

SOUL EATER

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RPG V1.11

Natures



This Packet Includes:

- New natures
- Variant rules for choosing natures
- Edge modifiers for natures
- Traits for natures
- Descriptions of all of them
- How to award experience for roleplaying natures
- An updated chart of values to achieve Soul Resonance

Natures

From Before: Angry, calm, outgoing, shy, selfish, and selfless.

New: Cautious, gullible, reckless, silly, serious, and stubborn.

Choosing a Nature

Choosing a nature is the last step of character creation. There are three ways in which players may find their natures. The choice is up to the GM and the same method should be used for all players. They are as follows:

1. Follow the original method and roll a die. This now requires a d12 not a d6. Natures are as follows: (1) Calm, (2) Angry, (3) Stubborn, (4) Gullible, (5) Shy, (6) Outgoing, (7) Serious, (8) Silly, (9) Cautious, (10) Reckless, (11) Selfless, (12) Selfish.
 - **Pro:** This is a fun way of choosing natures because the player may roleplay their character differently than they usually would this can lead to some funny things.
 - **Con:** It will anger the power gamers when they get a nature which lowers an edge they like.
2. Let the player choose their nature.
 - **Pro:** It will make the power gamers happy.
 - **Con:** It is not as fun (or funny).
3. More confusing. Let the player choose 2, 4, or 6 natures (GM's decision), give each nature a number starting at one and have them roll a die with an equivalent number of sides.
 - **Pro/Con:** It is the middle ground of options 1 and 2.

Edge Modifiers

Each nature has an effect on two edges. One is increased by one but another is decreased by one.

Nature	Edge Bonus	Edge Penalty
Calm	+1 Will	-1 Strength
Angry	+1 Strength	-1 Will
Stubborn	+1 Will	-1 Thought
Gullible	+1 Instinct	-1 Will
Shy	+1 Thought	-1 Toughness
Outgoing	+1 Zeal	-1 Reflex
Serious	+1 Thought	-1 Instinct
Silly	+1 Reflex	-1 Thought
Cautious	+1 Perception	-1 Toughness
Reckless	+1 Strength	-1 Toughness
Selfless	+1 Toughness	-1 Instinct
Selfish	+1 Instinct	-1 Zeal

Traits for Natures

These traits may be taken by any character that meets the requirements.

Trait	Requirements	Effect
Body Shield	Selfless Nature	If an ally adjacent to you would receive a wound you may receive it instead.
Calculating	Serious Nature	As an action you may make a thought versus will attack against anything that can think and move. On a success you may move them up to their pace. Unless you got two raises this movement cannot be directly harmful to the target.
Crazed Strike	Reckless Nature	When you hit with an attack you may choose to deal +3 damage, if you do you get a -2 penalty to dodge rolls until the start of your next turn.
Enrage	Angry Nature	When you receive a wound you ignore the wound penalty and get a +1 bonus to the next attack you make before the end of your next turn.
Loner	Selfish Nature	When you kill an enemy that no one else attacked you get a +2 bonus to damage rolls on your next turn.
Outer Calm	Calm Nature	Reduce the chance that you or anyone near you will trigger madness by 20%.

Persistent	Outgoing Nature	You ignore your wound penalty while you have only one wound.
Simple but Effective	Silly Nature	When you get the lowest result on an thought check of all players, you are considered to have scored the minimum amount of knowledge or the value you got (whichever is higher).
Talking to a Wall	Stubborn Nature	When someone fails an attack against your will you get a +2 bonus to toughness rolls until the end of your next turn.
Trap Sense	Cautious Nature	You get a +2 bonus on dodge rolls against traps.
Wallflower	Shy Nature	You have concealment while adjacent to two or more non-hostile characters.
Wants It!	Gullible Nature	Whenever you fail a will check you may make an instinct roll against the attack roll. On a success you may move up to your pace.

Calm

Calm characters tend to not show emotions unless it is really necessary or the monster is that scary. They prefer to avoid conflict, choosing verbal over physical. Calm is not passive, if they have to the calm people will rise up against the angry people and defeat them, calmly. A calm character should appear calm even when he or she is not, it helps to keep the fidgety members of the group from acting rashly.

"Calm can solve all issues."
- Pope Shenouda III

Experience: A calm character should be granted experience for successfully avoiding conflict and for staying calm at the gaming table when stuff goes down.

Angry

An angry character would never let a grudge die, they would never let a defeat go unavenged, and they would not let words get in the way of a good game or beat the other man senseless when insulted. Angry people prefer to do things as they think they should, although if it is life threatening to do so they will remain with the party. An angry character should choose something (or things) that piss him off. He should always be angry at those things. She should also blame those that thing (or things) for everything.

"People really piss me off."
- Some angry guy

Experience: An angry character should be rewarded experience for being

angry when he should be angry not if he is angry all the time (this is not Hulk from The Avengers). If anger gets him in trouble and he lives, sure give him a point.

Stubborn

Stubborn characters will not change their mind even when their life is in danger. They believe that they are always right, even when they are wrong. Once they say something they will stick with it. If they said town was that

"I know no higher fortitude than stubbornness."

- Louis Nizer

way and it was the other way they will stick with that until you prove it to them, twice. It can be good to have a stubborn person on the team because they will always do what you expect them too.

Experience: An angry character should be rewarded experience when he is so stubborn that it puts his life in danger or his stubbornness allows him to save the party from some form of mind control.

Gullible

Gullible characters tend to believe what is said to them. Things like "Hey look a UFO!" will distract these characters for quite some time. The other end is that gullible characters rely on their raised instincts. That last sentence was

"What?"

- Gullible Guy

me balancing gullible with the rest of the natures, being gullible tends to suck but a cunning GM usually thinks all players are gullible so meh, matter of perspective I suppose.

Experience: When bad things happen to a gullible character because he is gullible, this is usually a time when he would gain experience.

Shy

Shy people might hide their faces but more importantly they hide from you. They usually keep away from others immersed in their own thoughts. They don't deal with others often so they didn't get bullied like regular kids and they didn't build up the toughness that you and I have.



Experience: A shy character may not go into groups with the other players for fear of meeting someone. If something awesome happens while the shy character is being shy give them pity experience.

"Eep!"

- Shy Gal

Outgoing

Want to meet new people?! Let's go meet new people! An outgoing character chooses action over inaction. This is not reckless (see below). If you didn't just go to look below you are not the level of outgoing that anime assumes is normal, however if you did you might be considered gullible, but reckless is infact below here. Sorry what was that you want to build a porch? Let's do it!

"Believe It!"

- Naruto

Experience: When things get slow and the players become inactive an outgoing character could recieve experience for rallying them and causing action and quite possible plot progression.

Serious

Why so serious? Because it allows me to think rationally. Being silly will get you killed. But being serious is very good. Yes, it is why they call me Serious Black. There is never time for jokes and shenanigans because there are better things to be done.

Experience: A serious character should speak when required to and not get excited at the game table. They get basic roleplaying XP.

"This is not the time for that!"

- The Grouch

Silly

Why would I be serious? I don't want those lines on my forehead. Wanna hear a joke? A man threw a party but there was a twist the costumes were emotions. So he answers the door and a red man says "I am red with rage." the man let's him in. There is a ring so he answers the door again this time a woman in green is there "I am green with envy." he let's her in. There is a knock so he goes to the door and there is a frenchman... -censored- We would like to appologize but the remainder of this joke is too

"... wearing nothing but a pear - "

- Silly Guy

inappropriate for a publically accessible game of a wide audience.

"Censoring you."

- The Grouch

Experience: Silly characters gain experience for being funny, possibly unintentionally being witty, for making tragic moments full of laughter and so forth.

Cautious

A cautious character is always careful of where he steps, what he sees, what he says, and to whom he says it. It is his job to make sure people don't fall into spike pits, boulder traps, piles of snakes and so forth. This ability to percieve however stopped them from getting calices like everyone else.

"Look out."

- Eagle with Telescope

Experience: A cautious character could be given experience for saving the parties lives from traps (including dungeon traps, Lando style traps, and Akbar "It's a trap!" traps).

Reckless

Reckless characters act on impulse (usually the one to beat stuff). That is about it. Yup, think I got it. Oh, wait. Without regard for their own life.

Experience: A reckless character could be granted XP for surviving a hard encounter which he initiates or fights in recklessly.

"There is only a few of them."

- Famous Last Words

Selfless

Selfless people help other people deal with their problems without regard for themselves. This overrides natural instinct but certainly makes for a hardy person. Probably would make a good leader. Never leave a man behind and all that.

"You OK Jimmy?"

- Former Selfless Man

Experience: Selfless characters sould get experience similarly to reckless characters but when their friends are threatened and they become reckless.

Selfish

Selfish people are just as it sounds. They do what they want without regard for others and all that less than good stuff. But morality is not something they care about. They care more for well themselves. Narcasistic I believe is the word I am looking for. Gloating is a trait they may possess.

"Mr. Selfish declined to be interviewed."

- Reporter

Experience: Selfish characters could be given experience for leaving his allies to die, for taking things and leaving his allies to the guards, pretty much for leaving his allies.

	Calm	Ang	Stub	Gull	Shy	Out	Ser	Silly	Cau	Reck	S-les	S-ish
Calm	6	11	9	7	7	7	7	8	7	9	6	8
Ang	11	9	11	9	8	9	8	11	9	7	8	8
Stub	9	11	13	8	8	9	9	7	8	8	8	11
Gull	7	9	8	7	8	7	6	8	7	8	8	7
Shy	7	8	8	8	9	11	9	9	8	11	7	8
Out	7	9	9	7	11	6	8	7	8	8	7	8
Ser	7	8	9	6	9	8	9	11	8	9	8	9
Silly	8	11	7	8	9	7	11	6	9	8	7	7
Cau	7	9	8	7	8	8	8	9	7	11	7	9
Reck	9	7	8	8	11	8	9	8	11	6	7	8
S-les	6	8	8	8	7	7	8	7	7	7	7	11
S-ish	8	8	11	7	8	8	9	7	9	8	11	N/A

This document follows all of the acknowledgements as contained in the Core file. Plus for all of the allusions and references.

PS. Sorry about the lack of pictures.