

1d8

Tribulation

A 1d8 Game from 218 Productions

12/21/2012

R.P. Ridgeway



A Post-Modern Action Adventure
Role-Playing Game
Ages 10 and up

**Published By:
218 Productions
Shelbyville, KY. 40065**

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**Printed in the United States of America
Second Printing:
2012
ISBN: 978-1-105-82630-6
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Writing and System: © 2012 by
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This work is dedicated to the Following:

Cynthia, Tori, Robbie, Kristi, and Kari

GOD could not have blessed me more!

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Special Thanks to the Following

Cynthia, Victoria, and Robbie
Kristi and Kari (Much Love)
Jason, John, Richard (Hoss)
Claude "Bud" Ridgeway
Peggy Simpson
Bella and Halloween
100.5 FM GenX Radio
84 WHAS AM
93.9 Way FM

The Author Would Also Like To Thank

II Timothy 2:11 - 13
The Brothers Grim
Gary Gygax
Stephen King
J.R.R. Tolkien
30 Seconds to Mars
&
Coffee

The World I Know

September 1, 2012 - This is Dawn

Goodman reporting live from Jerusalem. It was a scene of utter kayos as the Dome of the Rock, one of Islam's holiest mosques, was reduced to rubble by a suicide bomber.

It happened at 12:15 AM Jerusalem time. As city police patrolled the area, a man ran up from the Wailing Wall screaming, "God has judged you all."

They perused the suspect as far as the Dome, then watched as he pulled a device from his pocket; and ran inside. Moments later the building erupted in flame, with a blast large enough to split the temple mount in two.

Sources inside the government say they will do anything possible to uncover the reasons for this devastating attack. But the PLO has placed the blame squarely on Israel. I don't think this conflict of opinion will be resolved off the battlefield. We can only pray this will not end in war.

September 5, 2012 - Charles Thomas here, for Wolf News, live in Megiddo Israel. This vast valley, long the center of war from the time of Biblical King Saul against the Philistine Army, has once again taken center stage.

With the destruction of the Dome of the Rock just four days ago, the Islamic nations have begun an invasion like none before. Iraq, Iran, Saudi Arabia, Afghanistan, Pakistan, Egypt, Turkey; and even Kuwait has sent troop support to Syria, Jordan, and Lebanon's campaign to overthrow Israel. The combined force began to land on the Mediterranean coast, and pass through the Negev like locusts invade the grasslands.

Israeli Prime Minister Mark Levin said these words just moments ago, "We will fight and die for our country. Any nation that aides the intruders will be our enemy, as will any nation that stands by to watch."

Secretary of State Russell Davis has stated, emphatically, the United States will not stand by and watch Israel be destroyed. Similar statements have come from other allied forces. It is very possible; this simple act of terror will lead to the end of all things.

As the ground around me fills with soldiers ready to die for their countries, I can only think to ask the world to pray.

September 6, 2012 – This is Charles Thomas, reporting breaking news from Israel. The war to end all wars has begun! Early this morning a unified Army division, from the combined Islamic Nations, started an assault against the defensive line at Megiddo. For the last six hours the air has been filled with deafening explosions!

At the same time, the Egyptian Air Force has entered Southern Israel bombing every city they come across. I have received word that U.S. Navy Pilots have launched a campaign to stop this southern attack. With

no other way to describe this situation, all Hell has broken loose.

September 7, 2012 – This is Dawn Goodman, live in Jerusalem. Fighting is continuing in the streets as a group of construction workers try to clean the temple mound. It is reported that something strange has been found inside the mount itself.

It seems the first Temple, also called Solomon's Temple, had been buried to allow for Herod the Great to build his new temple. The devastating blast that cracked the Mount in two has opened the world to see this structure, a Holy building unseen for thousands of years.

Muslim Officials have regarded this find as a hoax, while Israel has touted it as proof of their claim to the land. With the war raging around us, it is unclear if Archeologists will be allowed to enter the site, or validate the claim of either side.

Once again the affairs of the world will keep us from knowing anything for now.

September 8, 2012 – This is breaking News from the Wolf News Network. Pope Pious XIII was to meet with U.S. President Nathan Harris at a secret location in Israel this morning. I'm sad to report Air Force One, carrying both men, was shot down by Saudi Arabian Forces over the Persian Gulf.

Vice President Chandler Marshall has made this statement. I quote, "We have no news on whether the President still lives. At this time I am assuming control of the United States. I do, however, refuse to be sworn in as President until all searching has been exhausted."

I have learned the Catholic College of Cardinals has been called for an election. They have made no public statements, but a source at the Vatican has said they fear the worst. At a time when the world is at war, we have lost two of the most powerful

players. My hope is that this conflict will come to a swift end, allowing us to come together as a people in our time of need.

September 9, 2012 – This is Thomas More, in an undisclosed location in the Iraqi Desert. U.S. Forces found no resistance in their advance to Bagdad thus far. Just a few years after the last war, we find ourselves back in the same places we were.

We can tell you the battle plan has been called Babylon Rising, a throwback to the ancient civilization that once thrived here. It is hoped the offensive here will start to pull people away from the main battle, still raging at Megiddo.

As we speak, waves of Russian Forces have moved into Afghanistan, with the same goal in mind. With any luck our combined strategy will pull the attention away from Israel.

September 9, 2012 – (later that same day)
I have just been informed, the bodies of
President Harris and Pope Pious XIII have
been found in the wreckage of Air Force
One.

The causes of death are as follows:
Pope Pious XIII died of drowning, and
President Harris suffered a fatal wound to
his left temple. Both Bodies have been
moved to the USS Ronald Regan for
transport.

Vice President, soon to be President,
Marshall is being sent to an undisclosed
location for swearing in. Our thoughts and
prayers are with the late President's family
tonight.

The Vatican has issued a statement.
I quote, "The loss of the Holy Father is
devastating. We will, as is our way, pray for
God's guidance in choosing our new Pope.
Pious XIII's Vicar, Bishop Wilson, will help
in the transition."

As we watch the black smoke of war,
and await the white smoke of peace, I am
forced to wonder one question. Can our
world take anything else?

September 10, 2012 – This is Charles
Thomas, live in Megiddo. No one could
have expected what we have witnessed
today.

At 3:00 AM Jerusalem time, a 7.5
earthquake shook the reign of the old
fortress at Megiddo. In the confusion, most
of the combined Islamic forces were
destroyed. If I had not been here, I would
not have believed it myself.

At the same time, U.S. Forces
invaded the old city ruins of Babylon. There
offensive has crushed the Iraqis ability to
continue in Israel. It seems the war is
almost over.

I've gotten word that there is a
developing story in Jerusalem. We go live
now to Dawn Goodman.

Thank you, Charles. This is Dawn Goodman live at the Temple Mount in Jerusalem. The world is in awe over a find as important as life itself.

Archeologists were allowed access to the Temple ruins yesterday evening. Inside they found the Temple is intact, and as they removed the fill dirt came across a stone box. X-Rays have revealed the shape, not unlike the descriptions of the Ark of the Covenant.

In the next few weeks, they hope to excavate the entire area. Israeli Officials have granted permission, as well as the Muslim Authority that controls the area. In this strange alliance lies the foundation of a new peace. It looks as if the Sons of Isaac and Ishmael may soon be one.

September 11, 2012 – This is breaking News from the Wolf News Network. As the election of the new Pope continues, the Vatican has announced the release of ancient

Jewish artifacts from the Vatican Vault. For hundreds of years, Vatican Officials have denied possession of any Temple relics. Now they have not only admitted they exist, but that they will be returned to Jerusalem for use in the restored Temple.

Among the listed items are the Golden Table, Golden Lamp Stand, Alter of Incense, and the Alter of Burnt Offerings. Each one of these was taken when Herod's Temple was destroyed in 70 AD. After Constantine converted the Roman Empire to Catholicism, he had these items moved into the charge of the church. The Vatican feels it is time they were returned to the place they belong.

In related news, a wild red heifer was captured in the wilderness of Israel. This pure animal is said to fit the requirements spelled out in the Law for Temple Purification. In a time when the world needs guidance, we have found it in the cradle of civilization.

September 12, 2012 – This is Thomas More, reporting live in Washington, D.C.

President Marshall has called a press conference for noon today, just three hours from now. He made his announcement as the C-130 carrying the body of late President Harris was on final approach to Andrews Air Force Base.

No hint has been given on the content of this conference, even our sources inside the White House have told us they are in the dark. All we can do is wait, and hope for this to be good news.

He also issued an executive order barring the press from Andrews, when the body of President Harris is removed. This short time gives us no way to fight the ruling in the court. We will break in with any new information as we find out.

September 12, 2012 – (Press Conference)

The President has entered the room.

Ladies and Gentlemen, let me first apologize for keeping you away from Andrews Air Force Base today. I know you will have many questions regarding that, but this conference should shed enough light on the subject.

I could regale you with the stories I have been given over the last few days, even more fanciful tales that seem to come from science fiction. All of this would be true. Instead, let me just say it will all be explained by someone else who will be joining us in a moment.

I must begin by saying this will be my last address as your President. My time in the office was short, and necessary, but I will be handing the control of the country to the one who deserves the power. One who has seen death, and the evil in the world for what it is. Please welcome Nathan Harris...
Silence falls as Nathan Harris enters the room.

Ladies and Gentlemen of the press,
Citizens of the United States, members of
the human race. I have been to the threshold
of heaven, and returned to you. Never
before in our history has the world... has the
human race needed a savior.

The events of the world unfolded,
prophetically, as I had always known they
would. I should be dead, but as you can see
I am healed. Though my head was
wounded, I have overcome. The world was
on the brink of devastation, yet I came back
to save it.

At 3:00 AM as the Earth shook in
Israel, I awoke with a message from beyond.
God Himself has sent me back to bring us
together. When I saw Him in the flesh, He
told me who I was... the one who was to be
called his son.

September 13, 2012 – The sky became dark
across the entire world today at noon! Even
the moon, barely showing through, glowed

with an eerie red. Cities all over the world
reported graves opening up, and dead bodies
vanishing into thin air. Not every grave was
affected, yet enough to cause worldwide
panic!

Shortly after, people everywhere
began to disappear in the same way.
Hospitals reported women in labor suddenly
not being pregnant. In fact, we have learned
that no child under the age of twelve is left
on the Earth. The total number of missing,
including adults, has yet to be found;
however, Israel has reported a loss of
144,000.

The devastation continued as cars
without drivers crashed causing major traffic
pile-ups, planes have had to use passengers
to land when they had pilots aboard. The
unlucky few that did not, have left a trail of
death across the world.

The United Nations is holding a
special session to discuss what to do, as
Congress has also met with what members

they have left to do the same. With any hope, we can find out what has happened to this world soon.

November 1, 2012 – This is Dawn

Goodman, reporting live from Jerusalem.

After the disappearances, the Israeli Government pushed work on the Temple excavation. To aid in peace, President Harris has been here to negotiate. As you may recall, the world was stunned after his miraculous return from the dead. Now, with his worldwide influence, he is here to help unite the world in peace.

As we speak, the floor of the temple is being covered with the ashes of the red heifer. The purification ritual is being followed to the letter, as to consecrate this Holy site as it was in the time of Solomon.

It should be noted that every Levite, as can claim to be, is being trained in the ways of their priesthood. They say the Temple should be ready by December for

use again. Muslim Authorities have also been trying to rebuild the Dome of the Rock as well. It is said they will be ready to open it as soon as early next year.

November 5, 2012 – The kayos that followed the vanishings has begun to subside in the world. Just like the aftermath of the September 11th attack, time has made it possible to move on.

So many countries are leaderless, that the United Nations has divided the world into a ten district governing system, with the full backing of the first worldwide election. Each district has a President, and will be able to elect a United Leader on December 1st. All eyes are looking at the short list of candidates, including President Harris the assumed front runner.

They have also voted in a system of currency to bring the world closer. The Nero, as it is called, will replace all existing monetary systems. We have been informed

that the change will be done digitally. All any person has to do is deposit their money into a bank, and the exchange will be instant.

December 1, 2012 – The worldwide election is under way, as are the peace talks in Jerusalem. President Harris has left the campaign trail to help in the negotiations. It's worth mentioning the cease fire, signed shortly after the conflict in Megiddo, is set to be over on December 21st.

The early results are in from the time zones that are already December 2nd. It has been unanimously Nathan Harris. If this keeps up, he will be elected the first United Leader of the New World Order. The transfer of power is set for December 21st, to coincide with the Temple dedication.

December 3, 2012 – The Israeli Authority has issued a statement on the Dome of the

Rock Terror investigation. We will go live to Dawn Goodman in Jerusalem.

Thank you for joining us, I'm Dawn Goodman. There were two statements made today from Israel. The first was the formation of the Kingdom of Israel, the tenth and final district in the New World Order. With this revelation the seat of power has been moved to Jerusalem, and set up in Herod's Palace. The refit of the ancient site was done over the last month, with the help of one thousand workers.

Their second, pertaining to the terror investigation, was the arrest of an Evangelical Christian group; known as Middle East Missions. The raid on their hotel room revealed many documents on the history, and construction of the Dome.

They will be tried later this week, but as word spread many Christian sites have been attacked. The retaliation is being monitored closely, to make sure it does not get out of hand.

(Later that same day)

It is being made official, and should be confirmed any moment. Nathan Harris has been Elected Earth's United Leader. If this is accurate, Chandler Marshall will again be moved to President; this time of the American Kingdom.

December 15, 2012 – United Leader Elect Nathan Harris has been almost in hiding, as he continues to aid in the Middle East peace talks. The announcement of the Kingdom of Israel has caused some backlash, as the area covers many Islamic states. They fear the Jews will attempt to destroy their heritage, or destroy their belief system all together.

In Vatican City, the election of the new Pope has still yielded nothing. Again this morning the chimney billowed black smoke, a sign there was no agreement. Some say this is a moot point, with the anti-Christian moment growing in strength.

A statement from the Vatican says there are some who are arguing for a leader that has no business being Pope, others say there are grumblings this is the end times. Either way, as the Temple dedication approaches, the world is focused on Israel.

December 20, 2012 – Breaking News from Jerusalem. The Temple and the Dome of the Rock have been completed. With the effort of over five thousand workers, and large donations from anonymous benefactors, this mammoth project was done ahead of schedule. In a statement from United Leader Elect Nathan Harris, he said it is an example of what we can do as a unified people.

American Kingdom Senator Dean Silver has been on the floor in a filibuster for the past seven hours, calling the entire New World Order a Biblical Prophecy. He even went as far as saying Harris was the Antichrist. Capitol Police are heading into

the building as we speak, to get control of the situation.

(Later that same day)

The Wolf News Network has learned that major acts of terror have begun across the globe. The offices of the New World Order have come under attack by Right Wing Evangelicals, and a death toll is mounting. Several thousand Christians have been arrested, and detained. Any information on other Evangelicals can be given to the Office of World Truth in Washington, D.C.

These attacks were prompted as United Leader Elect Harris gave a press conference on the new monetary system. As we all know, the Nero World Currency has been put into effect; yet the printers have had substantial problems with the paper money. In turn, the World Reserve Bank had begun to mass produce a new style debit card.

This new system is a triangular chip, to be implanted into the hand. They have assured us the size, six millimeters per side, will cause no discomfort. All personal identification information will be written into the storage space. The ultra thin, flexible microchip material can be placed in the right hand palm, or optionally just above the right eye, making scanning easy.

To buy and sell, you will now simply have to scan the chip. The transaction is instant, and transferred through RF technology. Stores across the globe have already installed the Transaction Arch, a frame style scanner that will read what you buy and charge you, making clerks a thing of the past.

To receive your implant, you simply have to go to any Bank with an advertisement in the window (It will show a picture of United Leader Elect Harris). You must sign a waiver stating your citizenship,

that you support the New World Order, and bring two forms of I.D.

December 21, 2012 – I can be said the Mayans were right, just not exact. The World is entering a new age, but not one of destruction. As the planets line up with the center of our universe, Nathan Harris will enter the Holy Temple for the dedication, and his new position as United Leader.

As the day nears sundown, I can see our Leader descending to the Temple now. Millions have crammed the city to view this event, and every television in the world will receive the broadcast. I can say, I've never been this excited for anything in my life! We go live to United Leader Nathan Harris.

(The Speech)

People of the Earth, Citizens of the world, our new age began tonight! There are many things I never told you, yet all will be revealed in my house. For many years, our faith has been centered in a book, a work

that begins with the Torah; and ends in Apocalypse. I am here to tell you we have all been deceived!

I have been and am and will be. I was Melchizedek in the wilderness, Elijah who tasted no death, yet I was also Judas trying to stop what God had not wanted, the false prophet who claimed to be a messiah. I then became Mohammed to rid the world of evil, and have now returned again to fulfill my calling.

In the past few weeks, I alone have brought this world into peace. The Houses of Isaac and Ishmael have signed an agreement. A covenant, if you will, for the next seven years! No more will they fight for a land they both own. Peace in our time is at hand!

(He pauses for the thunderous applause)

The Vatican has sent word that I have been elected Pope. Yet I must say it is more than that. In my accident, I was pierced without breaking a bone. I was

wounded for your transgressions. Now I have set my throne above the heavens.

Here and now I reveal to you that I am the god you have been worshiping for your entire life. A high priest, messiah, king and lord!

You have taken my mark, dedicated your lives to me, and now will worship in a true faith. As Pope I declare, as United Leader I rule, and as messiah I demand a new faith, one pure of false traditions and only true sacrifices. The hate and judgmental laws of the New Testament are no more!

One World Religion is at hand. The Church of the Messiah, my church, will give you what you need... acceptance of all your flaws. You shouldn't have to change for someone. It is time to eat, drink, and be merry! Be happy with who you are.

If you have not already gotten implantation, the Banks will be open 24-7. In three days all commerce will be made in

this way, so if you want to buy, sell, or be paid for your work you must have this done.

In my first act, I rule all religious material is to be collected and destroyed. Every Koran, Torah, Bible, and any other writing; that has to do with anything but my law, will be destroyed. I have come not to fulfill the Law but to destroy it!

Anyone who refuses this declaration will be put to death! The hatred and violence that once existed in this world can, and will be taken away. This will bring peace at last.

(Freedom falls with thunderous applause)

December 22, 2012 – Dawn Goodman here, reporting live from Rome. The former Catholic Church has adopted Nathan Harris as the true messiah. In their statement they apologized for the years of teaching a lie, and have dedicated themselves to the new truth.

In related news, Hassidic Jews have come out in favor of Nathan Harris as the promised messiah; and have been meeting with members of the PLO who also see him as Mohammed returned in the flesh. It is a glorious day in the New World Order.

A reported fifty thousand resistant Christians, in the former United States alone, have been arrested. It seems this sect of the Jewish Jesus movement is the only group who has come out publically against the messiah.

On a personal note, being one of the first in line for my I.D. implant, I cannot understand why they still deny the truth. Over the last twenty four hours, the messiah has healed a multitude of people. Families that haven't spoken in years are now together. The blurred hate filled dogma of the Bible kept us trapped. The real miracles have come from our true messiah. Glory is to Nathan Harris!

Revelation 13:3, 6, & 7

“One of the heads of the beast seemed to have had a fatal wound, but the fatal wound had been healed. The whole world was astonished and followed the beast.”

“He opened his mouth to blaspheme God, and to slander his name and his dwelling place and those who live in Heaven. He was given the power to make war against the saints and to conquer them. And he was given authority over every tribe, people, language, and nation.”

Chapter 1: Character Creation

This is the world we know, after the fall of man. In Tribulation, you have missed the Rapture and must fight to keep from taking the mark of the Beast. Some characters are Christian; others simply don't trust Nathan Harris. However your character is set up, your goal is the same. You must survive.

Tribulation is a post-modern role-playing game, set in the world we know. It is structured around our 1d8 system. All characters are built with points, unlike the traditional level system, giving a greater control of how your character grows.

For those new to the 218 Productions 1d8 system, here is the overview of how it works. **1d8**, or the need for one eight sided die, makes attacks or checks simple. If you have five points, and roll a five or less it is a success; but over five you fail. No attack or check score can exceed seven, as eight ALWAYS fails. A one ALWAYS succeeds,

letting you roll again for double effect (rules for situations discussed later).

You build your character with a pool of 250 Character Build Points. Every section has a cost to build, and the values keep the creation of "super characters" to a minimum. As they are described, the costs will be listed. Any unused points need to be listed in your experience section.

The game is run by a **REGENT** (or game master) who will set the scene, run Non Player Characters (NPC's), organize encounters; and be the final word on the rules. Their job is to run the game smoothly, and increase the fun or challenge for the players. If you decide to be a Regent (see REGENT section later) you have to make sure you keep up with the rules, and the characters in the game. If they are too powerful, make the challenges greater; too weak and take it down a notch. Nothing is more frustrating to a player than a challenge that can't be overcome.

To progress as a character without levels, you spend the **experience points** you earn during play. If (for example) you earn fifty points in one situation; and you have fourteen in your pool, you now have sixty four points to spend. Strength of six can be raised to seven with those points. All costs of character creation will be discussed in this chapter.

Creation: Section One

Here you will find some of the more descriptive parts of the character you want to play. Take some time to imagine what look you want, what background you come from, and how you were raised.

Once that is firmly in your mind, most of this section will be easy. **Name** would match the area of the world you were born. You can be creative; after all, not everyone is a Smith.

The same can be said for your **Age, Height, Weight, Hair, Eyes, and Build.** You may want to play someone older or younger than yourself. Maybe you will use

your standard height and weight, or something more exotic. Your build covers the structure of your body. These can be muscular, normal, or anything to match the previous stats.

It may seem odd to care so much for trivial things, but even your hair and eye color can be a turning point in an encounter. Think of it this way; a stereo type of blond is stupid, a red head temperamental and dark hair conservative.

Because of our nature, we judge by first impressions. The Overweight are lazy, the beautiful are easy, and the smart are cocky. All these things can be thought by a person in the game, even before a single word is spoken.

Your **Homeland** is the country you grew up. Even with the New World Order in power, your past is still centered on your culture. A Chinese Character may resist because of Atheism, an Italian for their Catholic background. Choose carefully, as

any part of your character sheet may be used to gain experience points (See Regent's Section).

Your **Class** is the new calling you gained after the fall of man. Classes are the best way to give your character direction. There are several to choose from, and we will give you a brief description here. The Chapter on Classes will give a more detailed view, and discuss any special abilities that come with them.

Awakened – You are one who fell for everything Nathan Harris spewed out. You lined up to get your implant, waited patiently for his coronation, and then heard his speech. That's when you knew what you did. Your implant may have been removed, but his pull is ever coming at you. You may not have fully believed in anything in your life, but you're getting there.

Apostle – After the vanishings, you felt something was wrong. Growing up in the Church you'd heard this would happen, yet

your heart was never in it fully. At that moment you realized what was going on, and you prayed for help. It came in the form of a vision of Christ calling you to ready his path. You have been granted power, and are willing to fight to the death.

Conspiracy Theorist – You blogged about it, you called every late night talk show; you even bought the books as they came out. The New World Order was coming, and you had every dot connected... well... until it actually happened. You've been in hiding for the most part, and connect only with people who have no implant. With your stockpiles ready, and your game plan in action, nothing can stop you from surviving.

Devout – As best as you could you studied the scriptures. You even went as far as studying other religions, just to be safe. No organized groups ever fit your ideas on god, or gods, or whatever it was you believed. Now the vanishings gave you new direction, and the way was made plain. You are now

in the right direction, hoping to make it until the end.

Merc – You are a mercenary with no real allegiance besides money. You worked for the United Nations in many wars, even Megiddo, before you realized you actually did care about what you did. You found a small resistance group, and gave them a good deal on your price. Maybe they have the right idea. That is something you will find out as time passes.

Prophet – It was a calling in a dream, just before the Rapture. You were asked by an Angel to stay behind to help. Reluctantly, you did. As the vanishings happened, your mind began to open to the future. The power is still confusing, giving strange images at times, but you are learning some control. Your dedication will be rewarded with great power.

True Monk – You lived your life in service to the Church and, like the Prophet, were called in a dream to stay behind. Unlike the

Prophet your powers are much different, and can help or harm anyone around you. In your former life you would have thought yourself a witch, but the new one has shown you even God will use that power for good.

Creation: Section Two

We now move into the

Attributes your character has. There are five you must build with your character points:

Heart is how you see the world, and the world sees you. Do you care for people? Can you talk your way out of things? Are you a leader? All this shows in your heart score.

Soul shows how resistant you are to evil. A low soul can open you up to possession.

Mind tells how smart you are, and helps you problem solve. If there is a puzzle to solve, you roll a mind check to see if you can.

Strength is the fitness of your body. How much you can lift, bend, harm in combat all come from your strength. To perform a feat of strength, just make a strength check.

Some would argue a strength of one couldn't lift what a seven could; and that is true. The body; however, can work almost miraculous things when it needs too. A feat of strength check lets even a weak character save someone or themselves under extreme circumstances. This also helps gives you your Body Damage points (see section four) **Reflex** shows how well you control your own body. Low Reflex makes you clumsy, and high can show great skill of movement. If a group is surprised, a reflex check can say if you saw it coming, and you can warn the others. You also take this score into account for your Body Damage Points.

You build these with your starting character points, and later with your experience points. Each point has a cost, and gets more expensive as it progresses. This is to slow the progression of characters that become too powerful too quickly.

Here's how it works. Each point forward is double the cost of the previous

point. An attribute of One = 2 points, Two = 4 points, Three = 8 points, Four = 16 points, Five = 32 points, Six = 64 points, and Seven = 128 points. Example: At creation you can buy a HEART of three for 8 points. If; however, you have a HEART of two and want a heart of four with experience points, you must buy each level. So you would spend 8 for three then 16 for four (24 total points).

After you have one Attribute at maximum (say a 7 Heart), the cost to raise the others doubles. EXAMPLE: You have a Heart of 7, and want to raise your Soul from 5 to 6. Instead of 64 points, you'll need to spend 128. This will help slow the creation of super characters, and make game play continue to be enjoyable for all.

History gives you the option of giving your character a back story. This is not required for play, but if used; you must follow it as written. EXAMPLE: You say your character was an Atheist before the

vanishings. One day he ran across some Christians running from the United World Police, and tried to help. The way they were treated showed you something, a spark that brought you one step closer to the truth.

Creation: Section Three

Here we have four simple, but necessary parts to the character sheet. Your **Outlook** is how you are as a person. Are you good or evil? Maybe you are a little of both. How your character looks at the world will determine how the world looks back.

Avid role-players will know the three common types of outlooks (called alignments and natures in some games). The basics would be good, neutral, and evil. This; however, is a little vague for game play. Let's break them down into something more defined. Although all Outlooks are listed, Characters can only choose from Good and Neutral (Regent can decide if Evil could fit in game play). The Evil Outlooks are here for review, as they pertain to NPC enemies for the most part. Only Conspiracy

Theorists can take an evil outlook, but it must have Regent approval.

Good Outlooks:

Noble - The ultimate in positive and humility. You would kill or die for anyone who needs your help, and never boast about it. Noble characters follow the laws of every town, and will stop others from breaking them.

Vigilant - You look more for the good in the situation, than if the situation is good. Playing this outlook says you follow the spirit of the law, not the letter. Even in situations where a noble person would sacrifice themselves, a vigilant character would let one die to save the rest. Hopefully not themselves.

Enforcer - You see the world as a bunch of sinners needing punishment. Yes, you follow all laws... when they work for you. It is as if you elected yourself judge, jury, and executioner. Enforcers will kill others that commit crimes; or, if you're lucky, just beat

you down until you are not the same again. Once they start, they can't stop until they see "justice".

Neutral Outlooks:

Principled - You do what is good for you. Sure you don't go out of your way to break laws, but if they get in the way what's the harm? You set your own view of good and evil, and trust that others can do the same... unless it conflicts with yours.

Scrupled - Laws are just guidelines. You want the world in true balance, and will act accordingly, as long as it serves you. You are everyone's best friend, until their enemies are better serving. Think of it like this. Someone asks you "Are you with us?" You answer, "When it suits me." If the battle is lost, you may kill your friends so the enemy leaves you alone.

Anarchist - Authority is the true evil, so follow yourself. It's the "feels good do it" to the extreme. Anarchists would sit still if told to stand, or start a revolution, just

because that would be fun. It is hard to trust them, as they trust no one who is not themselves.

Evil Outlooks:

Paranoid - "There all out to get me, so I better sleep with my eyes open!" Trust no one; they might be one of them. You will follow in groups to find out if they are them, but would leave just as fast if they acted like them (whoever THEY are!) Everything is a conspiracy, even the fact you had three crumbs on your plate not two just a second ago.

Psychopath - Murder is ok, as long as you only get caught when you want to. No one's life is worth yours, so you'd better get rid of them. Psychopaths have no real humanity, so law and life have no meaning. If you knew it was a trap, just go last so they die. If it serves you do it, there is no cost.

Monstrous - You are completely wild, lacking social skills. Think of it as being raised by wolves. Instinct is more important

than the rule of law. You tend not to speak, and are prone to outbreaks of violence. Once you start something you will die to complete it. You don't immediately trust anything, but once you do it sets a life bond. What is trusted is worth dying for.

The next part is your **Experience** space. Here you put all the points you've earned, and saved. As you earn or spend experience on your character this number will change. The space is split in half so you can see your overall experience earned. This will help you keep up with how far you have progressed in your character development.

The next two are important as well, and will help your character in many situations. The first is **Faith** or how well you have come to trust the Lord. When confronted by evil, you can drive it back with a **Challenge of Faith** roll. A success will push them away, a failure has no effect. A 1 will cause them to run away in fear, but

an 8 will do that to you. To purchase Faith you still spend points. The cost will be discussed later.

The other roll you have is **Prayer**. This gives you a chance to get special help from Heaven. It is up to the Regent to decide if a Prayer roll is appropriate, but the following is a good example:

You are an Awakened with a Prayer of two, and have been trying to flee from a Type III Demon (See Monstrous Enemies Section). Knowing there is no escape; you roll a Prayer, and get a 2. This success will allow you to find a way out the Demon can't follow.

Higher Faith and Prayer scores will allow major effects to happen. The Regent should be ready to adjust the story for these effects.

The costs are as follows:

The first level of each is 10, and the cost doubles for every step above. Unlike other

sections, each level must be bought; including at creation, before the next.

The points can also be awarded by the Regent, but no other points can be gained this way. When this happens, the cost of the next point would remain the same. **EXAMPLE:** You have a Faith of two, and are awarded your third point. If you buy the fourth it will still cost 80 experience.

Creation: Section Four

Here you find your total points of damage, and your basic check rolls for use in encounters.

Body Damage is the total amount of injury you can take before you die. If attacked, each successful hit will cause damage to your body. When you reach zero, you are dead (or see chapter one character creation). Once the character is down to one damage point, they can no longer fight, and are considered knocked out. If they are healed at any point they will be able to return to a

fight in one round (see The Rules of Combat later).

To calculate body damage at creation, look at your strength and reflex score costs. If you have 2 strength, and a 3 reflex; you get a total of $12 + 1d8$ body damage. The max total would be 20. As you grow as a character, this will increase. **EXAMPLE:** You have the max as listed above, and add one point of strength to your character. This adds 8 points to your total for 28. If you add a point of reflex as well, you add another 16 points for a total of 44. After creation, there is no bonus roll.

Body Armor is the total amount of damage you can absorb with protective gear. This gear is listed later in the Items of Interest section, as is a full description on its use.

You also have four checks used in encounters, and other situations the Regent asks. The rolls reflect how real life situations have a certain element of luck involved. Just like your Attributes, there are

seven levels to each check; and the die roll works the same way (1 always successful, 8 always fails).

The cost is higher for rolls, to reflect how hard it is to learn new weapons, skills, fighting styles, and the like (A person doesn't become a black belt in karate over night). The starting cost is 1 point, but to increase them is three times the previous cost. One = 1 point, Two = 3 points, Three = 9 points, Four = 27 points, Five = 81 points, Six = 243 points, and Seven = 729 points. Just like Attributes, you only spend the cost for the level you want at creation (27 points for a four); but to raise scores after creation you must buy each level (raise from four to six is $81 + 243$) the following are the four checks for game play:

Strike is used for any attack. If you swing a sword, fire a weapon, or just hit someone, you have to make a successful strike. **Repel** is used to block attacks made against your character. If successful, you are not

damaged in the attack. **Skill** is used to perform any action from the skill sets you've taken. Even combat related skills can be used for non combat uses. **EXAMPLE:** Using a knife to pry open a door. If you make a successful skill check, the action you wanted happens. **Resist** checks have several uses. Some magical attacks have no effect if you resist; also, any situation you must fight your own nature uses this check. Above that some fighting styles give you this check to absorb damage. When this check is needed it will be listed.

Creation: The Rest

The Rest of the sheet is the information you use to flush out your character. To start you have three **Skill** types to choose from. **Common** skills cover everything from tracking to fire building. They also include such skills as theft, fast talk, hiding, and other useful non attack skills. Each common skill cost 10 points, and uses the skill check to complete.

Fighting skills are specific styles of combat.

Here you would place martial arts, boxing, wrestling, and ex. Their cost is 15 points, but uses a strike check to use. **Weapon** skills show what items you have learned for combat. If you have no sword skills, you can't use a sword effectively; and would receive a penalty to strike (at the Regent's discretion). Their cost is 20 points, and also uses a strike check to use. You can find a list of Skills later, or you can come up with your own with the Regent's approval.

You also have **Hobbies**, or untrained skills you've picked up along the way. Any common skill can be taken as a hobby, but there is a separate roll. You have five points of hobby that can be bought at 7 points each, and a maximum of five hobbies that can be bought. The roll is still 1d8, but because these are untrained you have more of a chance to fail. Hobbies cost 5 points each.

Barter Items are used for trade in Tribulation. The currency is called a Nero, but can only be used with an implant. To

keep from getting this, you keep barter items around. These you list, with their value in Nero, to trade for what you need. They can be really anything, even a service you would offer, as long as you find someone who wants them.

Personal Items differ from barter items, only because you wouldn't want to part with them. Here is a good place to list weapons, religious items, and family heirlooms.

Holdings include lands, homes, and personal items you keep in storage. If you keep money with a Bank, you list that here. The trouble with holdings, they can be taken by the state when you are away. If you rely on them, you could come home to nothing.

To get your **starting money**, roll 1d8 and see the list below to see what you have:
1: You have 4000 Nero worth of Barter and Personal Items. Also, you have a small home in the Homeland of your choosing.

2 - 4: You have 3000 Nero worth of Barter and Personal items.

5 - 7: You have 2000 Nero worth of Barter and Personal items.

8: You have no real property, only 500 Nero worth of barter and personal items, and the clothes on your back.

The **Prophetic and Protective**

sections are a list of Powers you have learned to use, as long as your Class allows. Each one is learned in a different way, and is bought in a different way. Prophetic powers are bought at different rates depending on the type:

Attack - 15 points.

Defense - 10 points.

Heal / Neutral - 5 points.

Protective Powers are grouped into Steps, and are purchased individually with Character or Experience points. They cost as follows: Step 1 - 10, Step 2 - 20, Step 3 - 30, Step 4 - 40, and Step 5 - 50.

The actual system for using Prophetic and Protective powers is listed in their own chapter, as well as the descriptions of each.

The back of the character sheet has an Overflow Section for any information that won't fit on the front. It also has a place for a Travel Journal. This can be used for documenting the events of the game, or just to put any random information.

If you decide to use the NPC Mini sheet as a standard Character sheet, you will need the back for more information. The style of that sheet is meant for Regents to have several characters at hand, and have them to store easily.

Team Style Creation

With research, we have found a way for players to begin slightly better off than they normally would. In some games of my youth they had a group creation method, allowing characters to share their creation and have a strong base. We have looked at

several variations on the method, and feel this will be the most effective.

First, to make a group at creation, you must begin creation together with Regent approval. If they feel the slightly stronger characters would be too powerful they have the right to say no.

When forming the group, each person decides on their class. It does not matter how many different classes you have. Once that is done, you form a group character point pool.

Say you have four people with different classes, one of which has a character build bonus. You would take the total 1000 character points (four at 250), and add the single creation bonus (say 25 points) for a base of 1025.

Now you would receive a collective bonus of 10 per member (in this case 40) and come up with 1065. This divided by four is 267 each (266.25 but always round

up). This will restrict the more powerful classes and build up the weaker.

After the initial building of characters, you do not move the points to the experience section. Instead, the group can give or accept points from other members to round out a character. EXAMPLE: After the creation process, one of the team is three points shy of a two in Faith. You do not have but three points left, and give them to the other character.

Once the point sharing is over the remaining points are divided between the players. As before, all decimal totals are rounded up to whole numbers. (13 points divided by four would be 3.25, an effective 4). At this point, you cannot add to your character, but have to list the remainder in experience.

Chapter Two: Occupations and Classes

As stated briefly in character creation, there are seven character classes to choose from. Each one has advantages, disadvantages, powers, and restrictions. We have tried to break them down into workable groups, and stand-alone characters.

The “class” system is a way to focus your character in the direction you want. If you want a full force Military Fighter, take a class that closely matches that. On the other hand, if you want a hero style comic book character there are classes that can help. Reality is only followed so far in role-playing.

Occupations will also be listed, for various reasons. Primarily, they are NPC or non-player characters. At some point, you will need to buy, sell, barter, or simply talk to someone. The Regent will need these for storylines.

The second reason is for players to take the hard road. A classless character has nothing but what they know to aid them.

There are no “special” powers, no abilities, just restrictions. Shopkeepers, technicians, farmers, and ranchers are some.

Occupations

To make an occupation class character, you need to build them with skills. A gunsmith would need every possible skill that would help in that trade.

Unlike standard characters, you cannot take Fighting Skills, and only two Weapon Skills. This also reflects your dedication to your work.

Because of this restriction, you get one free Hobby for every Hobby roll point bought; and no restriction on the amount after the first free five.

Classes

As stated in character creation, the classes are the best way to give your character direction. Each one has a unique way of adding enjoyment to the game. Choose carefully, as changing classes comes with penalties.

Awakened

Now that you have turned away from Nathan Harris, and his false religion, you are working on finding what is right. You feel a pull to the direction you need, but just do not know if you can do that.

Your hand or head still bears the implant scar, so you can move easily in the world. Your problem arises when you try to buy anything. Without the implant, you are penniless.

Because of your unique situation, you are a natural spy. No skills involving theft have to be bought, as you can make a Reflex check to make them work.

One tool you keep is the implant itself. With a little research, you have found how to hack the device. Now it can be used to transfer counterfeit Nero (roll separate starting money for Counterfeit value), and not leave your identity behind. A roll of Soul is required, to see if you can resist its call. A failure will make you implant not

work. An 8 turns you into a devout follower of the Beast.

You can place the device in anything that will hold it near your body. Gloves and hats are best, but if it touches your skin it will take you over again (Roll Soul to resist). These effects will go away once you reach a Faith of 7.

All Awakened characters are restricted from taking any weapon that cannot be hidden.

Apostle

Your calling from the true Messiah has given you extraordinary power. Even though you did not truly believe before, you do now.

One benefit you have been granted is a free point of Faith and Prayer at creation. This also lowers the cost for you, as your first purchased point will still be 10. The cost still doubles after that.

Each level of Faith gives you a class specific Protective power (you cannot buy

the others listed in later chapters). These are as follows:

Apostle Protective Powers

- 1** – Healing Hand. By laying hands on a person, you can heal them of all but 1d8 damage.
- 2** – Walk by Faith. No matter what can be seen, you can navigate correctly. Even in places you have never been, you can still find your way to your goal.
- 3** – Demon Protection. You can cause demons to flee when you encounter them, or cast them out of the possessed. The type of demon (see Monstrous Enemies section) will be equivalent to your total Faith score (a Faith of 3 for a Type III Demon).
- 4** – Speak in Tongues. You can speak and be heard in the language of the listener. You do not have to know their language.
- 5** – Knowledge of Truth. No matter what is said to you, it will be known if it is a lie. You will know even small exaggerations. You will hear what is actually said but will understand what is real.

6 – Calling Angels. When used a swarm of light will come down from Heaven, and cause damage to your enemy. The attack will leave each opponent only 1d8 Body Damage points. The amount of targets is equal to half your Faith score. The target must be Demonic, or have the mark.

7 – Escape. If you are trapped, even in the strongest prison, you can create a way of escape. This will come in the form of an act of nature (Earthquake, Fire, Flood, etc.). No person will be harmed in your escape, and all allies can be freed with you.

This vast power comes with heavy restrictions. You cannot take any modern weapons, bladed weapons, or more than two weapon skills. You can also not wear any form of Body Armor.

Your starting money is 1000 Nero worth of Barter and Personal Items, and you must make sure you never carry more. In addition, you receive 25 extra character build points.

Conspiracy Theorist

Paranoia rages inside you, as does the clouded truth of the world. There was something in your life that caused you to go down this path, and you will give up anything that stops you from confronting that.

You are given a natural enemy, one from the Monstrous Enemies Section. When you face this, you can get an automatic kill with a double roll of one (see combat section for full rules). Any roll of eight against them cancels this effect for the duration of the conflict.

At creation you begin with the maximum starting money, to reflect years of savings. You also receive 10 extra character build points.

You do have a problem with keeping things to yourself. When in a situation that requires tact, you must make a resistance check to avoid telling everything.

This also includes combat situations. Because of your paranoia, you must make a resistance check or rush blindly into battle.

All Skills are bought at half price, but Hobbies cost standard. You also receive the Legend and Lore Skills for free.

With a Mind check you can find something in your collection that can aid you at anytime, but you must be near your stash of Holdings to retrieve them. This can be used at creation twice instead of buying personal items.

Devout

Your studies did give you a degree of understanding, but not enough to be taken. It did however save you from taking the implant. Now you fight, more for freedom than God.

You have also learned a great deal of how the Evil in the world works. Because of this you can make a Mind check and know everything about the one you face.

All weaknesses, strengths, and powers come as no surprise.

In turn, you are immune to fear in every form. Even your former phobias have no hold on you.

All skills, no matter the type, cost you half because of your dedication. Hobbies cost the same as everyone else.

One other special gift you have been granted is a resistance to surprise. Any sneak attack, ambush, or the like give you an immediate Reflex check. If successful, you know what is going to happen.

Because of these gifts you are known to all demonic enemies. They can feel your presence within 100 feet. This makes it hard for you to go out into the world without protection.

Merc

You are the most skilled of warriors and you like that. Over the years you have worked for many people, and trained under

even more. It is as if you have always lived for this life.

After joining the resistance, as you see it, you felt a pull that you can't deny. This makes it hard for you to take money for your services. Instead, you will rob the bodies of your victims for payment. Even the dead of your allies are not off limits.

Because of your former life, you receive one free **Preferred Weapon** skill. This can be any listed weapon, and your strike score is doubled with its use (maximum 7). You can also take up to two other Weapon skills at normal cost and strike score, and any number of fighting skills.

Outside your random starting money, you get your Preferred Weapon for free. This is a weapon you have had your entire life. Even a new version of the same weapon is not good enough for you.

You are very much attached to your Weapon, as it never leaves your side. You

may have even given it a name. If you lose this weapon, you will not fight. You can roll to resist the impulse to quit. If asked to leave your weapon, you will refuse.

Prophet

You chose to stay and help fight the Beast (Nathan Harris). It wasn't an easy choice, but you made it because of your Faith. This also means your Faith and Prayer cost half to you.

Each point of Faith gives you a **Prophetic** Power (listed later) for free. You can only take one per point, and only get more as the Magic chapter details. Also, you get a free power called **Sight**. With a Faith check you can get a glimpse of the future. At low Faith it can be up to a few hours time, higher Faith pushes this boundary to days. The Regent will decide what you see, and how far in the future it is. A roll of 1 will give you a picture perfect image; an 8 will give you nothing for the rest of the day.

Because of the power granted by God, like the Apostle, cannot use Modern or Bladed weapons. Money; however, has no restrictions, nor is there any on Body Armor or Weapon Skill amounts.

Violence is your last resort, and you will try anything to avoid this situation. If pushed, you will defend yourself.

True Monk

As a devoted follower, you were asked to stay behind to fight the Beast. This choice gave you power and skill. You have become what the world called a Fighting Monk.

The biggest restrictions are your vows. They confine the character to a rigid code of conduct, and reflect on their powers if broken.

Vows of a Monk

- 1) **Poverty.** You cannot have or keep any monetary property you do not need for survival. *Roll for starting*

money, but you cannot have level one.

- 2) Chastity. You must keep your body free from lust in all forms, including self.
- 3) Silence. This is not total silence, as you can only speak when you have to.
- 4) Prayer. You must give an offer of prayer seven times a day
- 5) Life. You cannot kill unless there is no alternative, or God has commanded.
- 6) Dedication. Once you agree to do a job it must be completed.
- 7) Truth. In no way can you aid in or by inaction allow or begin a lie.
- 8) Study. You must continue to learn new things, in any form, as long as you live.

With these vows came a power of protection that is beyond what you ever knew. First you can buy **Protective** powers

from the later chapter. Second you get some class specific powers listed next. And third you become the ultimate weapon of God with 25 extra character points.

Your class powers are bought with experience or character points. They start at 10 points, and cost 5 extra per new power. This would mean 10 first, 15 second, 20 third, etc.

These are not true Protective Powers, but use the system of Protective Powers for use. The biggest difference would be there are no steps to these. Each one is an individual, and no order is needed when buying them.

True Monk Class Protective Powers

- 1) The Quickness. You can move faster than the average person. Once activated, you can double your attacks, or foot speed. This also allows you use your new attacks as repels.
- 2) True Sight. You see everything for what it is, not what is seen. Traps,

the possessed, hidden objects, and the like are “seen” by you as a red glow in its true shape.

- 3) Bend Reality. You can jump further, walk up walls, and perform feats that are against Nature’s Laws. You can’t break the rules, but bend them enough to create a powerful display.
- 4) The Shield. When activated you can stop any attack you can see. This includes gunfire. You must see the attacker, and have this power activated for it to work.
- 5) Safe Passage. You can move through crowds or past guards and they will ignore you. This is only effective if you are not touched. The individual who touches you can see you.
- 6) Soft Fall. You can fall any distance without harm. This effect will work as long as nothing breaks your concentration (see Protective Powers

section). No matter how much distance is left, once this effect is broken you will receive full damage for the fall.

- 7) Infinite Wisdom. With concentration you can learn a skill, and use it for the rest of the day. You must know what needs to be done, and the knowledge comes to you in one turn. EXAMPLE: You need to pick a lock, but your Awakened character is not there. You concentrate, and receive the knowledge of lock picking. The rest of the day you still can, but after sleep you can’t remember.

If you break your vows, even in the smallest way, all your powers are lost. The Regent will decide if this has taken place. To get your powers back, it is up to the Regent to tell you how.

One example would be a True Monk simply talking. He had no reason, and

said hello. There was no terrible action, but the vow was broken.

The Regent decides to make the True Monk give an offering of a skill. This causes the skill to be unknown to the monk unless bought again. Of course, the Regent can use anything to punish them. We recommend it is no worse than what they have done.

New Classes and Combinations

As game play continues, players may get bored with the standard classes.

Recourse would be to allow alternative structures in standard classes. An example would be allowing Apostles to use weapons.

Although a Regent can change anything they wish, it will affect the character if played with another Regent.

What we offer is a set of guidelines to create a new class, with hope that it can guide you in the right direction. We used the same logic with the current classes.

Step one

The reason. All classes play a part in the game, even ones that seem less powerful. A Conspiracy Theorist could hold the secret to stopping an army; an Awakened could infiltrate a group and get needed information, and a Devout would know that one piece of information that could mean victory.

If you simply want a super character, that is fine as long as your group is fine. However, would it be easier to just modify a class to fit? Needless to say, yet said repeatedly, we do not recommend super characters.

If you do find a hole that needs filling, start there. Maybe a demon hunter or a modern knight is what you miss. This would be your new class name.

Step Two

Abilities. What would you like the class to be able to do? If you need them to be surfing wizards, with a long sword and a bazooka... would that really work?

Some classes seem to have extraordinary abilities, as others just extra. If there is an ability that does not fit, and will with your new class list it here. This will build it into a playable class.

Abilities do not have to be supernatural. Awakened can use skills without buying them, so they have gained a “power” this way.

Step Three

Restrictions. A quick look at any of the classes, and you will see things that give restrictions. They can't have weapons, many skills, or have vows to follow. Although they may not seem like much, they are effective.

A True Monk without restrictions could take down an army single handedly. They could assassinate leaders, or even become gods on Earth. Yet they cannot kill, lie, hold money, or even speak unless there is a reason.

Their vast power is kept in check with a few simple words. The same should be used for any new classes you create.

Step Four

Character points. Not every class gets bonus character point, and none have any less. The base is 250, an amount found to be the most useful in a starter character. Because a balanced character can be made with this amount, the extra bonus points are to cover costs a standard character would not have.

If the extended powers will cost an extreme amount, the bonus is large; yet if it will lead to too strong a new character, the bonus is less. The difference between a True Monk and an Apostle are the restrictions they get, and so the bonus is different. An Apostle will bring a “knife to a gunfight”, but a True Monk is the fight.

Be careful when awarding bonus character points, as it can quickly lead to a class that dominates the game; restricted or not. If the class is that strong, go the other

way. Take 25 or 50 points from the class to slow their progress.

Class Combinations

Another method of allowing players to make the character type they wish is a combined class structure. The guidelines set here are to keep them from becoming instant super characters.

First, any restriction listed in either class must be used. An Apostle Merc would not be able to have a modern weapon, bladed weapon, more than 1000 Nero, more than two weapon skills, and a dedicated call to a single weapon in combat.

Second, you cannot have every Power of both, only being able to choose one from each. Keeping the same example as before, you could choose the free weapon skill and one Protective power. Maybe even the Preferred Weapon double strike points, and the free points of Faith and Prayer.

All bonus character points are forfeit as well. As stated before, they are added to aid in the specific class for ease of creation.

If the Regent finds the removal of bonus points too restrictive, it would be best to give no more than half back.

There are two classes that cannot be combined. The True Monk and Prophet are called to be what they are, and have to be focused on their task. The other classes came after the Rapture, and so could be joined.

Monstrous Enemies as Characters

We caution strongly against allowing players to use Monsters as characters. The premise of the game is to fight against these enemies. If you decide to allow this, they have to have been turned.

The game is not set up for playing on the reverse side either. Although a Regent can decide with players to play as the enemy, the rules are not set up for this type of adventure.

Changing Classes

If a player wants to change their class, after creation, there is a slight penalty.

They will lose all experience gained up to the point of change.

Experience spent on growing a character never goes away, but any in the pool must be taken away. Those points were earned by the former class of that character. If there are no experience points available, they will lose a point of Faith or Prayer. This is to keep players from spending their points, then switching the class to avoid a penalty.

Once the changeover has been made, the player and Regent have to take away anything that would conflict with the new class. A Merc becoming an Apostle would lose all modern weapons, and their favored free weapon.

Any skills that conflict can be cashed in for half their cost in experience points. These points must be spent to re-establish the character in their new class before they can be played again.

Chapter Three: Rules of Combat

No matter how planned the event, conflict can arise. This can be as simple as unintended obstacles; or, worse, full on fighting. These situations need to be dealt with effectively, and quickly as to not slow game play. Once the combat is over, the clean up must be equally as easy.

There are steps to combat, all to make things not only run smoothly; but to keep some sense of realism. Combat should be swift yet effective. Some games have you start to add this, subtract that, and then modify by another thing... Soon you have a strike score that you can use. Then you change weapons, and the process starts over again. We have boiled all this down to action, reaction, and start again.

Introduction to Combat

As with the rest of the system, you still need only your 1d8 for combat. The breakdown in terms follows:

Initiative - How soon you react in combat.

There are eight rounds of fighting per turn, and the number you roll shows which round you will move. After all rounds are completed, you will reroll and combat continues.

Strike - Your target roll you must make to hit your opponent. Every character has their own strike roll, and they are set. No matter the weapon you use, the roll is the same.

This shows your personal level of skill to hit your target.

Repel - If your opponent makes a successful strike, you can counter with a repel roll.

This is not an extra attack for your character, and can't be used to cause damage. We add this roll to give a character a chance to parry, dodge, or simply block forms of attack. It is also the only way to avoid damage to the average character.

Damage - The value of body damage you lose in an attack. Body Armor will modify this.

Rules of Combat

To keep things simple, we don't add degrees of speed based on the weapon you use. A knife is faster than a Sword. Does a skilled swordsman swing faster than an unskilled knife wielder? If you have an initiative of 7, and a weapon speed of 3, you can't attack until the next round. This system allows each character to attack in each round.

All characters will get a single attack, unless their weapon or skill allows more. The first attack is at your initiative number, the rest are done at the end of combat.

You also must call whom you are attacking. In the heat of battle, you see an enemy, and you attack. You do not wait to see if they died first. Second attacks will allow you to change targets at the end of the round.

If your character is attacked, you make your repel roll. This can be used against any melee (hand to hand, or hand

held) weapon. Missile (thrown or fired) weapons can be repelled with restrictions.

You must roll three less (or a one) than your repel score to do that. If you fail, you are dealt damage. Modern Weapons cannot be repelled.

Melee Combat

Here is a breakdown of melee combat to show how it works in play.

- 1) You roll a 5 in the first turn, and choose a target to attack.
- 2) Before this action you are attacked by the target.
- 3) You have a repel of 4 and roll a 3. This success gives you no damage.
- 4) Your attack with a strike of 5, and a roll of 6 for a miss.
- 5) You are attacked again by another Target. You roll a 5, and take 7 damage.
- 6) With your second attack time at the end of the round, you roll a 3 for a hit. No save on target repel, 6 body damage.
- 7) New turn roll.

If there are several characters with a second attack, best initiative roll goes first. In the event of a tie roll 1d8 to see who goes first. If any character has more attacks than two, they will go first with one attack; then use the last after everyone else has gone.

Missile Combat

Missile combat only differs slightly. Instead of just rolling a strike, you roll a Reflex check right after. This shows how much control you have over the distance weapon you are using. If both are successful you get full damage. Fail the Strike, miss. Fail the Reflex, half damage. If you roll two ones, One Shot Kill. If the target repels a One Shot Kill, they still receive no damage.

Restrictions on One Shot Kills

Only Conspiracy Theorists can get One Shot Kills with melee weapons, as they, like a classic assassin, study only how to kill their chosen prey. To achieve this you must first roll a one to strike. After this, you declare your attempt to kill with one strike,

and roll again. A success gives double damage, failure no damage, and a one is a One Strike Kill. An eight will make One Shot Kills impossible for this target for the duration of the combat.

If a Regent allows other classes to use this tactic, we suggest you add a reflex roll; like in missile attacks. This not only keeps Conspiracy Theorists with their special powers, but also can speed combat when needed. If there is a reflex fail, deal only half damage to the target.

Maximum Damage with Melee Attacks

Added damage can come from multiple rolls of one. As some fighting skills that have set rules and missile attack's one shot kill, a simple melee attack can cause excessive damage. If a character rolls a one to strike, they have the choice to roll again to double damage. A second success doubles the Damage Value (DV) of the weapon. When another roll of one is made, the option continues to get triple damage. This is the maximum allowed.

Conspiracy Theorists can use this against enemies that they are not dedicated to kill only. Even when they have lost the chance for a one shot kill, they are restricted from using this.

If any successive attack is an eight, the character misses. Therefore, if you opt for triple damage, and roll an eight, the entire attack is a miss. A simple failure roll on the same scenario will still give double damage.

Optional Combat Rules

For large group, war style combat, we have a quick resolution. Take the highest Strike score for both sides. Roll 1d8 for each, and the lowest number wins the round. Every Character makes a Repel Check if they lose the turn. A one is automatic no damage, a standard save gives highest value enemy melee damage, but an 8 kills the character.

If you are dealing with one on one melee combat, have the characters roll to

strike at the same time. If they both succeed, there is no hit. If one fails, they are hit. If one rolls a one, they get a free attack that turn. If one rolls an eight, they cannot defend in their next turn. In this type of combat, you give only a single attack to each Character, and deals immediate damage. In addition, all automatic kills are void.

Healing Wounds

There are times when healing may not be available. In this section, we will discuss what options are available and when they can be used.

Three areas in taking damage change the way your character acts. The first is going under half your Body Damage Total. This causes loss of all extra and specialized attacks. The next is down to a single point. In this case you can no longer attack, as your body cannot take the punishment anymore. The last step is zero. Your character is dead.

Bladed and missile attacks cause open wounds, which continue to deal

damage over time. For every strike you cannot repel, you take one point of damage per round to show bleeding. **EXAMPLE:** You have been attacked with a long sword for 18 total damage points. The next round you receive another point of damage in blood loss. The Battle lasts four more rounds, and you are not struck again; but your total damage is 23 points.

Blunt attacks don't cause open wounds for the most part, but eventually cause blood loss. It can be external or internal, but not as easily as a blade or bullet. In this instance you would start blood loss after three blunt attacks.

In every case, blunt or bladed, consecutive hits cause more blood loss. After the third blunt attack, each new success gives another point of blood loss. Let's look at the example again, this time you have received two bladed attacks, one firearm, and five blunt strikes. Your total blood loss per turn is six (one for each

bladed, one for the firearm; and three for the third, fourth, and fifth blunt attack). In any turn, if the blood loss takes you to zero, death is possible.

The Fighting Skill **Combat Healing** is the only way (short of a Protective Power) that can stop bleeding during a fight. This will stop all current blood loss, but new attacks will start the cycle from the beginning.

All characters heal at a standard rate with rest. Cloth bandages and other absorbent materials are needed to bandage the wounded. Wounds must be wrapped tight, to aid in clotting; but too tight will cause no healing to take place. Characters heal 10 points per day after treatment, unless the Regent determines the damage is too severe. In those cases, healing is 5 points per day.

Options for Weaker Groups

For newer players, or weaker groups, the Regent can option to not use bleeding

damage. EXAMPLE: All characters in a group have 44 or less Body Damage points. After two attacks with just a long sword, the characters could receive 36 points of damage without blood loss.

Using this option with stronger characters is not recommended, as they can have upwards of 264 Body damage points.

Death of a Character

No matter how experienced, or powerful a player; death can come at anytime. As a standard rule, once a character reaches zero Body damage they are dead. Normal healing stops and the Character cannot just be magically healed. As an option, a Regent can give a character negative 10 points to reach death. This would allow low level characters to live longer.

If that option is applied, the character is in a coma until healed to 1 body damage point. Each turn after reaching zero will deal any bleeding damage already given to a character. If this is not stopped with

Combat Healing, or first aid, they can still bleed to death.

Once they reach 1 Body Damage they are still too weak to awaken. They will have to heal naturally, or have the aid of God to recover. For each turn a character is in a coma, they will need a day to awaken; even after they are healed.

Chapter Four: Rules of Magic

Magic in Tribulation

The power of God can be harnessed by a Character with great dedication. Magic lives in its own way, breathes life and deals death to all who use it. If you are a user of Prophetic Powers, you speak into existence what you want to happen. The words you use become power, and that power is shaped by your will. Protective powers come from deep inside yourself. No words are spoken, but a random thought can become a powerful force.

To follow is a set of rules used in using Prophetic and Protective Powers. Characters must follow this set of rules, not only to limit their use; but to make sure their use can't dominate all game play.

Prophetic

The term Prophetic has been used in many ways over the years. For our purpose they refer to all spell like powers. All

Prophetics are single word actions, which bring about one intended effect. If, for instance, you wanted to make a fire. The word Fire could cause everything to burn. You must use the correct word for the type of fire, and that is where your study comes in to play.

Keeping with the example of starting a fire, there are two types of Prophetic Power used for making a fire. The first is Feu, for a small camp style fire. The next is Incendie, for a large building size event. An unstudied Prophetic user might use Incendie to start a camp fire, and burn everyone to death; or Feu to block off an attacker, yet only annoy them.

This is why all Prophetic Powers must be gained separately, so that the correct one is known by the caster at all times. If you choose, a character can learn both types of fire. Once learned they would never be confused by that character again.

There is a list of Prophetic Powers in the next chapter. Here we will show the rules of how they work, and what happens when they fail.

Using Prophetic Powers

As with combat the casting system has been simplified. Each one uses a single word to create, so there is no component use or casting time. Once you say the word, there is no going back. Prophetic Powers are raw natural power that wants to be let out, and will make its way to something. A failed roll will cause it to turn on you, good or evil.

Say a Prophet wants to heal a wounded Awakened. He says, "Guerir," the word to heal. His roll is a fail, and the power goes to him, still healing but not the target. Again the Prophet uses a power, this time in combat. He says, "Blessor," the word to wound an enemy. His failure will cause damage to himself.

To get a success or fail, you roll a Faith check. The fail means you gathered the power inside, but couldn't channel it out. There is no resistance check for a Power failure.

Once successful, the target can roll to resist. This is the Check score listed with Strike, Repel, and Skill. A target resisting a Power will not cause damage to the caster, but a roll of 1 makes the target immune to the caster for the rest of the attack, and 8 will double any damage.

Basic Prophetic Rules

A character must have a class that allows them. You must have a Faith of 3 to use them; any less would show you cannot control them. A Regent can allow a lesser score if needed.

Every Power causes pain on the caster, and gives you the limit you can use in one day. A Faith of 3 will allow three with no penalty. After that, every one you cast will cause 1d8 point of Body Damage; and

the loss of weapon use for one turn. A resistance check can be used to block the damage, but the pain will still keep weapon use from happening.

You can create conjoined powers, to create effects single words can't cover. They must be known to you, and you must have purchased both powers already.

Say you want to cast an arrow of fire. You could combine Incendie (large fire) with Jeter (to fling). The result would be a small flame launched from your hand, which bursts into a large one when it hits its target. Your list would read Incendie-Jeter. This new form must be purchased as well.

Casting a Power again, before the first cast has finished its run, will also double the effect.

Casting Breakdown

Your Faith score tells how many you have in one day. So, a Faith of 4 gets you four a day without penalty.

You declare your Prophetic Power at initiative or for non combat at the time of

use, and it activates on your turn. At the moment of activation, you roll a Faith Check. A success makes the effect work, a 1 doubles the effect (if you desire), a failure forces the power onto you, but an 8 also makes casting useless for the remainder of combat (or a time limit determined by the Regent in non combat).

If a character resists, they get no effect from your Prophetic Power. Their resist roll of 1 makes all effects useless on them for the remainder of the attack. If they roll an 8 to resist, all effects double.

Your Faith and Additional Powers

As your character grows, you will reach maximums in different areas. Once you have a Faith of 7, the rules seem to make it impossible to use more powers.

Once you reach that 7, you now add your Heart score for the number you can use. If, for example, you have a Heart of 4 when you reach a Faith of 7, you get to use eleven Prophetic Powers. Once you

maximize Heart it goes to Soul, but stops there at 21 maximum.

Cost of Prophetic Powers

There is a cost, in points, to buy your powers. Now, there is no limit to the amount you can know; but if you have no extra uses for the day they are almost worthless.

Each Prophetic ability purchased must be listed in your prophetic section. Regents are accountable for making sure these powers are listed. A character cannot use a power that has not been bought.

The following is the cost per power in Prophecies. The detailed list in the following chapter will make this clear.

Attack Spells - 15 points.

Defense Spells - 10 points.

Heal / Neutral Spells - 5 points.

Protective Powers

Like Prophetic, Protective Powers are a power that comes through you and to a target. There are some differences to be

taken into account, so we will go over them now. To start, you use your Mind score for how many you can use per day, and the target score to make them work. The target also gets a resistance check for no effect. After you use your max in a day, other penalties will apply.

Rules of Protective Powers

These are thoughts in the mind that become action. Though you need not say any words to make them happen, you must focus on what you are doing. Any distraction will cause them to fail. Your Mind score reflects your concentration, and a failure means your thoughts have trailed off.

You must be of a class that allows using this power, and you must have a Mind of 3 to begin. Each Protective ability must be bought, and listed in your Protective section.

Your Mind also tells you how many powers you can use per day. A mind of 5, gives you five without penalty. If you go

over five, you must roll a resistance check. A failed check means your Character cannot use them for the rest of the day. A 1 will make your next one work without a roll; an 8 can cause you to fall asleep for the rest of the day. (Roll against Soul to resist). If a target resists the power, it has no effect on them. If they roll a 1 to resist, your powers have no effect on them for the rest of the day.

When you fail a mind check to use a power, like Prophetic, they affect you (roll to resist).

Protective Breakdown:

Simeon is in combat, and wants to throw a target with his mind. He concentrates on this idea, and rolls a Mind check. His Mind is 5, and he rolls a 7; fail. He is thrown backwards instead of his target. Later, he has used all 5 Kinetics for the day, but there is still an attacker left. He decides to crush the attacker's body armor against their skin. This time he rolls a 2,

success. They fail the resistance and the armor crushes. Simeon also makes a resistance check, and fails. The rest of the day, his powers don't work.

Review

- 1) You can use one Power per point of Mind per day.
- 2) You must make a Mind check for it to succeed; a failure turns the power on you.
- 3) Targets can resist, and if they roll a 1 are no longer affected by you for the day.
- 4) Going over your Powers for the day causes a Soul Check. Failing can cause loss of power, or even falling asleep for a day.

Protective Power at Character Creation, and Your Mind Score

You receive one free power at Character creation (step 1 only), for any point of Mind over 3 you purchase. If you later raise your Mind score, you no longer receive free powers. The extra just gets you more uses per day.

A Mind of Seven

Once you reach the Maximum Mind of seven, you can still get more per day. Like Prophetic you now add your Heart score for a total value. After you reach Maximum Heart, you add your Soul score for the maximum of 21 per day.

The Cost of Using Godly Power

Even with the almost miracle like effects a person can cause, the use of any power comes at a price. You will always be known to the followers of Nathan Harris. This means if you are seen using, they will attack you as if you are evil.

Another effect is the fact that Demons can “smell you”. If you use the Power you are given, any demon within a mile radius will know you are there. This doesn't give them your exact location, but they will come looking for you.

This little restriction is passed to the Regent to decide the effects. One can say the entire group gets attacked. Maybe even

just the user, or also one near, will be the focus of attention.

For weaker groups you can always ignore this rule, but stronger groups it should always be used.

Chapter Five: A Quick List of Prophetic and Protective Powers

Here we will list the most commonly taught Prophetic and Protective Powers. They have their basic description, damage or benefit, range, and duration. They are separated into several categories to make searching faster.

Prophetic Powers

All listed damage is Body. To refresh, the cost is as follows:

Attack hexes - 15 points.

Defense hexes - 10 points.

Heal / Neutral hexes - 5 points.

Attack:

Acid: "Acide" causes a three feet long spray of acid, dealing 8 points of body damage to anything it touches. It disappears the next turn.

Bite: "Mordre" causes a ghostly mouth to appear, and bite the target for 5 points of body damage. It can make two attacks per

turn, but vanishes after. The target must be within five feet.

Blow: "Coup" causes a fist of solid air to strike an opponent for 7 points of damage. It is a single strike for any target within ten feet.

Boil: "Bouillir" causes a three feet spray of boiling water, dealing 8 points of damage to anything it touches. It disappears the next turn.

Crush: "Ecrasant" causes a dark mist to surround one target, and then crush down on them on repeat of the command word. The mist will last up to three turns, but disappears instantly after used. The damage is 6 for a target within five feet.

Fear: "Craindre" causes the target to flee in total fear, for two turns.

Explode: "Eclater" causes a massive ball of fire to erupt in a five foot area. All targets in the affected range take 7 points of damage.

Fire (large): "Incendie" causes a large target to burst into flames. The damage is

1d8 per turn, until the fire is extinguished.

Target must be within ten feet.

Flash of Lightning: "Eclair" sends a single bolt of lightning to one target, and causes 10 points of damage. It will travel up to ten feet.

Fling: "Jeter" causes an object, touched by the caster, to wildly fly away from the caster. This will cause up to 8 points (1d8) damage depending on where and how it lands. A roll to Strike is needed in combat.

Harm: "Nuire" adds 10 points to any one Strike attack.

Hinder: "Empecher" causes one attacker to slow down, and lose all extra attacks. They must only attack once per turn for the next three turns.

Hurt: "Faire" causes 1d8 blunt damage to any target you touch. A Roll to Strike is also needed.

Madness: "Folie" will make one attacker within five feet attack their closest ally for three turns.

Murder: "Meurtre" causes 4d8 damage to a target within three feet.

Nightmare: "Cauchemar" will affect anyone within three feet of the caster, and cause them to see the caster as their worst Nightmare. They will run from the caster for three turns.

Rock: "Rocher" causes a large rock to appear above a target, within ten feet, and fall for 12 points of damage. Target must make a reflex roll to avoid being trapped under the rock. After three turns, the rock vanishes.

Statue: "Statuer" causes a target within five feet to freeze in place for three turns. They cannot attack or repel damage.

Sword: "Epee" causes a sword-like blade to appear out of the caster's hand, and can be used as a Long Sword for attack. The effect lasts five turns.

Twist: "Entorse" causes a target's muscles to tighten, and cause 7 points of damage. They cannot attack for three turns.

Vengeance: "Vengean" will cause one target to receive all damage they cause to the caster. This lasts five turns.

Weakness: "Faiblesse" causes one target to only deal half damage from Melee attacks. They also lose the ability to use missile weapons. The effect lasts three turns.

Wound: "Blessor" causes one target, touched by the caster, 12 points of bladed damage. Bleeding damage rules apply.

Defense:

Amazed: "Etonne" will make any would be attacker see you like a childhood hero. They will not attack you for three turns.

Ball: "Balle" sends a three foot radius of small metal balls across any surface. These will make it hard to travel across, and anything coming in contact must make a reflex check not to trip. The balls vanish in five turns.

Block: "Encombrer" will make an opening seal off. A door will not open; an opening without a door will grow closed. After five turns the opening returns to normal.

Bright: "Clair" causes a flash of brilliant white light. All who look at it will be blind for three turns.

Charm: "Enchanter" will make any one target see you as a friend for three turns.

Confuse: "Embrouiller" will make a group, of up to five, forget what they are doing for three turns.

Confusion: "Confondre" will make any one object be mistaken for another for six turns.

Darkness: "Obscurite" will suck the light out of any area, up to twenty square feet. It lasts for three turns, and dissipates like a thick fog. No light can get in the area.

Defect: "Defaut" will make an enemy fight for you for three turns.

Denial: "Denegation" makes any accuser believe you are not guilty. Also makes a lie the truth to one person. The effect lasts five turns.

Ditch: "Fosse" causes the ground to split open, and make a six foot long, three foot deep trench.

Dust: "Poussiere" causes a cloud of dust to fill a five foot diameter area. This will be thick enough to block view.

Escape: "Echapper" will reveal a way out of any situation. The regent will decide what way will reveal itself.

Extinguish: "Eteindre" will cause any fire, no larger than a six foot sphere, go out. If used against multiple fires (several torches or camp fires) it can be broken down in (up to) six one foot spheres. The source of the fire cannot be farther than ten feet.

Fetch: "Apporter" will bring one item to you from up to three feet away. This includes weapons.

Forbid: "Defendre" is cast on an object, or opening and people will avoid it as if it doesn't exist. The effect lasts for one day. The only way a character can resist this effect is to know of the object; or opening before the casting, and be within view of the object when cast.

Grease: "Graisse" will cover an object or area with grease, up to three feet diameter.

Crossing will cause a reflex check not to trip. The effect lasts five turns.

Howl: "Hurler" causes the sound of a selected animal roar to come from behind a target. They must resist or turn away to see where the animal is coming from.

Ice: "Glace" will make an area of up to six feet in diameter fill with two inch thick ice. This can be a doorway, opening, ground, or liquid. If on a walking surface, it will cause tripping without a reflex check. Surface will hold a hundred fifty pounds before cracking.

Insects: "Insecte" will make a swarm of insects appear, blocking view for three turns.

Yoke: "Joug" causes one target weapon to double in weight, making the wielder lose all extra attacks for three turns.

Heal:

Alive: "Vivant" is the resurrection power.

You CANNOT use this without a Faith of 7.

Once cast, you and the target must make a

Faith check to see if it works. This will only

bring the target to 1 Body Damage if successful.

Heal: "Guerir" will give 2d8 body damage points back to the target.

Help: "Secours" will raise target to full body damage points, but only lasts for five turns. After, the target reverts back to the amount they had before the spell. No extra damage is taken from attacks after the spell is cast, unless they are reduced to zero.

Preserve: "Conserver" stops a target from dying when they reach zero body damage. The effect only lasts five turns, and they must be healed before the effect runs out.

Recover: "Remettre" brings targets back to fully awake when knocked out or in a coma.

Sow: "Semer" stops all blood loss from attacks.

Vigor: "Vigueur" takes away attack penalties for low damage points. Lasts five turns.

Neutral:

Bless: "Benir" blocks all forms of fear from target for five turns, and can drive away attacking demons.

Climb: "Grimper" lets the target climb any surface for five turns.

Dress: "Robe" makes a suit of clothes appear that fit the intended user. The effect is permanent.

Feast: "Nourriture" produces a meal for ten, including all utensils and plates. After the meal, the caster must say "Erutirruon" and the leftovers disappear.

Fire (small): "Feu" will cause a match size flame, good enough to start a torch or campfire.

Float: "Flotter" lets the target swim without taking the skill for five turns.

Haste: "Hate" will let one target move at twice speed. All attacks and movement doubles. Effect lasts two turns.

Map: "Carte" causes a magical paper to follow the caster, drawing a map of where

they go. After they are done, the paper falls to the ground for the caster to keep.

Mount: "Mont" calls an animal to the caster, and will allow them to ride. Caster must have a ride skill for the animal, and they remain with the caster for one day.

Pray: "Prier" will allow the caster to know the correct answer to one question, or aid another in knowing.

Send: "Envoyer" can send a message to anyone within three miles.

Servants: "Domestique" will cause four three feet tall Angelic Spirits to appear to help you. They will act as servants for one day, doing any non attack action. If attacked, they each disappear with one hit. Once the day is over, they also disappear.

Shelter: "Abri" causes a ten man tent to appear. It lasts until the caster says "Irba" when it vanishes.

Shine: "Briller" causes an object to shine as bright as a torch, and lasts for five turns.

Skate: "Patiner" allows caster to cross any slick surface without a reflex check.

Trust: "Confiance" makes a target believe what you say for five turns.

Water: "Eau" makes a five gallon barrel of water appear. The effect lasts until all water is removed from the barrel.

Whisper: "Chuchoter" causes all conversation between two people to be unheard by others. The effect lasts for five turns.

Write: "Ecrire" causes a magical pen and paper to appear, and write down what the caster says. Once the caster is done the paper falls to the ground for the caster to keep.

Protective Powers

One major difference between taking Prophetics and Protective Powers, are the stages listed. Each stage must be bought before the next one can. To refresh, the cost is as follows:

Step 1 - 10, Step 2 - 20, Step 3 - 30, Step 4 - 40, and Step 5 - 50

All Powers last until concentration is broken. If a character has more than one step, they can use all steps as one use.

EXAMPLE: A Character with Sense Manipulation (Mental step 3) can blind a target, make them walk to a cliff edge, and say "why not jump?"

If you have an active Power, and you are hit during an attack the effect is broken. The same happens if they are affected by any outside force. Fear attacks, severe weather, calls of their companions, imminent danger. Anything the Regent decides can break concentration must get a mind check (unless attacked as stated above). To fail means the effect is broken, to roll an 8 makes powers useless for the duration of the conflict.

Mental:

Step 1: Suggestion. The User can plant up to three words into the mind of a target. These will cause the target to think

they just thought to do this; but if it is against their nature, they will not perform the action.

Step 2: Physical Manipulation. The User can make the target move as a puppet. These are simple actions like "walk or lay down", but their nature may still resist at this step. (Trying to make a character stab them self wouldn't work unless they were suicidal)

Step 3: Sense Manipulation. The user can make one sense (See, hear, touch, taste, smell) not work or over work in a target. The nature of the target has no effect at this stage.

Step 4: Biological Manipulation. The User can now cause heightened emotion, pain, paralysis, skin sensations (like hot, cold, tickle, itch), and voices to shut off or say what the User wants.

Step 5: Mental Tampering. The User can now make a person see, hear, and feel whatever they want. If the user wants a

target to think they are locked in a cage, they feel they are; with all the feelings, sounds, and emotions that go with it. Whatever fantasy, horrific or joyful, is all the target knows until the user loses concentration. Time inside a tampered mind passes at one day per turn of attack.

Physical:

Step 1: Movement. User can make objects move up to five feet in any one direction. The weight of the object must be no more than body weight plus fifty pounds per Mind point.

Step 2: Useful Movement. The User can now pick up, and move as if holding the object. This would include such actions as taking a weapon to attack, slamming an object against another, etc.

Step 3: Change. This now allows targets to be crushed, folded, unfolded, and bent. Other changes are allowed, but characters can keep resisting each change the user tries. The weight restriction of the object is still the same.

Step 4: Separate. Targets can now be broken down into individual parts. A door could be returned to a pile of wood and nails, but a Character would be unaffected at this step.

Step 5: Obliviate. Now the User can break the object down to atoms, making it turn to a pile of dust. Characters can be effected and resist as long as the User keeps trying. Weight and size no longer affect Users that reach stage five (Regents can decide effects for larger targets).

Elemental

**specify earth, air, fire, water as each must be taken separately.*

Step 1: Slight Manipulation. You can make your element double in size, shrink to half, or move up to five feet. Nothing larger than half the height of the User can be manipulated.

Step 2: Movement. User can move through their element without harm, but at half their normal speed. Loss of

concentration will leave them trapped inside with full effects against them.

Step 3: Creation. User can cause a handful size amount of their element appear.

Step 4: Master Creation. User can now create their body size per mind point in their element. This also makes their manipulation rise to the same. User also begins to take half damage from their element.

Step 5: Master Control. User can create, destroy, manipulate, and move almost any size of their element; and stop taking damage (roll to resist) as well. The top amount is up to the Regent. Users at stage five can also call an elemental creature for protection (265 body damage, 4d8 body damage per attack, 7 resist, 7 repel, 7 strike) Once called, they will act as their own character (NPC), not controlled by the user.

Spiritual:

Step 1: See Aura. User can see what outlook a target has, and find one minor

objective they are trying to accomplish (Regent decides what they get to know).

Step 2: Sixth Sense. An intense feeling of danger around the User. Once activated, they will know of danger (but not where) or safety (but not how). If a group approaches a user will know if someone wants to attack (but not who, how, or why).

Step 3: Mind's Eye. User can send and receive messages from a target. If the target is an animal, they can only convey emotion. If the target is a character they can speak words. Target's response will be pure thought, and may not make sense unless they also have this power.

Step 4: Spirit Sight. User can see areas without going to them. They can see inside buildings, up to a distance of six miles, and get details of what they are looking for. Part of what they see will be their own imagination, so not everything can be trusted.

Step 5: Soul Warrior. User can cause 10 points of Body Damage per turn. They can also double the distance for Spirit Sight (with more clarity), clear up the received thoughts from a Mind's Eye conversation, and get one major objective in See Aura.

Health:

Step 1: Healing Hand. User can cause a physical reaction that seals wounds, or opens them. They can cause or cure 7 points of damage per turn.

Step 2: Helpful gift. User can cause strength or weakness in a target. Strength adds extra melee damage in that target of 7, or takes the same amount in weakness.

Step 3: Blessing. User can now double either of the previous effects, or cause the same effect in two targets.

Step 4: Protection. User can form a field of energy that stops missile attacks in a six by six feet area.

Step 5: Samhain. User gains limited power over life and death. They can now

cause or heal half your Body damage per turn (each turn is half the new total: 40 to 20, 20 to 10, 10 to 5, or reverse). They can also extend the missile shield to twelve by twelve feet, and double or half the melee damage of a target.

Astrology:

Step 1: Heavenly Sight. User can look to the sky at night, and have one question answered. The answer is up to the Regent, and will not always be clear.

Step 2: Natural Direction. Any item or person, known to the user, will cause the user to know its direction. The actual location is not known, but an intense feeling lets the user know which way to go.

Step 3: Lunacy. User can add 5 points of body damage to any attack, when the moon is showing at night. If the moon is full, they can add 10 points.

Step 4: The Call. User can now call one person for help, and have it heard no matter where an ally is in Waverly. The ally will know exactly where the user is located.

Step 5: Night Safety. When this step is active, the user can get a reflex check before anything affects them. All attacks, no matter the style are able to be dodged. They are also immune to sneak attacks. Once this step is purchased, all previous steps double.

Environmental:

Step 1: Passing Mist. User can change their body into a cloud of dark smoke, and move at standard movement rates. This form can move through small openings, at ground level, and up walls with ease. The mist is affected by outside forces such as wind and rain. Heavy wind can kill the user, and heavy rain can force the user into the ground until it dries. Roll to resist when this happens.

Step 2: Call Fog. The user can cause a thick fog to enter any outside area, in a twenty foot radius. This fog will travel with, or at the command of the user; but allows them to see normally from inside. All others are restricted to one foot vision.

Step 3: Call Wind. The user can send a blast of continuous wind in any one direction. It will travel at 150 mph, and can move anything that is not “nailed down”. Targets caught in the wind must roll reflex, or be flung back with the force. Falling damage applies, as does being struck by any item that is carried in the wind.

Step 4: Call Hail. User can send a rain of large hail in a twenty foot radius. They must be outside for the effect to work, and all caught in the storm take 10 points of body damage per turn in blunt damage. Bleeding rules apply.

Step 5: Call Lightning. User can cause a target to be struck by lightning. Like Call Hail this only works outside, or in view of the sky. A single target will take fifty points of body damage, or the user can split the damage between five total targets.

Phase:

Step 1: Slow Time. User can cause one target to move at half speed. They receive half the number of attacks, and half

their movement rate. The target loses all chances to repel.

Step 2: Skip Time. User can move forward or back in time by one minute.

This, unlike other Kinetics, is an instant effect and cannot be continued unless used again.

Step 3: Stay Time. User can cause one target to become frozen in time. The target will be unaware that anything is happening. Once this effect is broken, the target will know only the changes they can see.

Step 4: Slide Time. User can now speed time in any target, including themselves, to double normal. All movement and attacks are affected. All damage dealt by a target is doubled as well, as the speed they move will cause the extra damage.

Step 5: Step Time. The User can literally step out of the timeline, and not be affected by any outside force. They can also

not affect anything else (no attacks or ability to touch anything). As far as a viewer is concerned, the User vanished. All other steps can now be doubled in effect (Example: Slow Time to one quarter, and Slide Time to four times normal).

Optional Rules for adding Magic to Classes

Some players may find their preferred class is too weak in a group to be effective. This can be a result of misunderstanding the class, or it could be the other players have become powerful more quickly. We don't ever assume the player is wrong in this instance, so we leave it up to the Regent to decide to use these rules.

For a class that has no magical abilities, they can purchase them from the Prophetic or Protective section. The player can only choose one type to use, and must meet the minimums listed for use.

All Protective Steps have a cost listed, and this list must be used. Prophetic powers can be bought as follows:

Attack Spells - 15 points.

Defense Spells - 10 points.

Heal / Neutral Spells - 5 points.

All rules of casting must be followed. Characters that learn these powers, unlike the Prophet, receive no free Prophetics. They do get to buy them at the same rate as the class. In exchange the player must sacrifice a special ability of their current class.

Now that the character has these new powers they are subject to the Cost of Using Godly Powers. They may have an edge, as their class look will be different from the others.

Chapter Six: The Warrior's Way

Ancient Weapons:

Here you will find a list of ancient weapons available in Tribulation. This is not meant to be every single type, and style of weapon in existence. For example, there are several styles of long sword, each one may have a different look but they are still long swords. If a weapon is unique it will be listed.

Some players may want special styles of weapon for their character. The Regent should first try to find a weapon listed and see if it would fit its damage score. Say you want to make a spear with an attached blade at the top; the damage rate is not listed here. A Halberd (similar look, with an axe style blade at top) might cause the same damage. You can use the Halberd as the model for your weapon.

To use a weapon you must have that weapon skill. A Long Sword Weapon Skill allows their use, and any other sword the

Regent allows. EXAMPLE: a Long Sword Weapon Skill may allow the use of a Bastard Sword, but not a Claymore or a Short Sword; as they both differ too much in style and use.

If the weapon is one handed, and you want to duel wield you must take the Two Handed Fighting Skill. The same applies to the use of sword and shield combos, as shields can be used for attacks depending on their style. Two handed weapons cannot be used with another weapon or shield, unless the weapon has a one hand option.

EXAMPLE: A Javelin is a thrown weapon that can be used with one or two hands. If you have Two Handed Fighting, you can use a shield and Javelin together.

The cost listed with the weapon is assumed to be retail, and will slightly vary between Blacksmiths or weapon shops. At creation the cost is the cost, but in game play the Regent can modify the costs to fit the adventure. Street values, or purchase

outside a shop, can double the price. Sale of a weapon to a shop is half the value of the cost; but private sale can be up to the cost new. If the weapon has various styles, the cost listed is an average.

Each is separated into categories of style to aid in finding the weapons you need. The Damage Value is your Strength plus the listed number. Thrown and Fired weapons have a total Damage Value listed. $DV = \text{add Strength for full damage} / TD = \text{full damage of the weapon}$. Cost is average in Nero.

Axes:

Battle Axe - A large two handed axe around 3 feet long. DV - 7, Cost - 200.

Throwing Axe - Small weighted axe made for single hand use, or throwing. Around 1 1/2 feet. DV - 4, TD - 7, Cost 40.

Common Axe - Medium size wood axe used in everyday life. Can be between 2 and 3 feet long. DV - 5, Cost 25.

Pole Arms:

Glaive - Long shaft, with a short curved blade at the top for slashing or stabbing. Around 7 feet long. DV - 10, Cost - 250.

Halberd - Long shaft, with an Axe style blade at the top; and a tip spike. Around 7 1/2 feet long. DV - 13, Cost - 400.

Fork - Long shaft, with a double point at the top. Around 7 feet long. DV - 12, Cost - 350.

Scythe - Long curved shaft, with a long curved blade at the top. Around 8 feet long. DV - 15, Cost - 700.

Spears:

Short Spear - 5 foot shaft, with a single point at the tip. DV - 6, TD - 8, Cost - 100.

Long Spear - 10 foot shaft, with a single point at the tip. DV - 8, TD - 10, Cost - 150.

Javelin - 7 foot tapered shaft, coming to a long single tip. DV - 6, TD - 9, Cost - 75.

Trident - Long shaft with three long spiked tips, around 5 feet long. DV - 7, TD - 11, Cost - 200.

Small Blades:

Knife - Small blade with a hand size grip, between 1/2 and one foot long. DV - 3, Cost - 50.

Throwing Knife - Balanced small knife styled for throwing. Around 3 to 6 inches long. DV - 2, TD - 5, Cost - 55.

Short Sword - Single Handed Sword with a double or single edge blade. Around 2 feet long. DV - 6, Cost - 125.

Falchion - Like a short sword, with a single edge and wider blade. Around 2 1/2 feet long. DV - 8, Cost - 175.

Medium Blades:

Broadsword - Wide stubby blade, for single hand use. 3 Feet long. DV - 10, Cost - 200.

Bastard Sword - Slightly longer than a Broadsword, with a similar blade. 3 1/2 feet long. DV - 11, Cost - 250.

Long Sword - Thin extended blade, one handed, and double edged. 4 feet long. DV - 12, Cost - 300.

Saber - Very thin blade, light and strong, one handed, single edge curved blade. 3 feet long. DV - 10, Cost - 200.

Large Blades:

Claymore - Large, two handed, wide, double edge blade. 4 1/2 feet long. DV - 13, Cost - 350.

Flameberge - Like a Claymore with serrated edges, and a set of spikes just above the hilt. 5 feet long. DV - 15, Cost - 400.

Blunt Chains:

Chain - Long metal links in varied lengths. Between three and five feet long average. DV - 4, Cost 10.

Ball and Chain - Small handle, with a medium length chain attached to a heavy metal ball. 3 feet long. DV - 6, Cost - 150.

Double Handle Chain - Two short handles connected by a chain, designed to be used single or dual. 2 1/2 feet long. DV - 5, Cost - 50.

Spiked Chains:

Flail - Medium size staff, with a short chain that connects a small spiked club. 5 1/2 feet long. DV - 11, Cost - 250.

Goupillon Flail - Short Handle with three chains, each tipped with a spiked ball. 2 feet long. DV - 15 (five per ball), Cost - 400.

Mace and Chain: Like the Ball and Chain, only a spiked ball on the chain. 3 feet long. DV - 8, Cost - 200.

Blunt Clubs:

Standard Club - Single piece of wood, with thick top, tappers down to a handle. 2 1/2 feet long. DV - 6, Cost - 10.

Cudgel - Long handle, with a heavy wooden ball attached at the top. 3 feet long. DV - 8, Cost - 80.

Metal Club - Forged metal club, thinner at top than wooden style, tappers down to form a handle. 2 1/2 feet long. DV - 7, Cost - 45.

Spiked Clubs:

Mace - Medium shaft, with a heavy spiked top, formed handle at the bottom. 2 1/2 feet long. DV - 9, Cost - 130.

Morning Star - Like a Cudgel, with a spiked ball, and an extra spike at the tip. 3 feet long. DV - 10, Cost - 175.

Hercules Club - Medium shaft, with a long heavy top, with several rows of spikes. 5 1/2 feet long. DV - 12, Cost - 200.

Hammers:

Claw Hammer - Small common use hammer, with a claw on the back of the head. 1 foot long. DV (Blunt side) - 4, DV (Claw) - 5, Cost - 10.

War Hammer - Two handed long hammer, with a spike on the back of the head. 3 feet long. DV (Blunt side) - 8, DV (Spike) - 6, Cost - 100.

Double Blunt Attack Hammer - Like a War Hammer, only no spike; and a second blunt side on the head. 3 feet long. DV - 8, Cost - 125.

Staves:

Short Staff - A medium size shaft can be used with one or two hands. 4 to 5 feet long. DV - 5, Cost - 75.

Long Staff - Longer version of the short, designed for two hands. 7 to 8 feet long.

DV - 7, Cost - 85.

Bo Staff - Very long, two handed staff. 10 feet long. DV - 9, Cost - 100.

Quarter Staff - The most common style found, modeled as a compromise between the Long and Bo styles. 8 feet long. DV - 8, Cost - 80.

Iron Staff - Forged iron shaft, with a heavier side covered in metal rings. 7 feet long. DV - 11, Cost - 150.

Modified Common:

Reaper - Long curved handle, with a second handle half way up, and a long curved blade at the top. First used to harvest long grass. 9 feet long. DV - 15, Cost - 100.

Sickle - Short handle, with a small curved blade at the top. First used for grain harvest. 3 feet long. DV - 7, Cost - 75.

Pitch Fork - Like the Fork or Trident, with four curved long spikes at the top. First used for hay. DV - 10, Cost - 40.

Distance Weapons:

These weapons have a variable effective range from point blank to fifty yards. Your reflex score shows how well you can target at greater distances. *As an option, when you have an Ancient Distance Weapon skill, you don't need a reflex roll for a target within 7 yards per point. Use that roll for One Shot Kill attempts.*

Long Bow - Around 6 feet, using long arrows for attack. Cost - 350.

Short Bow - Around 3 feet, using short arrows for attack. Cost - 250.

Collapsible Bow - Size of a Short Bow, that folds down to one foot size. Uses short arrows for attack. Cost - 300.

Small Crossbow - Hand grip, with a small sideways bow across the top. About 2 feet across. Uses small Bolts for attack. Cost - 275.

Standard Crossbow. Large double hand hold, with a sideways bow across the top. Around 3 feet across. Uses large bolts for attack. Cost - 350.

Heavy Crossbow - Longer than the standard, with a shoulder stock. Two bows across the top and bottom. Uses large bolts. Cost - 450.

Sling - Long strap of leather with a center pouch. Around 3 feet long. Can use stones or small balls for attack. Cost - 10.

Advanced Sling - Y shaped handle, with a thick bow like material stretched between. 2 feet long. Can use stones or small balls for attack. Cost 20.

Hand Hook - A curved wooden hook, with an open trench on the inside, that attaches to one hand. 3 feet long. Uses large balls for attack, or can be used for a blunt strike. DV (Blunt Strike) - 5, Cost - 50.

Distance Weapon Loads:

Short Arrow - Standard Tip TD - 6, Wide Tip TD - 8, Blunt Tip TD - 4, Cost - 10.

Long Arrow - Standard Tip TD - 8, Wide Tip TD - 10, Blunt Tip TD - 6, Cost - 15.

Small Bolt - Standard Tip TD - 5, Wide Tip TD - 7, Blunt Tip TD - 3, Cost - 8.

Large Bolt - Standard Tip TD - 8, Wide Tip TD - 8, Blunt Tip TD - 4, Cost - 10.

Regent can modify cost of arrow and bolt depending on tip

Stone - Found Stone TD - 3 (free), Carved Stone TD - 5, Cost - 5.

Small Ball - Smooth TD - 6, Cost - 6,

Spiked TD - 7, Cost - 7.

Large Ball - Solid TD - 10, Cost 10,
Wooden with Drilled Holes TD - 6, Cost - 4.

Modern Weapons:

These would be everyday weapons we see on television, or own ourselves.

Because some modern weapons are similar in style to ancient weapons, they will not be listed.

As before, the list is not meant to be all inclusive. The styles listed are the most common types to be found. Unlike ancient distance weapons, whose ranges can change with study and skill, most common weapons have a limited effective range. This will be listed.

The TD value is per bullet, and when multiple attacks are given they happen simultaneously. They get one initiative, but individual rolls to Strike. Unlike other forms of combat damage, the TD has no limit on the increased damage.

Hand Guns, Revolver:

.22 Short – Small caliber “pocket” pistol.

The short barrel gives limited effective range to ten feet. 2, 4, 6, and 8 round styles. TD – 6 Cost – 75 to 100.

.22 Long – Like the pocket pistol above, but with a longer barrel. Eight shot cylinder loaded weapon. Effective range 130 feet. TD – 8, Cost – 165.

.38 – Small handgun, with a six chamber side loading feed. Effective range 150 feet. TD – 10, Cost – 350.

.357 Magnum – Larger handgun, used by some government officials. Six round cylinder. Effective range – 150 feet. TD – 20, Cost – 450.

Hand Guns, Semi Automatic:

(These handguns get 2 Attacks per turn)

.22 Short – Like the revolver version, with a seven round clip feed. Effective range 100 feet. TD – 6, Cost – 175.

.380 – Pocket size 7 round clip fed handgun. Effective Range 100 feet. TD – 8, Cost – 250.

9mm - Standard police issue handgun, with a fourteen round clip feed. Effective range 120 feet. TD – 12. Cost – 500.

.45 ACP – Official Military Sidearm. Not as long range as some, but real stopping power. 7 round clip fed. Effective range 135 feet. TD – 24, Cost – 600.

Submachine Guns:

(These guns have such high rates of fire; the attacks per round would be outrageous. For game play we will give five attacks per turn at one target)

7.65 model 61 – A Favored assault weapon, this compact gun can be hidden under a coat. Uses 7.65mm or .32 ACP rounds, in a 20 round clip feed. Effective range 120 feet. TD – 10, Cost 1300.

.45 sub – Security agency quality with high stopping power. 30 round clip fed.

Effective range 600 feet. TD – 24, Cost – 1500.

9mm Uzi – The most common submachine gun you can buy. 30 round clip fed.

Effective range 600 feet. TD – 12, Cost – 1050.

Rifles:

30-06 – A well rounded all terrain rifle.

Comes in bolt and semi automatic with a three or six round clip feed. Effective range 1000 feet. TD – 35, Cost 700.

30-30 – A good brush gun. Comes in lever and bolt action, three round clip or six round stock fed. Effective range 300 feet. TD – 30, Cost – 400.

AK-47 – Can be single or automatic shot.

Uses 7.62mm rounds, 30 round clip feed.

Five attacks per turn at full auto, two attacks at single. Effective range 900 feet. TD – 24, Cost – 1500.

M16A1 – Preferred weapon of the U.S.

Military. Has single, 3 round burst, and full

auto. Uses a 5.56mm round, 30 round clip feed. Five attacks per turn in full auto, three attacks at three round burst, and two attacks at single. Effective range 1200 feet. TD – 24, Cost – 1200.

Shotguns:

12 gauge – A pump action weapon that has the most recognizable sound in the world, or a double barrel force to be reckoned with. Holds 6 rounds (modified pump), bottom feed. Also available in a double barrel break action that holds two rounds. Effective range 30 feet. TD – 30, Cost – 400.

16 gauge – Single break action, or pump, this weapon is good for close quarter combat. Pump holds 6 rounds (modified). Effective range 25 feet. TD – 25, Cost – 200.

10 gauge – The traditional Elephant gun. This large double barrel weapon can stop a truck in motion. Hold 2 rounds. Effective range 60 feet. TD – 50, Cost – 400.

Ammunition

Box of 50, Cost – 25 (average)

Area Effect Weapons

These are highly destructive, and very rare. Most are military issue, and can only be bought on the black market. There is always a chance you have inactive merchandise (a 1d8 roll of a 7 or higher by the Regent will show the device is worthless).

Dynamite – A stick of nitroglycerin that has been mixed with a stabilizing compound. Can be used with fuses, blasting caps, or timers. DV – 40 at center minus 2 points per foot of distance from blast. Cost 30 per stick.

Plastic Explosive – An explosive putty that can be cut and formed to any shape. It is more stable than dynamite and must be detonated with a blasting cap or timer. DV – 20 per 1 oz. at center minus 10 per foot of distance from blast. Cost 100 per 1 oz block.

Claymore Mines – Filled with plastic explosive and small metal balls. This is a set shape charge sending all force in one

direction. It has the familiar ominous warning “this side toward enemy” stamped on the case. DV – 100 at center minus 2 points per foot of distance. Cost 700.

Hand Grenade – This comes in several styles with a similar effect. They explode three seconds after you pull the pin, and the spoon pops off. **Standard explosive** DV – 30 at center minus 5 per foot of distance.

Fragmentation DV – 45 at center minus 5 per foot of distance. **White Phosphorous** DV – 18 for all in the 15 foot effective range per turn aflame. **CS Gas** will blind and immobilize all targets in the 20 foot effective range. Roll to resist to move.

Effects last for ten turns once out of the gas.

Improvised Explosives – These are a vast array of chemicals and housings that can be flammable or explosive. The most common example would be gasoline in a glass bottle, with a lit rag. Once thrown they break and burn. Damage is Burning (see Elemental damage in the Regent’s section). Cost - 100

Area Effect Detonators

Fuses – Flammable line that can give a variable time to detonate. Cost 10 per foot.

Blasting Caps – Fittings that send an electrical charge to detonate attached device. Cost 30 per cap.

Timers – Digital and analog boxes that work with or without blasting caps, but serve the same function. Cost 50 average.

Detonators – Wired or wireless RF devices that set off blasting caps. Various styles exist. Cost 30 – 100.

Weapon Skills:

As stated, a weapon skill is the type of weapon you want to use, not the category it belongs to. If you want to use a Hand Hook, Take a Hand Hook Weapon Skill at a cost of 20 points. If you want to use a Weapon you have no skill for, you must make a Mind Check. Success allows you to use it in combat, but it only does half damage (see also unskilled weapons in Regent damage section). This check must be made before every combat situation,

unless you roll a 1; then you can use that weapon all day.

Area effect weapons can be used by anyone for full damage. Without the Explosives or Demolitions skill (listed later) you MUST make a reflex check or be caught in the explosion (an 8 is dead center).

Fighting Skills:

These skills cover the types and styles of fighting your character knows. Taking these can add extra attacks, allow for unarmed combat or increase / decrease damage. Each Fighting skill costs 15 points.

The following is a quick list of common Fighting Skills. With Regent approval, you can form your own Fighting Skills. If the skill gives you the option of using an attack as a repel, you lose the attack at the end of the turn.

Two Handed Fighting - Use any one handed weapon in each hand, and gain one extra attack per turn. You can also use your

extra attack as a repel, if you fail a repel check.

Shield Style Combat - Allows the use of a one handed shield with a one handed weapon. You can also use the shield repel for an extra attack, if you haven't used it in that turn.

Double Weapon Combat - Like Two Handed Fighting, but you can use two different styles of one handed weapon.

Fencing - Allows you to use your weapon to block (repel) instead of attack.

Wrestling - With a successful strike attack, you can grab, pin down, punch, or dodge. Once you have a grab, you get an immediate second strike roll to throw or pin down. All damage is your strength score plus five. A roll of one with a punch will automatically knock out your opponent, with a grab gives you a free throw or pin down. The damage from these attacks automatically doubles. You only get one extra damage roll.

Animal Style - Like a Martial Art, these techniques use every part of the body as a weapon. You can grab, throw, punch, kick, even block attacks or dodge them. Blocks can be used against weapons. The checks are the same as wrestling, but the damage is strength plus six. Each roll of one causes and automatic reroll to double, but successive ones continue to roll.

EXAMPLE: You roll a one to punch, causing nine damage. Your next roll is a one doubling to eighteen. Another one roll doubles that to thirty six... ex. There are no automatic knock outs, or free throws with this style.

Boxing - You can dodge, punch and block attacks with ease. Like wrestling, you can get automatic knock outs, or single roll double damage. With this style, you not only study how to fight, but how to get hit. Damage is strength plus six. If you are hit by an attack you can roll a resistance check (bladed weapons half damage, blunt or

physical attacks no damage) to absorb the pain. A roll of one is the only way to get no damage from a bladed attack.

Mixed Fighting - You have studied several types of fighting, and have taken away parts that make you powerful. You can absorb blunt or physical attacks (not bladed) with a resistance check. Like wrestling you get automatic throws and pins with a one, but you can double your damage twice. Mixed fighters damage is strength plus five.

Street Fighting - Not only do you fight well, you fight dirty. It works like Mixed Fighting, but no Absorbing damage. You can use any item near you for a single attack at Strength plus four. All other attacks are Strength plus five.

Sneak Attack - You can use this to get a free full damage strike on a target, without them repelling. The target must roll a mind check to see if they know you are there. If they succeed, you miss. If they fail, you hit;

but if they roll an 8 they die. That will happen even if you intend to wound only.

Dodge - This gives you one extra chance to repel in any combat turn.

Desperate Escape - You receive a free check in Reflex if attacked for Desperate Escape. The Regent then has the authority to say how you get away. This can be used once per turn.

Desperate Strike - You receive a free check in Reflex if attacked against any opponent, even if you have no attacks left in the turn. The Regent decides what effect or damage you deal. This can be used once per turn.

Combat Healing - This is a special skill used to help other characters stop blood loss in combat. You use this skill instead of an attack, and roll a skill check to see if it works. A success stops the blood loss in the target character.

Sword Form - You have taken special training in the use of a sword, and have gained one extra attack or repel per turn.

Staff Form - Like sword form, only used with any two handed blunt weapon skill.

Archery - Like sword and staff, only used with a Bow / Crossbow Weapon skill.

Sniper – You are the best shot in the world, at least to you. With a skill check, you can have a called shot with any missile weapon. With a success you can hit exactly what you want when you strike. A 1 gives an automatic kill for enemies without special healing.