>
<i>Heartless</i>	<i>Attractive</i>
<i>Impulsive</i>	<i>Handicapped</i>
<i>Proud</i>	<i>Allies and Enemies</i>
<i>Selfish</i>	<i>Authority</i>
<i>Stubborn</i>	<i>Famous</i>
<i>Addicted</i>	<i>Significant Other</i>
<i>Amnesiac</i>	<i>Genius</i>
<i>Fragile</i>	<i>Wisdom</i>

### **Assign Attributes**

Now, the player should choose three attributes for the character. The attributes are a person's quirks or problems that they must deal with on a regular basis. A list of attributes are provided and a description of the attributes are located in their own chapter. If a player cannot find a good match to the attribute, the player must come up with a new attribute. The new attribute should be examined and

assigned a number one. The player should keep in mind what the character will struggle with the most and what other attributes might just be a nuisance.

### **Determine Spiritis and or Essence Score**

All humans who have a soul have essence. Described in Spiritis in the Character Creation chapter of Celestius Ex, the player must decide how much spiritis or essence the character has.

The character can have both essence and spiritis. However, GM's should watch the character and quickly move them to one or the other depending on the character's actions. The player has two to five points to assign to either. Spiritis cannot start higher than two and essence cannot start higher than five. If the character starts with zero on both, the character will have to be played in a depressed and uninitiating state. While one human character in the group can be in this state, it is not recommended to have several people in this condition. Non-Christian characters will gain essence the next

### Resource Levels

**Poor or Lower Class:** *A person will have very little cash on hand and make under \$10,000 a year. The person would live in poor housing and most likely be on welfare. Their clothing and other items will be moderate to cheap quality.*

**Middle Class:** *While there are various subtype within this group, these class covers the area between \$20,000 to \$75,000 in gross income. The people will have nice stuff and have an extensive credit history. They will have a house, several vehicles and moderate to expensive clothing.*

**Rich or Upper Class:** *These people make a lot of money and have very nice things. They are involved in national economics and large companies. Sometimes, they may even own companies. On the other hand, the illegal side of life has people with just as nice of property, but they are not usually recognized as being upper class. While other people on the street might view them as upper class, the government may not view them as upper class for various reasons.*

day while christian characters will gain spiritis the next day. However, there is really no point to starting with zero in spiritis if the character is a christian. This would only be recommended for story purposes.

### Determine Resources and Equipment

Next, the player must determine

the character's resource level and what kind of equipment they have at their disposal or can obtain easily. The resource level should reflect how life has treated the character and what kind of decisions the character has made in life. Sometimes, the decision for a character

is easy, however, there are many times that life has thrown a few twists or the character has made some bad decisions that force them into a certain resource level. For example, the character may be rich, but the character may be trapped in the mob for whatever reason. Below, there are some examples of resource levels that players may use.

The GM and player may create or change up these levels for the character to make a closer fit to the concept. Once the resource level is chosen, the character should decide what kind of property he or she may own. It is unlikely that a lower income person would own four new sport's cars. Also, the type of character should be examined. Most likely, a character with a high spiritis



would not run a harem or be involved in prostitution. As the player comes up with various ideas, the GM should monitor what kind of equipment and how much equipment the player chooses for the character. However, the GM should allow a player to enjoy themselves, but not let them get to outlandish or bizarre.

### ***Will the character be an inheritor?***

An inheritor is a person that have been given extraordinary gifts from God. The gifts use spiritis to empower them. There are very few people in the bible that were inheritors. However, many worldly, popular people were inheritors. While they may not have recognized it, they could do amazing things. On the other hand, many inheritors were never seen as they never accepted the holy spirit. The few people who know what an inheritor is are the people that were told by angels. If the player chooses the character to be an inheritor, they must decide if he or she knows what they are. Once that decision has been made, the player must choose what powers the character will have. It is important at this point to know if the GM is planning on extensively involving the character with angels and other beings. This would help the character be more use and involve

in affairs easier. The player gets two powers. They can choose both levels in one power, or they can choose two different level one powers. The character can never gain any more powers the rest of their life.

### ***Finishing Up***

The basics of the character for the game system are done. Now, the player needs to give the character his or her profile. A profile includes a name, height, weight, eye color, skin color, heritage, hair color, and other various remarkable details. The character's background and personality should also be fleshed out. Once all this is done, the GM and player should go over the character's details. After all the details have been worked out to both the player's and GM's liking, the GM should approve the character, and the player can now use the character in the game.



# Primal Characteristics

All humans, like all creatures, have basic aptitudes and indemnities that they are born with. The aptitudes and indemnities are called Primal Characteristics. These characteristics are broad categories of a human's abilities which define how well a human does in these categories. There are eight categories are listed below with descriptions. When rolling dice, a player will roll the number of dice equal to the characteristic and add a number of dice depending on the skill being used.

## Braun

This is the a human's characteristic that defines how strong he is when compared to other humans. This

characteristic should be used when the character is attempting to use his or her strength to affect something. This can include lifting, pushing, hitting, pulling, and even jumping. There are many other situations that use strength. The GM will tell the player if strength is appropriate for the situation. Also, this characteristic will affect the amount of damage the character does in hand-to-hand or melee combat. When the character is engaged in one of these combats, the character will add a number of dice equal to his or her strength to the number of dice being rolled for damage.

## Dexterity

This characteristic reflects the character's speed, quickness and coordination. While many humans vary within this characteristic, dexterity only represents the character's general summary of all the things included in dexterity. This



characteristic will be used in any situation that uses quickness, coordination or speed. However, this characteristic will only help a character in how fast he is and not how long he can run. This characteristic is also used in combat for trying to hit the opponent. The player will add a number of dice equal to his dexterity to the pertinent skill to be used in combat. Dexterity will not only tell if the character hits, but also how well the character hits his opponent. The number of successes greater than the defender's successes is added to the damage roll of the attacker.

### **Endurance**

This characteristic represents the character's physical stamina. This characteristic also includes the general health of the character. Character's with lower endurance will get sicker easier and more often. Most of the time, the sickness will be slight and more of nuisance such as a cold or allergies. Also, the characteristic will represent how well the character can keep going as well as taking damage. This characteristic can be used to represent how long they can keep going at a physical activity such as running or swimming. If the character fails when rolling endurance, the character must immediately stop all activities. When in

this state, he or she will take a -2 penalty to all rolls until rested. As for damage, the character can add the number of dice equal to his or her endurance to the reduce damage. The endurance roll's successes subtract from the total number of successes of damage. If the damage has a higher number of successes, the character will take damage from the remaining successes.

### **Will**

This is the character's mental stamina and mental resistance. When a character is forced to concentrate for an extended period or on a difficult matter, this characteristic should be used. When the character must resist any supernatural effects that he or she cannot physically dodge before rolling dice, the character can use this characteristic and a pertinent skill or ability to resist the affect. Also, this characteristic is sometimes used to attack an opponent.

### **Perception**

This characteristic covers all the humans senses and awareness of the world around them. This characteristic should be used anytime the character must perceive something in order to act on it. If the character fails, the character

will not be aware of anything different going on. Also, this characteristic should be used for awareness of ambushes as well as initiative in combat. Anytime the character's senses are impeded such as darkness or loud noises, the character will suffer a -2 to all Perception checks.

### **Intellect**

This is a character's ability to understand complexities as well as academics. This is a measure of how smart the character is when they are compared to other people. Also, this is used to allow a character to understand what they perceive around them. This characteristic should not limit a character in what they do. People with a lower intellect rating should not be held from learning or understanding something. However, the failure of a roll should only represent the character having a difficult time understanding the concept. If the character chooses, the time to understand it, will only take much longer than normal to learn something.

### **Charm**

All humans are charismatic in their own way. This characteristic measures the general charisma of a person. While they might be especially friendly and acceptable to a few people, most people will not find them very

likable if they have a low score in this characteristic. This characteristic not only represents a person's like-ability, but it also represents their ability to manipulate or lead others. This characteristic will often be used to persuade others to action or an opinion. To compete against this persuasion, the opposing character must roll his or her will and get a higher number of successes.

### **Appearance**

This characteristic measures how worldly beautiful a person is. While a person may be beautiful in another person's eyes, the world has its own opinion on what is beautiful. This characteristic really has two affects. The first affect makes a character very pleasing to the eye depending no how high this characteristic is. The second affect is merely a reaction to the character's beauty. Some will feel more comfortable or uncomfortable, depending on how confident they are. Others may feel jealous or envious of another person's beauty. Whatever the initial reaction, this characteristic only rates how beautiful they are on the outside and not on the inside.

# Skills Description

Skills are the character's ability to manipulate and understand their surroundings. While the skills are independent of each other, the skills require a characteristic to be applied with it. The GM should decide which characteristic best fits the skill and situation. For example, the skill, stamina, will use endurance most of the time, but it may need to be paired with the characteristic, intellect, to figure out a better way to get through the problem. Another example would be acrobatics. The character may need to use Dexterity to maneuver with the Acrobatics skill, but it could be paired with Braun to help a character pull himself into a certain position. Once the skill and characteristic are decided on, the player should add the skill number to the characteristic number to get a total. That total is how many d6's the character will roll for the task the player wants the character to perform.

## **Acrobatics**

Characters can perform actions that require agility. Such examples include tumbling, balancing, and falling. However, these are not the only actions a character can perform with this skill. They can perform any daredevil-like

stunt. A higher number of successes will make the move much more impressive.

## **Administration, Business**

This skill helps a character to be organized and efficient in any type of organization. This skill gives them the knowledge they need to run a business of any size. The more obscure the information is determines if there will be any difficulty modifier.

## **Administration, Government**

The same as above except the character understands the processes and beauracracy of the government system.

## **Animal Handling**

The character understands most domestic and agricultural animals. They are able to handle the animal easily without hurting the animal. They can use skill to take care of animals as well as calm them down.

## **Athletics**

Characters are adept at physical actions that require strength. Such examples include Lifting, jumping,



throwing, and running.

### **Awareness**

The character is much more aware of his environment. They can usually detect an occurrence around them. This skill could also help them in reacting to someone's action. If the GM allows it, they can use this skill to not be surprised.

### **Brawling**

The character can handle himself in a hand-to-hand fight. Usually, this skill is picked up after years of fighting on the street. They fight without very much grace or appeal. This skill is penalized when used against a more trained fighting style such as martial arts.

### **Computer Science**

This skill gives the knowledge of expertise in computers as well as analysis of the computer system. This skill can be used for hacking and information searches. Characters can also repair and program computers.

### **Creativity**

The character is good at creating original pieces of work. Mediums of creativity can include painting, music, sculpting, writing, and drawing.

However, there are many ways a person use their creativity. As the skill gets higher, the more professional and sellable the piece will become.

### **Culture**

Characters understand what is popular in a certain area. They understand customs and rules that allows them to blend in and interact with the populace. The characters become more knowledgeable of a particular culture as their skill gets higher.

### **Deception**

Characters can lie and bluff their way in most situations. They can disguise themselves to aid in there facade. This skill more represents how a character talks and acts in a given situation. The people trying to be tricked must roll an awareness to catch the lie.

### **Demolitions**

This skill gives the knowledge and understanding of various explosives and timers. The characters can build and rig an explosive to create their desired affects. This skill is sometimes used in conjunction with other skills when trying to blow up certain areas.

**Dodge**

The character is good at maneuvering out of danger. They can quickly maneuver in close and ranged combat. This can be used as a full action in combat which will give 2 more successes. This skill is used in most combat and other dangerous situations.

**Driving**

Everyone in the latter 20<sup>th</sup> century learns to drive a car. It is rare for someone in the population to not have this skill. Most characters should have this skill. As the skill gets higher, the character becomes a better driver. If the character wishes to become skilled in other vehicles, they must take the driving skill again taking a specific vehicle type ( ex. Big rigs, motorcycles).

**Entertainment**

This skill allows a character to entertain someone by performing an act. Some examples include acting, playing music, storytelling, or performing tricks. Good performers can actually sway the emotions of an audience one way or another. This allows the audience to enjoy the performance more.

**Heavy Weapons**

While some people are trained in hand weapons, this skill lets other

people use large weapons or vehicle mounted weapons. This skill gives the knowledge for the operation and maintenance of large scale weapons.

**Interaction**

This skill allows for manipulating another person in inter personnel contact. They can use this skill to bargain, charm someone, trade insults, or intimidate. These are just some of the examples of what the character can use this skill for. When there is difficult personnel situation with another person, the character should use this skill.

**Investigative**

Characters understand what they need to do to find a solution. They know where to find clues that will help lead to a solution. This skill is not necessarily used for crime scenes or mysteries. While this skill is used for those circumstances, this skill allows for better problem-solving and deduction.

**Knowledge**

The character is very well read in most popular and obscure facts. They can remember details of a certain time or customs. They also know a little about science and math.

### **Law**

The character is an expert in the laws of a region or nation. They can interpret legal documents and laws. This skill does not help someone argue a legal case, but it may help produce a modifier for the argument.

### **Leadership**

The character can inspire and lead a small group to a large crowd. They can inspire troops to fight with more fury or stop a crowd from becoming a mob. The initial reaction of the crowd can produce certain modifiers. If the crowd hates or despises the person, the character will get a negative modifier to the roll.

### **Life Science**

This skill represents a character's ability to understand animals, plants, and other organisms. This skill even allows for the understanding and manipulation of genetics. The level of understanding depends on what time the character came from.

### **Martial Arts**

The character is trained in a certain fighting style or art. Usually, this can include

such forms as judo, karate, kung fu, taekwondo, or jujitsu. There are many other fighting arts in the world and the player should determine which art is the character knows.

### **Medical Science**

The character understands human body and it's processes. They can diagnose ailments and perform procedures that will fix certain ailments. While general medical practitioners will use this skill, some characters may need to purchase this skill for a more specialized field such as neurology or podiatry.

### **Melee Weapons**

The character is adept at using hand weapons in close combat. They understand the fundamentals of combat with melee weapons and the deadly uses of the weapons. They can parry and disarm with this skill.

### **Movement**

This skill lets a character jump higher and run faster. They are able to outmaneuver some opponents when being chased on foot.



## **Navigation**

The characters understand direction and how to read a map. They are able to find their way on land, air or sea. They can use most navigational instruments correctly.

## **Physical Science**

This skill allows a character to understand the physical world around them. Some examples that someone may be knowledgeable in are meteorology, chemistry, geology, physics, and vulcanology.

## **Piloting, Air**

The character can fly most planes and helicopters. They are able to perform simple or dangerous maneuvers with this skill.

## **Piloting, Sea**

The same as above except on water.

## **Ranged Wpns. Modern**

The character can shoot most 20<sup>th</sup> century rifles and pistols. They know how to maintain the weapons as well as efficiently use them. They know how to reload them and what ammo is needed. When the weapon is fired, this skill is used to determine accuracy.

## **Ranged Wpns. Primitive**

The character can fire or throw weapons before the 20<sup>th</sup> century. Some of the possible weapons include bows, crossbows, knives, and spears. When the ranged weapon is used, the character can use this skill to determine the accuracy of the shot.

## **Riding**

The character can successfully ride a trained animal. They can make the animal go the direction they need it to and get the animal to move at the necessary speed. This skill is used to help control the animal in stressful situations.

## **Security**

They understand locks and how to break into an area. This can include buildings or a safe. They understand security countermeasures and ways to avoid them.

## **Sleight-of-hand**

The character can manipulate items with their hands. They could make something disappear from their hands or from a person's pocket. They are skilled at removing most things from sight without the viewer becoming aware of

the charade.

### **Stamina**

The character can push himself further than physically normal. They could run farther or endure the elements longer. Anything the character attempts that physically pushes them requires a stamina check.

### **Stealth**

This skill lets a character sneak around or evade detection by normal perception. They move undetected through an area as long as there are places to hide from open view.

### **Streetwise**

The character knows what to do and how to handle themselves in the urban life. They understand what the unsaid rules are and what they need to do to survive.

### **Survival**

The character knows how to take care herself in uncivilized areas such as the forest or on top of a mountain. She knows how to find water and food and to build a shelter.

### **Tactics**

The character understands warfare

and skirmish combat. They can effectively direct troops to obtain a specific military objection. They know how to maneuver their forces to engage the enemy successfully. This skill also aids in understanding the enemies tactics.

### **Teach**

The character can help someone understand a subject that the character already knows. They can pass the knowledge that they have earned onto a student. After a certain time, the student gains half of the teacher's score in that particular subject. For example, the character teaches someone about physical science. The teacher has a 6 in physical science. The student will gain 3 in physical science. All factors should be round down, but never below one.

### **Technical Science**

The character understands technology and how it works. They are able to design or repair devices. If the character has a low score, the character may just be able to repair or identify what is wrong. As the skill gets higher, the character could begin to design or create new inventions.



# Attributes

Attributes are a person's quirks, failings or talents. While some are very advantageous and others are disadvantageous, most of them can be both. They can help a character at times or hurt a character. A GM should understand all the players' attributes and be fair to each one. Also, an attribute may cause conflict between various characters in the group. The players should have fun and not offend someone. As players play the character's attributes, all players should understand why they are there in the first place.

While they do help in certain situations and give more experience points for playing the character's attribute, the attributes should push the character to have problems internally and externally. The attributes are comparative to fatal flaws that cause characters to fall from grace. While the character will always fight to

overcome their failings and hindrances, they succeed even more by not allowing the character to succumb to their weaknesses. Player can try to make Will saves to resist an attribute. However, a player should try to roleplay the character through the problem. If successful, the character will get more



experience points.

The attributes are given points in character creation and the points identify how extreme an attribute is to the character. One point in an attribute shows that character has a tendency towards the problem. They will occasionally fail or have problems, but it should not be a constant problem. On the other hand, two points in an attribute represents more of a problem with an attribute. The character will be plagued by this attribute. They will have situations with this attribute at least twice in a session. The GM should be fair and not barrage the character with problems associated with the attribute. As the problems are worked through, the character would not be tempted by the same situation and should not have to roll or get a major bonus to work through the situation. The situation should not be exactly the same but should not be general either. At all times, attributes may cause a person to fail as a christian. The player should choose to work through the problem and come out even stronger.

While the following attributes are not a complete list, the idea is to get the players and GM working to create a kind of character that the player wants to play. The GM should feel free to change the list or redefine the attributes. In the end, the players and GM should have as

much fun as possible.

### **Addicted**

A character must choose whether he will be physiologically or psychologically dependent on some habit-forming substance or if he will be compulsive about a fetish. Most of the time, characters will act normally as long as nothing gets in the way of their addiction. Otherwise, the character should become mean and irrational when they cannot fulfill their addiction. The character gets a +2 modifier when trying to resist his or her addiction.

### **Allies**

All humans sometimes need help in certain situations. The number assigned to this attribute can represent a certain number of good contacts. It can also represent one or two very reliable contacts. The GM and player should decide during character creation how this attribute works for the character.

### **Ambidextrous**

This allows a human to use both hands in any situation. This can aid in sleight of hand attempts or using two weapons at the same time. In combat, the human gets one extra attack with this option, but they still must divide their dice pool according to the rules

regarding multiple attacks.

### **Amnesiac**

This is where a human has had partial or total loss of memory, usually resulting from shock, psychological disturbance, brain injury, or illness. The number associated with this attribute shows how much the human has forgotten. A low number means that the character may have forgotten an event. A large number means that the character has forgotten everything including the ability to use his body and function properly...

### **Attractive**

Some humans are much more alluring than other humans. This number of this attribute shows how easily the character would be lured into an emotional and physical relationship with that person. This attribute may also cause jealousy from other people, because they will feel envious for the person's beauty.

### **Authority**

Humans with this attribute have a very commanding presence. Most other people will notice these people or even follow them easier. There are a few people who do not like authority and will feel threatened by it. These few will often

be aggressive and demeaning toward the authoritative figure.

### **Contentious**

Some humans are much more argumentative or quarrelsome with others. They tend to cause more strife within a group which causes a much more negative atmosphere.

### **Curious**

This attribute shows how much a person is interested in exploring something new even if common sense contradicts the action. This attribute with a higher number will generally cause the person to get into more trouble.

### **Dedicated**

These humans are very dedicated and tend to be more single-minded about task related work. These people will often experience strife with more lazy people or those that don't care.

### **Enemies**

Many times, humans will make others mad and those that choose to not forgive them of their transgressions become enemies. These humans will not work for, but against the character in most tasks. Those that have declared enemies will often suffer penalties to

their spiritis depending on how the enemy is dealt with.

### **Famous**

All humans love attention in some fashion. Some humans are lucky and become noticed by other humans for their various deeds. At times, this may cause some to be respectful and others to be envious. Envy is a sin and any human who becomes envious will lose spiritis.

### **Fanatical**

This attribute represents humans who are obsessed with or motivated by excessive, irrational zeal about an idea. The player needs to determine what the character is obsessed with before he or she begins play.

### **Fragile**

A character with this attribute chosen does not have a very physically strong or healthy character. These characters tend to be sick more and can be hurt physically much more easily. The character will only have five health levels rather than six.

### **Genius**

This individual is extremely talented and intellectual. They tend to

have a very high aptitude to one or a few talents or they have a very good aptitude to many different talents and disciplines.

### **Handicapped**

Sometimes, a human is born with a disability and other times events cause a human to become disabled. The disability can range from blindness to full paraplegic. The amount of points put into this disability determines the extent of the damage. The player should decide what disability the character has before play.

### **Haunted**

A person is harassed by a thought or experience he has had. This is not a phobia, but something that has happened in the character's life that he routinely remembers. The more extreme cases will allow the experience or thought to affect their judgment and persona; whereas the minor experiences are only a bitter reminder to the person.

### **Heartless**

On the outside, the person seems to be devoid of compassion or feeling while on the inside they are more apt to have very little spirit. While God does not discriminate, the person is less receptive to the holy spirit and always has a lower rating than other people of the same

faith. The character will always subtract one point from his or her spiritis rating, but the rating will never fall below one if the character has faith still.

### **Impulsive**

Characters with this attribute have a tendency to act before they think. They will also say things before they think about what they are going to say. These characters will have a +1 modifier to all initiative rolls, but they will get a -2 modifier to any roll involving the act of thinking. The character will tend to be less of a tactician.

### **Insomniac**

These people tend to have a problem with not sleeping. Sometimes, the environment has an effect on a person's sleeping habit, but this attribute causes a person to have trouble sleeping all the time. The player and GM should determine why the character can't sleep. This attribute is often related to other attributes. The problem should not be

something the character can easily fix.

### **Paranoia**

This is a psychological disorder that the character is affected by. The person will have delusions of persecution and will defend his convictions with logic and reasoning. They exact thing the character is paranoid about should be determined by the player and GM.

### **Phobia**

Most people in general have a fear





of something. There are many different types of things people are afraid of. The fewer points causes a character to have a slight trepidation while several points causes in almost trauma to the character when they are faced with the fear. The player and GM should determine the exact fear.

### **Proud**

Some people will feel they are worth much more than others. This attribute will give the character an inflated self-esteem. While true to some extent, the character is being the opposite of humble. This trait when used will cause the character to lose points in spiritis.

### **Selfish**

This attribute is another form of greed. The character wants something for only himself to possess or use. This will cause a strain to others in there relationship. Sometimes, a character will only obsess and want one thing while other times, the character will want possession or control of everything. The character will lose spiritis when the attribute is used to its full extent.

### **Significant Other**

Many humans have another person that they have chosen to spend

the rest of their lives with. The characters tend to have a much stronger bond to this individual. The attribute rating only determines how connected the two must stay at all times. This will only affect the activities of the character in a game session.

### **Stubborn**

These characters are bullheaded and unreasonable at times. This is especially true when the character is wanting something for themselves, or they feel very strong about it. This can cause tension between other characters, but the character who is afflicted with this must try to overcome it. There is only a roleplaying occurrence.

### **Wisdom**

A character with this attribute shows a much greater degree of good judgment and common sense. They can better discern what is true or morally correct. They get a bonus of +2 when they are determining what choice to make in a situation.

# Inheritor Powers

Inheritors are not known by the world. The main reason is that the people do not know what they are or why they have been given this great gift. The world has marked many people as special who have had various versions of these powers. However, very few of the people mentioned in the bible were inheritors. Most famous people in the bible were not inheritors, instead they were normal people. When gifted with these powers, a person is known to angels and demons and inheritors. They have a strange blue glow to their natural aura that angels and demons see in the shroud.

The powers come directly from God. The powers use the special spiritis that the holy spirit creates when it enters the person's soul. The powers cannot use essence. Spiritis is regenerated every day. The time of regeneration occurs at sunrise. The spiritis points that are regenerated are the same as the day before and all points are regenerated. When the powers are activated, they use one point of the spirits. The person does not lose that point permanently. Rather, they lose it only temporarily until it is regenerated the next day. Once all the points are spent, there is no other way to

regain the points until the next morning.

While the powers come from God, it is up to the character to use them wisely and for God. The powers offer an unusual temptation as demons try to lure inheritors away from God to keep them weak and not in the way of their plans. Many inheritors are impotent in the war as they have been led astray and have chosen evil over good.

## Alteration

While some people look at this as nothing more than a chameleon power, inheritors with this ability are much more powerful. While they can blend in to a culture with a similar appearance, they are also perceived by others to be someone of that culture. The illusion is so remarkable that the user does not need to know anything about the culture or area. While the abilities differ depending on the degree of the power, the inheritor can take a similar guise of the area to look exactly like someone else. Until the user ends the ability, nothing can make him or her dispel the illusion. This includes death.

**(1) Minor:** When activated, the person appears like any person of that race and culture. This can include any

race on the earth that is appropriate to that culture. Many cultures have various races that are included in it. The player should think about what his or her character wants to appear as and the implications the character might face. Sometimes, the character might not know of the culture and their disguise might bring some surprises to them.

**(2) Major:** The character can appear like any person that he wants. The doppelganger affect works beyond appearances. Even though the character might act a little different, people around him or her will not perceive the change. They will always perceive the person like they expect them to act. This does not cover drastic behavior change. Anyone perceiving the major difference must make a WILL check to see if they suspect anything.



## Charisma

Everyone has a varying degree of

appeal to others. Inheritors with this power can affect how people initially react to them. They can create a presence to influence a person's mind or they can brainwash a person's thoughts with a single word. The power does not have to be used to create a pleasing influence. Rather, it can be used to intimidate or even cause incapacitating fear. The player must declare what affect he is going to produce before the action can begin. All people get a WILL save with a +2 penalty. The inheritor will roll his PERCEPTION with a -2 bonus against those who attempt to resist.

**(1) Influence:** This aspect allows an inheritor to create an aura of presence in a large area. Everyone in the aura are affected by the power. The strength of the affect depends on the inheritor's spiritis rating.

**(2) Warp:** While the aura is much smaller, the affect is much more dramatic. The inheritor can brainwash or even command anyone with a single word to a complex command. Sometimes, the affect does not need a word. This is usually the case with a fear aura. The affect will also last for several hours after the activation. While only a few people can be affected, those affected can be changed instantly. This

was often used by people to make the affected fearless, competent, fanatical, or even cowardly. The overall affect should be monitored by the GM closely.

## Healing

Some inheritors have the remarkable ability to heal others or themselves. While the power is greatly useful, it is not as effective as some may want it to be. Also, the power does not manifest itself with any visible recognition. Most people are not even aware that the person is being healed. The rate of healing is dependent on the Spiritis rating of the inheritor. If the spiritis rating is 2, the inheritor can heal two wound levels. Like all powers, the power can only be enacted the number of times a day equal to their spiritis rating. The power can not be resisted against in any way. Also, healing can only be used on humans or human-like beings like wildings.

**(1)Others:** With this level of healing, an inheritor can heal any other being. However, they cannot heal themselves in any way. The ability to heal works just like it is described above. Again, the person being healed cannot resist the power in any way. Since the person cannot resist, the inheritor is obligated to consider the person's vocal objections before proceeding with the

healing.

**(2) Self:** This level of healing allows a person to heal other people as well as healing themselves. The rules for healing themselves are the same as above. However, the ability is instant rather than taking a combat round to use.

## Illusion

While alteration can change personal appearance of an individual, illusion creates a sphere around the person. Everything within this sphere is disguised by the illusion. The illusion can appear as anything, It could be anything from the surrounding wall to an object or person. The masquerade has to be something that the person has seen or fully comprehends. The illusion is full and indistinguishable. Unearthly beings such as demons or angels can try to penetrate the illusion, but it is very difficult for them. The only sure way that the illusion can be compromised is if someone actually walks into the illusion sphere. Once the illusion has been penetrated, the intruder sees the truth instantly.

**(1) Personal:** The sphere only exceeds the person by a couple of inches. The sphere tends to be in elliptical shape with the widest being at the person's waist. There is no warping

of light around the sphere. The illusion can make a person to appear as someone else, a part of the wall, or even an object. The illusion does follow the person and is always centered on the person.

**(2) Area:** This sphere expands in a customized shape with a radius in feet equal to the inheritor's spiritis times ten. The inheritor can shrink it as small as he needs it to be, but it cannot be any smaller than the person. The sphere can encompass other people. If the people inside the illusion leave the sphere, any outsider may make a WILL check to see if they notice anything different. If the outsider succeeds, the area will be suspicious looking and an overwhelming success lets the outsider see through the illusion for the truth.

## Protection

This power allows an inheritor to protect themselves or others from harm. They produce an invisible shield around themselves. The shield protects against five levels of damage plus an additional level for every point of spiritis. The shield never depletes in energy and will only go away when the power is deactivated by the inheritor who had created the shield. The power protects the person from all sides, and it will only protect from damage and not attacks. While the

shield almost makes the user invulnerable, there are some limitations. The user cannot do any other action while holding the shield. The person cannot move without the shield deactivating. The shield will not protect from falling, but it will protect from the impact. Once the maximum amount of damage is taken by the shield, the rest of the damage automatically goes to the inheritor. If the shield only protects from six levels of damage, six is subtracted from all final damage successes.

**(1) Self:** This shield will only protect the person from damage. Another person might be able to use the shield bearer as cover, but the shield will only protect like any other cover.

**(2) Area:** The shield will protect the person and an area equal to his spiritis rating times ten feet. Everyone is protected and everyone follows the same rules as the inheritor. However, all damage that goes through the shield, no matter what direction, will automatically damage the shield bearer. Once the shield bearer is unconscious or dead, the shield automatically dissipates at the same time the person goes unconscious.

## Rift

Most inheritors exhibit the ability to enter the shroud. While some see this as a gift, most realize that this is more of a curse. They can now see the world in its true and evil nature. Within the shroud, they find demons, demon-created horrors and monstrosities from myth itself. They are just as vulnerable in the shroud as they are in the real world. While weak physically in the world, they are the most powerful because of their spiritis. However, spiritis in the shroud works like an angel's grace. The player cannot choose the action, but they can state the desired affect through a character's prayer. In the end, the GM must decide what will happen when the human uses spiritis. While in the shroud, any spiritis spent is temporarily lost for a day. The character can regain twenty-four hours later. Also, the character can take others with him as well as technology. All damage causing technology will cause permanent essence loss to demons and angels. The technology will cause harm to wildings and abominations. It should be noted that only inheritors and wildings with similar powers can bring technology into the shroud.



**(1) Tear:** This level only lets a character to enter and leave the shroud. When activated, the entrance to the shroud appears like a large vertical rip with light warping towards it. The character can hold it open for as long as they need it and they can bring items as well as other beings into the shroud. The tear will only close when the creator commands it to close. The tear will automatically close if the creator becomes unconscious.

**(2) Manipulation:** The person can produce a tear as well as manipulate objects inside the shroud. The character must touch the object such as a wall or stereo and they can make the object reshape itself to what ever they wish. There is no limit as to how big the object is. The only restraint is time. The bigger



objects will take longer to reformat themselves to the new object. The character performing this power cannot do anything until the object has reshaped itself. The GM has final say as to how long the process will take. Also, an object cannot be reshaped to something smaller or larger. The object can compact a little, but it must maintain the same mass.

### **Telekinesis**

The power of the mind is great, and some inheritors can use the mind to manipulate the world around them. They can move objects or manipulate the molecules of the environment. Like all powers, they can only use the power the number of time during the day equal to the spiritis of the inheritor. When the inheritor does use the power, the affect can almost be limitless.

**(1) Movement:** The person can move objects or people. There are only two limitations to the power. The person can only move objects that they can physically move. If the object is too big for them to physically move, the person cannot move the object with their mind. The other limitation is that the object can only be manipulated as if the person is physically manipulating the object. The person can only move the object or person as if they were manipulating the

object with their hand. Anytime they move a person or other being, the being gets a WILL save against the inheritor's WILL. The inheritor follows the same rules when using spiritis. The inheritor automatically multiplies the number of dice he is rolling by the spiritis rating. One spiritis point produces one action. One action would be holding the gun, and the next action would be pulling the trigger.

**(2) Molecular Manipulation:** This power lets the inheritor manipulate the molecules of objects, air or even people. Anything that has atoms can be manipulated. While the person does not visually see them moving the atoms, they can make the atoms produce any affect that they can only comprehend. They can cause objects to burst into flame or freeze. An object can be altered into different states such as liquid or solid. Also, one spiritis point equals one action. An action would be converting a pot into liquid while the next action would be causing the liquid to move like a character would need.

### **Telepathy**

While the mind is powerful, there is a great power where the inheritor can read or control the power of the mind. While not as powerful in combat, this power gives the user the ultimate power

of information and control. Like all the powers of inheritors, the power must be used for God or the inheritor will lose the power completely with the loss of spiritis. The power does have two limitations. First, the user must physically see the person before they can enter their mind. Second, the user must fight past the person's will. The user must roll his WILL against the other person's WILL before the user can access the mind.

**(1) Message:** The first level of this power gives the inheritor the ability to read a person's thoughts as well as sending them messages. The person can reply in their mind, and the thought will be read by the inheritor. The time spent is only limited for as long as the person is in the visual range of the inheritor or the inheritor ends the link. The person being linked can choose not to resist, and give the inheritor an automatic link.

**(2) Control:** While this person can read minds and send messages, this level of power lets an inheritor control this person's mind or actions. This is a very dangerous power and many inheritors have lost spiritis when they misuse this power. All the above limitations still apply and the person still gets a chance to resist.

## Time Control

While time continues to be the bane of the technological, modern world, inheritors have learned to control the forces of time. They can make time slow down or speed up. To observers, the inheritor moves extremely fast or even disappears entirely. The inheritor can make time speed up around them or slow to a crawl. Supernatural beings can perceive somewhat the time increase, but the human still has a slight advantage over the being.

**(1) Deceleration:** This level allows the inheritor to decrease the time around her or him. As time slows down, she can act normally, but other people react very slowly. As observers watch the person move at lightning speed, the person has a much harder time reacting to the inheritor. The player multiplies the character's spiritis rating by two and add that many dice to the beginning combat pools. They can do this for as many rounds as they want. Once the power is ended, the power has been used once. The extra dice cannot be added to damage.

**(2) Acceleration:** This level allows an inheritor to do everything that the previous level allows them to do as well as accelerating time. While an outside observer may see something similar to Deceleration, the person actually speeds himself up. They can accelerate

anything physical that a person can do. They can move faster and even speed up their punches and kicks. The main difference is that the extra dice can be added to damage. Also, all beginning damage dice are doubled.

### **Time Sense**

There are inheritors that know something will happen next. Some know exactly what will happen while others won't know exactly except that they must act immediately. Their perception of the future is only of the next instance, and unless they understand the situation, they do not know why it is about to occur. It is how they know of the future that is different in each power level. The way the power works with spiritis is also different in each level.

**(1) Precognition:** This power allows a person to see the future, but not before it happens. The power manifests itself in an inheritor's dream. They see an event as it will happen sometime in the future. The person cannot activate willfully. The GM will give them the precognition during the story. The amount of times it happens is dependent on how many spiritis points the character has in that game session. The person will remember the event as it is about to happen. While the character can remember it after the dream, the

precognition will eventually fade from memory until it is about to happen.

**(2) Reaction:** This is more associated with a style of a 'danger sense'. They can sense something is about to happen to them or others. While the inheritor cannot describe to someone what is about to happen, the vision is more like a heightened version of intuition. In game terms, the character can use this ability to give them one free action. They can react to anything they want. The number of times this ability can be activated is equal to the character's spiritis points. Regardless of what the GM is narrating, the character can take a free action any time during the story.

### **Toughness**

Some inheritors have shown the ability to take tremendous damage from any source. There are stories of soldiers getting shot dozens of times and slaying the enemy while staying alive. There are other stories of people falling from great distances and surviving or stories of people getting hit by cars and not being injured at all. This power gives an inheritor more armor or reduce the damage that they take when activated. The different power levels offer different degrees of damage reduction. When considering damage from other beings

such as demons, the power defends a person against all powers and traits of other beings.

**(1) Minor:** This level only offer a mild version of damage protection. When activated, the power reduces the damage by the number of levels equal the person's spiritis rating. If the character has two points in spiritis, the player will subtract two levels of damage from the final damage total.

**(2) Major:** This works the same as above except this power is much more powerful. The character can reduce the levels of damage equal to the character's spiritis rating times two. If the spiritis rating is three, the power will reduce all damage by six levels.

### Weapon

While most powers do not seem that flashy or noticeable, this power breaks the rule. When activated, the inheritor will shoot white beams or ignite a white, energy-like blade. The inheritor uses it as a weapon. The damage the weapon produces is equal to the character's spiritis rating times two. If the spiritis rating is four, the damage the weapon does is eight. This power ignores all man-made armor. This does not include inheritor, angelic, demonic, abomination-like or other being powers. The power is activated the number of

times during a day equal to the character's spiritis rating.

**(1) Melee:** This is the close range version of the power. The inheritor ignites a brilliant white blade out of their in which they hold like a sword. The weapon has no weight and the person wields it with perfect skill. They automatically gain an additional two points in the Primitive Melee Weapons skill when only this power is used.

**(2) Blast:** This is the long range version of the spell. The power has a range of miles equal to the character's spiritis rating. The power is visible to all who can see it. The character gains an additional two points in the Primitive Ranged Weapons skill when only this power is used.



# Experience

Throughout life, people will be faced with many challenges. As they go through each challenge, a person will change and grow stronger whether mentally or physically. When they grow, they will become better at skills and even raise their characteristics.

Like angels, humans raise levels and gain benefits each level. Unlike angels, humans do not use their essence to judge when they can raise a level. Instead, they gain a number of experience points after each game session. Once 20 experience points have been decided, they will gain one level. Each level is equal to 20 experience points. No matter what level they are, they will gain a level after every 20 experience points. To determine how many experience points they will gain, the GM must answer a number of questions.

## **How well did the player play the character ? (2 – 6 pts)**

One of the most important aspects in a roleplaying session is maintaining character concepts. The player should always think about how the character would react to a situation. On occasion,

a character's concept may dictate a less desirable action, and the player should initiate the action even though it would be a bad thing. This may cause friction in the group and may even cause the game to go in a different direction than what the GM intended. Regardless of the outcome, the player should be rewarded for playing their character. The GM should reward points between two to six points depending on the degree of the player's success. However, the GM should watch players that choose to be obstinate and contradictory on purpose. The GM should judge whether the player is causing friction for negative or positive reasons in the group. The concepts should always be built to work together in some fashion.

## **Did the player roleplay the character's attributes? (0 – 3 pts)**

Throughout the game, the player should always find at least two times in the game to play up their attributes. The attributes should be played in a less common situation for it to count for experience. The GM should have characters go through situations that

warrant the attribute or let the player play up the attribute. If the player points out that there has not been a situation for them to play their attribute, the GM should decide if the player is right. If the player is right, the GM should reward at least one point to the player. Next, the players should determine what attributes were used in the game. While this would have been determined in the first step, it is important for the next step which the attribute points apply. Once the attributes have been determined, the player gets experience points equal to the character's attributes that were used. If he or she only used the attribute with one point, the character will only get one point of experience. If the player used the two point attribute, the character will get two experience points. If they used all their attributes, the character will get three or more experience points depending on what they add up to.

**Did the players meet the game session's goals or objectives? (1 – 4 pts)**

The least important question is whether they completed what the GM had planned. As long as the character stayed with the concepts, played the attributes and all players had fun, it should not matter how much they got done in a game session. All it really means is that the GM and players will

spend a longer time in the campaign. However, the GM should reward players for keeping the story going without sacrificing their character's concepts. The GM should reward between one to four points depending on how much was done in the session.

### ***Levels***

When a character has been rewarded twenty points, the character can go up a level. All characters start out at first level. For each level, the character gains benefits that are listed below. Sometimes, it will take a couple of levels to gain a benefit.

#### **Two Skill Points Per Level**

For each level, the character gains two skill points to spend anywhere. Any skill can be raised up as long as it does not exceed the maximum which is six. No skill can be raised higher than six.

#### **One Characteristic Point For Every Third Level**

Each time a character reaches every third level, they gain one point to put in any characteristic. The characteristics cannot be raised higher than five. An example of the levels are three, six, nine, twelve and so on.