

Spiritual Warfare

THE ROLEPLAYING GAME



by BRENT D. WISDOM

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SWRPG v3.6

“For our struggle is not against flesh and blood, but against the rulers, against the authorities, against the powers of this dark world and against the spiritual forces of evil in the heavenly realms. Therefore put on the full armor of God, so that when the day of evil comes, you may be able to stand your ground, and after you have done everything, to stand.” -Ephesians 6:12-13

THE DAY OF EVIL IS HERE; WILL YOU BE ABLE TO STAND?

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Special Thanks to the following people for all of the help to make this game a reality: Rodney E. Barnes, Brian L. Bird, Cathy Chenail, Marion Downard, Richard Holtom, Jim Jones, Doug Levy, Justin Lisby, Jason Litchfield, Alain Martinovic, Jason Peterson, Joe Revesz, Terrence Rideau, Mike Roop, John Stanton, Pastor William Tell, Peter Theodore, Doug & Nancy Wisdom (my wonderful parents), Michael Winn, and a very special thanks to my beautiful wife Katie Wisdom. Most of all I would like to thank my Heavenly Father, Jesus the Son, and the precious Holy Spirit for the gift of eternal life (John 17:3) thank you for allowing me to write this book. May Your blessings be upon this work Lord.

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For ages 12 & up

SPIRITUAL WARFARE THE RPG ON-LINE

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Cover Story: Jaylen Shelby, the famed Realm Knight, finally tracks down Felsian at his lair. While he was feeding on an unidentified carcass, the lady warrior surprised the hellish intruder and struck him down by the power and in the name of Jesus Christ. The evil beast had been feeding on innocent victims for years, but now his reign of evil has come to an end.

“I speak through the prophets to give clear pictures of the way things are. Using prophets, I tell revealing stories.”

-THE BOOK OF HOSEA

PROLOGUE

I was deeply involved with *Roleplaying Games* (RPGs) for many of my youthful years. During that time, I learned the 'ins and outs' and can say that I have 'been there and done that' in the world of roleplaying. I have run extensive campaigns as a Game Master, and have also taken on the role of many characters. I know the good and bad effects that RPGs can have in a person's life, and that is why I have taken careful and calculated steps in designing this game. I want God's will to be done above all else to bring to you what you now have in your hands. It has been a long and difficult road, but well worth it as you will soon experience. I truly believe that God has given Spiritual Warfare the Roleplaying Game for *such a time as this*.

I pray that this game will be used to introduce people in the roleplaying communities to Jesus Christ. I pray that Christians around the globe will grasp the importance of knowing and using God's Word in our struggle against our very real adversary, Satan. And lastly, I pray that we can recognize that God wants us, as His children, to have fun. After all, this is a game. I hope that you will realize the intentions of this RPG and use it to its full potential. God bless and happy gaming!

-Rev. Brent D. Wisdom

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GLOSSARY

Actions Per Round (APR): The number of Actions that a Character can perform in one round of combat.

Actual Faith Points (AFP): From this pool a player can spend points for healing or to increase the chances of specific actions.

Adventure: Adventures usually encompass one gaming session.

Attribute: The aspects of a character that he is born with. Spirit (SPI), Wisdom (WIS), Perception (PER), Strength (STR), Dexterity (DEX), and Fortitude (FOR).

Calling: The Calling defines a distinctive roll within an Order.

Calling Skill Bonus: The bonus that a Calling gains when rolling specified skills.

Campaign: A Campaign is a series of adventures linked together. These are often played in the course of many gaming sessions.

Critical Failure: When rolling the dice and the result is a three or less.

This result is accompanied by a blunder of some sort.

Critical Hit: When rolling the dice and the result is a twenty or more. This result is accompanied by an additional positive result.

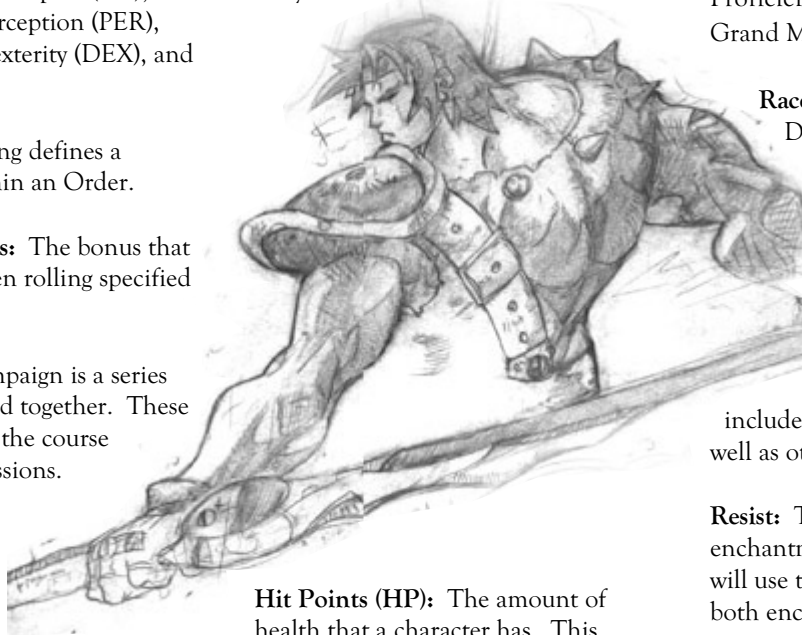
Enchantment: Enchantments are powerful effects that affect PCs and NPCs. Enchantments can cause damage, disillusionment, and a host of other atrocities.

Encounter: Encounters are battles that may last anywhere from 1 to 50+ rounds.

Faith Points (FP): These are used to determine a character's level. FPs are also used in game play for chances of better results, healing damage, or taking away the effects of a Serious Wound.

Flaw: Flaws are most often annoying habits or hindrances. A Flaw is a negative Trait.

Game Shepherd (GS): This player acts as the narrator, referee, and general storyteller.



Hit Points (HP): The amount of health that a character has. This number determines how much damage a character can take before he dies.

Non-Player Character (NPC): The NPCs consist of all the other personalities in the game that the PCs will come in contact with such as foes, demons, and other people. The GS controls all of the NPCs.

Order: An Order is a classification of people with specific types of abilities.

Order Skills: These are skills that are specifically related to a character Order.

Player Character (PC): A character that is controlled by one of the players in the game.

QM Upgrade: These are the initial upgrade points that a character has to allocate first to Order Skills then to other skills as he sees fit. A character starts with twelve QM Upgrades.

Quality Measurement (QM): The measurement of the quality of an attribute or skill. The higher the QM the better chance your character has at performing a given task. They are: Unskilled, Novice, Standard, Proficient, Specialist, Master, and Grand Master.

Race: Your character's Race. Dwarf, Elf, Half-Elf, Halfling, or Man

Reaction: All reactions are categorized under the Fortitude attribute. A character rolls these when his mind or body is reacting to certain situations. These include resistance to pain, courage as well as others.

Resist: This is used to combat enchantments and sin. The character will use the Fruit of the Spirit to resist both enchantments and sin.

Rhema: These are memorized verses from the Bible that a player recites in order to gain a result as indicated by the Rhema description.

Rhema Level (RL): Each Rhema has a level, the higher the level, the more powerful the Rhema.

Round: A Round takes place when both sides of an encounter, (PC and Foe) take their designated action(s).

Skill: Skills are learned abilities that a character uses to perform specific tasks. There are two types of Skills, Common or Dedicated.

Specialty: These are special Order abilities, powers, or positions that a character may obtain as indicated by his character's level. A character will start with one initial Specialty of his choosing.

Total Faith Points (TFP): The total accumulated number of FP that a character has. This number will determine the character's level.

Trait: Traits are distinguishing characteristics that make a PC unique. Traits are not skills, rather they are

abilities, inferiorities, attitudes, and quirks that affect the character all of the time.

Virtue: Virtues are innate abilities and/or characteristics that a PC possesses. A Virtue is a positive Trait.

INTRODUCTION

CHAPTER 1

SPIRITUAL WARFARE THE RPG

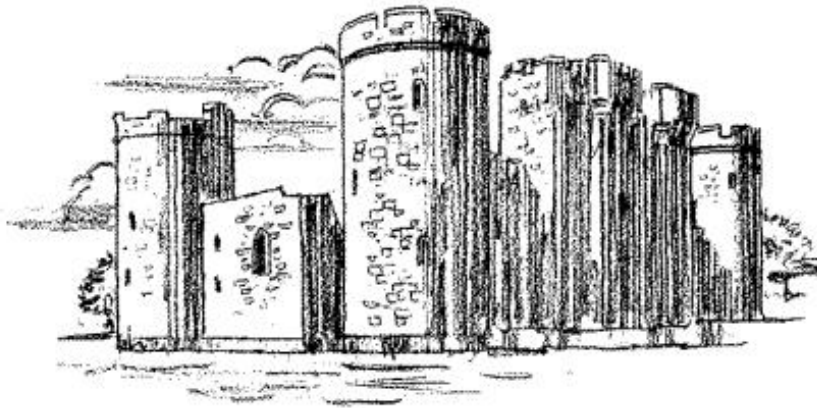
SYNOPSIS

Out of the shadows of hell arises the darkest of evil, inching its way into the hearts of Elf, Dwarf, Halfling, and Man. No race is exempt from the venomous bite of the great dragon. The Adversary has claimed many by his deceiving and maniacal desires. His rancorous venom flows through the streams of our hearts, minds, and souls plummeting us farther and farther away from the Lord our God.

All people have surrendered to the will of the enemy; but find solace in the decrepit thought that they are genuinely good. Evil has had its way in the hearts of all, worse, there are some that have been so blinded and corrupted, their hearts so blackened by our adversary, that they cannot help but submit to his will. This diabolical evil had its way in a certain elf from the nation of Cenchrea.

In the year of our Lord 1073, Andros Trenton, a cruel and greedy Elven Lord known for his obsession with the occult and the supernatural, inherited a large plot of land in the southeastern region of Epouranios.

In his quest for power, Lord Trenton used occult rituals to summon demonic forces to help him conquer the surrounding territories. He formed his 'army of darkness' from loyal pagans while covens of occult priests and warlocks regularly perform ritual sacrifices. He used demonic powers and curses to annihilate all those who opposed him. As battles were won, his great lust for wealth, stature, and power increased.



He began conquering many villages, small towns, and outposts in the southern territory of Cenchrea. In his wake, he left death and devastation. He enslaved many and took others to be sacrifices in his occult ceremonies.

He then came upon his first real test, the ancient city of Apolutrosis, the oldest city in Epouranios and the capital city of Glathria.

Apolutrosis was an enormous fortified city and the home of King Theros Valindil. Theros and the twelve Elders of Apolutrosis had heard rumors of the wickedness being perpetrated on their region and the pending attack on their city. They took every necessary precaution to strengthen their defenses, stockpile supplies and arm every able-bodied person.

Theros, a righteous king, realized his city was the only stronghold standing between Lord Trenton and the rest of Epouranios. He prayed earnestly to God for wisdom and strength.

When the siege came upon the city of Apolutrosis, Lord Trenton's army

was met with fierce resistance. The battle raged for weeks. When Lord Trenton was unable to make any real advances in taking the city and after losing many men, he withdrew in order to regroup.

Lord Trenton envisioned all of Epouranios under his dominion and to achieve this he was willing to pay the ultimate price. Therefore, he ordered the building of an occult temple named Dargon's Keep. After its completion, he commanded all of his leaders and priests to attend a 'black mass.' During the elaborate, two-day ritual, he sacrificed many unfortunates and beasts. He then sold his soul to gain the power to accomplish his diabolical plan.

Lord Trenton wanted to summon the most powerful demons to help him overthrow Theros and the city of Apolutrosis. During the ceremony, he set up an altar with five evil talismans. Using an ancient incantation, he attempted a ritual that he thought would give him ultimate power by opening himself to possession by a demon principality.

Instead he unwittingly unleashed the power of hell and opened a gateway to the realm of spiritual darkness called 'The Vortex of Souls'. This gateway from the spiritual to the physical allowed demons coming through it to manifest in physical form; including many fierce demon principalities.

Lord Trenton attempted to control the demonic forces but, upon their release soon discovered that they had an agenda of their own and would not be manipulated or controlled by any earthly entity.

Realizing that he could not control the demonic hordes, and being willing to take any path to power and prominence, he quickly submitted to their every whim. They too had aspirations of conquering not only Epouranios but also the entire world.

Many in Lord Trenton's army feared for their very lives and rightfully so. The demonic army that had been unleashed destroyed all those who would not submit to their rule and made slaves out of the people who pleaded for their lives.

Several inhabitants escaped, seeking sanctuary and refuge in the city of Apolutrosis. There they told Theros of the Vortex that had been opened and the demonic hordes released into the land of Epouranios.

Theros, having learned of the impending darkness that was soon to sweep over the land, called for a fast and solemn assembly. The people sought the Lord our God throughout the day and night. While Theros was praying in his inner chamber an angel of the Lord visited him. The angel told Theros that he must take the twelve Elders of Apolutrosis and destroy the altar at Dargon's Keep to close the Vortex of Souls. Theros was told that in order to succeed he must sacrifice his life. If he and the elders failed, the world would be covered in darkness.



These thirteen valiant warriors traveled under the cover of darkness and slew all demons that opposed them on their way to Dargon's Keep. The longer these warriors fought, the more they realized they needed to rely on God for their strength and victory. As the Spirit of the Lord came upon them, they performed mighty deeds.

The warriors noticed that words from the Scriptures began to flood their minds during battle. As they quoted them, the power of God came over them so intensely that they began to shout the Holy Script as they fought the demons. As they did so, miraculous and spectacular things happened.

Demons were consumed by fire that leapt from the warriors' weapons. They were bound with cords of light, and some disintegrated before their very eyes.

With this new faith-empowered might from the Holy Spirit and the Holy Script, the warriors broke through the enemy lines and soon found themselves at the gates of Dargon's Keep.

The battle raged long into the day. Undaunted, Theros and the Elders made their way into the heart of the

dark temple, slaying demonic hordes as they advanced. Finally, they came upon the inner chamber where the altar was erected and where the Vortex of Souls stood open. Demons were pouring out of the Vortex and scurrying down the temple's corridors to the outer realm. Many demon principalities had positioned themselves to guard the Vortex.

As the chosen warriors stormed the place of wickedness, the battle raged with great intensity as they fought off countless demons, from lowly imps to principalities. As the Elders kept the principalities occupied, Theros fought off many fierce attacks and climbed the steps to the altar.

As he raised his sword heavenward, a heavenly glow enveloped Theros and he praised God for the coming victory. Just then, cowardly Trenton struck Theros from behind, piercing his heart with a crooked black sword. Theros cried aloud, and with his last breath he brought his glowing sword down with such force that the altar split in two and the room, if not the whole temple, shook violently. As the Vortex collapsed, Lord Trenton and dozens of demons were sucked into the nothingness. Escaping the closing

portal, other demons vowed revenge as they fled to the outside world.

Even though the altar had been destroyed and the gateway to the dark realm closed, innumerable demons had been unleashed upon the land of Epouranios. The Elders took the five artifacts that had been used in the summoning ritual and dispersed them to the corners of the land, so they would never be used again.

The Elders returned to Apolutrosis only in time to see it being attacked by the demon principalities and their armies. Soon the city lay in ruin; most of its occupants were scattered and fleeing to the northern regions. Soon after, demonic hordes controlled the southern regions of Glathria and slowly made inroads to the surrounding regions.

The Elders spent days seeking the Lord by fasting and prayer. It was revealed to them that God would raise an army of chosen knights to vanquish this evil from the land.

The Elders went out two by two seeking to recruit and disciple these knights, who were specifically ordained by God to help in this righteous cause. In turn, these knights were called to train and equip others to preach the gospel of Jesus Christ, and to wage war against the manifested forces of darkness. From them, the Knights of the Realm were established with its Council located in the Dakenwood Forest of the Elven Kingdom of Elkosh.

It has been more than three-hundred years since that day and many demons still roam free causing destruction and mayhem. Some demons have grown stronger, others weaker. Still others have had relations with humans, creating horrific half-breed spawns of evil known as Nephilim.

All of the original Elders have died, either in martyrdom or in heroic feats of battle. The stories of Theros and the

Elders have become that of legend and many times are not seen as real history. Nevertheless, the Knights of the Realm press on in this epic battle knowing the reality of the past.

You, as a player, take on the role of a knight. There are countless demonic beings in Epouranios, stealing, killing and destroying (John 10:10). Your purpose is to destroy their physical manifestation, forcing their spirits back into the spiritual realm.

*The day of evil is here;
will you be able to stand?*

WHAT IS A ROLEPLAYING GAME?

O.K. *quick question, what is a roleplaying game?* The Oxford English Dictionary describes a roleplaying game (RPG) as “a game in which players take on the roles of imaginary characters, usually in a setting created by a referee, and thereby vicariously experience the imagined adventures of these characters.”

Roleplaying can be described as interactive story telling. Instead of having one reader and multiple listeners, you have one person guiding the storyline (The Game Shepherd) with many people interacting (Player Characters) enhancing the story dramatically.

An RPG has no set time to play, and there are no winners or losers, although there may be times when a character dies or becomes unplayable. There is no game board to set up as the game is played on the endless playing surface of your imagination (which by the way, God gave you).

Each player has a character sheet describing the character that he plays. The Game Shepherd (GS) will have most of the material, but all he basically has are charts and adventure outlines.

As you continue reading you will understand more and more. This is

not a traditional board game; it is very different and a lot more fun (at least we think so).

ABOUT SPIRITUAL WARFARE THE RPG

Spiritual Warfare the RPG (SWRPG) is a game unlike most in that it has a purpose beyond just playing the game. This RPG is designed to help people understand two things: First of all, that God is greater than our adversary, Satan. In all actuality there is no comparison between God and Satan. Satan is a created being, whereas God is absolutely Eternal and All-Powerful. Nothing in all creation is as powerful as He is. Secondly, to understand how Satan attacks us so that we can recognize his schemes “*in order that Satan might not outwit us. For we are not unaware of his schemes,*” 2 Corinthians 2:11.

Spiritual Warfare the RPG, however, is not a game of Satan versus God. It is a game of Satan vs. God’s children (His People). This is not a game designed to show the frailties of God, *God is not frail in any way shape or form.* He is All-Powerful and Absolute in all that He is and everything He does.

We must understand that God has a purpose in our struggles and in our suffering. God wants to show us that all things are possible for those who put their trust in Him. (Mark 10:27, Mark 9:23)

Satan knows that he cannot defeat God, he tried it twice. The first time he was kicked out of heaven, (Isaiah 14:12) the second time he was defeated by the cross (Colossians 2:13-15) and the keys to death and Hades were ripped from his hands. (Revelation 1:18) Nevertheless, in Satan’s warped delusions, he wants to battle against God one more time. Not against God the Father or God the Son, but against God the Holy Spirit who lives within His believers. This is the very reason

why he is attacking God's people and those that might give their lives to Jesus the Messiah. Only as we rely on God, His provision, and His Word, which gives us everything we need, will we be able to defeat our adversary on a daily basis.

This game will help the player realize that even though we go through tribulations and trials, God is with us. As we rely on Him and His Word, we will be perfected, not lacking anything. *"Consider it pure joy, my brothers, whenever you face trials of many kinds, because you know that the testing of your faith develops perseverance. Perseverance must finish its work so that you may be mature and complete, not lacking anything,"* James 1:2-4.

WHAT YOU WILL NEED

To play SWRPG you will need Bibles, paper, pencils, and a few sets of dice. A set of dice includes a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and a 20-sided. You can purchase these dice from your local hobby store. Also gather some index cards, snacks, friends, and most importantly a prayer to our Lord.

THIS IS A GAME

THIS IS A GAME! REPEAT, THIS IS ONLY A GAME! It is meant to help people grow in their understanding of spiritual warfare and to comprehend in some small way the realities of the spiritual realm versus the physical realm. The physical realm of earth is temporary and has an ultimate end, whereas the spiritual realm will never cease to exist. It is from the dark caverns of the spiritual realm that demonic beings have escaped and are now threatening the existence of humanity (within the game that is).

PLAYER CHARACTERS (PCs)

Each player controls a character known as a Player Character (PC). The player decides what that character will do in the game. Exactly what the character can do is determined by the rules of the game and common sense. Once a PC is created using the guidelines of the game, you can begin battling the demons of the kingdom of darkness.

Each PC has the option of being a member of a specialized guild known as the "Knights of the Realm". The knights have a strict code that they abide by (see The Code of Ten). The Knights of the Realm are a select group of born-again (see John 3) warriors chosen by God to destroy the manifested presence of evil that has infiltrated the earth. The purpose of the Knights is to destroy the demonic manifestations, forcing the demonic spirits back into the spirit realm (see Chapter 3 for more information on Knights of the Realm).

GAME SHEPHERD (GS)

While playing SWRPG, one person acts as a Game Shepherd (GS). This person is the "referee" and "story teller".

When a player decides what he wants his character to do, the GS decides what happens using the rules of the game. The GS sets the stage of the game by telling the PCs what they see, feel, taste, touch and hear.

The GS needs to know the rules of the game and take the time to prepare for different adventures. The GS should be familiar with all the areas of this handbook.

NON-PLAYER

CHARACTERS (NPCs)

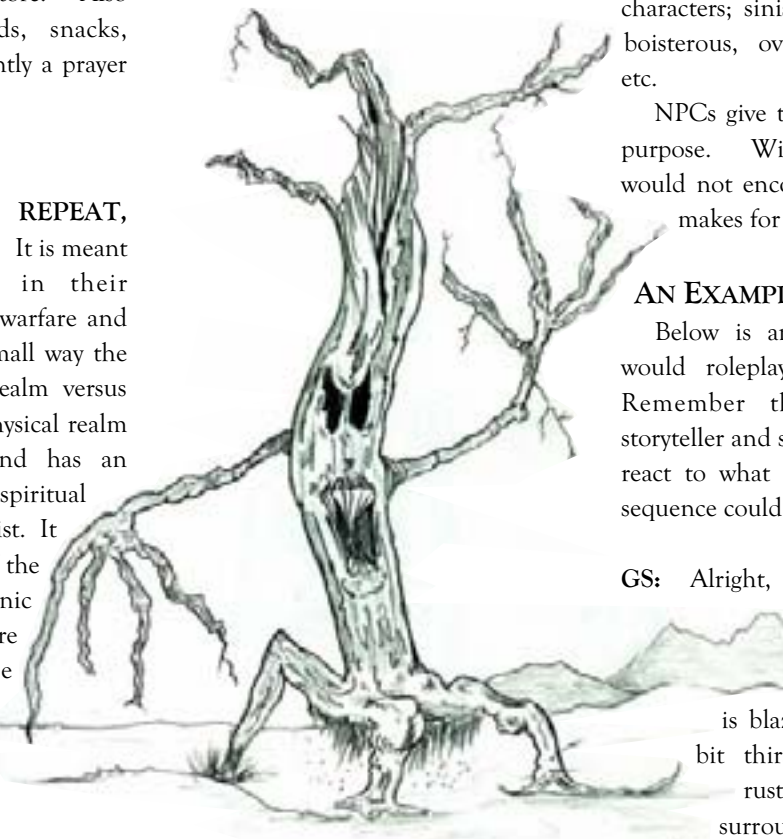
The GS controls all non-player characters (NPCs). The NPCs consist of all the other personalities in the game that the PCs will come in contact with such as foes, demons, and other people. The GS needs to be able to role play many different types of characters; sinister, shy, rough, tough, boisterous, overbearing, sad, happy, etc.

NPCs give the adventure color and purpose. Without them, the PCs would not encounter anyone and that makes for a rather dull game.

AN EXAMPLE OF PLAY

Below is an example of how we would roleplay a combat sequence. Remember that the GS is the storyteller and scene setter. The players react to what the GS says; a combat sequence could go like this.

GS: Alright, Aleazar and Cale, you guys are walking through the forest in the heat of the day, it is blazing hot and you are a bit thirsty. You hear some rustling in the trees that surround you and a foul odor,



THE REAL WAR

Remember the real war is *not* a game. It is fought against your soul every day and Satan would like nothing more than to see you defeated in your walk with our Lord Jesus Christ. So be on your guard and fight the good fight!

something like sulfur, begins to permeate the air. You both can feel that something is up. What do you guys want to do?

PC Cale: I want to draw my sword and be ready for anything.

GS: How 'bout you Aleazar?

PC Aleazar: I want to pull out my bow and ready an arrow to fire, and then I want to point it towards the trees.

GS: O.K. Great, the sound of the rustling in the trees gets louder and

louder. You hear a collective growl and figure out that whatever it is, there may be more than just one. Then, ever so slowly, you see coming down from the trees some of the foulest creatures you have ever seen. They look humanoid with a boar's head and greasy, coarse hair. Some are larger than others, and from what you can see there are about four of them. What do you want to do?

PC Aleazar: I want to point my bow at the nearest one and fire!

GS: All right, how about you Cale?

PC Cale: I want to use a Rhema (see below).

GS: Which one?

PC Cale: Let me see... um. *Fire!*

GS: Cool! O.K. Aleazar you loose your arrow, roll your attack (an attack roll would be made to determine whether or not he hit the creature) Hit! Go ahead and calculate the damage. Now you Cale.

PC Cale: I'm going to use the Rhema

Fire. So here goes, (clearing his throat), *Hebrews 12:29 "For our God is a consuming fire."*

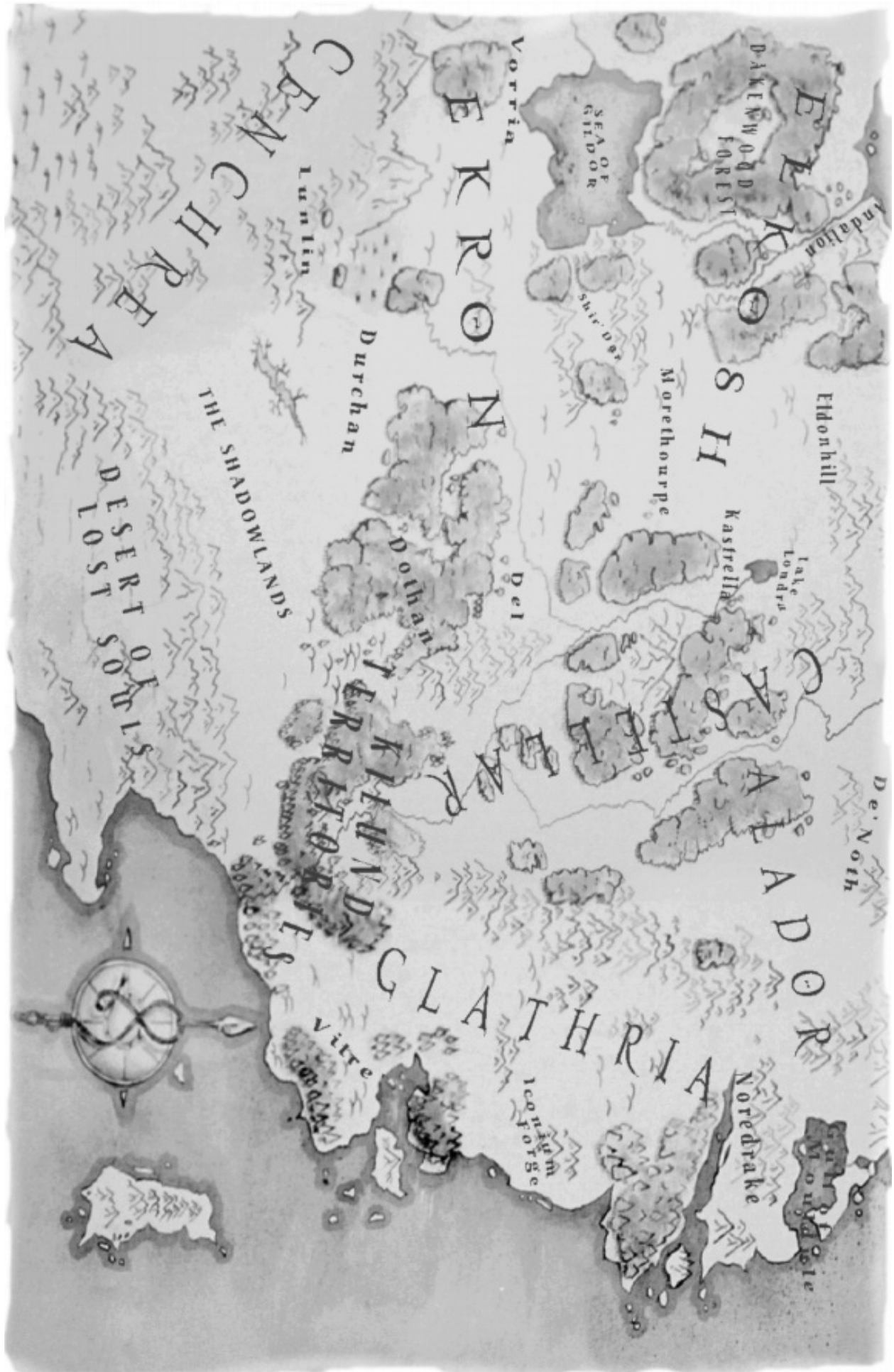
GS: Out of your sword comes a ball of fire that shoots out toward the demonic beast and the flames consume it.

The combat would continue until one side is defeated or someone flees.

You get the basic idea. The GS is the referee, scene-setter, and storyteller. The PCs play an active role in the story and enhance it.

You are all creating a story as you go along. This is too much fun! This was just an example of a quick combat scene; there is ample time for actual roleplaying with dialog between PCs and NPCs.





CHAPTER 2

REALMS AND HISTORY OF EPOURANIOS

On the western hemisphere of earth are the lands of Epouranios. While Europe, Asia, and Africa thrive in the east, Epouranios and her nations thrive in the west.

The landscape of Epouranios is as varied as its people, from cold arctic regions in the far north to tropical rainforests near the equator. Most of the known land of Epouranios is in the northern hemisphere. Most of the other regions of Epouranios are uncharted and unknown.

What follows are concise descriptions of the known nations of Epouranios.

ELKOSH (ELVEN KINGDOM OF)

Location: Northwestern Epouranios

Area: 86,186 sq. mi.

Population: 443,000 Elves, 350,000 Humans, 100,000 Halflings, 50,000 Dwarves.

Languages: Elvish, Common, and Halfling

Coinage: Keldorn (pp), Monarch (gp), Half-Monarch (sp), Lun (cp)

Taxes: 15% income tax quarterly, 12% for nobles, 10% sales tax and 3% import tax

Government Type: Feudal Monarchy

Industries: Agriculture, Logging

Important Figures: Alusian Adraladar (King, Elf), Feywyn Adraladar (Queen, Elf), Farsan Adraladar (Prince, Elf), and Nienna Adraladar (Princess, Elf).

Plants and Animals: Much of the land is scattered with livestock and wild animals in the mountains. There are also bears, mountain lions, jaguars and a host of birds.

The Land: Agriculture thrives in this nation of lush green pastures and rolling hills. The Adrian Mountains are a majestic site towering 12,500 feet with lush green forests that follow the range of mountains.

The Government: This land is a Feudal Monarchy ruled by the Elven King Alusian Adraladar. He is a good king and rules the kingdom well. The King has a council of advisors that give guidance about national matters.

The nobles have land allotments throughout Elkosh, which are called baronies or duchies. The nobles have dominion over their land allotment and are always looking to acquire new land. The King's brother, Legoreth Adraladar, is the Baron of southern Elkosh beyond the Dakenwood forest. This barony, residing on the other side of the Dakenwood forest, acts almost as its own kingdom due to the fact that most of the people of that land believe the forest is haunted. The Dakenwood forest is so vast that Legoreth and the King rarely correspond.

The People: At the last census, over 156,000 people lived in the capital city. The Elkoshite army is highly honored and respected. Many youths aspire to become a brave knight in the service of the King. Many families jump at the chance to see their young boys brought up in the ways of a growing knight.

Most of the people in Elkosh are farmers of anything from strawberries to wheat. Harvest time for the Elkoshites is a huge celebration. They decorate their homes and towns with corn stalks and roots made into elaborate pieces of art. They also exchange gifts of freshly baked food with neighbors and family members. This is a truly joyous time for the nation of Elkosh.

Recent Events: For the most part, Elkosh seems to be the mediator and peacemaker with her neighboring nations. Except for a naval "skirmish" on lake Arnom three years ago, in which 1,500 Elkoshites and 2,300 Cenchrans lost their lives, they seem to live in relative peace.



Don't Miss: The Capital City Andalion is a must see for any traveler. The largest man-made moat in Epouranios surrounds this majestic mountain city. Most people do not believe it's a moat because of its vastness, or the fact that the West River flows through it's waters. This keeps the man-made moat, or lake, free from the swampy pollutions that are often associated with moats. Castle Falkirk is visible from anywhere in the city, sitting on top of the small mountain, it is a beauty to behold.

GLATHRIA (KINGDOM OF)

Location: Eastern coast of Epouranios, along the boarder of Alador, Castellar, and Kilund.

Area: 60,760 sq. mi.

Population: 443,000 Men, 140,000 Dwarves, 120,000 Halfling, and 50,000 Elves.

Languages: Glathrian (Common dialect), Common, Elvish, Dwarven, Halfling

Coinage: Dunamis (pp), Marc (gp), Sterling (sp), Bronze (cp)

Taxes: 12% income tax quarterly, 20% for nobles. 8% sales tax and 10% import tax.

Government Type: Monarchy with elected parliamentary advisors

Industries: Wool, Agriculture, Logging, Mercantile, and Linen

Important Figures: King Valmar Von Kalador, Queen Alorra Von Kalador, Prince Corwin Von Kalador, and Schoolmaster Jamison Van Kirk

Plants and Animals: Sheep and goat farms are common. Wolves, mountain lions, and bears. Cedar, live oak and fir woods are all very common.

The Land: This nation has been called the Glathrian Ridge due to the immense plateau that runs across the eastern side of this kingdom. The coast is often foggy but rarely sees hurricanes or violent storms. However, the southern lands manage to generate some

fierce winds at times, this is mostly due to the intense violent storms that are prevalent to the Desert of Lost Souls.

The Government: Glathrian government is unique to Epouranios. Though it is a Monarchy ruled by Valmar Von Kalador, the Parliament heavily influences many national decisions. The Parliament is invaluable to the governing of this small but great nation. Each of the Parliamentary leaders has a term of 10 years. Every 5 years 12 of the 24 leaders finish their term, and the commoners elect 12 new leaders.

The People: The people of this land are educated; the law requires each child to attend school. Agriculture is rare in this land, however, livestock is common. Education, business, and the arts are the major enterprises for this nation. Of the famous entertainers, discovered here are: Peter and Peterson the Magic Act; the famous playwright Edward Straightblade; Allisia the famous tavern singer, many people come from far and wide to listen to her angelic ballads. Unlike other nations, the entertainers are well paid in Glathria. Many people from neighboring nations travel to Glathria just to see the entertainers. Many children, as well as adults, have run off to the circus to become an aspiring acrobat or clown. Businesses flourish in this nation and the Glathrian currency is the most valued of all the nations.

Recent Events: Glathria and Cenchrea have been at war over foreign policy and religion for almost 10 years. Cenchrea has sought to occupy Glathria, but Glathria has been tenacious and relentless about keeping their thriving nation. The war seems to be climaxing, and is being fought more in council chambers with the diplomats, rather than on the

battlefield. But sadly, war still rages on between these nations.

Jamison Van Kirk, the University of Voria's Schoolmaster, has been approved to start building a new University and Library in the city of Dothan. This will surely be another paramount statement for Glathria, especially amidst a war.

Don't Miss: Glathria is the home of the University of Voria, in the city of Norlun, the most prestigious university in Epouranios. The University of Voria is an architectural wonder and the tallest building in Glathria. The University is directly in the heart of the city and many travelers venture to this school just to see its awesomeness.

In the same city as the famed University, don't miss the Charles Gang Minstrels perform at the Silver Purse. They are an up and coming group of minstrels sure to make you laugh and cry.

EKRON

(HALFLING REPUBLIC OF)

Location: West Central Epouranios below Elkosh and above Cenchrea

Area: 55,709 sq. mi.

Population: 489,000 Halfling, 212,000 Elves, 80,000 Men, and 25,000 Dwarves.

Languages: Halfling, Elvish, Dwarven, and Common.

Coinage: Krone (pp), Vestre' (gp), Clodun (sp), Astem (cp)

Taxes: 12% annually, 2% sales tax and 1% import tax.

Government Type: Republic

Industries: Fishing, Mercantile, and Architecture

Important Figures: Chancellor Johann Peragram, House Lord Simeon Clarebanks.

Plants and Animals: Wild horses run along the countryside and many of the largest horses are to be found in Ekron. Bears and mountain lions are common and there are many squirrels. A plant



known as the Bele plant, is native to this region. This plant is used for many things from a hot drink to healing balm. Acacia wood is common in the southern regions and to the north cedar, pine, and oak are familiar.

The Land: The seaside cities of Gildor are some of the most elaborate of all the nations. Ekron's major industry is fishing. The beaches of Ekron are beautiful with crystal clear water. To

the south are the Adrian Mountains, which are met by rolling hills and plateaus. The southern region is covered with plains and some farmland.

The Government: Johann LaRue has been the Chancellor over Ekron for the last 10 years. Every 16 years, the Senate elects a new Chancellor. The Senate is made up of two representatives from each province

within Ekron. The people respect the role they play in the political system. Every eight years, one of the two representatives steps down from the Senatorial office and a new one is elected.

The People: Ekronian people are happy and giving. The majority of the people in Ekron are involved in fishing and trading. They are also exquisite builders; people come from all over just to see some of the elaborate architecture within the cities of Ekron.

Recent Events: The naval fleet of Ekron is unparalleled in Epouranios. Its naval forces are the strongest of all the nations and because of this, Ekron has not fought a sea battle in over 25 years. The navy has since taken up arms of a different sort: trade. It is a paradox to see a warship carrying goods from Ekron to Elkosh, but it has been a reality for some time now. This has had a two-fold effect; better commerce with the Elkosh, and work for the people of Ekron.

Don't Miss: The city of Vorria is a marvel of modern construction. Vorria is a multi-leveled city whose plazas and squares are always bustling with business and entertainment throughout the night and day. The farmer's market is unprecedented in all of Epouranios; it brings in merchandise from all the nations of Epouranios.

CENCHREA
(DWARVEN NATION OF)

Location: Southwestern Epouranios below Ekron, West of Kilund and the Desert of Lost Souls.

Area: 77,477 sq. mi.

Population: 343,000 Dwarves, 118,000 Men, 40,000 Elven Slaves, 10,000 Halfling

Languages: Dwarven, Common, Halfling, Oriental, and Elvish.

The LORD their God will save them on that day as the flock of his people. They will sparkle in his land like jewels in a crown.

-Zechariah 9:16

Coinage: Lustor (pp), Royal (gp), Fin (sp), copper currency has no value.

Taxes: 35% income tax quarterly for commoners and 15% for nobles; there is also a 5% religious tax to the church of Illesium.

Government Type: Aristocracy

Industries: Mining, Livestock, Agriculture, and Slave Trade

Important Figures: Queen Anaditus

Plants and Animals: Mountain lions and jackals are common as well as asp snakes and large scorpions. The irrigated farming draws many northern animals to the southeastern regions of the nation. Cactus and palm trees are common as well as some transplanted trees such as the Oak, Birch and Acacia trees.

The Land: Most of Cenchrea is desolate; two-thirds desert and one third sparse hills and mountains. The land however is rich in minerals, and the mining industry flourishes. Gold, silver, platinum, and diamonds are far from rare, but mining these minerals is not easy. The mine catacombs are treacherous, more than 800 workers die in them annually. Nevertheless, many come from far away places to seek their fortune.

The dwarves have etched out of the mountains and hills extravagant halls to live in. Underground dwellings are the preferred habitations for the dwarves and most others who live in Cenchrea.

The Government: The rich dominate this land, and it is the rich who rule. Queen Anaditus monopolizes most of the wealth in Cenchrea. The aristocracy overlooks much of the crime because most of the crimes are

woven into the businesses. Even though the government is corrupt, there is still a sense of law and order as far as the commoners are concerned.

The People: Cenchrea is a nation of extravagance and leisure and most of the rich people that live here enjoy that aspect. However, the poor live in some of the most destitute conditions. 80% of the people are considered poor and 15% of those are homeless. The poor are often turned into slaves over debt and forced to work the mines of Cenchrea.

Recent Events: As the war rages on with Glathria in the Shadowlands, the religion of Illesium travels far and wide seeking converts in all nations. The Illesium have temples constructed in all the nations except Glathria. The pilgrimage of Salim nu' to Lunlin in November, will bring an estimated 10,000 this year.

Slavery is on the rise in Cenchrea which is causing some factions to rebel and seek citizenship elsewhere. Many people from Kilund have been taken and made into slaves, as well as those who are in debt. Many of these slaves are often killed in ritualistic Illesium ceremonies.

Don't Miss: The Crystal Temple of Illesium in Lunlin, a mineral masterpiece. Because mining and religion are mated in this nation, this temple has become the most decadent display of devotion to have ever been constructed. Set within the mountain of Olumn'arr the temple connects with the mountain halls of Enoreth.

KILUND TERRITORIES

Location: Southeastern Epouranios below Castellar and Glathria. Above the Desert of Lost Souls.

Area: 29,392 sq. mi.

Population: 252,000 Men, 245,000 Elves

Languages: Oriental, Elvish, and Common (in some parts)

Coinage: Sha'o (pp), Din (gp), Yun (sp), Dau (cp)

Taxes: None

Government Type: Territories ruled by Khans

Industries: Fishing, Agriculture, Furnishings, and Mercantile

Important Figures: Yi-Ty-Lee (Khan of the Yi Dynasty to the North), T'Sung (Khan of the Tokugawa Dynasty in the North West), Koh' Li (Khan of the Koh Dynasty in the North East and East Central), Shing 'Tao (Khan of the Shing Dynasty in the West Central and upper Southern region), Zakini 'Nori (Khan of the Zakimi Dynasty in the Southern Islands). Aeltain Foredegas ruler of the Kilund Elves.

Plants and Animals: Numerous exotic creatures roam this nation, from monkeys to leopards. Striking birds and reptiles also wander the landscape. Mahogany is a very common tree in this land.

The Land: Some heavy jungles and dense forests cover this land. Lush green hills and huge twisting trees dot the landscape. Some of the largest waterfalls are to be encountered here. The Kilunders have used the huge trees to make elaborate homes high up in the branches.

The Government: The Khans rule alongside one another with disdain, yet they form a united front against the other nations. Their union is now being put to the test because the demonic presence inhabiting their land grows each year.

The Khans come together once a year to discuss military strategies and national matters. The meetings can be very tense because almost every Khan is an enemy of at least one of the others.

The Kilund Elves are a scattered nation inhabiting small to medium sized woodland towns and cities.

There is great tension between the Khans and the Kilund Elves. For the most part they leave each other alone, neither wanting to make any trouble with the other. However, cultural differences keep the tensions high between the two peoples.

The People: The Men of Kilund have a healthy mix of philosophy, honor, arts, and war. They are an intricate people in all they do. Much of their time is spent learning new art forms and executing them in everyday life.

Elaborate murals have been painted on the sides of buildings, and intricate furnishings are built here and sold to the neighboring nations. Most people have some knowledge of self-defense due to their warrior mentality, and most people are encouraged to know an art form such as painting or gardening.

The Kilund Elves have some of the same characteristics however they display them in a different cultural setting. In all actuality, the Khan tribes and Kilund Elves have much in common in the way of arts and war studies.

Recent Events: A confrontation seems to be on the rise between Kilund and Cencrea. However, the Cencreans are busy fighting a war with Glathria, so taking on another war could destroy their chances of winning the war with Glathria. On the other side of the coin are the excellent relations between Ekron and Kilund. Ekron and Kilund have an alliance, so if there was an attack from the Cencrean military forces upon Kilund, Ekron would step in.

Internally, the Khan clans are fairing well and have not warred with each other for some time. The most important of their concerns are the slave traders who are kidnapping their people and the demonic incursions into their lands.

Don't Miss: The small lakes of Kai Pang welcome you into this lush green land from the north. The tree dwellings known as the "Ky' Mi", are homes that rest high in the large trees of Kilund. These homes are sophisticated and durable, a true marvel of this exotic land.

CASTELLAR (OLIGARCHY OF)

Location: Central Epouranios. West of Glathria, North of the Kilund Territories.

Area: 82,571 sq. mi.

Population: 291,000 Elves, 287,000 Men, 98,000 Dwarves, and 89,000 Halfling

Languages: Common, Elvish, Dwarven, and Halfling

Coinage: Drune (pp) Nolar (gp), Steel (sp), Bit (cp)

Taxes: 20% income tax Quarterly. Additional 5% Yearly.

Government Type: Oligarchy

Industries: Logging, Mining, and Agriculture

Important Figures: Radcliff Worlorn, Cedrik Alundus, Gregor Musick, Forilim Overton, Aeltain Miletus

Plants and Animals: Deer, elk, moose, and grizzly bears are all common in these lands.

Oversized trees and lush colorful foliage cover the landscape. Forests cover half of the nation.

The Land: Given that most of Castellar is covered in dense forest and foliage, the Elves have built their cities in the overgrown trees. These are unique towns to visit, having all the amenities of normal towns yet all hanging high in the overgrown trees of this great nation. The men and Halflings prefer the flatter rolling hills in the southland though. And the Dwarves prefer the caves and large underground halls in the far north.

The Government: Castellar is governed by the Council of

Andraladar, a body of five officials who must make unanimous decisions when dealing with national policy. However, each member of the Council is responsible for law and peace in his allotted province. Although national law takes precedence and applies in each province, local laws can vary widely in scope and sensibility and can even contradict laws of other provinces.

The People: The people of Castellar are very proud and, for the most part, rude to outsiders. They can be somewhat overprotective of their land and a common mindset is that the other nations desire to invade and conquer their fertile land. The only nation that may be thinking along those lines is Cencrea and at this point they have no interest. The people are very protective of their land. The people, for the most part, are rude to outsiders.

Recent Events: A peace treaty has finally been settled between the Dwarven people in northern Castellar and the Halflings of Eastern Ekron. These two large communities have been at odds for some time over political, religious, and economic dealings.

Don't Miss: The city of Dunal Ir', although a small city of only 25,000 people, the exquisiteness of the buildings high in the trees are beautiful and lustrous. The city's building code is very strict; if a building does not measure up to the high standards it is promptly torn down and the inhabitants are fined. Each building is a work of art that adds to the splendor of the city.

Too long have I lived among those who hate peace.

I am a man of peace; but when I speak, they are for war.

-Psalms 120:7

ALADOR

(BROKEN KINGDOM OF)

Location: Northeastern Epouranios, North of Glathria and Castellar, East of Elkosh.

Area: 22,500 sq. mi.

Population: 185,000 Men, 15,000 Dwarves, and 5,000 Halfling

Languages: Aladorian (Common Dialect) Common, Halfling, and Dwarven

Coinage: Alador is currently using Glathrian Standard Coinage.

Taxes: Alador currently pays taxes to Glathria. 12% income tax quarterly, 20% for nobles. 8% sales tax and 10% import tax.

Government Type: Broken Monarchy

Industries: Fishing, Logging, and Linens.

Important Figures: Antian Helsherwivener, Gaulanitis Nicanor, Aeneas Enoreth, Golan 'Dur.

Plants and Animals: Bears and mountain lions are common in Alador.

Oak, and pine trees are very common in this region. There are large patches of redwoods that sprawl the countryside.

The Land: Because of almost constant winds from the North, the weather here is cold much of the year. Precipitation is usually in the form of snow. Yet this is not so at the same latitude to the west in Elkosh as they experience all four seasons normally.

The land of Alador is mostly barren and rocky with plateaus of varying heights dotting the land. Weather-resistant tall grasses cover much of the land.

The Government: Alador is a monarchy but has been without a national king for over 150 years. Glathria is Alador's overseer and has taken steps to merge the two nations. However, Aladorian councilmen have resisted, maintaining that they are still a nation unto themselves. Needless to

say, Alador is still diligently searching for the rightful heir to the throne. There are three families that are fighting for the throne: The House of Ulusian, The House of Kloryan, and The House of Greyfarier.

The People: The people of Alador are not as cold as the weather; they are quite hospitable, at least to other Aladorians. They are initially cautious with wanderers and outsiders, though once they get to know an outsider or stranger, they will call them their own.

Recent Events: The Glathrian government has just met with the Aladorian Council to negotiate merging their two nations into one. The meeting was broken up by Aladorian extremists and two Glathrian ambassadors were killed. The Aladorian government is still hunting for the assailants.

Don't Miss: The Gulf of Mouldule near the city of Nordrake is a place of mystery and danger. Reportedly, the

deep waters hide several sunken treasures and many adventurers come from far and wide attempt to claim them. Some of the "treasure" has been planted there to encourage the tourist trade. The silent and dark waters have not yet yielded much more than a few trinkets.

DESERT OF LOST SOULS

Location: Southeastern tip of Epouranios.

Area: 30,476 sq. mi.

Population: Unknown

Languages: Demonic

Coinage: Unknown

Taxes: Unknown

Government Type: Unknown

Industries: None

Important Figures: Unknown

Plants and Animals: Unknown

The Desert of Lost Souls is not a nation but a horrific region of terror and despair. This is where the "Vortex of Souls" was opened at Dargon's Keep. The main demonic force dwells here in this area. There are some towns toward the central border that



have human inhabitants; most of which are criminals and wanted men. Most Epouranian ships do not sail along the desert's coast because of the ferocious demons and deadly hurricanes that plague that region.

Since the invasion from the spiritual realm, numerous vicious creatures have infested Epouranios. Demons hunt and kill for pleasure. The influx of demonic power has made the Desert of Lost Souls unstable; frequent earthquakes and violent storms punish the land.

The great castle of Apolutrosis was taken over almost immediately by the demons and their Overlord commands all his destruction from that point. No one has ever seen the Overlord and lived to tell about it, but the people of Epouranios know that he exists and many convincing rumors have spread about him. Some say that it is Satan himself, others say it is just a very powerful demonic being and still others say it is Lord Trenton resurrected by the demons.

The Mountains of Kora is the natural barrier that separate the land of the living from the land of the supernatural. The other neighboring cities around Apolutrosis were, and still are, overrun by the demonic. Many horrors that cannot even be mentioned or imagined dwell in this region.

THE MAJOR RELIGIONS OF EPOURANIOS

Of the several million people that are in Epouranios, only 83% of the people practice a religion. The other 17% are alleged Atheists or do not care about religion at all. Described below are seven of the major religions in Epouranios. Although there are other religions practiced on Epouranios, there are more people practicing one of these seven than there are any of the other religions.

*O land, land, land,
hear the word of the LORD!*

Jeremiah 22:29

THE CHURCH OF EPOURANIOS

The Church of Epouranios worships "The Light". Adherents believe that people came from the light and are destined to return to the light if they expel the darkness that is within them. They believe that man is in complete darkness and that the only way to achieve a life of light is through penance and tradition.

The Church of Epouranios is more of a force to be reckoned with than help during these perilous times. Using a veil of peace and spiritual unity as propaganda, the Church of Epouranios has spread throughout the land, even into the Kilund Territories.

Many cities, towns, and villages have embraced this religion and it is now the most predominant religion in Epouranios. Cardinal Ignatius III, is a ruthless man who abhors Christians because they believe that the Bible is the final authority on all spiritual matters, rather than the Church of Epouranios. The Cardinal seeks to marginalize as many of them as possible.

Cardinal Ignatius III has his own knights who battle the forces of darkness that have invaded the land. However, not much headway has been made. Still, the military campaigns continue even though many lives are being lost.

ILLESIMUM

Illesium (ill-e-see-um), is the second largest religion in Epouranios, however, its places of worship are centralized in Cenchrea. This religion embraces over 6,000 gods and goddesses. Even Queen Anaditus of Cenchrea is heavily involved with Illesium.

There are hosts of priests who direct

this religion. It seems that every year they add to the pool of gods to worship. The followers of Illesium consider most other religions pagan and backward since they only worship a single god instead of the rich variety offered by Illesium. Practitioners of this religion look down on all other religions because they believe that they are superior with their many gods.

The Illesium have lost many warriors in battles with the demons. They have been forced to retreat in the war against the demons.

Illesium is intertwined heavily in the political affairs of Cenchrea. Cenchrean law demands that all residence give 5% of their income to the Church of Illesium once a year.

DRUIDISM

This religion, known also as "the old religion", is widely practiced by Ekronians and Elkoshites. This religion worships "terra" or Mother Nature. Druids do not believe in a god or that any one thing is inherently evil. The Druids use the pentacle as their symbol and guide to worship, which represents the five elements of nature. Their worship is heavily influenced by astrological interpretations and other divining techniques. The Druids make a pilgrimage to Dul once a year to worship.

One sect of Druids ignores the demonic infestation. They believe that these creatures are here to give humans wisdom and to punish us for our lack of reverence to "terra". The other sects fight against the demons with limited success. They use spells and incantations to destroy these creatures. Often these spells only prove to strengthen the demons and the druids have had to resort to only using physical weapons.

SATANISM

The Satanic underground in Epouranios is one of the most complex

and highly secretive religions in Epouranios. The Satanists worship Satan as the “ruler of the universe”. They believe that Satan defeated Jesus at the cross of Golgotha, and they will often sacrifice male humans during Passover in celebration of this. Much of their worship is done in abandoned shacks and secluded fields.

Almost every ritual consists of a blood sacrifice to Satan or some other demonic power. Many of the demons have been objects of worship for the Satanists. The number one target of Satanism is Christianity. These people hate Christians and would like nothing more than to see them eradicated.

Some of the sects of Satanism have completely submitted to the demons and the strong have become warriors in their army of darkness. The Satanists are embracing the demonic influx as a sign of Satan taking over the earth to rule as god.

CHRISTIANITY

Most of the Christian Churches in Epouranios are congregated in homes. A few Christian Church buildings have been erected in Glathria. For the most part Christianity is the minority religion in Epouranios. (For more information on Christianity read the Bible.)

The largest Christian Guild is known as the “Knights of the Realm” which is a small army of men and women who have taken up arms against the intruding demonic hordes. This guild has made the most headway in the fight against the intruders.

Some say that the Christians have supernatural power to fight against the demons. Some people have also stated that Christians are destroying these demons by the power of Satan; they are very much mistaken. It is only by the Power of God through the Holy Spirit and in the Name of Jesus that these warriors are destroying the power of Satan.

T'SUNISM (PHILOSOPHER)

T'sunistic teaching has much to do with balance and the avoidance of extremes. Many of the monks spend most of their lives trying to reach total neutrality or balance. Shinjo T'sun's teachings have impacted most of the Kilunders way of thinking.

Along with the teachings of T'sun, meditation and penance form the backbone of this religion. There are temples of worship in a majority of villages within the Kilund Territories. Those who practice T'sunism believe that the spirit of T'sun is within his idealistic statue; the more they pray to him, the closer they will achieve total neutrality.

T'sunism has taken an aggressive stance against the demonic intrusion. They have warriors fighting against these creatures on a continual basis. As far as the T'sunists are concerned, they are just another extreme that needs to be neutralized. So they have gone to painstaking lengths to fight against the demons.

A BRIEF

EPOURANIAN TIMELINE

680 A.D. The Kiraita people of the Orient establish their own nation calling it Lo'Pan. Lo'Pan's leader, Je Shu', forces many to submit to him as Emperor.

696 A.D. Glathria, Elkosh, and Lo'Pan, form the merchant pact, which eventually leads to “The Dominion War”.

698-712 A.D. “The Dominion War” begins and lasts for 14 years. Lo'Pan ignites the war to dominate

*Worship the LORD in the
splendor of his holiness;
tremble before him, all the earth*

-Psalm 96:9

Epouranios. Glathria and Elkosh struggle to stand their ground for 14 years. Lo'Pan is finally demolished as a “would be” empire.

The people of Lo'Pan are given the Kilund territories to live in. The Kilund Elves have no choice but to blend with the Kiraita people. Most Kilund Elves maintain their identity high in the mountains and forests of the Kilund Territories.

741 A.D. “The Glathrian Civil War”, western Glathria secedes from the kingdom and merges with the Dwarven nation of Cenchrea.

760 A.D. Cenchrea's resistance against the Glathrian secession proves fateful as many former Glathrian Men scatter far and wide.

768 A.D. Shinjo T'sun teaches a hybrid philosophy that will forever change the way the Kilunders think and act.

772-872 A.D. Is known as the century of peace. National relationships are established and developed.

822 A.D. The Kilunders separate their territories into five lands, each ruled by tribal Khans. In the midst of this the Kilund Elves still thrive in the wild.

855 A.D. The King of Elkosh divides his kingdom giving his Halfling friend and political confidant the land as a gift for saving his life. The kingdom of Ekron is established.

873-875 A.D. War breaks out between Ekron and Cenchrea over land disputes. This becomes the bloodiest war Epouranios has ever known. National borders are finally established in 875 AD.

901 A.D. Cenchrea, now known as the “Evil Sister”, begins to enslave Kilunders for debts owed. This establishes the Cenchrean “Slave Debt Law”.

917 A.D. The Ekronian earthquake strikes killing more than 10,000 people nationwide.

924 A.D. Cenchrea declares Illesium as their national religion and begins to demand the temple tax of all her residents.

933 A.D. The Church of Epouranios builds the Mother Church in Andalion, Elkosh.

967 A.D. Ekron demolishes the feudal system and establishes itself as a republic.

982 A.D. Cenchrea attacks Glathria to expand its borders. The war lasts for six months with no lands gained.

984 A.D. A man by the name of Marcus sets sail from Europe to preach the message of Christ. Marcus and his fleet of ships land on the Glathrian shores nine months later and begin their quest to preach the gospel to the inhabitants of Epouranios. The message of Christ spreads like wildfire across Epouranios.

1011 A.D. The missionary Marcus is martyred in Haven, Alador by a member of the Church of Epouranios.

1035 A.D. Andros Trenton secretly establishes a Satanic underground in Cenchrea under the guise of Illesium. Satanic rituals and killings become more frequent.

1053 A.D. The Kilund Elves, the Halfling Nation of Ekron, and Castellar form an alliance to help fight slavery in Cenchrea.

1072-1073 A.D. “The Molech Wars”, Lord Trenton spreads out his influential hand and begins to reap terror in the nations of Epouranios, his soul purpose is to rule Epouranios.

1073 A.D. “The battle at Apolutrosis” paves the way for Trenton to open the “Vortex of Souls”. The Vortex is opened and unimagined demonic horrors are unleashed upon Epouranios.

1074 A.D. Theros Valindil and his 12 Elders destroy the “Vortex of Souls”. The Knights of the Realm are established.

1075-1193 A.D. This period is known as the “Longest Years”, which spanned over one hundred years. Many battles are fought against demonic forces in what has become known as the “Desert of Lost Souls”. Different religious and military forces are formed to try and fight against the demons.

Life, nevertheless, goes on in Epouranios. The nations thrive even in this uncertain time.

1121 A.D. The University of Voria is constructed in Glathria, becoming the largest structure in Glathria.

1215 A.D. Epouranios has now seen its fair share of demons. The war of 1215 stops the “Desert of Lost Souls” from widening its borders into Cenchrea, Glathria and the Kilund Territories.

1231-1335 A.D. This period is known as the “Stalemate Years”. No ground is taken or lost in Epouranios. The demons attack but seemingly not to take ground. Often villages and towns are destroyed, but the demons never occupy any new land.

1249 A.D. Glathrian Entertainment Federation (GEF) is established causing the entertainment trade to flourish with quality performances.

1336 A.D. The “Morthorpe Massacres” in Elkosh, leaves 4,500 people slain in their own town. This is the first of a series of large-scale assaults by demonic forces since the invasion in 1073 AD.

Beyond 1350 A.D. Epouranios has a colorful history, but who knows what the future may hold. Only time will tell!

CHAPTER 3

KNIGHTS OF THE REALM

Each PC has the option of being part of an elite guild of warriors known as the “Knights of the Realm.” This guild is the PC’s church and training ground.

The Knights of the Realm are a select group of warriors chosen by God to destroy the manifested presence of evil that has infiltrated earth. The Knights fight against the evil of the spiritual realm, driving each physically manifested demon back to the spirit world.

THE REALM COUNCIL

The Realm Council is the governing organization for the Knights. This is a theocratic organization consisting of 13 elders. Arimis Turin is the Elder overseeing the Realm Council. He is a God fearing Elf and does his duty with joy and enthusiasm.

The Council’s fortress rests on a large hill overlooking a beautiful valley in the Dakenwood Forest. The area is heavily forested with acacia trees and lush green grass. The Council meets in what was once an abandoned castle. It is the largest castle in all of Epouranios though it is overgrown by thick vines and moss. This helps conceal the castle to some degree, helping to keep its location a secret.

Most of the inhabitants of Epouranios believe that the Dakenwood forest is haunted. This superstition has also helped to keep the



castle’s location a secret.

The elders do much of the knightly training here. A series of intense studies and weapon training are all done within the fortress walls, though the atmosphere of the place is more like a monastery. The Knights are taken through a rigorous process of discipleship, deliverance, and renewing of their mind by the Word of God. They also learn spiritual etiquette and tactics of spiritual warfare.

This fortress can be considered home by the PCs. Most Knights have fond memories of this place and Arimis, the chief Elder, is always a blessing to see. There are usually no more than 300 people at the fortress at one time, even though there are more than 10,000 Knights battling darkness throughout the land.

Within the fortress, people are constantly fasting and praying. Not a day goes by that people are not seeking

“Religion that God our Father accepts as pure and faultless is this: to look after orphans and widows in their distress and to keep oneself from being polluted by the world.”

James 1:27

God for one thing or another. Many scouts bring dire information from all parts of Epouranios about demonic activities. Then the spiritual warriors go to battle on their knees.

THE CODE OF THE KNIGHTS

The Knights are involved with intense spiritual warfare and have a strict code that they abide by called "The Code of Ten" (which is the Ten Commandments). Each Knight confesses his willingness to uphold The Code of Ten when he is dubbed a Knight. If a Knight breaks the Code, he is breaking his word and is committing sin.

The Realm Council has issued these guidelines so the Knights will be able to maintain total focus.

The Knight's motto is: "Faith, Honor, and Duty in the Name of Jesus Christ." If a PC breaks any part of the Code of Ten willfully, he will be brought before the Realm Council for judgment. The Council will then decide whether the Knight can continue to perform his duties.

The Realm Council believes that a person is saved by grace alone not through works (the law) so that no one can boast. The issue, however, is not one of salvation, but of purity. A Realm Knight must have the deepest commitment and a steady mind and his upholding the spiritual nature of the Code of Ten shows this.

(Side Note: We are not teaching legalism here, but to keep the focus of the game, we have set in place these directives.)

THE CODE OF TEN

1) You shall have no other gods before me.

A Knight will never engage in any pagan religion. (Matthew 22:37-39)

2) You shall not make for yourself a graven image.

A Knight will not be greedy or worship any made thing. (Colossians 3:5-6)

3) You shall not take the name of the LORD your God in vain.

A Knight will never use the name of the Lord in a way that would defame or belittle God's Holy and Righteous name. A Knight will not use the name of God for personal gain. (Colossians 3:8, Matthew 5:33-37)

4) Remember the Sabbath day, to keep it holy.

A Knight must be spiritually fed and take a day of rest for his spirit, soul, and body. The Knights maintain the ideal that they are not to forsake gathering together with other saints of God. The Knights gather together on the Lord's Day, which is the first day of the week (Sunday). (Hebrews 10:25)

5) Honor your father and mother.

A Knight is not only to honor his own mother and father but is to submit to his authorities. (Ephesians 6:1-6, Romans 13:1-7)

6) You shall not murder.

A Knight will not unlawfully, maliciously, or with premeditation, kill

another person. Only in acts of battle and defense will they not be held responsible for taking another human life.

A Knight will search his own heart to see if he has hatred toward another person. If so, he must rid himself of the hate through forgiveness. (1 John 3:15, Matthew 5:21-22)

7) You shall not commit adultery.

A Knight will not have sexual relations outside of the holy bounds of marriage. A Knight will not look upon another as to lust after them; to do so is to commit adultery. (Matthew 5:27-30)

8) You shall not steal.

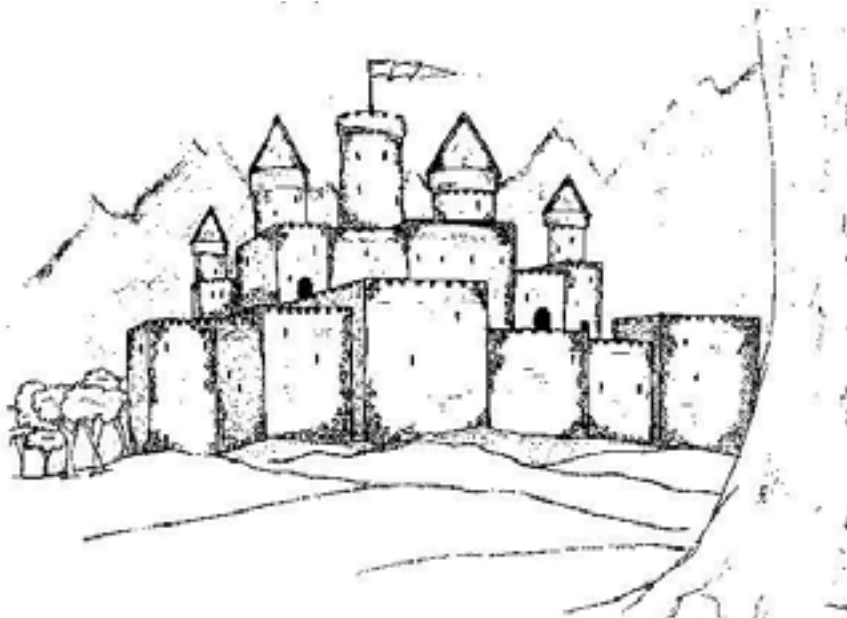
A Knight will not take anything that does not belong to him for his own personal gain or wealth. (1 Corinthians 6:9-10)

9) You shall not lie.

A Knight will not bear false testimony against another. (Revelation 21:8)

10) You shall not covet.

A Knight will not desire what is not his in stature or in wealth. (James 4:2)



SCRIPTING GOD'S WORD

One of the major accomplishments of each Knight, is the scripting of God's Word. Every Knight, as part of his training, will handwrite his own copy of the Bible. Using the Realm Council's resources of original Greek and Hebrew texts, the Knights have been known to spend up to six months scripting God's Word. Each completed Bible is unique in size, shape, color, and styling, making each Bible a distinctive work of art.

These Bibles are very valuable not only to the Knight who penned it, but also to criminals and collectors. These Bibles have been known to sell for 1,000 gold pieces on the black market. A Knight's Bible is his most trusted and reliable piece of equipment not to be lost or forgotten.

SIGNS OF FRIENDSHIP

The Knights of the Realm have adopted an ancient custom from the first century church, to recognize whether or not a person is of the faith. It is known to the Knights as Koinonia (koy-nohn-ee-ah). The custom is used due to persecution of Christians. The Church of Epouranios and others are used by Satan in trying to destroy Christianity. The Knights do not use this in all the regions of Epouranios, only when they have a need to be concerned about their safety.

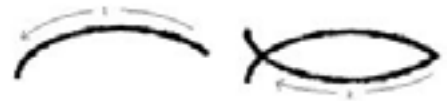
If a Knight wishes to confirm that another person is a believer, he will make a mark in the ground. If the other person is of the faith, he will complete the marking (see diagram). The mark is then promptly erased and fellowship is established. The Knight would then be directed to church

The LORD their God will save them on that day as the flock of his people. They will sparkle in his land like jewels in a crown.

-Zechariah 9:16

gatherings, bible studies, safe houses, etc., which is a must for any Christian.

The fish symbolized an acronym in Greek. The Greek word *ichthys*, which means fish, is used as a doctrinal reminder. [I]esus (Jesus), [C]hristos (Christ), [TH]eos (God), [U]nion (Son), [S]oterion (Savior). It was both a profession of faith as well as an early creed that set believers in Christ apart from other religious sects. Iota, chi, theta, epsilon, sigma.



ELÌSTA

Race: Elf

Attributes: SPI Unskilled 2d4, WIS Proficient 2d10, PER Unskilled 2d4, STR Specialist 2d12, DEX Proficient 2d10, FOR Proficient 2d10

Order: Warrior

Calling: Martial Artist

Level: 1

Skills: Melee (DEX) Standard 2d8, Bow (DEX) Novice 2d6, Endurance (STR) Standard 2d8+2, Brawling (DEX) Standard 2d8, Dodge (DEX) Standard 2d8, Intimidation (SPI) Standard 2d8, Courage (FOR) Standard 2d8, Morale (FOR) Standard 2d8+1, Resist Pain (FOR) Standard 2d8, Martial Arts (DEX) Proficient 2d10+2, Read/Write: Elvish (WIS) Standard 2d8.

Homeland: Castellar

Spoken Languages: Elvish, Halfling, Common

Virtues: Night Vision, Move Silently, Quick Draw

Flaws: Enemy (Orc)

Order Specialty: Catch Missile Weapon

Hit Points: 18

FP: 5

APR: 1

Gifts of the Spirit: Words of Wisdom

Rhema: Sword of the Spirit, Minor Healing

Equipment: Bible, Katana *Value* 5/6, 10 sp.

Background: Dragon Slayer



BÖRDOLIN

Race: Dwarf

Attributes: SPI Specialist 2d12, WIS Standard 2d8, PER Standard 2d8, STR Proficient 2d10, DEX Proficient 2d10, FOR Standard 2d8

Order: Minister

Calling: Pastor

Level: 1

Skills: Deliverance (SPI) Proficient 2d10, Evangelism (SPI) Proficient 2d10+1, Persuade (SPI) Proficient 2d10+2, Revelation of Word (WIS) Proficient 2d10, Discernment (PER) Proficient 2d10+2, Praise and Worship (SPI) Novice 2d6, Read/Write: Dwarvish (WIS) Standard 2d8

Homeland: Glathria

Spoken Languages: Dwarvish, Halfling, Common

Virtues: Night Vision, Healthy as a Horse

Flaws: None

Order Specialty: Anointing

Hit Points: 12

FP: 5

APR: 1

Gifts of the Spirit: Faith

Rhema: Diadem, Fire, Saved, Redemption

Equipment: Bible, Quarter Staff *Value* 2, 20 sp.

Background: No Compromise



TOMN



Race: Halfling
Attributes: SPI Standard 2d8, WIS Proficient 2d10, PER Specialist 2d12, STR Standard 2d8, DEX Specialist 2d12, FOR Proficient 2d10
Order: Loremaster
Calling: Healer
Level: 1
Skills: Kno. of Word (WIS) Novice 2d6, Investigation (PER) Standard 2d8+1, Research (WIS) Standard 2d8+1, Foreign Lang. (WIS) Novice 2d6, Healing (WIS) Proficient 2d10+3, Special Study: Religions of Epouranios (WIS) Standard 2d8, Read/Write: Halfling (WIS) Standard 2d8
Hometown: Ekron
Spoken Languages: Halfling, Common, Dwarvish
Virtues: Move Silently, Perfect Memory, Leadership, Quick Draw
Flaws: Drunkard, Sleepy
Order Specialty: Clear Speaking
Hit Points: 19
FP: 5
APR: 1
Gifts of the Spirit: Healing
Rhema: Minor Healing, Fire, Helmet of Salvation, Redemption
Equipment: Bible, Backpack, Riding Horse, Short Sword *Value* 2, 12 sp.
Background: Crossbearer

KLUNDUS

Race: Man
Attributes: SPI Proficient 2d10, WIS Novice 2d6, PER Specialist 2d12, STR Novice 2d6, DEX Specialist 2d12, FOR Proficient 2d10
Order: Traveler
Calling: Ranger
Level: 1
Skills: Discernment (PER) Standard 2d8, Evangelism (SPI) Proficient 2d10, Survival (WIS) Proficient 2d10+2, Prestidigitation (DEX) Standard 2d8, Hide/Sneak (PER) Novice 2d6+1, Pick Locks (DEX) Novice 2d6, Bow (DEX) Proficient 2d10+2, Read/Write: Common (WIS) Standard 2d8
Hometown: Alador
Spoken Languages: Common (Aladorian), Elvish, Dwarvish
Virtues: Healthy as a Horse, Move Silently, Iron Flesh, Night Vision
Flaws: Berserk
Order Specialty: Sanctuary
Hit Points: 21
FP: 5
APR: 1
Gifts of the Spirit: Words of Knowledge
Rhema: Fire, Belt of Truth, Redemption
Equipment: Bible, Bastard Sword *Value* 4/6, Bow, 12 Arrows *Value* 3, Leather Armor, 50 gp.
Background: Forsaking it All



CHARACTER CREATION

CHAPTER 4

CHARACTER SUBSTANCE

OBJECTIVE

In order to adventure in the lands of Epouranios you need a character to adventure with. Detailed in the next few chapters are rules for creating a character. Give some thought as to what kind of character you want to play. Here is an overview of how to create a character for SWRPG.

- Generate your character's Attributes scores.
- Choose your character's race and make the necessary Racial Adjustments.
- Decide which Order your character will belong to. Make sure you meet the attribute requirements for your Order.
- Upgrade your Order skills. Also, any additional skills you can afford.
- Choose your Virtues as defined by your Order. Also, any additional Virtues and Flaws you may want.
- Calculate your character's Hit Points, fill in your Rhema Level, Actions Per Round, and Character Level.
- Give your character a profile: Sex, Age, Weight, Height, etc. Also, a brief physical description.
- Choose your character's Homeland and languages.
- Record your character's equipment on the character sheet as defined by your Order Calling.
- Choose a pre-generated background to get playing sooner, or make up your own.

- Develop some character connections between your character and the other characters in your group.

ATTRIBUTES

Every character in SWRPG uses attributes and skills to help them find out how well they perform at a given task. Attributes are the foundational



The LORD God formed the man from the dust of the ground and breathed into his nostrils the breath of life, and the man became a living being.

-Genesis 2:7

elements that a character is born with. Skills, on the other hand, are things that a character learns over his lifetime. We will discuss attributes first. There are six attributes in the SWRPG. They are:

Spirit SPI; measures the PC's ability to do things according to the Spirit, such as preaching the Gospel. This also measures the PC's personality and the ability to interact socially with NPCs.

Wisdom WIS; measures a PC's knowledge and the ability to utilize it to benefit himself and others.

Perception PER; measures a PC's mental grasp of objects as well as awareness of noticeable surroundings.

Strength STR; measures a PC's physical strength. It indicates how much a PC can lift and carry as well as determines modifiers for damage with weapons and brawling attacks.

Dexterity DEX; measures a PC's agility and handiness in a given area. It measures quickness and ease of physical activity.

Fortitude FOR; measures a PC's physical resistance to pain and the speed of recovery to injury. It also measures the firmness of the mind in encountering and enduring danger.

SKILLS AND REACTIONS

Skills are talents and abilities that a character learns over his lifetime. Most of the actions that a character will perform will involve Skills. Reactions are reflexes of the body used to heal, reject poison or pain, and to resist fear.

RESIST

The PCs have a section on their character sheet called Resist. Resist is a defense against enchantments (spells cast on the PC that effect his will and emotions) and sin (see Chapter 16). The PCs resist enchantments using the Fruit of the Spirit: Love, Joy, Peace, Patience, Kindness, Goodness, Faithfulness, Gentleness and Self-Control.

QUALITY MEASUREMENT

Each attribute, skill, and resist has a Quality Measurement (QM). The higher the QM the better chance your character has at performing a given task. They are as follows:

Unskilled 2d4 Not skilled at all, any success is usually pure chance.

Novice 2d6 A beginner, not very experienced at all. Sometimes you are successful but you fail more often than you succeed.

Standard 2d8 This is the average skill. Most people in this category have some experience and do a decent job.

Proficient 2d10 A veteran at the given task. People will seek this person out for a job done well.

Specialist 2d12 The cream of the crop, the ace in the hole. Most people in this category charge too much for services rendered but you can be sure that the job gets done right.

Master 2d12+2 This person has mastered this field of study. There are not very many people that get this quality of excellence.

Grand Master 2d12+4 This one makes the difficult appear easy to accomplish. It is truly a rare day when you see a Grand Master not get the result he desires.

GENERATING CHARACTER

ATTRIBUTES

When creating your character, you roll two 10-sided die six times and consult the Attribute Calculator to find the QM for each of the attribute scores. A beginning character starts with either Unskilled, Novice, Standard, Proficient, or Specialist QM for his attributes. You will be able to raise your character's attribute scores later on when your character is rewarded Faith Points (see below for more info on Faith Points).

THE BASICS OF

TOSSING THE DICE

Okay, before we go any further we need to establish some game mechanics. We will start with rolling the dice.

The results of rolling the dice will determine how well or how poorly a character does for a particular action. These rolls will affect the outcome of

ATTRIBUTE CALCULATOR (roll 2d10 for result)	
2	Unskilled 2d4
3	
4	
5	Novice 2d6
6	
7	
8	Standard 2d8
9	
10	
11	Proficient 2d10
12	
13	
14	Specialist 2d12
15	
16	
17	
18	
19	
20	

the game. You will roll dice for many things so pay close attention.

GENERATING RESULTS

The QM of a skill or attribute that a character uses will determine what dice he will use. The *d* in the code stands for die or dice. The number before the *d* indicates how many dice, and the number after the *d* indicates the type of die. A code of 2d6 means to roll two 6-sided dice. A code of 2d8 means to roll two 8-sided dice.

EXAMPLE: A character is using his Skill of Acrobatics to do a few fancy maneuvers. His Acrobatics Skill QM is Novice 2d6. He rolls the dice and generates the following numbers: 3 and 2. He adds the two together, 5. He would Consult the Success Chart and find that he has generated a Failure.

DID I DO IT?

When you roll the dice, the result determines whether you fail or have a degree of success. Keep in mind that the die roll is generating a result, not a number. Refer to the Success Chart to find the quality of the result.

So, if the die roll is 11, the result is Average. If the die roll is 13, the result is also Average. The number rolled is translated into a quality of success.

DIE ROLL RESULTS EXPLAINED

Critical Failure (3 or less)

The attempted task was worse than a failure. This is usually accompanied by a blunder of some sort, especially in combat.

Failure (4-6)

The attempted task was not successful, but there is no extra penalty.

Marginal (7-10)

Success! Well sorta. It did not go as well as you had planned, but you accomplished your task with minimal success.

Average (11-15)

This is a job well done, whatever it is that you attempted. But, do not break your arm off patting yourself on the back!

Exceptional (16-19)

This is a better result than anyone expected, you did great! Only a skilled professional with years of experience could have pulled that one off.

Critical Success (20+)

Oh my! I do not believe it! Someone has to write a story about this because it was so amazing.

SUCCESS CHART	Roll
Critical Failure	3 or less
Failure	4-6
Marginal	7-10
Average	11-15
Exceptional	16-19
Critical Success	20+

MODIFIERS

Modifiers are often factored into the result of a roll. Modifiers can be determined by many things such as a blessing, curse, virtue, flaw, or sin. They can also be used by the GS to give minor adjustments to the difficulty of a task or action.

A modifier is applied after you have determined the result for your roll but before you check the success chart.

EXAMPLE: A character is preaching the gospel to an elderly woman outside of an inn. He has a Preach Gospel QM of Specialist 2d12. The character will roll two twelve sided dice, however, due to a "Belt of Truth" Rhema that he used, he has a +2 modifier. He rolls a 9 and a 5, a 14. He will then add his modifier of +2 to his roll (14) making the final result 16. Looking at the Success Chart, he sees that he has a success rating of Exceptional. Note that without the modifier, he would only have received a success rating of Average.

OPTIONAL RULE: ATTRIBUTE BONUSES

The attribute bonus is added to *all* skill rolls related to the relative attribute QM modifier.

EXAMPLE: If you had a DEX of Specialist (+2) and a Melee (DEX) skill QM of Standard (2d8), you would add +2 to your roll. If you had a SPI QM of Proficient (+1) and a Deliverance (SPI) skill QM of Master (2d12+2), you would add +1 to your roll. In the latter case you would add a total of +3 because the Deliverance QM of Master is 2d12+2 and then you add the +1 for a total of 2d12+3 for the roll.

ATTRIBUTE	ADJ.
Unskilled	-4
Novice	-2
Standard	0
Proficient	+1
Specialist	+2
Master	+3
Grand Master	+4

PERCENTILE DICE

Generating percents is a bit different than regular dice rolling. To roll for percentages you will roll one ten sided die twice. The initial roll will give you the first digit in tens. (i.e. if you roll a 5 it would be 50, 7 is 70). The second roll indicates the ones digit. (i.e. a 3 is 3, etc.) Zeros are counted as zero and double zeros is 100. You will then put the two numbers together.

EXAMPLE: The first roll is 4 (40) the second roll is 8, the result is 48%. Rolling over the intended percentile

ATTRIBUTE

GENERIC MODIFIERS

When receiving a modifier that affects an attribute, such as SPI, that modifier affects all skill rolls categorized under that attribute. Also, any other rolls based on that attribute.

EXAMPLE: The Rhema **Sure Footing** states: *Gives PC a +2 for DEX when in quicksand and traveling through rough terrain.* A character is running across rough terrain and the GS calls for a Running Skill roll. The character uses the Rhema Sure Footing to gain a +2 bonus. The Rhema result states that it gives a +2 for DEX. The character can apply the +2 bonus to his Running Skill roll because the skill is categorized as a DEX skill.

will result in a failure or no result. That is, if the percentage chance is 50% and the roll is a 51% then the result is a failure.

FAITH POINTS

From 3 to 10 Faith Points (FPs) are awarded after every session of play depending on how well the PCs roleplayed, whether they accomplished their mission, and how much fun they had. The FPs are then used during game play for bonuses to rolls or avoiding penalties. Faith Points are also used for upgrading the PC's Attributes and Skills as well as determining a character level.

There are two types of FPs: Total Faith Points (TFP) and Actual Faith Points (AFP). The TFP are an accumulation of all the FPs that a character has received. The total number is recorded on the character sheet and will continue to increase as

the character is awarded FPs. The AFP are the FPs that a character can spend to increase Attributes and Skills as well as gain bonuses during game play. Once a player is awarded FPs he will record that number on his character sheet. These FPs can be used as he sees fit. He will also add the awarded number to his TFP. You can only spend FP from your AFP not your TFP.

SPENDING AFP

Using FPs in the course of the game can be very useful. One way a character can use FPs is to help gain a better result for a attribute or skill roll. For the cost of one FP, from the AFP, a character will gain an additional 1d for that skill roll. For example, if the PC is a Novice rolling 2d6, after spending the FP he would then roll 3d6. If the PC is Proficient rolling 2d10, he would then roll 3d10. This increases the odds of generating a more desirable result when rolling for an action. You can declare the use of a FP after seeing the initial roll to gain the additional 1d. The only exception is when the roll is a Critical Failure.

An FP can also be used to cancel the effects of a Serious Wound or cancel a K.O. result. (see Chapter 10 for info on Serious Wounds and K.O.s) Likewise,

an FP can be used to reduce damage. For one FP a character can heal three points of damage, this can only be done immediately after taking damage. A character can only use one FP per combat round. (see Chapter 10 for more info on Combat rounds)

Faith Points are also used to increase your Attributes, Skills, Reactions, and Resist. For more information on this see Chapter 6.

A PC begins the game with 5 AFPs to spend during game play or to save and spend later.

TOTAL FAITH POINTS AND CHARACTER LEVELS

Each player will keep track of his character's total accumulated FPs. The Total Faith Points or TFP, will determine the character's Order Level. The higher the Level the more experienced the character is, which means he can do more. Chapter 7 details the character level advancements for each Order.

A CHARACTER TAKES SHAPE

To illustrate how to create a character from beginning to end, Christian is going to take us through the character creation process.

Chris gets started by generating his characters attributes. Chris rolls two 10-sided die six times, consults the Attribute Calculator Chart, and generates the following results: Standard, Unskilled, Standard, Standard, Proficient, and Proficient. He places his attributes results in order as follows:

SPI: Standard 2d8
WIS: Unskilled 2d4
PER: Standard 2d8
STR: Standard 2d8
DEX: Proficient 2d10
FOR: Proficient 2d10

CHAPTER 5

RACES

There are four different races in Epouranios: Dwarves, Elves, Halflings, and Men. Also one mixed race, Half Elves, which are a combination of Men and Elves. Each are unique and are a vital resource of Epouranios.

DWARVES

Dwarves are a stocky, stubborn and obstinate people. They normally stand 4 to 5 feet tall and weigh around 150 to 170 lbs. The average lifespan of a dwarf is 90 years, however, some dwarves have been know to live as long as 125 years. Dwarves typically live in elaborate underground fortresses and cities sometimes never leaving their underground metropolises for their entire lifespan. Most dwarves are gifted in a certain craft that their family hands down from generation to generation. Some become gifted

weapon smiths or woodcrafters, while others are accomplished miners and jewelers. Their diverse crafts are desirable among all races. Their craftsmen are often sought out due to their excellence and attention to detail. No matter the craft dwarves usually spend a lifetime perfecting and refining their expertise until extraordinary excellence is achieved. Dwarven men take great pleasure in growing their beards long and bushy. They spend a lot of effort braiding, forking, or coloring them to perfection.

Male Names

Boirin, Dofur, Glesil, Hegnar

Female Names

Alwlyan, Bryna, Gwaecla, Rudda

Racial Abilities

All dwarves have the Virtue of Night Vision.

A Dwarf character may specialize in a specific craft, such as weapon smith, mining, jewelry, woodcarving, etc. Choose a specific craft as a DEX skill and upgrade the QM by two. This skill is in addition to the character's initial skills.

Racial Adjustments

-1 QM for starting SPI. +1 QM for starting STR.



ELVES

Elves are fair skinned and have distinctive pointed ears. Elves stand approximately the same height as Man, however, they are more graceful and slender in their build. Elves live an average of 110 years and seemingly never age until the last five to ten years of their lives. Male elves cannot grow facial hair. The hair on their head is usually straight and they tend to wear it long. Elves are a wise and learned people. They are compelled to continue their learning pursuits whether it is scholastically or in refined and dedicated fighting arts. They also possess a great interest in singing, playing musical instruments, dancing, and other arts. Most elves make their dwellings in heavily forested areas preferring the green covering of trees to the burrows of the dwarves.

Male Names

Glebriwyn, Isál, Legyndir, Throlos



Female Names

Amadrieth, Cadewyn,
Iserith, Thrania

Racial Abilities

Elves start with the Virtue
of Night Vision.

Racial Adjustments

+1 QM for Starting
DEX. -1 QM for starting
STR.



shoes on their feet or
without food in their
mouths. They like sleeping
almost as much as they like
eating. A happy-go-lucky
lifestyle is what the halfling
strives for. However, they
are not a lazy people,
halflings work hard so that
they can play and relax in
comfort and contentment.

Male Names

Boim, Fregrin, Rom, Siago

HALF ELVES

Half Elves possess more traits of
Man than traits of elves. Half Elves
stand as tall as a Man and live to be
about 75 years old on the average. Half
Elves tend to show their age in the last
10 to 15 years of their lifespan. Half
Elves commonly make their dwellings
with Men and are often mistaken for
Men rather than elves. Like their
relative the elf, the half elf cannot grow
facial hair and have fair skin. They
tend to be a bit stockier than an elf.
Half Elves delve into the works of Men
and usually desire success in their lives.
There are some half elves that have a
yearning to be with their elven people,
few are accepted as elves in nearly all
elven communities. Most elves reject
half elves on the basis that they are not
a pure elf. Half Elves are often
ridiculed and scorned by the elven
communities.

Male Names

Addrinyc, Lor, Owemyr, Rian

Female Names

Mirendabeth, Raveth, Siven,
Wicerari

Racial Abilities

Half Elves receive the Virtue of
Night Vision.

Racial Adjustment

+1 QM for starting FOR.
-1 QM for starting SPI.

HALFLING

Halflings are a simple race who
resemble Man in their physical
structure. They stand 3½ ft. to 4½ ft.
tall and have large hairy feet. The
average lifespan of a halfling is the
same as Man, about 70 years. Often
living in humble communities,

Halflings enjoy
carefree living
and rarely
venture outside
their home
territory. Halflings are
loving and kind
as well as
humble and
sincere, well, at
least most of
them. Seldom
will you see
halflings with

Female Names

Cléna, Elobrylla, Mervra,
Yswniver

Racial Abilities

Halfling characters start with the
Virtue of Move Silently.

Racial Adjustments

+1 QM for starting PER. Any
piercing or slashing weapon longer
than 30" that a halfling wields incurs
a -3 to all attack rolls.

MEN

Although all of the races represent
different races of Man, Men are the
most common folk. Most agree that all
the races originated from Men.

Men inhabit almost all areas of
Epouranios. They live an average of 70
years and stand from 5 ft. to 6 ½ ft.
tall. Men are very diverse in their
exploits, they delve into education,
military, politics, agriculture, religion,
and many other crafts and offices. At
times it seems as though there is no
limit to what Man can do as long as
time and resources are available. Men
are determined and tenacious in their
exploits and endeavors.

Male Names

Gareth, Lindir, Marcus, Ulrik

Female Names

Alorra, Caitlin, Jaana, Orla

Racial Abilities

Men characters start with any one
Virtue.



Racial Adjustments

+1 QM to any one attribute and
-1 QM to any one attribute, your
choice.

AGING

A PC's age can determine many different factors, such as, how naive or refined he is. A character that is younger has strength as his ally but his experience and wisdom has not developed. On-the-other-hand, an older character has experience and wisdom on his side but his strength is fleeting. Use the aging chart to find out your character's age title. Compare the age title with the 'age title adjustments' to make adjustments to your characters Attribute scores.

Age Title Adjustments

Child -6 When rolling Attributes or Skills.

Youth -3 When rolling the SPI, WIS, and PER Attributes or skills that are in those attribute categories.

Adult No Adjustment

Old +1 to all rolls pertaining to SPI, WIS, and PER, -1 to STR, DEX, and FOR

Aged +2 to all rolls pertaining to SPI WIS, and PER, -2 to STR, DEX, and FOR



A CHARACTER TAKES SHAPE

Continued from page 31.

Chris chooses Man as the race for his character. He will now make a +1 QM adjustment for his STR and a -1 QM adjustment for his PER. His STR score goes from Standard to Proficient and his PER score goes from Standard to Novice.

Note: The -1QM cannot be applied to an attribute that is already Unskilled.

Chris' attribute scores look like this now:

SPI: Standard 2d8

WIS: Unskilled 2d4

PER: Novice 2d6

STR: Proficient 2d10

DEX: Proficient 2d10

FOR: Proficient 2d10

Chris chooses the virtue of Advanced Healing for his racial virtue pick.

AGING

		Age Title				
		Child	Youth	Adult	Old	Aged
R	Dwarf	0-18	19-26	27-90	91-110	111-125
a	Elf	0-14	15-20	21-80	81-100	101-110
c	Half-Elf	0-12	13-18	19-55	56-70	71-75
e	Halfling	0-12	13-18	19-45	46-58	59-70
	Man	0-12	13-18	19-45	46-58	59-70

CHAPTER 6

ATTRIBUTES, SKILLS, AND REACTIONS

CHOOSING AND UPGRADING

INITIAL SKILLS

Each attribute type has a list of skills that are of that same type, Fortitude skills are called reactions (See below). For Example, Inspire, Deliverance, Persuade, and Intimidation are all SPI skills.

Each skill or reaction is categorized as either Common or Dedicated. Common skills and reactions have a default QM of Novice and Dedicated skills have a default QM of Unskilled. You have *twelve* QM Upgrades that you can allocate to any skill you desire. Initially, you must upgrade your Order Skills by one or more QM. The initial upgrades cannot exceed Proficient. After you have upgraded your Order Skills you can choose any other skill to upgrade.

EXAMPLE: A player wants to upgrade his character's Melee Skill. (Melee determines how well a character can wield a sword) Melee is a Common skill so it has a base QM of Novice. The Player decides to spend two of his QM Upgrades on his melee skill. The Character now has a Melee skill of Proficient (Novice to Standard is one QM Upgrade, and Standard to Proficient is one more QM Upgrade for a total of two). When the player rolls his character's Melee he will now roll 2d10 rather than 2d6. (see Chapter 4 for more information on die codes)

The following chapter on Orders describes what Skills an Order must initially increase. These are called Order Skills and must have at least one QM Upgrade allocated to each of the skills

indicated. Once the Order skills have been increased by at least one QM Upgrade, *any* other skill, reaction, or resist can be increased. You can choose to spend all of your QM Upgrades on your Order Skills.

THE MAIN ATTRIBUTES

To review, every character in SWRPG uses attributes, skills and reactions to help act out what their PC will do and how well his PC will do. Attributes are the things a PC is born with, skills are the things that the PC learns over the course of his lifetime. Reactions are reflexes of the body or the mind. There are six attributes in the SWRPG. They are:

Spirit SPI; this measures the PC's ability to do things according to the Spirit, such as preaching the Gospel. This also measures the PC's personality and the ability to interact socially with NPCs.

Wisdom WIS; this measures a PC's knowledge and the ability to utilize it to benefit himself and others.

Perception PER; this measures a PC's mental grasp of objects as well as awareness of noticeable surroundings.

Strength STR; this measures a PC's physical strength. It indicates how much a PC can lift and carry, and determines modifiers for damage on weapons and brawling attacks.

Dexterity DEX; this measures a PC's agility and handiness in a given area. It measures quickness and ease of physical activity.

Fortitude FOR; this measures a PC's physical resistance to pain and the speed of recovery to injury. It also measures the firmness of the mind in encountering and enduring danger.

- Fortitude is also used to calculate your Hit Points.

FORTITUDE REACTION ROLLS

There are no skills related to the Fortitude attribute. There are, however, six "reactions" related to the attribute. Courage, Morale, Recover, Reject Poison, Resist Pain, and Willpower.

Each reaction is explained below.

WHEN WILL YOU ROLL?

When will you roll the dice? Whenever a character tries to do something of importance. Picking your nose or opening an unlocked door does not require a roll of the dice. Any common activity that most anyone can do will not constitute rolling the dice.

QM UPGRADE CHART

Desired	Current QM						
	Unskilled	Novice	Standard	Proficient	Specialist	Master	
Novice	5	n/a	n/a	n/a	n/a	n/a	n/a
Standard	15	10	n/a	n/a	n/a	n/a	n/a
Proficient	35	30	20	n/a	n/a	n/a	n/a
Specialist	75	70	60	40	n/a	n/a	n/a
Master	155	150	140	120	80	n/a	n/a
Grand Master	315	310	300	280	240	160	

ATTRIBUTES, SKILLS AND REACTIONS

SPIRIT

- Deliverance *
- Debate *
- Evangelism
- Inspire
- Intimidation *
- Perform *
- Persuade *
- Praise & Worship *
- Preach Gospel

- Sailing *
- Search
- Smuggle *
- Tracking *
- Weather Sense

STRENGTH

- Climbing
- Endurance
- Jumping
- Lifting
- Swimming *

WISDOM

- Demon Lore *
- Detect lie *
- Foreign Lang. *
- Guise *
- Healing *
- Knowledge of God
- Knowledge of Word
- Read/Write (Lang.) *
- Research *
- Revelation
- Revelation of Word
- Survival *
- Special Study *
- Tactics *

DEXTERITY

- Acrobatics *
- Bow *
- Brawling
- Crossbow *
- Dodge
- Incapacitate *
- Martial Arts *
- Melee
- Pick Locks *
- Prestidigitation *
- Running
- Wrestling *

PERCEPTION

- Conceal *
- Discernment
- Hide/Sneak *
- Investigation *
- Observe (sense)
- Riding

FORTITUDE

- Courage
- Morale
- Recover
- Reject Poison
- Resist Pain
- Willpower

Skills marked with an "" are Dedicated Skills.*

WHAT TO USE?

There are two types of skills: Common and Dedicated. All Common skills have a base QM of Novice (2d6), and all Dedicated skills have a base QM of Unskilled (2d4). Again, each character has a pool of twelve QM Upgrades to raise their desired Skill QM. Other skills, reactions, and resists can be upgraded later as well as ones that were initially upgraded.

Attributes are used for things that

skills don't apply to. For example, if a character is standing on the edge of a cliff and is punched, the GS would tell the character to roll his DEX. If a character is talking with an Angel, and it gives him a riddle, the GS could tell the character to roll his WIS to see if he can interpret it, etc. In any case, the GS would determine the success difficulty.

UPGRADING SKILL, REACTION AND RESIST QM

After a player is rewarded FPs he can upgrade his character's Skills, Reactions, and Resist QM. To calculate the cost of upgrading use the QM Upgrade Chart.

EXAMPLE: Chris wants to upgrade his Melee Skill QM of Specialist to Master. Chris consults the QM Upgrade Chart and determines his current QM and crosses it with his desired QM. The result is 80 FPs to increase from Specialist to Master. If he desired to have a QM of Grand Master he would have to spend 240 FP.

Resist QM are upgraded at the same rate as skills and reactions (see Chapter 11 & 14 for more information on Resist). Although, each of the Resist fruit begin at a default Standard 2d8.

If you want to upgrade a skill that is not written on your character sheet you can. For example, if your character does not have the Pick Locks skill written down he can use his FPs to upgrade the QM. The Pick Locks Skill is a Dedicated DEX skill. This means

that the default value for Pick Locks is Unskilled. You would have to upgrade this skill from Unskilled to the desired QM. Spending the appropriate amount of FPs for the upgrade, of course.

INCREASING ATTRIBUTE QM

Like skills, you can increase your attribute scores by spending FPs. You can do this by multiplying the QM cost by three. If you have a SPI score of Standard and want to make Proficient, it will cost 60 FPs.

If you want to go from a DEX QM of Novice, to a QM of Proficient, then you would have to pay for each consecutive score. You must pay for each QM level as indicated.

EXAMPLE: Al has a PER QM of Novice and desires to have a QM of Proficient. Al has to pay for the QM of Standard, 30 FPs, (three times the chart amount because he is increasing an attribute) and then the QM of Proficient 60 FPs, for a total cost of 90 FPs.

SKILLS AND REACTION DESCRIPTIONS

Each attribute category has a list of skills, in this section we will go over those skills. Fortitude lists the Reactions and their functions.

The examples given for the Difficulty of Success are by no means exhaustive, there can be many other situations possible, these situations are only guidelines.

Result Abbreviations

- M Marginal
- A Average
- E Exceptional
- C Critical Success

SPIRIT (SPI) SKILLS

Debate The ability to communicate a convincing argument with facts and details. A character will roll their Debate skill versus their opponent's Willpower roll. If the character's roll is greater than that of their opponent they can convey a convincing argument and will influence their hearers. The effects of Debate are indefinite, or until another character convinces them otherwise.

Dedicated Skill

Deliverance Used in casting demons out of humans and animals (see Deliverance in Chapter 10).

Dedicated Skill

Evangelism Used to gain a result in how a crowd will respond to the Gospel (see Preach Gospel in Chapter 13).

Common Skill

Inspire The ability to inspire those around you with encouraging and motivational words. The words impact characters within range of your voice. If in combat the bonuses last for 1 round after which the character can attempt to inspire once again. Using the Inspire skill takes one action. In non-combat rounds a character can Inspire and will cause the bonus to be applied to one roll.

Common Skill

- M No result
- A +1 to all rolls
- E +2 to all rolls
- C +3 to all rolls

Intimidation Sheer force of personality is used when intimidating. Intimidation causes fear in the ones being intimidated. The character intimidating other characters can either have an intimidating or determined

Praise be to the LORD my Rock, who trains my hands for war, my fingers for battle.

-Psalm 144:1

look. He could also choose to intimidate by doing some fancy sword play or some similar display of power or force. The character wanting to intimidate will roll his skill versus the opponents Willpower reaction. If the intimidating character has a greater success than his opponent, the target will have a -2 to all rolls for five rounds. If the roll is tied or a lower success than that of his opponent, there is no effect.

Dedicated Skill

Perform The ability to perform music, sing, recite poems, dance, tell stories, etc.

Dedicated Skill

- M Very Simple song, verse, or story
- A An average song, verse, or story
- E A complicated song, verse, or story
- C Flawless performance of the most complex songs, verses, or stories

Persuade The ability to convince others through charm, charisma, and sheer personality. A character will roll their Persuade skill versus their opponent's Willpower reaction roll. If the characters roll is greater than that of their opponent they can convey a convincing argument and will persuade their hearers. The effects of Persuade are indefinite, or until another character persuades them otherwise.

Dedicated Skill

Praise and Worship Used to measure the effect of praise and worship to God in attack towards demons and foes. This skill also helps to bring the manifest presence of God (see Praise and Worship in Chapter 15).

Dedicated Skill

Preach Gospel Used in gaining a result in how well a person will receive the Gospel (see Preaching Gospel in Chapter 13).

Common Skill

WISDOM (WIS) SKILLS

Demon Lore A PC's knowledge of a demon or demons as a whole. Can be used to generate common knowledge such as how powerful a demon is, its spiritual ranking, as well as special skills that it may have.

Dedicated Skill

- M Fairly common knowledge
- A Uncommon knowledge
- E Only a few people have knowledge
- C Unheard of but very true, and can back it up

Detect Lie This skill is used in determining whether or not an NPC is telling a lie. In the latter case, you should deter your PCs from accusing the NPC of lying, because it is just their judgment and not solid fact.

Dedicated Skill

- M While lying they have many signs showing they are lying (Voice inflections, fidgeting, biting lip, nervousness, etc.)
- A Possibly one or two signs of lying
- E Only one small sign that they are lying
- C No visible signs of lying

Foreign Language The ability to interpret what a person is saying if the language is different than that of the PC's. In the examples below, we use Common as the PC's main language.

Dedicated Skill

- M Interpreting Halfling
- A Interpreting Dwarven
- E Interpreting Elvish
- C Interpreting a Demonic Lang.

Guise Used to disguise yourself and avoid recognition as who you really are. Those who the character wants to disguise himself from will make an opposed roll against the character. The character will roll his Guise skill against their opponent's PER or Observe skill, as appropriate. If the disguised character wins the roll he will not be recognized. If the disguised character

generates a lower success than that of his opponent, he will be recognized. Tied rolls will cause the opponent to believe that he recognizes the guised person but will not be able to recall who he really is.

Dedicated Skill

Healing A PC's knowledge of natural healing. Knowledge of herbs and their effects. Knowledge of how to bandage wounds and conduct minor surgeries.

Dedicated Skill

- M 1 HP healed (less than a day to treat)
- A 5 HP healed (2 days to treat)
- E 7 HP healed (minimum of 3 days to treat)
- C 10 HP healed (minimum of 4 days to treat) +1 for every point above 20.

Knowledge of God A PC's mental knowledge of God in any given subject.

Common Skill

- M Fairly common knowledge
- A Uncommon knowledge
- E Only a few people have knowledge
- C Unheard of but very true, and can back it up

Knowledge of the Word A PC's knowledge of a particular area of Scripture or the Word of God as a whole. The PC may actually know more about the Word of God than the player, so this skill comes in handy for those situations where the PC knows something the player does not. The player would then make a skill check to see if he knows the specific information.

Common Skill

- M Fairly common knowledge
- A Uncommon knowledge
- E Only a few people have knowledge
- C Unheard of but very true, and can back it up

Read/Write (Language) This skill represents a character's literacy in a given language. Each instance of this skill is taken for a different language. For example, Read/Write (Elvish) or Read/Write (Dwarvish).

Dedicated skill.

- M Reading a simple note or shopping list
- A Reading a letter or journal entry
- E Reading a complex report or detailed novel
- C Reading a legal briefing or ancient script

Research Determines how much information is discovered when researching subjects in books, scroll, and tomes.

Dedicated Skill

- M Discovered minimal information
- A Discovered small amount of information
- E Discovered the desired information
- C Discovered more than the desired information

Revelation Determines whether a PC gains "revelation" in a given situation, whereby the PC is given an addition to all subsequent rolls that pertain to that situation. This skill is also used to hear the voice of God. If the PC makes a successful Skill Roll, then the PC will receive some sort of direction, even if the direction is to wait or not. You as the GS, need to make this determination. The PC needs to be in concentrated prayer to use the Revelation Skill.

When a PC wants to use his Revelation Skill, have him make a skill roll difficulty Exceptional. If the PC makes the roll, then the party receives a +1 for all their rolls for that adventure. If the PC rolls a generated 20+, the party receives a +2 to all rolls for that particular adventure. A PC can make one attempt to use Revelation in this

way per adventure.

Common Skill

Revelation of Word Used when the check for gaining new Rhema is successful (see more about Rhema in Chapter 14). The player would then roll to determine if he gains a new Rhema. If the player rolls high enough, then the PC now has revelation of a new Rhema and he will be able to use that new Rhema once he has memorized it.

Common Skill

Survival The ability to figure out what to do in a given situation that would assist in a PC's survival.

Dedicated Skill

- M Town with no money
- A Mountainous regions
- E Unknown tropical islands
- C Alone in the middle of a desert

Special Study This is a generic area of expertise. Determine the area that the special study encompasses, such as History of Epouranios, Diplomacy, etc.

Dedicated Skill

Tactics The ability to implement plans or methods to win a skirmish or achieve another goal. The character makes their Tactics roll with the result granting a possible bonus to the party members involved in the following encounter. The bonus will only apply for the first 3 rounds of combat. The Tactics roll must be made prior to the start of the encounter and before entering into Combat Rounds. Only one character in the party may make the Tactics roll at the beginning of an encounter.

Dedicated Skill

- M No Bonus
- A + 1 Bonus
- E +2 Bonus
- C +3 Bonus

PERCEPTION (PER) SKILLS

Conceal The ability to conceal items so that people or demons cannot detect them. Usually, for smaller items such as daggers, coin purses, ring of keys, or vials. A character will roll their Conceal skill versus their opponent's Observe roll. If the character's roll is greater than that of their opponent they are able to conceal the item.

Dedicated Skill

Discernment The natural ability to 'feel out' what a person might be thinking or wanting to do by noticing things like body language and nervousness in speech.

Common Skill

M While talking they have many signs showing they are trying to be deceptive or truthful (fidgeting, biting lip, nervousness, etc.)

A Possibly one or two visible signs of deception or sincerity

E Only one small visible sign that the person is trying to be deceptive or sincere

C No visible signs of deception or sincerity

Hide/Sneak The ability to hide or sneak around undetected.

Dedicated Skill

M Can go undetected in glowing darkness

A Can go undetected in the moonlight

E Can go undetected during daylight

C Go undetected in broad daylight in the middle of an open area

Investigation The ability to find clues to help in solving a murder/mystery or other problem.

Dedicated Skill

M Notices general clues
A May notice one specific thing or clue

E May notice a number of things not seen with natural perception

C May find enough evidence to solve the crime or mystery

Observe (sense) This skill represents a character's ability to sense things. Each instance of this skill is taken as one of the five senses. For example, Observe (sight), Observe (smell), Observe (listen), Observe (taste), Observe (touch).

Common Skill

M Observe anything common or ordinary

A Observe something that may be out of place.

E Observe something that is very hard to notice.

C Observe something that is impossible to notice.

Riding Used to see how well a PC can ride a horse or any other beast.

Common Skill

M Some cracks in the ground, a few large boulders

A Up hill incline, slippery surface

E Mushy terrains, slick surfaces, moderate incline with jagged rocks, racing, in battle

C Slippery ice, very steep incline

Sailing Used to see how well a PC can sail a ship.

Dedicated Skill

M Perfect sailing conditions

A Average waters windy to stormy weather

E Rough torrents, water coming into boat

C Violent suicidal waters

Search The PC will use this skill to find specific devices such as trap doors, etc.

Common Skill

M May find a not so well hidden device

A May find well-hidden device

E May find very well hidden devices

C May notice a device that no one else has noticed

Smuggle The ability to smuggle items so that people or demons cannot detect them. Usually, for larger items such as swords, large boxes, and sometimes for things like bibles. A character will roll their Smuggle skill versus their opponent's Observe roll. If the character's roll is greater than that of their opponent they smuggle the items.

Dedicated Skill

Tracking Used to track animals and people.

Dedicated Skill

M Animal or person was in vicinity one hour ago. Impressions easily spotted.

A Animal or person was in vicinity 5 hours ago. Impressions are sparse.

E Animal or person was in vicinity 3 days ago. Impressions hard to make out.

C Animal or person was in vicinity two weeks ago. Impressions virtually impossible to make out.

Weather Sense The ability to sense changes in the weather or to predict coming weather.

Common Skill

M Determine what the weather will be like in an hour

A Determine what the weather will be like in a day

E Determine what the weather will be like in three -four days

C Determine what the weather will be like in seven days

STRENGTH (STR) SKILLS

Climbing Used to see how well a PC can climb.

Common Skill

- M Gentle slope, trees.
- A Steep mountain, scaling a city wall with a knotted rope.
- E Smooth rock faces, slippery surfaces.
- C Smooth marble faces, very slippery surfaces.

Endurance When a PC exerts himself for a long period of time, have the PC roll his Endurance to determine if he can withstand the situation.

Common Skill

See Fatigue rules in Chapter 10.

Jumping Used to see how well a PC can jump

Common Skill

- M Jumping the gap between two houses
- A Jumping through an opening in a wall 5 ft. off the ground
- E Jumping 15 ft. onto a platform 1 sq. ft. wide
- C Jumping off of a cliff to grab a tree branch on another mountain face

Lifting Used when carrying or lifting an object.

Common Skill

- M 26-99 lbs.
- A 100-180 lbs.
- E 181-220 lbs.
- C 221-310+ lbs.

Swimming Used to determine how well a PC can swim in different types of water.

Dedicated Skill

- M Calm seas, flowing streams
- A Deep rapids flowing steadily
- E Uncontrollable roaring rapids
- C Fifty foot swells at sea crashing all around the PC

DEXTERITY (DEX) SKILLS

Acrobatics Must have at least one skill upgrade in Jumping. This skill is used for extraordinary tumbling such as back flips, jumping high vaults, or doing anything acrobatic.

Dedicated Skill

- M Doing a back flip off of a large rock
- A Doing a series of flips and hand springs over a distance of 30 ft.
- E Doing a double back flip off of a two-story building
- C Back flip off of a building onto an awning, bouncing off of the awning onto a flagpole and doing a triple dismount onto the ground

Bow This skill is for using bowed weapons. Long, short, or recurve but not for the crossbow (see Combat in Chapter 10).

Dedicated Skill

Brawling Use when a character physically attacks or defends with their hands (see Combat in Chapter 10).

Common Skill

Crossbow This skill is used for all crossbow weapons, heavy or light (see Combat in Chapter 10).

Dedicated Skill

Dodge This skill is used when a character wants to dodge out of the way of an attack. Such as a crossbow bolt, arrow, spear, knife, punch, sword, or any other physical attack.

Common Skill

Incapacitate Used to knock people unconscious with minimal harm. (see Combat in Chapter 10).

Dedicated Skill

Martial Arts This skill is used when the PC has learned an ancient fighting

form. This skill is used for all brawling and melee attacks and defenses (see Martial Arts in Chapter 10).

Dedicated Skill

Melee This skill is used for attacking and defending with a hand held weapon. (see Combat in Chapter 10).

Common Skill

Pick Locks Used to see if a PC can pick a lock or not. If the PC makes the difficulty check, then the PC is able to pick the lock, if he fails, he cannot pick the lock.

Dedicated Skill

- M Poor locks
- A Well made locks
- E Very well made locks
- C Exceptionally made treasury locks

Prestidigitation Used to perform sleight of hand illusions. Set up time needs to be factored into certain types of illusions.

Dedicated Skill

- M Simple card tricks
- A Making a scarf or other small object disappear, advanced card tricks
- E Taking a necklace or ring from a person without them noticing, illusionary levitation
- C Making large objects disappear/reappear (dog, chair, person, etc.). Any advanced sleight of hand of the above mentioned tricks, or like tricks.

To use Prestidigitation the PC will roll for his result. The person, or persons, that the trick is done to will roll their Observe skill. If their roll is lower than that of the PC's roll, then the illusion is successful/believable.

Running Used to determine how well a PC can run over different grades of land and terrain.

Common Skill

- M Some cracks in the ground, a few boulders
- A Up hill incline, slippery surface
- E Mushy terrains, slick surfaces, moderate incline with jagged rocks
- C Slippery ice, very steep incline

Wrestling Used to determine all wrestling attacks (see Combat in Chapter 10).

Dedicated Skill

OTHER SKILLS

There are other skills that a character could have such as: cooking, fishing, carpentry, knowledge of history, etc. If a PC wants to have another skill then let him. Who knows? Your characters could benefit from a PC that can cook really well.

FORTITUDE (FOR) REACTIONS

Courage When a fearful situation arises, a PC will use this skill to resist the fear and courageously persist. If the player fails the Skill Roll, he then receives a -4 to all rolls for the rest of the time he is around the frightening situation or creature.

Common Reaction

- M A very terrifying nightmare
- A Fighting a demon that has an extremely horrific appearance
- E Fighting a very large demon that is persisting after it kills half of your group
- C Fighting a very large demon that has been on a killing rampage, it has killed everyone in the group and you are the only one left

Morale Used to see how well a PC can withstand a given situation before he will involuntarily flee due to fear.

Common Reaction

- M A companion dies in the midst of a battle
- A Out numbered 3:1 and a companion dies
- E Out numbered 7:1 and half the party is dead
- C Out numbered 10:1 and the entire party that you are with was killed

Recover Recover from any type of crippling such as disease, wound, or spiritual attack that causes damage. This reaction can be rolled once per day.

Common Reaction

- M Gain no HP back
- A Gain 1 HP back
- E Gain 2 HP back
- C Gain 3 HP back +1 for every point above 20.

Reject Poison Used to reject poison in the body. This reaction can be rolled up to three times in a game day.

Common Reaction

- M Violently sickening poisons
- A Incapacitating poison
- E Potentially lethal poisons
- C Lethal poisons

Resist Pain A Reaction used to resist the negative effects of a serious wound. After suffering a serious wound the character can roll this reaction to resist pain. If he rolls an Exceptional or Critical Success he will not gain the effects of a serious wound. See Chapter 10 for more information on the effects of a Serious Wound.

Common Reaction

Willpower Used to resist things such as intimidations, debate, or persuade. This reaction represents a character's ability to resist the influence of others. Willpower can also be used in other social areas such as when looking into another's eyes to determine who will look away first. Willpower is used as an opposed roll.

Common Reaction

CHAPTER 7

CHARACTER ORDERS



The uniqueness of your character will be defined by your character's Order. Your character's Order will determine, to a degree, what he can and cannot do. What is an Order? An Order is a classification of people with specific types of abilities.

Give some thought as to what kind of a role you want to play in SWRPG. What kind of things would you like to accomplish with your character? What do you personally want to accomplish through playing the character?

There are four different Orders to choose from, within those Orders are Callings. Callings define a more distinctive role within an Order. For example, a Knight is a Calling of the Warrior Order, and the Prophet is a

Calling of the Minister Order. The different Orders are: Warrior, Loremaster, Minister, and Traveler.

DEFINING CHARACTERISTICS

Order Profiles

The following are the different areas discussed in the Order Profiles.

Description

This gives a generalized description of the order. What type of people may be a part of the order, their favored skills, and other quirks.

Motivation

This section tells of what makes the characters of the order do what they do. What sort of things motivate them, and what role they play within a group of adventurers.

Locale

Showing the typical races and regions that the character may hail from.

GAME INFORMATION

This section details the issues that deal with the mechanics of the game.

WARRIOR LEVEL	TFP	Bonuses
1	0-60	Level 1 Rhema
2	61-120	+1 HP
3	121-180	2 APR
4	181-240	New Specialty
5	241-300	Level 2 Rhema
6	301-420	3 APR
7	421-540	+1 HP
8	541-660	New Gift of the Spirit
9	661-780	4 APR
10	781-900	New Specialty
11	901-1080	+ 2 HP
12	1081-1260	5 APR
13	1261-1440	Level 3 Rhema
14	1441-1620	+ 2 HP
15	1621-1800	6 APR
16	1801-2040	New Specialty
17	2041-2280	+2 HP
18	2281-2520	7 APR
19	2521-2760	New Gift of the Spirit
20	2761-3000	Level 4 Rhema

Attributes

This section discusses the favored attributes of the order. This will also indicate if there are any attribute requirements for the Order.

Order Skills

These are the initial skills that the Order begins with. Other skills not listed here can be learned. However, you *must* spend at least one QM Upgrade in each of the skills listed.

CALLINGS

Again, Callings define a more distinctive role within an Order. Each character will have a Calling.

Starting Equipment

The initial equipment that the Calling starts with. If a character does not choose to be a Knight of the Realm (see Chapter 3 on Knights of the Realm) he will not start with a Bible. Instead his initial equipment will include bible fragments.

Callings Skill Bonus

The bonuses that a Calling gains when rolling specified skills. These bonuses are added to the over all roll.

SPECIALTIES

These are special Order abilities, powers, or positions that the character may obtain. A first level character will start with one Specialty.

THE WARRIOR ORDER

This is the valiant and steadfast fighter of legend. Most of the heroes of folklore are warriors of renown. Soldiers, Barbarians, Martial Artists, and the like, all belong to the Warrior Order. Courage and firmness of mind characterize the Warrior; trained in sword, bow, armor, and the art of war. Men, Dwarves and Elves have all excelled in this order, destroying the works of darkness and bringing justice to unjust lands.

Motivation

Most of those that belong to this order serve Jehovah God in the quest to vanquish evil from Epouranios. Driven by an intense desire to destroy darkness, they long for the day that they can lay down their sword and live in peace. Their forthrightness and dedication to causes usually make them ideal leaders.

Calling Virtue

Common virtues that the Calling is drawn to. The player will choose one virtue from this list. The Calling virtue as well as the Racial virtue don't require taking a flaw. Any additional virtues can be chosen as long as you take a flaw along with it.

Initial Rhema

The Rhema that the Calling begins with.

Initial Gift of the Spirit

The initial Gift of the Spirit that the Calling starts with.

Locale

Warriors can be found in all the nations and among all the races of Epouranios. Those that thrive as warriors are the Elves and Men of the Kilund Territories, the Dwarves of Cenchrea, and the men of Alador.

GAME INFORMATION

Attributes

Most warriors rely on their dexterity and resolve to do their jobs well. The warrior is a master swordsman and accomplished bowman, skilled in the art of hand to hand combat and can endure the most grueling journeys.

Warriors have the following attribute requirements: FOR: Standard; DEX Proficient

Order Skills

The skills of the warrior order are: Melee (DEX), Bow (DEX), Endurance (STR), Brawling (DEX), Dodge (DEX), Intimidation (SPI), Incapacitate (DEX), Morale (FOR), Wrestling (DEX).

THE WARRIOR

CALLINGS

When you create a Warrior character, choose one of the following Callings.

BASIC WARRIOR

This Calling is the archetypical warrior of Epouranios.

Starting Equipment

Bible, Short Sword *Value* 3, Riding Horse, 15 gp.

Calling Skill Bonus

Melee (DEX) +1, Incapacitate (DEX) +2, Endurance (STR) +2

Calling Virtue (choose one)

High Pain Tolerance, Fearless, Quick Draw

Initial Rhema

Shield of Faith, Saved

Initial Gift of the Spirit

Tongues

BARBARIAN

These are the tribal men of the Kilund Territories and of the Nation of Alador.

Starting Equipment

Bible, Broad Sword *Value* 4, Backpack, Medallion from the Battle of Evermore, 3 gp.

Calling Skill Bonus

Melee (DEX) +2, Intimidation (SPI) +2, Wrestling (DEX) +1

Calling Virtue (choose one)

Iron Flesh, Strength of Samson, Fearless

Initial Rhema

Helmet of Salvation, Redemption

Initial Gift of the Spirit

Tongues

MARTIAL ARTIST

Some Tribes in the Kilund Territories, of Men and Elves, have dedicated themselves to the intense study of martial arts.

Starting Equipment

Bible, Katana *Value* 5/6, 10 sp.

Calling Skill Bonus

Martial Arts (DEX) +2, Endurance (STR) +2, Morale (FOR) +1

Calling Virtue (choose one)

Iron Flesh, Move Silently, Quick Draw

Initial Rhema

Sword of the Spirit, Minor Healing

Initial Gift of the Spirit

Words of Wisdom

KNIGHT

Knights are usually royalty, though the rare peasant warrior can slip into the ranks of knighthood from time to time. The knights are the soldiers, guards, and noble warriors from every nation in Epouranios.

Starting Equipment

Bible, Bastard Sword *Value* 4/6, Chainmail Armor, 50 gp.

Calling Skill Bonus

Melee (DEX) +1, Incapacitate (DEX) +2, Dodge (DEX) +2

Calling Virtue (choose one)

Royalty, Popular, Advanced Healing

Initial Rhema

Fire, Belt of Truth

Initial Gift of the Spirit

Healing

ARCHER

The archer has spent most of his days learning his craft. He is dedicated to his weapon of choice, the bow. The Archer must take *Preferred Weapon* (Bow) as his initial Specialty.

Starting Equipment

Bible, Bow, 14 Arrows *Value* 2, 2 Arrows *Value* 3, 23 gp.

Calling Skill Bonus

Bow (DEX) +1, Incapacitate (DEX) +1, Morale (FOR) +3

Calling Virtue (choose one)

Perfect Memory, Concentration, Move Silently

Initial Rhema

Fire, Saved

Initial Gift of the Spirit

Interpretation of Tongues

WARRIOR SPECIALTIES

Choose one of the following for your character's initial Specialty. You will choose other specialties as your character's level increases.

A CHARACTER TAKES SHAPE

Continued from page 34.

Chris decides to pick his Calling from the Warrior Order. He chooses the Calling of Knight for his character.

Chris will record his character's equipment, initial Rhema, and initial Gift of the Spirit on his character sheet. Chris chooses the Virtue "Royalty" for his character. He then decides that his initial Specialty will be "Extra Strike".

Chris upgrades his Order Skills using his 12 QM Upgrades. He knows that he needs to spend at least one QM Upgrade in each of his nine Order Skills. He will then use the remaining three QM Upgrades to increase his Order Skills or any Non-Order Skill that he wants.

SKILLS	QM UPGRADES SPENT	NEW QM
Melee (DEX)	2	Proficient 2d10
Bow (DEX)*	1	Novice 2d6
Endurance (STR)	1	Standard 2d8
Brawling (DEX)	1	Standard 2d8
Dodge (DEX)	1	Standard 2d8
Intimidation (SPI)*	1	Novice 2d6
Incapacitate (DEX)	1	Standard 2d8
Morale (FOR)	2	Proficient 2d10
Wrestling (DEX)	1	Standard 2d8
NON ORDER SKILL		
Riding (PER)	1	Standard 2d8

* indicates Dedicated Skill. These skills have a default QM of Unskilled.

LOREMASTER LEVEL	TFP	Bonuses
1	0-60	Level 1 Rhema
2	61-120	1 QM Upg. for any WIS Skill
3	121-180	Level 2 Rhema
4	181-240	New Specialty
5	241-300	2 APR
6	301-420	New Gift of the Spirit
7	420-540	Level 3 Rhema
8	541-660	3 APR
9	661-780	+ 2 HP
10	781-900	New Gift of the Spirit
11	901-1080	Level 4 Rhema
12	1081-1260	New Specialty
13	1261-1440	1 QM Upg. for any WIS Skill
14	1441-1620	New Gift of the Spirit
15	1621-1800	4 APR
16	1801-2040	Level 5 Rhema
17	2041-2280	New Specialty
18	2281-2520	+2 HP
19	2521-2760	5 APR
20	2761-3000	Level 6 Rhema

Preferred Weapon

You have trained most of your life with a specific type of weapon. You know everything about it. You are not only proficient with it, you feel awkward wielding any other weapon. When using the weapon of your choosing you gain a +1 for attack and defend as well as a +1 to the damage value. Whenever you use another kind of weapon you suffer a -2 for attack and defend as well as a -1 to the damage value.

This Specialty can be chosen more than once. For each time it is chosen the attack, defend, and damage bonus will increase by one. The negatives for using other weapons will not decrease.

Faith Filled Avenger

When you are in battle you flow in the power of the Holy Spirit. When in combat this character can use two FPs to increase his chance of success for a single action.

Extra Strike

Through long experience you have gained the ability to strike quickly when the enemy does not expect it. At the cost of one FP the PC can have an additional attack at the end of a round.

Women and Children

When innocent women and children are in peril you fight for their safety. You gain a +2 to all attacks and defenses when innocent bystanders are in peril.

THE LOREMASTER ORDER

Loremasters are the wise and learned of Epouranios. Years of deep study have given the Loremaster great knowledge and understanding. Loremasters travel far and wide to study even the most mundane of things. In it they have found their purpose and calling.

Motivation

The Loremaster does not usually find excitement in adventure itself, rather in the thought that there is so much to learn while adventuring.

The Loremaster is a person of solitude and is content remaining by himself. His tome, scrolls and other writings are his comfort and his weapon of choice.

*He trains my hands for battle;
my arms can bend a bow of bronze.
-Psalms 18:34*

Catch Missile Weapon

You are fast, so fast that you have learned to catch projectile weapons when shot at you. It is an amazing thing to witness, you are even amazed at times. At the cost of one FP the character can catch any one missile weapon. If the attacking character rolls a natural 20, then the character will be struck and the FP will not be refunded.

GAME INFORMATION

Attributes

Loremasters rely on their knowledge and understanding. From deep within the places of learning have the Loremasters gained their wits. The favored attributes of the Loremaster are wisdom and sometimes perception.

Loremasters have the following attribute requirements: WIS: Specialist; PER: Standard

Order Skills

The skills of the Loremaster order are: Kno. of Word (WIS), Investigation (PER), Research (WIS), Healing (WIS), Foreign Lang. (WIS), Special Study (WIS) (such as History, Diplomacy, etc.)

THE LOREMASTER CALLINGS

BASIC LOREMASTER

The archetypical Loremaster of Epouranios

Starting Equipment

Bible, Backpack, Dirk *Value* 2, Riding Horse, 12 sp.

Calling Skill Bonus

Research (WIS) +2, Special Study (WIS: choose a special study) +2, Investigation (PER) +1

Calling Virtue (choose one)

Concentration, Determined, Perfect Memory

Initial Rhema

Belt of Truth, Sword of the Spirit, Fire, Redemption

Initial Gift of the Spirit

Miracles

SCHOLAR

The Scholar is more interested in gaining knowledge than giving it out. He is constantly trying to learn more about most anything. Knowledge intrigues the Scholar and he will go to painstaking lengths to learn all he can.

Starting Equipment

Bible, Writing Utensil and Paper, Short Bow, 8 Arrows *Value* 2, 2 pp.

Calling Skill Bonus

Kno. of Word (WIS) +1, Special Study (WIS: choose a special study) +2, Investigation (PER) +2

Calling Virtue (choose one)

Royalty, Direction Sense, Concentration

Initial Rhema

Diadem, Minor Healing, Saved, Belt of Truth

Initial Gift of the Spirit

Word of Knowledge

TEACHER

The teacher thrives off of one thing, teaching. Get the teacher in a room full of people and he starts teaching. Sit still long enough and you will have a dissertation recited on the importance of proper table etiquette.

Starting Equipment

Bible, Various Books, Backpack, Writing Utensil and Paper, 5 gp.

Calling Skill Bonus

Foreign Lang. (WIS) +1, Research (WIS) +2, Special Study (WIS: choose a special study) +2

Calling Virtue (choose one)

Humble, Leadership, Determined

Initial Rhema

Shining Light, Shield of Faith, Saved, God's Glory

Initial Gift of the Spirit

Interpretation of Tongues

THEOLOGIAN

An expert in theology and the scriptures. Because of his education he usually talks over people's heads; often using words that have yet to be recorded in many books.

Starting

Equipment

Bible, Degree in Theology (Certificate to prove it), Riding Horse, 15 sp.

Calling Skill

Bonus

Kno. of Word (WIS) +3, Research (WIS) +2

Calling Virtue

(choose one)

Perfect Memory, Popular, Concentration

Initial Rhema

Fire, Shield of Faith, Diadem, None Righteous

Initial Gift of the Spirit

Tongues

HEALER

A master in the art of medicine and healing. The healer knows herbs, their medicinal nature, and how to use them for healing people in need. The healer is compassionate towards those that are in need of healing. Making sick people whole is what drives the healer.

Starting Equipment

Bible, Backpack, Riding Horse, Short Sword *Value* 2, 12 sp.

Calling Skill Bonus

Healing (WIS) +3, Research (WIS) +1, Investigation (PER) +1

Calling Virtue (choose one)

Concentration, Determined, Perfect Memory

Initial Rhema

Minor Healing, Fire, Helmet of Salvation, Redemption

Initial Gift of the Spirit

Healing

MINISTER LEVEL	TFP	Bonuses
1	0-60	Level 1 Rhema
2	61-120	Level 2 Rhema
3	121-180	New Specialty
4	181-240	Level 3 Rhema
5	241-300	2 APR
6	301-420	New Gift of the Spirit
7	421-540	Level 4 Rhema
8	541-660	+ 1 HP
9	661-780	3 APR
10	781-900	New Gift of the Spirit
11	901-1080	Level 5 Rhema
12	1081-1260	New Specialty
13	1261-1440	4 APR
14	1441-1620	New Gift of the Spirit
15	1621-1800	Level 6 Rhema
16	1801-2040	New Specialty
17	2041-2280	+1 HP
18	2281-2520	5 APR
19	2521-2760	New Gift of the Spirit
20	2761-3000	Level 7 Rhema

LOREMASTER SPECIALTIES

Choose one of the following for your characters initial Specialty. You will choose other specialties as your character's level increases.

Clear Speaking

When giving public addresses or teachings you have the innate ability to make your message come across with clarity. All Evangelism rolls are at +3.

Linguistics

You know all common languages of Epouranos and some exotic. Including: Common, Dwarven, Elvish, Halfling, and Oriental. Choose three other region specific dialects such as Aladorian (barbarian language from Alador).

Quick Language

You have the peculiar ability to learn languages and dialects at an incredible rate. You have learned an entire language in two days.

When deciphering ancient or unlearned language text or speech, roll your lowest Read/Write (Language) +4 or base Foreign Language +4, as appropriate. If the character can understand the language then he can

add it to his list of known or written languages.

Homestead

You have a home, though you rarely are there. You have a nice cottage in the forest or an abode in the city with a small library. No matter how far you are away from home you know that you will always have a place to lay your head, if you were ever there.

THE MINISTER ORDER

The Minister is a special breed of people. These have dedicated their lives to the study and proclamation of God's Word. Spiritually driven and heavenly minded, this order thrives in the things of God. They are compassionate towards people as their goal is to reach people for the sake of Christ.

The Minister can be found in all nations, tribes, and peoples.

Motivation

The minister's foundational drive is one of obedience, wanting nothing more than to obey the voice of God. They are willing to go anywhere and do what needs to be done in the name of the Lord. Their chief goal is to go into all the world and preach the Gospel to every creature.

GAME INFORMATION

Attributes

Ministers rely on their wisdom and understanding of spiritual things. Charisma and likeability also play a role as to how others will receive the minister.

Ministers have the following attribute requirements: SPI: Proficient; WIS: Standard

Order Skills

The skills of the minister order are: Deliverance (SPI), Evangelism (SPI), Persuade (SPI), Revelation of Word (WIS), Discernment (PER), Praise and Worship (SPI).

THE MINISTER CALLINGS

BASIC MINISTER

The archetypical Minister of Epouranios.

Starting Equipment

Bible, Anointing Oil +1, 3 cp.

Calling Skill Bonus

Evangelism (SPI) +2, Revelation of Word (WIS) +2, Discernment (PER) +1

Calling Virtue (choose one)

Fearless, Leadership, Humble

Initial Rhema

Diadem, Shield of Faith, Saved, Fire

Initial Gift of the Spirit

Tongues

PASTOR

The Pastor is a person with a desire to see people trained and equipped for works of ministry. He is the type of person that will preach to anyone about anything if they will stand still long enough. Pastors are passionate about the Word of God and have just as much compassion for people.

Starting Equipment

Bible, Quarter Staff *Value* 2, 20 sp.

Calling Skill Bonus Persuade (SPI) +2, Discernment (SPI) +2, Evangelism (SPI) +1

Calling Virtue (choose one)

Faithfulness, Healthy as a Horse, Popular

Initial Rhema

Diadem, Fire, Saved, Redemption

Initial Gift of the Spirit

Faith

PSALMIST

Praising and worshipping God are the Psalmist's desire. His one ambition is to please the Father through the songs of his heart.

Starting Equipment

Bible, Musical Instrument (choose one), Quarter Staff *Value* 2, 23 gp.

Calling Skill Bonus

Praise and Worship (SPI) +3, Deliverance (SPI) +2

Calling Virtue (choose one)

Humble, Popular, Musical Prodigy

Initial Rhema

Shining Light, Saved, Sword of the Spirit, Fire

WHAT IS RHEMA?

Rhema (hray'-mah) is Scripture from the Word of God (Bible) powerfully displayed through utterance. That is a fancy way of saying that when a PC uses Rhema, awesome things happen. Rhema are powerful gifts given by God to His holy warriors.

While a person plays Spiritual Warfare the RPG, he will have to memorize scripture to use as Rhema.

Rhema is very useful and is essential to the game. The players should always try to memorize their Rhema and put it into use.

Players may have many scriptures memorized, but that does not mean the character can use them as Rhema. The only Rhemas that a character has access to are the ones that are written on his character sheet. (Hence, the Rhema gifts that God has given to the character.)

A player can memorize scripture in whatever version that they are comfortable with (KJV, NKJV, ASV, NAS, NIV, etc.).

The Order Callings determine which Rhemas your character will begin with. More on Rhema in Chapter 14.



Initial Gift of the Spirit
Prophecy

APOSTLE

Constantly on the go preaching, teaching, exhorting, encouraging, and evangelizing. The Apostle's number one goal is to spread the Gospel and build the church of Christ. Church planting is a constant endeavor of the Apostle.

Starting Equipment

Bible, Short Sword *Value* 3, 13 gp.

Calling Skill Bonus

Evangelism (SPI) +2, Revelation of Word (WIS) +3

Calling Virtue (choose one)
Direction Sense, Sense Danger, Advanced Healing

Initial Rhema

Shining Light, None Righteous, Sword of the Spirit, God's Glory

Initial Gift of the Spirit

Healing

PROPHET

The prophet is God's instrument of proclamation. Often used to proclaim judgment on villages, towns, cities, and nations, urging them to repent. The Prophet is compelled to proclaim Gods message in its entirety without adding

to it or taking away from it. Obedience is paramount for the prophet no matter the cost.

Starting Equipment

Bible, Quarter Staff *Value* 2, 25 gp.

Calling Skill Bonus

Deliverance (SPI) +1, Evangelism (SPI) +2, Revelation of Word (WIS) +2

Calling Virtue (choose one)

Humble, Leadership, Perfect Memory

Initial Rhema

Fire, Minor Healing, Salvation, Sword of the Spirit

Initial Gift of the Spirit

Prophecy

EXORCIST

The Exorcist often claims his calling to be a blessed curse. Dealing with the Devil constantly has given the Exorcist much knowledge about demonized people. Compassion is the driving force that desires to see tormented people set free.

Starting Equipment

Bible, Anointing Oil +2

Calling Skill Bonus Deliverance (SPI) +3, Persuade (SPI) +1, Demon Lore (WIS) +1

Calling Virtue (choose one)

Determined, Healthy as a Horse, Fearless

Initial Rhema

Shining Light, Shield of Faith, Belt of Truth, Helmet of Salvation

Initial Gift of the Spirit

Discerning of Spirits

MINISTER SPECIALTIES

Choose one of the following for your character's initial Specialty. You will choose other specialties as your character's level increases.

TRAVELER LEVEL	TFP	Bonuses
1	0-60	Level 1 Rhema
2	61-120	New Specialty
3	121-180	Level 2 Rhema
4	181-240	2 APR
5	241-300	New Gift of the Spirit
6	301-420	+1 HP
7	421-540	New Specialty
8	541-660	3 APR
9	661-780	Level 3 Rhema
10	781-900	+1 HP
11	901-1080	New Gift of the Spirit
12	1081-1260	4 APR
13	1261-1440	New Specialty
14	1441-1620	Level 4 Rhema
15	1621-1800	+1 HP
16	1801-2040	5 APR
17	2041-2280	+2 HP
18	2281-2520	Level 5 Rhema
19	2521-2760	6 APR
20	2761-3000	New Specialty

Anointing

The presence of God exudes from your very being. People feel the anointing, demons tremble because of it. All SPI based rolls gain a +1. All demons suffer an automatic -1 to every roll against the minister with this specialty.

This Specialty can be chosen more than once. Each time it is chosen the bonuses and penalties will increase by one.

Disciple

You have a single follower that is with you wherever you go. He carries your belongings and runs errands for you when ever you call on him. His one desire is to have the presence of God move through him like it does you. He is loyal to you and God alone. He is your helper, confidant, and friend.

Following

You have a following of believers that are loyal to your teachings. They have set up churches and began to teach the things that you have taught.

Your words have driven them to action and they are living what you are preaching.

Disturb Demon

Any demonized person within 10 feet of the character will manifest. The demon can act out in many different ways, convulsions, cursing, spitting, violence, suicide, etc. The character that has this specialty will know that it is a demon manifesting through the person. The character will then roll percentile. On a roll of 1-65% the demon will be cast out of the person automatically. If the roll is between 66-

100% the person that is demon possessed will continue to manifest until the person flees or the PC casts out the demon (See Chapter 10 for more on casting out demons).

Worship Warrior

While you praise or worship God the power of the Holy Spirit falls upon the area. Demons are damaged by unseen forces and often perish because of the pure melodies you play.

When this character uses the praise and worship skill in combat, the singing and instrument playing acts as an audible missile attack, *Damage Value* 2. The character will roll his Praise and Worship Skill to attack one demon within a 30 ft. radius. The demon will then roll its base SPI for the defense roll. This type of attack only works on demons, nephilims, and truly evil NPCs.

This Specialty can be chosen more than once. For each time it is chosen the *Damage Value* will go up by 2.

for my door was always open to the traveler.

Job 31:32

THE TRAVELER ORDER

These are the wanderers, drifters and vagabonds. Some of which are outcasts of society, while others are embraced as holy messengers. These are often the jack of all trades and master of none: Artist, communicators, and protectors of justice.

Motivation

An intense desire to venture out is what motivates the Traveler. Seeking and saving those that are lost in a dying world.

Locale

There are Travelers of every nation, language, and race. They hail from many places, but are themselves nomadic.

GAME INFORMATION

Attributes

Travelers rely on their handiness and wit in most circumstances. They are often the ones that can perceive things normally unnoticed.

Travelers have the following attribute requirements: DEX: Proficient; WIS: Standard; PER: Standard

Order Skills

The skills of the traveler order are: Discernment (PER), Evangelism (SPI), Survival (WIS), Bow (DEX), Hide/Sneak (PER), Pick Locks (DEX).

THE TRAVELER CALLINGS

When you create a Traveler character, choose one of the following Callings.

BASIC TRAVELER

This Calling is the archetypical traveler of Epouranios.

Starting Equipment

Bible, Short Sword *Value* 3, Riding Horse, Backpack, 35 gp.

Calling Skill Bonus

Prestidigitation (DEX) +2,
Discernment (DEX) +1, Bow (DEX) +2

Calling Virtue (choose one)

Move Silently, Royalty, Sense
Danger

Initial Rhema

Shield of Faith, Saved, Diadem

Initial Gift of the Spirit

Tongues

EVANGELIST

A man with a passion to travel from town to town preaching the gospel. Spreading the Word of God wherever his feet take him.

Starting Equipment

Bible, Quarter Staff *Value* 2, Backpack, 1 week rations, riding horse, 3 gp.

Calling Skill Bonus

Evangelism (SPI) +3, Survival (WIS) +2

Calling Virtue (choose one)

Determined, Advanced Healing, Fearless

Initial Rhema

Helmet of Salvation, Redemption, None Righteous

Initial Gift of the Spirit

Healing

MARINER

The love of the ocean and sailing has brought the mariner to many shores. The urge to travel is in his soul. The mariner does not like being on land for very long, nor does he like to be in one place for too long. Often a rough looking individual but with a heart of gold.

Starting Equipment

Bible, Rapier *Value* 6, Small Sailing Ship, 10 sp.

Calling Skill Bonus

Sailing (PER) +3, Hide/Sneak (PER) +2

Calling Virtue (choose one)

Direction Sense, Leadership, Quick Draw

Initial Rhema

Sword of the Spirit, Minor Healing, Sure Footing

Initial Gift of the Spirit

Discerning of Spirits

ENTERTAINER

Actors, puppeteers, singers, and minstrels categorize this wide range of entertainers. Most accomplished entertainers come from Glathria, as there is a large industry there.

Starting Equipment

Bible, Quarter Staff *Value* 2, Musical Instrument, 7 gp.

Calling Skill Bonus

Perform (SPI) +3, Discernment (PER) +2

Calling Virtue (choose one)

Musical Prodigy, Leadership, Popular

Initial Rhema

Fire, Minor Healing, Diadem

Initial Gift of the Spirit

Tongues

RANGER

A lover of nature and protector of God's forest. The Ranger likes the solitude of living among Gods creation. People often see the Ranger as a dangerous and mysterious person.

Starting Equipment

Bible, Bastard Sword *Value* 4/6, Bow, 12 Arrows *Value* 3, Leather Armor, 50 gp.

MULTIPLE ORDERS

A player can have a character with multiple Orders. The character that has two Orders will have to split his TFP into two totals. The first TFP pool for one Order and the Second TFP pool for the other Order. As the character gains FPs he will divide the FPs into the two pools as he sees fit. As each Order gains FP he will raise in levels accordingly.

When a character has multiple Orders he can choose any Order Skill from the Orders that he belongs to. Initially, the character needs to spend all of his QM Upgrades on one of his two Order skill lists. He cannot choose any non- Order skills for his character. He will also gain Specialties from each Order as well as One Virtue from each Order, the Initial Gift of the Spirit from each Order, as well as the Order Skill Bonuses from each order. The Character will start with any four Rhemas chosen from the two packages that the character belongs to.

As the Character gains levels he will gain the most beneficial result. Such as, if a character is playing a Warrior/Minister. If he goes up to level 2 in each Order he would gain +1 HP for Warrior and would increase to Level 2 Rhema for Minister. When the Character reaches level 5 in the Warrior Class he will disregard the Level 2 Rhema increase because he has already received it at Level 2 in his Minister Order.

The disadvantage to having multiple orders is that the character will gain levels at a very slow rate.

If a character wants to take on an additional Order once he starts playing; he will have to pay an initial 20 FPs to gain the benefits for the new Order. Once he pays the 20 FPs he will begin at level 1 with 0 FPs for that Order.

Calling Skill Bonus

Hide/Sneak (DEX) +1, Bow (DEX) +2, Survival (DEX) +2

Calling Virtue (choose one)

Royalty, Healthy as a Horse, Move Silently

Initial Rhema

Fire, Belt of Truth, Redemption

Initial Gift of the Spirit

Words of Knowledge

CRAFTSMEN

A man with a knack at creating things from raw material. These are the cooks, toy makers, jewelers, carpenters, and ironworkers to name a few. Making things is the Craftsman's delight and he does it well.

Starting Equipment

Bible, Short Sword *Value* 3, Carving Knife *Value* 1, Backpack, 43 gp.

Calling Skill Bonus

Prestidigitation (DEX) +2, Specific Craft (DEX) +3

Calling Virtue (choose one)

Determined, Popular, Concentration

Initial Rhema

Fire, Saved, Shining Light

Initial Gift of the Spirit

Prophecy

TRAVELER SPECIALTIES

Choose one of the following for your character's initial Specialty. You will choose other specialties as your character's level increases.

Sanctuary

You know of a specific place (attic, basement, etc.) in a specific town (Durchan, Morethourpe, etc.) that will hide you as long as you need.

Whenever the character enters this place undetected, he is safe from any outside pursuer that may be tracking him.

Spread Joy

You have the innate ability to spread joy and happiness wherever you go. Children are drawn to you, sometimes to your disliking but you are learning to enjoy the situations.

Any roll for social interaction, such as Preach Gospel, Persuade, or any other interacting skill is at a +2.

This Specialty can be chosen more than once.

Animal Companion

You have had an animal companion for as long as you can remember. Animals are drawn to you and you to them. There is one special animal that is your loyal companion and does not like to leave your side.

This specialty supplies the character with a natural animal as a companion. This animal can be a horse, dog, wolf, cat, bird, or any other natural animal. This one animal will be loyal only to this character. In some

instances it could actually fight in combat (such as a wolf) at the GS' discretion. If at any time the Animal dies or is killed the character will acquire a new loyal animal.

Long Trek

Your numerous treks have given you the tenacity to travel further distances. The only thing that seems to slow you down is those that are not seasoned travelers.

Receives a +2 MPD (miles per day) travel modifier during normal travel conditions and no negative modifiers except for -1 in snow, -3 with a very heavy encumbrance, -4 in sub-zero temperatures.

Call Animal

Through your travels you have developed the ability to mimic common animal calls. This has saved you many times when you were on the brink of starvation: using the call to lure an animal so you can catch it and cook it for food.

Devastating Strike

You have the ability to strike your enemies by surprise and deliver devastating results.

This ability can only be used when not in combat rounds. This type of attack is usually from behind or from great distances with a bow and arrow. This specialty gives the character a +3 to hit and a +3 to the Damage Value of the weapon. The character can also use the effects of aim to increase the chance of success.

CHAPTER 8

TRAITS

TRAITS

Traits are distinguishing characteristics that make a PC unique. Traits are not skills, rather they are abilities, inferiorities, attitudes, and quirks that affect the character all of the time. Traits sometimes offer modifiers to rolls due to idiosyncrasies that need to be roleplayed. They also may modify certain skill rolls. There are two different types of traits: Virtues and Flaws. Virtues are innate abilities and/or characteristics that a PC possesses, whereas Flaws are most often annoying habits or hindrances.

Each PC will start with one Order Virtue and one Racial Virtue. For each Virtue that a PC takes after his initial

two, he will receive one Flaw. Each PC can have up to four Virtues and four Flaws. Some Virtues and Flaws require that you take two of the opposite type to balance out the potency of the trait.

If a player decides he wants to have one or more additional Virtues without the Flaws, then he can trade one Skill Upgrade at creation for one Virtue. If he wants one Virtue that requires two Flaws, then he would have to give up two QM Upgrades. In like manner, if the player wants one Flaw without the Virtue, then he can gain an additional QM Upgrade to apply to his character at creation. If he chooses a Flaw that requires two Virtues then he can gain two QM Upgrades to his twelve QM Upgrades giving him fourteen.

The player has the option to take any Traits that he thinks would suit his PC. A PC can only take Virtues and Flaws at his creation, he cannot acquire them at a later time.

VIRTUES

Advanced Healing You heal at an incredible rate.

Result For every point of healing that the PC receives from bed rest, prayer, Rhema, etc., he will receive double the healing.



Ambidextrous You have the unique ability to use either hand with the same amount of dexterity.

Result Some people are right or left handed but this PC can use either hand without penalty.

GS Note Other PCs receive a -3 penalty for using their off hand.

Beauty People are attracted to you and sometimes stare at you because of your beauty. Sometimes this is a pain to deal with and at times you have been known to cover yourself in a heavy cloak just to escape the onlookers of your beauty.

Result +3 to Persuade Rolls. See description above. This is a Virtue that is roleplayed.

Concentration When you set your mind to doing something you do it forsaking almost everything else to see it through.

Result PCs with this advantage gain a +3 to all WIS and PER rolls when concentrating intently for long periods of time.

Determined You possess a strong will and a resolute mind which sometimes borders on sinful stubbornness. Very rarely are you persuaded unless you

TRAITS

VIRTUES

- Advanced Healing
- Ambidextrous
- Beauty
- Concentration
- Determined
- Direction Sense
- Faithfulness
- Fearless
- Healthy as a Horse
- High Pain Tolerance
- Humble
- Iron Flesh
- Leadership
- Move Silently
- Musical Prodigy
- Night Vision
- Perfect Memory
- Popular
- Quick Draw
- Royalty
- Sense Danger
- Speed of Elijah
- Strength of Samson
- Tireless

FLAWS

- Arrogant
- Bad Eyesight
- Berserk
- Black Sheep
- Brutal Honesty
- Clumsy
- Conceited
- Disfigured
- Drunkard
- Enemy
- Greedy
- Guilty Conscience
- Handicap
- Hygiene
- Inferior Healing
- Irrational Behavior
- Low Pain Tolerance
- Sleepy
- Pacifist
- Phobia
- Queasiness
- Undesirable
- Unightly

But he said to me, "My grace is sufficient for you, for my power is made perfect in weakness."...

-2 Corinthians 12:9

yourself come to the conclusion that a better action is becoming. You rarely change your mind and are loyal to your decisions.

Result This is a Virtue that is roleplayed. Gain a +1 to all rolls for resisting persuasion from another.

Direction Sense You always know where you are or at least how to get back to where you were before you were lost.

Result See description above.

Faithfulness You have great faith and it shows in the things you do. You have an unwavering trust in God.

Result The character has the option of using two FP at one time gaining +2d for a particular roll. He can still use only one if he desires, but has the option of using two FP on any roll, so long as he has enough FP to spend.

Fearless In the face of immense odds and danger you are level headed and fearless.

Result This PC is not affected by morale checks nor does he need to make them. He is also unaffected by intimidation and enchantments that cause fear.

Requirement The PC must take two Flaws for this Virtue.

Healthy as a Horse You are not affected by diseases, viruses or colds. All sickness does not affect you.

Result See description above.

Requirement PCs with this Virtue must have a FOR of Proficient or more.

High Pain Tolerance You have the amazing ability to resist the effects of pain.

Result PCs with this Virtue do not have to make the FOR roll for K.O. and do not have the -2 penalty for Serious Wound status.

Humble You are conscious of your shortcomings and choose not to puff yourself up to be recognized by man. Your desire is to gain the approval of God. You are gentle and unassuming of others, always considering others before you consider yourself.

Result This is a Virtue that is roleplayed. Once per game day if the PC rolls a Critical Failure for any given task he has the option of re-rolling the task applying a free FP to the roll raising the roll by +1d.

Iron Flesh Your skin is tough as nails, it has a thick layer of calluses that makes it hard for weapons to penetrate.

Result PCs with this advantage have a rough time keeping their skin from cracking and bleeding due to the dryness of their skin. The PC with this advantage gains 5 HP to be added to their base HP.

Leadership You are a natural leader and people follow you sometimes for no reason other than they want to be led by you.

Result Able to command up to 50 men. These men can be mariners, rangers, a branch of the Knights of the Realm, etc.

Move Silently You have the innate ability to move with out being heard. You have the uncanny knack of startling people after unwittingly sneaking up on them

Result The PC can make normal movements without making a sound.

Musical Prodigy You don't even understand it, you have never had a musical lesson in your life but when you play a (lyre, harp, piano, guitar, etc. Players choice) it is as if you have been

playing for 50 years. Every note is played to perfection and people can listen to you for hours and hours. You have even been paid handsomely for your talents at an inn.

Result The PC can pick one instrument that he can play.

Night Vision You can see in almost complete darkness as if there was a brightly lit lamp.

Result No matter how dark a room is if there is any light source then the PC can see well. Only complete darkness can hinder the PC's vision.

Perfect Memory You don't have any problem remembering events, or items that you have seen. You don't need to take notes because everything you see you can bring to remembrance and see vividly in your mind.

Result See description above.

Popular People are drawn to your personality and likeableness. Very rarely is there anyone that does not admire your attitude or demeanor. Even your enemies have a strange liking for you.

Result See description above. This is a Virtue that is roleplayed.

Quick Draw You can draw your weapon at lightning speed.

Result The PC can draw a weapon without using an action. If you have a contest with another character that has Quick Draw then whoever has the best melee skill wins. If the skills are the same then the highest roll will determine who is faster.

Royalty You have royal blood in your heritage and the people from your hometown know it. You have been hounded to take your rightful place of royalty by your family but right now is not the time, maybe in the near future.

Result See description above. This is a Virtue that is roleplayed.

Sense Danger You have an uncanny knack of knowing when something bad is about to happen. A feeling of dread washes over you and almost without fail something bad happens.

Result See description above.

Speed of Elijah You are amazingly fast and can run great distances without getting winded. **Result** This advantage gives the PC the speed of a horse and they can run as fast and sometimes faster than a horse. He also has the endurance of a horse when running. When in a chasing situation the PC is treated as an "animal". This advantage gives the PC a minimum of Proficient for his STR QM.

Strength of Samson You are uncannily strong and in some areas have become known because of your great strength.

Result This advantage gives the PC a STR QM of Master. However, this score is dependant on the length of his hair. If the PC's hair is cut then his strength score will drop to Novice, even if the PC has spent FP to make his STR QM Grand Master.

Requirement The PC must take two Flaws for this Virtue.

Tireless You only need 3 hours of sleep to gain the benefit of an entire night's sleep.

Result See description above. This advantage gives the PC a minimum of Proficient for his FOR QM.

FLAWS

Arrogant You have a hard time relating to people who are lower than your own perceived social or educational level. You talk down to and even insult these people and always have a hard time understanding them.

Result You cannot use faith points on any social skill such as Preach Gospel, Inspire, Persuade, etc.

Bad Eyesight You have poor eyesight and peripheral vision, thus, you usually miss things that others easily perceive.

Result All PER rolls are at a -4. PER attribute cannot exceed Proficient.

Berserk You tend to have mental lapses when in combat. After regaining consciousness you find that you have destroyed both friend and foe.

Result When in battle, the character must spend 4 FP otherwise he will go into a berserk rage. If the PC does not have FP or decides not to use them he will black out and attack anyone that comes within 10 ft. no matter who they are. PCs in berserk mode gain +5 to all attack and defense rolls. To come out of berserk the player must make a SPI roll difficulty Exceptional to regain control, otherwise the PC will fight until all nearby opponents are dead.

Black Sheep You have a family member that is a pain to be around and always seems to bring unwanted attention to you. Often times you have to bail him/her of trouble because he/she is always getting in to some kind of a fix.

Result See description above. The GS needs to help with the creation of the nuisance relative.

Brutal Honesty You cannot tell a lie nor can you withhold the truth when asked. Even though your honesty is often commended, you have offended quite a few people by your brutal honesty.

Result See description above. This is a Flaw that is roleplayed.

Clumsy You cannot seem to get the knack of anything involving physical coordination. When you use a weapon you usually hurt yourself. You even have a hard time walking sometimes; tripping and falling is common for you.

Result See description above. Base

DEX QM cannot exceed Novice.

Option The PC is allowed to take two Virtues for this Flaw.

Conceited Proud and pigheaded, you do not back down from insults and taunting. You usually think your council is the best council.

Result If the PC is insulted, taunted, or someone is plainly rude to him, he must spend 3 FP or be offended. If the PC is offended he will have to return the insult in like manner in an attempt to belittle the person. If someone gives the PC strong council or advice he must spend an FP to accept the council otherwise he will toss it to the wind no matter how good the advice.

Disfigured You were horribly disfigured in the past. The sight of the result causes people to wince. You must decide what happened and what the horrific consequences are.

Result See description above.

Drunkard Whenever alcohol is near, you must drink to excess.

Result To resist this Flaw the PC must spend 2 FP. If the character drinks he will not stop until drunk. When drunk all the PC's rolls are at a -4 until the alcohol wears off. When the PC drinks to get drunk they have committed a sin and all penalties apply.

A CHARACTER TAKES SHAPE

Continued from page 43.

Chris has Advanced Healing for his racial Virtue and Royalty for his Order Virtue. Chris also wants the virtue of Humble. He has to take a Flaw because the additional Virtue is not from his Order list nor is it a racial Virtue. Chris chooses the Flaw of Greedy.

Enemy You have a sworn enemy. When you see this type of foe, regardless of where you are at, you're compelled to attack it.

Result The player must pick a certain type of foe to be his character's sworn enemy. This enemy is usually a type of demon rather than a specific individual. Whenever the PC comes in contact with his enemy, he will gain a +3 to all attacks. However, he cannot resist attacking this foe no matter what the situation is around him. It is an uncontrollable urge.

Greedy You desire riches and wealth. You have a strong lust for money and will do almost anything to acquire more wealth.

Result If presented with the means to acquire a significant amount of wealth or money, the PC will take it. Whether it be from treasure or payment for services rendered. The PC must spend 3 FP to resist the greedy temptation.

Guilty Conscience Whenever you significantly fail at some task guilt will consume your mind until you make atonement for the failure.

Result To resist this Flaw the PC must spend 2 FP otherwise the guilt will settle in and cause a -2 to all rolls. The guilty feeling and penalty will last for at least 2 days. It will be longer for larger failures.

Handicap You have a handicap such as a missing limb or a chronic illness that cannot be healed.

Result If the handicap is a missing or unusable limb then the PC cannot use that limb. If the handicap is a chronic illness then the PC's FOR score cannot exceed Novice.

Option The PC is allowed to take two Virtues for this Flaw.

GS Note It is up to you to decide if the Handicap can be healed by a miracle.

Hygiene You cannot stand to be dirty or near anyone that has not bathed in the last few days. If you are around someone who does not meet your standards for cleanliness, you will be forced to leave the immediate area.

Result See description above.

Inferior Healing It takes twice as long for you to heal from damage or sickness.

Result All healing is $\frac{1}{2}$ normal value. If the GS states that you heal 4 points, you only heal 2 points.

Irrational Behavior Whenever someone rubs you the wrong way or causes you to become angry, you lash out irrationally. Sometimes you yell, other times you break things or hurt people.

Result See description above. To resist this outburst the character must spend 2 FP.

Low Pain Tolerance You do not handle pain very well, in-fact, you try to avoid any source of physical pain.

Result Each time the PC takes damage, even as little as one HP, he must make a K.O. roll as with the Serious Wound K.O. roll. He will also have a -2 to all rolls until healed to full HP.

Pacifist You will not engage in any combat situation unless you are defending another. You will never raise a weapon to defend yourself for any reason.

Result See description above.

Phobia You have a paralyzing fear of something (arachnophobia, claustrophobia, acrophobia, etc.). Sometimes even mentioning the thing will cause you to start looking for a place to hide.

Result The player must choose his character's phobia. When the PC gets into a situation where his phobia is

triggered, he will have to spend 4 FP or he will run away in fear. If the PC cannot run away, he will cower in a corner until the object of his phobia is removed or destroyed.

Queasiness The sight of blood usually makes you sick to your stomach. If there is enough of it, you will pass out.

Result Each time the character sees a significant amount of blood or body parts lying about, he must make a K.O. roll FOR, difficulty Average. If the character fails the roll then he will fall unconscious for 2 rounds.

Sleepy You want to sleep every chance that you get. It takes at least 12 hours of sleep for you to feel rested.

Result If the PC does not get at least 12 hours of sleep he will suffer -2 to all rolls until he gets 12 hours of sleep.

Undesirable People just don't like you, they don't know why, you just rub them the wrong way. You try to be as nice as you can but people just don't seem to like you.

Result Every roll for interacting with NPCs (Preach Gospel, Inspire, Persuade, etc) are at a -5.

Unightly Your physical appearance is about as far from beautiful as it can be. People usually treat you poorly, if they do not avoid you completely.

Result See description above. You have to decide on some distinguishing features (other than handicaps) to help describe your unsightliness.

OTHER TRAITS

This is not an exhaustive list of Traits, feel free to invent more. The GS should decide if the Trait is valid and should apply the appropriate bonuses for Virtues or penalties for Flaws.

CHAPTER 9

COMPLETING YOUR CHARACTER

HIT POINTS

Hit Points (HPs) are used to determine how much damage a character can sustain before he dies.

Each player will roll his character's base FOR QM and add 8 to the number generated. (for more on rolling dice and die codes see Chapter 4)

To gain additional HPs, the character must increase his FOR QM (see Chapter 6). After the new FOR QM is paid for, then the character will re-calculate his HPs; if the result is lower than his previous HP value, then he will revert to his original HP value. If the HPs are greater than what he previously had, then he will gain the new result. Also, as the Character advances in levels he will gain HPs.

PUTTING FLESH ON YOUR

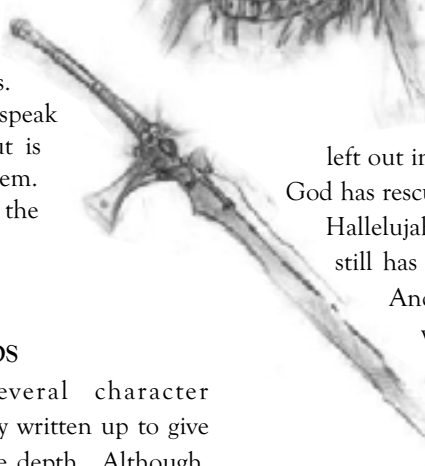
CHARACTER

You will now need to give your character an appearance. Decide the height, weight, sex, age, eye color, and hair color for your Character. Basically, fill in the blanks on the character sheet. Write up a brief physical description of your character in the Physical Description area.

HOMELAND AND LANGUAGES

Each player will need to choose his homeland from the nations described in Chapter 2. After he chooses his

homeland he will choose three of the languages listed for that nation. One he will designate as his primary language, which he can speak as well as read and write. The character automatically receives a 1 QM upgrade in the Read/Write skill for this language (see chapter 6 for skills). The remaining two choices are his secondary languages. The character can speak these languages, but is not literate in them. Record these on the character sheet.



CHARACTER

BACKGROUNDS

There are several character backgrounds already written up to give your character more depth. Although, you may want to create a more elaborate background for your character. You will especially want to do this if you are planning on using your character for more than one adventure.

For each background there is a Suggested Order. The Suggested Order is just that, a suggestion. You can use any of these backgrounds with any Order.

THE ADVOCATE

Suggested Order: Minister

Background: The name apostle is not used frequently anymore, but that is how God called you. The Lord Jesus appeared to you on your way to the market one day and commissioned you as an apostle of God. Since then you have planted five churches, but you have not had the time to go and check up on them, let alone write letters to

the churches.

You have been busy since the Knights of the Realm send you to and fro, wherever you are needed. Along with your church planting and preaching the Word of God, you have been thrown off two cliffs, whipped, hung by the neck,

left out in the desert to die, and God has rescued you from them all, Hallelujah! You know that He still has a work for you to do.

And, as the apostle Paul wrote, you have adopted the motto, "for me to live is Christ and to die is gain."

Your pleasure is doing the Lord's will.

ABANDONED TRIBESMAN

Suggested Order:

Warrior

Background: You were born into a wealthy tribe in the Kilund Territories, the son of a prominent man in that tribe. The ambiguity of your people's belief in many gods led you to seek out the truth, which resulted in your finding Jesus Christ and giving your life to him. Your family gave you an ultimatum, to either renounce Jesus or be cast out of the tribe as a son and a tribesman. You chose Jesus.

THE BISHOP

Suggested Order: Minister, Loremaster

Background: You had an overwhelming desire for adventure when you were a kid, which got you

"...I tell you the truth, if you have faith as small as a mustard seed, you can say to this mountain, 'Move from here to there' and it will move. Nothing will be impossible for you."

-Matthew 17:20

into a lot of trouble. You rebelled in your teenage years and it almost cost you your life. You realized that you could not make it without the very God that your parents tried to force on you, so you surrendered your life to Jesus.

You studied the Word of God and prayed constantly and your faith grew rapidly. The only thing that keeps you going now is your relationship with Jesus, especially since the demons murdered your parents. You wanted to take revenge, but you also know that the Word says that "Vengeance is mine says the Lord". So you trust in God's Word and you know that God will avenge you one day.

THE CHAMPION

Suggested Order: Warrior

Background: You have never lost a fight ever. Even when you were outnumbered you always found a way to come out on top; until you realized you had lost the battle for your soul and there was nothing you could do about it. You gave your life to Jesus after realizing that he won the battle for you on the cross at Golgotha.

Even though you have been the champion all your life, you have made Jesus your champion, and you follow Him with more zeal than you fight. God has been good to you and you know it. Now you are using the skills that you have to destroy the hordes of hell.

THE DRAGON SLAYER

Suggested Order: Warrior

Background: You grew up on a farm and were always told the stories of brave warriors fighting fierce dragons. You envisioned yourself as a heroic knight riding into battle against these beasts from beyond. You have studied swordplay hard, and have discovered many things about dragons. The fact is you have only killed one dragon but that has not stopped you from

pursuing your career as a dragon slayer. You are still very inexperienced but by the Grace of God you will prevail.

THE ELDER

Suggested Order: Minister

Background: You were very young when you were 'called' into the pastorate and you know what it is like to battle against the wiles of Satan. You have put up with Satan for too many years and now it is time to do some serious damage to the kingdom of darkness. God is your number one ally and friend. He is your guide and your shield. He is the reason you live. Without Him nothing else matters, not your family, friends, or anything. Though you do love them very much, God is your ultimate focus all the time.

I WILL GO

Suggested Order: Minister, Loremaster

Background: A preacher ablaze for Jesus, you want to see people's lives change and become new creatures in Christ. You have a burden for the lost because you know to well their doom. It has even plagued you at night

as you see images of hell and people damned to it. Your burden for the lost has driven you to preach the Gospel of Jesus Christ wherever you go.

Your desire is to see people give their lives to Jesus. Whenever you feel bored, you go onto the street corner to preach. You feel the call burning in your soul and you cannot help but preach the Gospel to people. You are a powerful speaker and people usually stop and listen to the message. You have been beaten and mobbed on different occasions, but that has not slowed you down. If anything, being beaten has given you more zeal. You know that the time of Christ's return is near, and even if He doesn't come within your lifetime, you will preach the Gospel of Truth. You are constantly reminded that tomorrow is promised to no one, and the world is on its way to hell.

CROSS BEARER

Suggested Order: Loremaster, Minister, Traveler

Background: The coven is after you since you ran away and gave your life to the Lord. You went into hiding and

A CHARACTER TAKES SHAPE

Continued from page 53.

Here are the finishing touches for Chris' Character. He has to roll his character's HPs. His character has a Fortitude score of Proficient 2d10. He rolls 2d10 and generates a 9, he then adds 8 to it for a total of 17. Chris' character has 17 HP.

Chris names his character Aleazar Grevan. The character is a 23 year-old male. Chris gives him green eyes and black hair. He made his character 6' tall and 180 lbs. Chris will then write up a brief physical depiction for his character.

Looking at the different nations in Epouranios Chris decides on the Nation of Alador for Aleazars Homeland. He selects Aladorian as his primary language and notes the related Read/Write skill on his sheet. Common and Dwarven will be his secondary languages.

After some thought Chris decides to go with the "Humble Beginnings" background. Having the peasant background will make for a wonderful story line since he chose Royalty as a Virtue.

Chris' character is now ready to preach the Gospel and Destroy demons.



have managed to escape from the clutches of the coven. The Lord came to you in a dream and told you to go to the Dakenwood Forest and there you would get the proper training you need to battle against the forces of Satan.

You are the epitome of the scripture that states, 'for he who was forgiven much, loves much'. You give of your time, resources, and money to all you can. You have a heart for reaching the lost because you know what it means to be lost and now found, and you want others to be found. The coven is still looking for you, but by the grace of God they have not found you yet.

TOURNAMENTS AND TERROR

Suggested Order: Warrior

Background: A natural fighter and a natural winner; the combination has gotten you out of many sticky situations. But never-the-less, you usually ended up in the arena slaughtering prisoners and other wannabe warriors who had chips on their shoulders. You came to realize one day that being a champion in the arena and having all the glory, gold, and sometimes the women, didn't have the brilliance that it once had. You sought out to fight against the demons that had ravaged the nearby towns and villages, only to find out that you were no match for them. The demons threw

you around and beat you like a rag doll and then left you for dead.

The Lord Jesus appeared to you and He touched you and made you well. He lifted you out of the pit of the grave and gave you back your life. He then commissioned you to be a warrior for His army against the hordes of hell. He guided you to the Knights of the Realm and they trained you in the art of spiritual warfare.

HEROIC FROM THE START

Suggested Order: Warrior, Traveler

Background: When you were five, you rescued the sheep from a burning barn. When you were 12, you outwitted a bear to save a neighbor girl from being eaten alive. By the time you were 17 your town recognized you as a true God-sent hero. Now into your twenties, you have obtained your dream of becoming a Realm Knight to battle against the forces of darkness that have beset the land of Epouranios.

You are brave and valiant in your exploits for the Lord. Not brash, but confident that the Lord will see you through all your trials until He decides to take you home to be with Him. You always seem to be in the right place at the right time, or maybe the wrong place at the right time, but God has used you for His Glory over and over again. Your prayer is that He will continue to bring glory to Himself through you.

CRYSTAL CLEAR

Suggested Order: Traveler

Background: Your passion is to be out on the open sea. You love it out there because there you feel closer to God than anywhere else.

You seek more than anything to do the will of God in everything you do. Your manners are still in need of improvement, but your heart is gold in the sight of God because of Jesus Christ. You want to see many come to know Christ and to defeat Satan at

every turn.

Your younger years as a mate on a ship are nothing to be proud of. As a freelance pirate you stole, killed, and did everything a person should not do. While you know that you have been forgiven through Christ, you seek to make reconciliation wherever you go by doing good works. You know that doing good deeds does not save you, however, you know that faith without deeds is dead. So you spread the good news of the Gospel by your generous acts of good will and people see it. You and your ship are notorious in some parts and some people still fear you. Little by little, you are changing your fearsome reputation by the way you live your life and many will come to know Jesus because of you.

You have gone back and spent time in jail for your crimes. However, there are those still that want to see you hanged for your past crimes. So you have become accustomed to looking over your shoulder.

SEND ME

Suggested Order: Minister, Traveler
Background: You have traveled far and wide spreading the Gospel message of Jesus Christ. He is your life. You have eaten everything from bugs to bat dung, all for the sake of the Gospel. God is definitely with you and you see the fruit of your labor in Christ. Whole pagan villages have given their lives to Jesus and are serving Him vigorously.

God has now called you to fight against the evil that has befallen the land of Epouranios. You fight with enthusiasm, because you know that it is the very thing that God has called you to do during this time in your life. Your passion, more than anything, is to see souls saved and brought into the kingdom of God.

FORSAKING IT ALL

Suggested Order: Traveler, Loremaster
Background: You were absolutely filthy rich; able to have everything the world had to offer, but you always knew that there was something missing in your life. Your money was your god, but when Jesus came and found you, you made Him your Lord and Master. You sold everything and gave it to the poor; your land, your title, and everything else you had. You gave it all up so that nothing would get in the way of you serving God Almighty. You surrendered everything to Him and He has blessed you abundantly in your relationship with Him. He is now your source for sustenance, not your money. Your family still thinks you are crazy, but you do not let that bother you. You know that you have far more riches in heaven.

HUMBLE BEGINNINGS

Suggested Order: Warrior
Background: You were a peasant with the innate ability to fight. Fed up that no one was doing anything about the demons that ransacked your village. You purposed in your mind to do something to fight back.

You were introduced to the Knights of the Realm and they introduced you to Jesus. Now you fight against these demons in the power and might of Jesus Christ.

NO COMPROMISE

Suggested Order: Minister
Background: God has chosen you and uniquely equipped you to speak for Him; you are His mouthpiece. When God gives you a message, you repeat what you heard and how you heard it without hesitation. You do not add to it and you do not take away from it. As a result, you have been beaten numerous times because you have spoken the truth, but that has not slowed you down.

You live a life of intense faith, prayer, and fellowship with God, you are pure, holy, and clean before Him. He is your source and supply.

MUSIC OF THE HEART

Suggested Order: Minister, Traveler
Background: You are passionate about giving glory to God through music. He has given you the ability to play, and as far as you are concerned, you just want to give it back to Him and only Him through praise and worship. You feel like you have wasted too much time just playing music as a heathen in the taverns as a minstrel. As a result, you give God as much time as you can in singing praises to His name and leading others in songs of praise.

People have said that it is like you are playing in front of God's throne and the enemies are being scattered whenever you play to the Lord. The world has called you back to it many



times, but you have resisted the temptation to compromise your faith, and have become a stronger Christian because of it. You give all the glory to Jesus.

BY GRACE

Suggested Order: Minister, Loremaster
Background: You fell into a great sin while you were the pastor at a church in a small town. The council made you step down and leave the community. You wandered about for many years just living off of what you could find and working where you could to eat and sleep.

You have turned your life totally over to Jesus Christ and live for Him everyday. You have repented and now proclaim His Gospel wherever you go. The only people that accepted you were the Knights of the Realm. They gave you training and the love you needed to be healed. Your love for Jesus grows by the day, and your hate for sin equally grows.

RETIRED CARDINAL KNIGHT

Suggested Order: Warrior
Background: The Church of Epouranios was everything to you, you were the best in your division and you soared through the ranks making it to Captain in only a short time. You served the Cardinal and the Church well. At the end of your career, you were a decorated knight and recognized for your bravery and loyalty.

Your eyes have been opened and you see how the people are deluded as they follow the Cardinal. You see him to be as mad as any of the demons that are rampaging through the country.

You still see a need for a good warrior in this struggle, but the Church thinks you are too old for war. God does not, and you know that there are a few more good blows left in your trusty sword. You met up with the Knights of the Realm and they explained to you about a personal relationship with Jesus, and you have given your life to Him. All you are waiting for now are your first orders.

SEEKER OF GOD

Suggested Order: Loremaster
Background: You had always been intrigued by the lore of the occult, but the further you delved into the knowledge of the supernatural, the more you realized your need for a Savior. You have always dreamed of being a leader of warriors or at least part of them, but you have never been that good with weapons. You have trained as much as you can, but still your knowledge of mundane facts greatly outweighs your ability to fight in combat. You love Jesus and your newly found joy is researching the Word of God and telling others about what you have learned.

SO, HOW DO WE KNOW EACH OTHER?

Character relationships are important for creating a storyline. It helps to create atmosphere and the characters feel more connected to one another.

There are a number of ways that the PCs can be linked to each other. One obvious link is that they are relatives; brother and sister, cousin, Mom and

"I tell you the truth, anyone who has faith in me will do what I have been doing. He will do even greater things than these, because I am going to the Father."

John 14:12

Dad, etc. Other ways are through discipleship, classmates, or reputation. The most common link would be that they belong to the Knights of the Realm, but this could be too generic and you could have something a bit deeper to make it more fun.

WHAT YOUR CHARACTERS NEED TO REMEMBER

The most important thing that your characters need to remember is to have an intimate relationship with God. A good way to foster this is with prayer - talking with God. Do not just read the Word of God, *know* God's Word and *know* Him! Memorize the Word and get it into your spirit.

They also need to remember to attend fellowships regularly. Fellowships are anywhere that other believers in Jesus are gathered. They can find fellowship at Church and bible studies within the towns. They need to preach the gospel to people they meet and tithe (the word tithe means 1/10th or 10%) of all their earnings to a local church and all else will come together quite nicely. Oh yeah, they also need to destroy the enemy!



PHYSICAL RULES

CHAPTER 10

COMBAT

Spiritual Warfare the RPG involves plenty of combat. Someone or something is usually after the PCs, whether it is Satan's minions or the local thugs. Keep in mind that combat happens often, so pay close attention to the next few sections.

In SWRPG, combat takes place in the imagination. The GS explains what the PC's surroundings are and what the PCs are up against. The PCs react accordingly with either a physical strike or Rhema.

HOW LONG DOES COMBAT TAKE?

Encounters are battles that may last anywhere from 1 to 50+ rounds. A Round takes place when both sides of an encounter, (PC and Foe) take their designated action(s).

COMBAT ROUNDS

During each round within a combat encounter, there is an order of events. Each round represents about 5 seconds. You will play the combat rounds until one side is either incapacitated, dead, or fleeing.

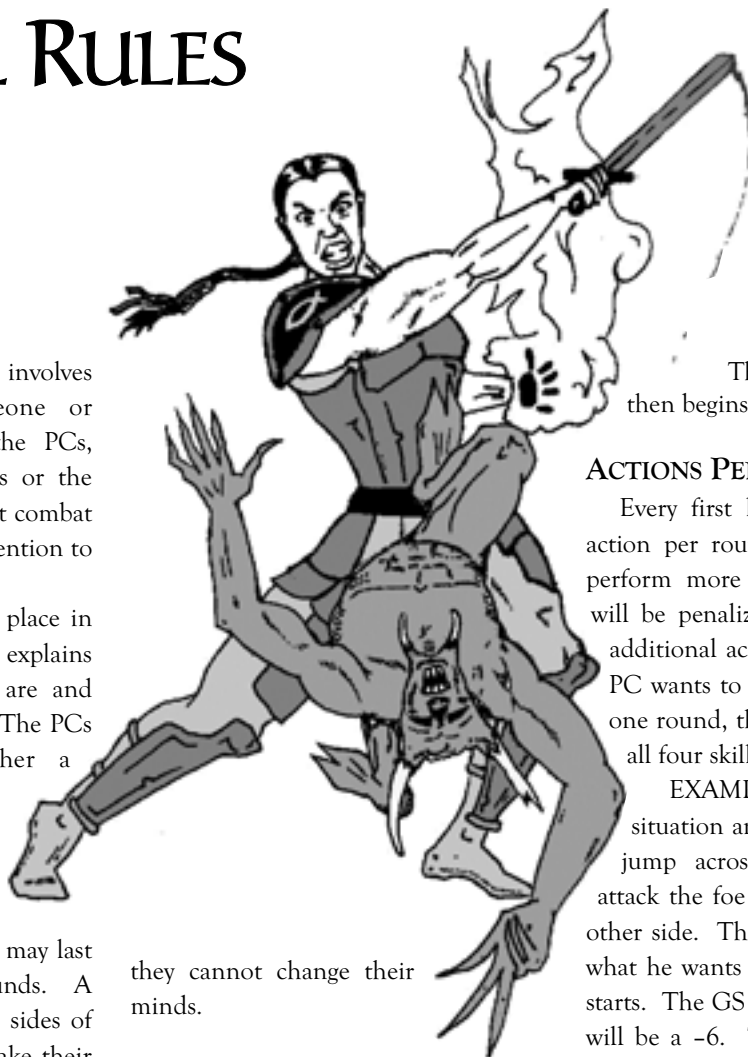
Each round will go in this order:

Rhema Bonus Roll (optional)

The GS will roll for the round's Rhema Bonus.

Declaration

Go around the table and ask the players what they want to do. If the player hesitates, so does their character. Once the players declare their actions,



The next Combat Round then begins.

ACTIONS PER ROUND

Every first level character has one action per round. If a PC wants to perform more actions per round, he will be penalized at a rate of -3 per additional action, accumulative. If a PC wants to perform four actions in one round, the PC will have a -9 for all four skill rolls.

EXAMPLE: A PC is in a situation and needs to attack once, jump across a wide ravine, and attack the foe waiting for him on the other side. The player will tell the GS what he wants to do before the round starts. The GS determines that all rolls will be a -6. There is no penalty for the first action, there is a -3 for the second, and a -3 for the third, for a total of -6 for all rolled actions. This can be very nerve racking, especially when a character wants to do multiple actions on a regular basis.

As a character advances in levels he will increase his actions per round (APR). Actions per round are the amount of actions a character can take without penalty. Again, all PCs start out with one APR without penalty. The Order that a character belongs to will determine his increase of APR per Order Level.

they cannot change their minds.

Action Rolls

Go around the table again and resolve the first series of combat and other actions for each character's first APR. If any action is resisted, players will roll their action versus that of their opponent(s).

Additional Action Rolls

If the PCs or NPCs have APRs remaining or are taking additional actions at a penalty (see below), they will perform them now. Go around the table to determine the results for each subsequent series of actions, until none remain.

All those gathered here will know that it is not by sword or spear that the LORD saves; for the battle is the LORD's, and he will give all of you into our hands.

-1 Samuel 17:47

RHEMA BONUS CHART

The Rhema Bonus Chart is used to calculate bonuses for attempting to use Rhema in combat (more about Rhema is explained in Chapter 14). The GS

will roll 1d20 at the beginning of each round to determine the result.

Suppose the GS rolled a 12, the result would be “A PC may use a Rhema this round and he will receive a +1 to all his actions next round.”

ATTACK AND DEFEND!

When in combat each side will roll their appropriate skill (melee, bow, brawling, etc.) simultaneously. The roll is both an attack and defense. Whoever has the higher success result inflicts damage on the one who has the lower success result. If the results are tied then the characters have avoided each other's attack; perhaps their swords met in mid air, or they moved to the side dodging the attack.

A character can also use his Dodge Skill for his defense. However, Dodge will not deal out damage to the attacker. This character needs to be aware of the attack in order to dodge.

A character needs to roll Marginal (7-10) or better in order to make a successful attack. Otherwise they miss.

EXAMPLE: A PC is fighting an NPC. The PC has a Melee skill of Proficient 2d10, and the NPC has a Melee skill of Standard 2d8.

The first round begins and they both roll their dice. the PC generates an 11 (Average), and the NPC generates a 14 (Average). Their swords meet and they have blocked each others blow. The following round the PC generates a 13 (Average), and the NPC generates a 7 (Marginal). The NPC is unable to block and will sustain damage. Then the next round, etc.

ALL-OUT ATTACK

A character can choose to perform an all-out attack. An all-out attack is when a character takes no precaution and swings his hand-held weapon with all of his might. An all-out attack gives the character the next QM level for his attack roll. If he normally has a Melee skill QM of Standard 2d8, it would go up to Proficient 2d10 for his attack. If the opponent makes a successful attack (Marginal or greater), the character performing the all-out attack can not defend himself and will sustain damage.

ACTIVE DEFENSE

A character can choose to actively defend. An active defense is when a character has nothing on his mind but blocking or dodging a blow. Active defense gives the character one additional QM level for the defense. The character performing the active defense cannot inflict any damage upon their attacker.

LAST DITCH DEFENSE

When a character runs out of actions for the round he can still defend against additional attacks. The character will roll 1d less than his normal Melee or Dodge skill. If the character had a Melee skill of Proficient 2d10, he would roll 1d10. Any successful results will be considered a successful block but will not deal any damage. This is because a last-ditch-defense is not a true action but a desperate attempt to not be struck.

If a character decides to turn and flee the attacker will only be able to attack once. After that they would move into a chase, see below for more info on chases.

OUTNUMBERED COMBAT

When a character is outnumbered he will make his actions as usual, though his number of actions will dwindle very rapidly. The group attacking will have more chances to deliver a blow. The character that is outnumbered will use his last ditch defense a lot in this situation.

EXAMPLE: A PC has encountered three demons. The round begins and the first demon engages along with the others. The PC has three actions per round and the demons each have two actions per round.

The PC and the first demon trade blows, their blades meet together in the air. The PC sees another sword carving through the air, the blade misses and the PC pierces the demon with his sword. The last demon engages the PC

RHEMA BONUS CHART	
roll 1d20 per round for result	
1	Use Rhema and Receive +2 FPs
2	+2 to result of Rhema
3	No result
4	No result
5	Use Rhema and receive +2 for all actions in next round
6	No result
7	No result
8	Use Rhema and PC can use two FPs next round
9	No result
10	Can attack and use one Rhema this round
11	No result
12	Use Rhema and receive +1 for all actions in next round
13	No result
14	Use Rhema and perform 2 additional actions next round
15	No result
16	Use Rhema and Receive +3 FPs
17	No result
18	Use Rhema and PC heals 2 HPs
19	If PC rolls a Critical Failure this round he can use a Rhema
20	Use Rhema and receive additional action this round

CRITICAL FAILURE

(if a PC generates a 3 or less roll 1d20 for result)

1	Throws weapon
2	Inflct 1 point of damage on self
3	Weapon breaks
4	Hit foe not seen, inflct base damage value
5	Hit other PC inflcting 1 point of damage
6	Loses grip and weapon flies off out of reach
7	The fighter loses his grip and drops his weapon
8	The blade is bent or the wooden shaft cracks
9	A steel weapon hits stone and a spark causes a fire (dry areas only)
10	Fighter slips or trips on a wet/oily/mossy patch of ground
11	A loose piece of armor falls off
12	Weapon gets stuck in timber work/tree trunk for a short while
13	Fighter needs to sneeze, resisting causes eyes to water
14	A shoe or gauntlet flies off
15	Trousers fall down
16	Fighter falls down the stairs/off the cliff/off the balcony
17	Fighter slips in manure
18	The sun/moon (light) glints off a blade and dazzles the fighter
19	The fighter breaks something on his person or in his rucksack
20	Muscle in the fighter's hand/wrist/arm cramps

and their swords meet and sparks fly.

The PC has no more actions this round and the demons each have one more. The PC switches to a last-ditch-defense and manages to block one of the attacks but the other two slice into his delicate flesh.

SURPRISE ATTACKS

There are times when a character or party will not expect violence. Those being surprised will make a PER roll versus the attack skill (melee, bow, etc.) of the aggressor. The attacker gains a +3 for this roll. If the PER roll is equal or greater than the attacker's roll, the character can react accordingly (dodge, attack, etc.). If the PER roll is less than the attacker's roll, the character will lose one of his actions for the round.

MOVEMENT

During a combat round, a PC can walk, run, or fall to the ground. A character can walk up to 10 feet, or run up to 20 feet in one round. A character can fall prone and crawl up to 4 feet per round. A character can climb 3-4

feet per round and swim up to 6 ft per round. Each of these movements costs one action.

**EXTREME MEASURES
(CRITICAL RESULTS)**

In Combat when a player generates a 3 or less, or a 20+, then disastrous or great things will happen, respectfully.

If a PC generates a 3 or less, it is a Critical Failure. The action that the PC attempted has failed miserably and the GS would then consult the Critical Failure Chart and generate a result for the unfortunate action.

If the roll is a 20+, it is a very good thing. The action that the PC

CRITICAL HIT

(if a PC rolls a 20+ roll 1d10 for result)

1	Defender Knocked out for 2 rounds
2	Defender knocked down
3	Defender stunned -4 to all rolls next round
4	Defender takes +1 damage
5	Defender rolls on Critical Failure chart
6	Defender drops weapon
7	Defender's weapon is broken by blow
8	Morale Check -4 for defender
9	Attacker gains extra action next round
10	Defender cannot attack next round

attempted has succeeded wonderfully and the GS will consult the Critical Hit Chart and generate a result.

CRITICAL FAILURE

When a player generates a roll of 3 or less, the GS will roll on the Critical Failure Chart to generate a result. The GS needs to be sensitive as to how the result is applied. If the critical failure does not fit the situation, roll again.

EXAMPLE: **GS:** Ok, Al and Cale, you are in a room with smooth walls and no windows. There is an iridescent glow coming from everywhere. Three demons are staring you down as they creep closer and closer to you. . . what do you want to do?

AL: I want to attack the demon that is closest to me.

GS: And you Cale?

Cale: I want to use a Rhema... Bound.

GS: Let's roll for Rhema Bonus. (bouncing dice) OK, 17. . . *No Result.* Go ahead Al, attack. (The demon is also attacking so the GS rolls for its attack.)

AL: OK here goes, (bouncing of dice) a 4, but because of the -2 from the enchantment from the last battle I have a 2. (looking sheepish).

GS: (The demon generates a result of Failure, so its attack failed.) The demons sword slashes through the air wildly and misses you. But you have a critical failure, let's see what happens (rolls 1d20). A 12.

. . (weapon gets stuck in timber work/ tree trunk for one round). You swing your sword to strike and your sword gets stuck in the crack of the wall and you cannot budge it.

AL: Great! Now what?

Sometimes critical failures can create comic relief in the midst of a battle, so have fun with it and remember to improvise.

AIMING AND CALLING HIT

Target	Mod	Chance for	Dam.
Head	-3	80%	3x Value
Neck	-3	70%	3x Value
Chest	-1	45%	2x Value
Arm	-2	65%	2x Value
Hand	-4	75%	2x Value
Abdomen	-1	45%	2x Value
Groin	-4	80%	3x Value
Leg	-2	50%	2x Value
Wing	-1	25%	2x Value

CRITICAL HIT CHART

When a character rolls a 20+, the GS will roll on the Critical Hit Chart for an extra result.

In the same combat scene as before, Al and Cale are fighting with three demons. Let's see how they are fairing:

GS: Cale, you take 3 points of damage.

Cale: OH! Now I'm mad!

Al: Next round right?

GS: Right, let's see what the Rhema Bonus is this round. (bouncing of dice) 2! A +2 to result of Rhema this round. What do you guys want to do?

Cale: I want to attack the demon who just hit me!

Al: I want to use the Rhema Shining Light.

GS: Cale, roll for your attack. (Again, the demon is also attacking so the GS rolls for its attack.)

Cale: (bouncing of dice) a 21 Critical Success, all right! That's more like it.

GS: (The demon generates a result of Marginal, not enough to block the blow.) Cale your sword strikes the demon with precision and accuracy and the demon lets out a guttural yell. AHHHH! (GS rolls on the Critical Hit Chart and gets a 3). The demon is stunned and has a -4 to all rolls next round.

AIMING AND CALLING HITS

Sometimes a character may want to hit a specific location for extra damage, or maybe it is the only way to kill a

specific demon, etc. Characters can aim or call a hit to gain a Critical Hit (See Critical Hit Chart below). When an aimed or called hit is successful, roll

percentile dice to calculate the chance of a critical hit. Consult the Aiming and Calling Hit Chart for modifiers to attack, and Damage Adjustment for successful attacks.

For each round spent aiming a missile weapon (arrow, spear, etc.), a character can gain a +1 (up to +3 max.) for the roll to hit. When a character is aiming he is unable to defend.

CALCULATING DAMAGE

Calculating damage is a simple task. First you need to know the Damage Value (see Chapter 9 for weapon Damage Values). The result of the successful attack will be calculated into the Damage Value (see Damage Adjustment Chart) and the result will be the damage. The character that sustained damage will now subtract that number from his current HPs.

GS: You hit the demon with an Exceptional result Al! Calculate the damage.

PC: I have a broad sword with a Damage Value of 3. Exceptional result gave a +½ rounded up so... 5 pts. of damage!

GS: The demon sustains 5 points of damage.... (later that combat encounter)

GS: Oh, the demon struck you with his club, and you sustained 6 points of damage.

DAMAGE ADJUSTMENT CHART

Critical Failure 3 or less	n/a
Failure 4-6	n/a
Marginal 7-10	½ Value round down
Average 11-15	Normal Value
Exceptional 16-19	Add ½ Value round up
Critical Success 20+	2x Value

PC: (subtracts 6 points from his HP total) That one hurt!

Once a character has sustained damage, subtract the amount of damage taken from the character's base HPs.

TAKING DAMAGE

There are four different levels of damage: Wound, Serious Wound, Mortal Wound, and Death.

A Wound is anything below maximum HPs, to above half HPs. A character can function without penalty when wounded. If the character has 14 HPs, the character is wounded from 13 to 8 total HPs.

SERIOUS WOUND CHART

Hit Points	Serious
32	16 to 1
31	16 to 1
30	15 to 1
29	15 to 1
28	14 to 1
27	14 to 1
26	13 to 1
25	13 to 1
24	12 to 1
23	12 to 1
22	11 to 1
21	11 to 1
20	10 to 1
19	10 to 1
18	9 to 1
17	9 to 1
16	8 to 1
15	8 to 1
14	7 to 1
13	7 to 1
12	6 to 1
11	6 to 1
10	5 to 1

A Serious Wound is below half HPs (If the character has 14 HPs, a Serious Wound would be from 7 to 0). As soon as a character enters the range of Serious Wound, he will make a single K.O. check. To make a K.O. check, roll the Resist Pain Reaction (FOR reaction). If the result is a Failure, the character falls unconscious, if the result is Marginal or greater the character remains conscious. Unconscious characters will regain consciousness after two rounds. Serious Wounds cause a -2 result to all rolls due to the character being in shock.

A Mortal Wound is from 0 to -10 for all characters. When a character reaches the Mortal Wound status, the

character will make another K.O. Check. Mortally Wounded characters cannot perform any actions. The Mortally Wounded character will continue to lose one HP per round (5 seconds) until healed to Serious Wound status (at least 1 HP) or until dead.

Death occurs when the character's HPs goes beyond the Mortal Wound status, which is -11 or lower.

"Precious in the sight of the LORD is the death of his saints." Psalms 116:15.

"Then the King will say to those on his right, 'Come, you who are blessed by my Father; take your inheritance, the kingdom prepared for you since the creation of the world.'" -Matthew 25:34-35.

EXAMPLE: Here are the damage levels for a character with 17 HPs:

- 17 - Full HPs
- 16 to 10 - Wound
- 9 to 1 - Serious Wound (make check for K.O., all rolls at a -2)
- 0 to -10 - Mortal Wound (make check for KO, lose one HP per round until healed or dead)
- -11 or less - Dead

To calculate a character's HPs for Serious Wound, consult the Serious Wound Chart.

FALLING DAMAGE

For every 10 feet fallen, the character will receive 3 points of damage (max of 30 points of damage at 100 ft. After a character has fallen 100

CHASE QM ADJUSTER

Chaser	Prey		
	Humanoid	Animal	Flying
Humanoid	Mode QM	Mode -1 QM	Mode -2 QM
Animal	Mode +1 QM	Mode QM	Mode -1 QM
Flying	Mode +2 QM	Mode +1 QM	Mode QM

ft. they will not fall any faster.). If a character falls 40 feet he will receive 12 points of damage.

DON'T KILL 'EM

JUST KNOCK 'EM OUT

Incapacitate is the skill used to knock people unconscious with minimal harm. This is rolled just like a regular attack but with a -3 modifier for the called shot to the head or neck (see above). A PC can use just about anything to incapacitate an NPC such as a fist, blunt side of a weapon, chair, etc. A PC must have a STR of Standard or more to be able to perform a knock out. If the attack is successful, it does 2 points of damage and you consult the K.O. chart for the result. A PC or NPC with a FOR score of Grand Master or higher cannot be knocked unconscious by an incapacitate attack.

HEALING

After a battle, the PCs may be a bit dinged up and in need of healing. There are several ways to heal or to gain HPs back. The first way is natural healing, which gives the PC 1 HP back per day of bed rest. If the PC receives no bed rest, then he gains no points of healing. Other ways of regaining HPs are by divine healing, prayer, application of anointing oil, and the use of specific healing Rhemas (see Chapter 14 on Rhema and Chapter 15 on Power in the Spirit).

The character can only gain back as many HPs as he originally had when he was at full HPs. In other words, the character cannot gain a higher HP total than he had before he sustained damage.

AND THEY'RE OFF!

Chases can happen on horseback, foot, or any other way you can imagine. Each type of creature has a base for their movement speed depending on what they are chasing or being chased by.

The prey (thing being chased) will always roll their base Mode QM. (The Mode is how they are being chased or how they are chasing. This includes but is not limited to running, swimming, flying, riding, etc.) Any variable is applied to the chaser only. If both the chaser and prey are humanoids, then they will both roll their base Mode QM. If the prey is an Animal and the chaser is a Humanoid, then the Humanoid will subtract one QM from his Mode. (If he had a Running QM of Proficient 2d10, then it would be bumped down to Standard 2d8 for the purposes of chasing this animal.) If a flying creature chases a Humanoid, then the Flying creature would increase his Fly Skill by two (if the flying creature had a Fly Skill QM of Proficient 2d10, then he would bump it up to Master 2d12+2 for the purposes of chasing the humanoid, see chart above).

Once a chase starts, have both the chaser and the prey roll their Mode. The goal is to make three success totals that are greater than the opposing side. If the PCs were chasing, then they would have to make three successful rolls in a row to catch the character being chased. If the PCs were being chased, then they would still have to make three successful rolls in a row to outrun their chasers.

GS: The little demon sees you and begins to run in the opposite direction.

PC: I run after him!

GS: Roll your Running Skill. (The GS rolls for the demon and generates a Marginal result.)

PC: (rolls dice) A Normal result.

GS: You begin to gain on the little

K.O. CHART

NPC FOR	Roll For K.O.
Unskilled	Marginal
Novice	Average
Standard	Average
Proficient	Exceptional
Specialist	Exceptional
Master	Critical Success

hellish beast, roll again. (The GS rolls a Marginal again for the demon.)

PC: I got Failure.

GS: The demon looks back at you, smiles and begins to pull away. Roll again. (The GS rolls a Failure for the demon.)

PC: I got a Marginal.

GS: You begin to close in, roll again. (The GS rolls a Marginal.)

PC: I got an Average result and yell out *I am going to destroy you!*

GS: You close in even further, roll again. (The GS rolls an Average.)

PC: I got an Exceptional result!

GS: You catch up to him now, what do you want to do?

PC: I want to tackle this thing.

GS: Roll your wrestling skill.

PC: Ok here goes...

You get the basic idea. The main thing you need to remember is that a character needs to make three successful rolls in a row to catch or to run away from another character.

BRAWLING AND WRESTLING

Brawling and wrestling are basic street fighting skills. Brawling has to do with kicking and punching, whereas wrestling deals with tackling, holding, and immobilizing. All successful brawling and wrestling attacks have a base Damage Value of 1.

MARTIAL ARTS (HIEE-YAH!)

Using Martial Arts is a bit more complex than just brawling. Martial Arts use precise movements with maximum control. Brawling, on the other hand, consists of vague technique

MARTIAL ARTS	Dam Val.
Standard	2
Proficient	3
Specialist	4
Master	5
Grand Master	6

with limited control.

When a PC wants to learn a Martial Art, he has to do so under the direction of a trained master. A PC cannot develop a Martial Arts skill without a teacher. Once a trained master is found, the PC can begin training. The PC will have to spend twice the required FPs to increase his QM. If the player wants to increase his skill modifier from Standard to Proficient, then it would cost him 40 FPs instead of 20. Once the Martial Arts QM reaches Standard each successful attack has a base Damage Value of 2. The Martial Arts QM Chart shows the progression of damage values from Standard (2) to Grand Master (6).

A PC can use his Martial Arts Skill for melee attacks instead of his Melee Skill. When a Martial Artist makes a successful attack he can choose which damage value to use (usually the higher value), his Martial Arts Damage Value or his melee weapon Damage Value. All punch and kick damage use the base Martial Arts Damage Value.

LARGE-SCALE WARFARE

Epic battles are fought in basically the same way small scale combat is fought. Increments in the battle are measured in rounds. However, one combat round in large-scale warfare is equal to 5 regular combat rounds.

Each army will have an Armed Forces QM that will be used to resolve battles. The GS will determine the QM for each army. Things to consider when determining Armed Forces QMs are, size, arms, armor, experience, position, and leadership.

Unskilled 2d4 This army has never laid foot on the battlefield. Weapons consist of rocks, clubs, and farming tools. This army has no horses, siege weapons, or fortified structures.

WARFARE RESOLUTION

Triumphant
Near Victory
Prevailing
Winning
Even
Losing
Beat Down
Eminent Defeat
Defeated

Novice 2d6 This army has minimal combat training. Only a select few have worthy weaponry and armor.

Standard 2d8 A few veterans accompany this army. All of the soldiers have some form of weaponry and at least one article of armor. Most of the officers have warhorses to ride. This army has little siege weaponry.

Proficient 2d10 Many veterans and well-trained warriors accompany this army. All the soldiers have note worthy weaponry and a few pieces of armor. This army has some siege weaponry.

Specialist 2d12 This is a highly trained and well equipped army. All soldiers have access to full suits of armor, usually leather or chainmail. Siege weapons and fortified structures are common.

Master 2d12+2 This army's reputation precedes it, causing many commoners to fear for their lives. This army is well equipped to deliver devastation to its opponent. This army has many siege weapons and one or more fortifications of renown.

Grand Master 2d12+4 An unstoppable mass of metal and terror,

WARFARE MODIFIERS

Positive Modifiers

Army outnumbers its opponent 2:1	+2
Army has better field position	+2
Army is fighting for a righteous cause	+3
Army outnumbers its opponent 5:1	+5
Army outnumbers its opponent 7:1	+7

Negative Modifiers

Army is outnumbered	-2
Army does not have comparable arms	-2
Army has poor field position	-2
Army does not have a righteous cause	-3
King/General is slain	-3

the army that spawns legends. This is a highly organized and well trained army with all of the tools of war-craft at their disposal. The nations tremble at the thought of going to war with this army.

All armies involved in battle start at 'Even' on the Warfare Resolution chart. Every round the GS will roll each army's QM. The highest result will advance closer to Triumphant and the lowest result will move one step closer to Defeated. If the results are tied then neither army will advance in either direction. Rolling a Critical Failure results in losing two levels instead of one. Rolling a Critical Success results in gaining two levels.

The first side to reach the level of Triumphant wins the battle. If an army reaches the Defeated level before the other side reaches Triumphant the army that is closest to Triumphant wins the battle.

It is possible for both sides to reach

the Defeated level at the same time. This usually happens when both sides generate multiple Critical Failures in succession. If this happens, both armies have been annihilated with few survivors and no victor can be claimed.

PLAYER CHARACTERS IN LARGE-SCALE COMBAT

The PCs should engage in smaller personal battles during large scale warfare. Though the PCs may be victorious on an individual basis, this may not affect the overall outcome of the battle. Certain heroic deeds (or Critical Failures) performed by the PCs may turn the tide of battle, then again they may not. The GS is encouraged to apply reasonable Warfare Modifiers in either case.

MORALE

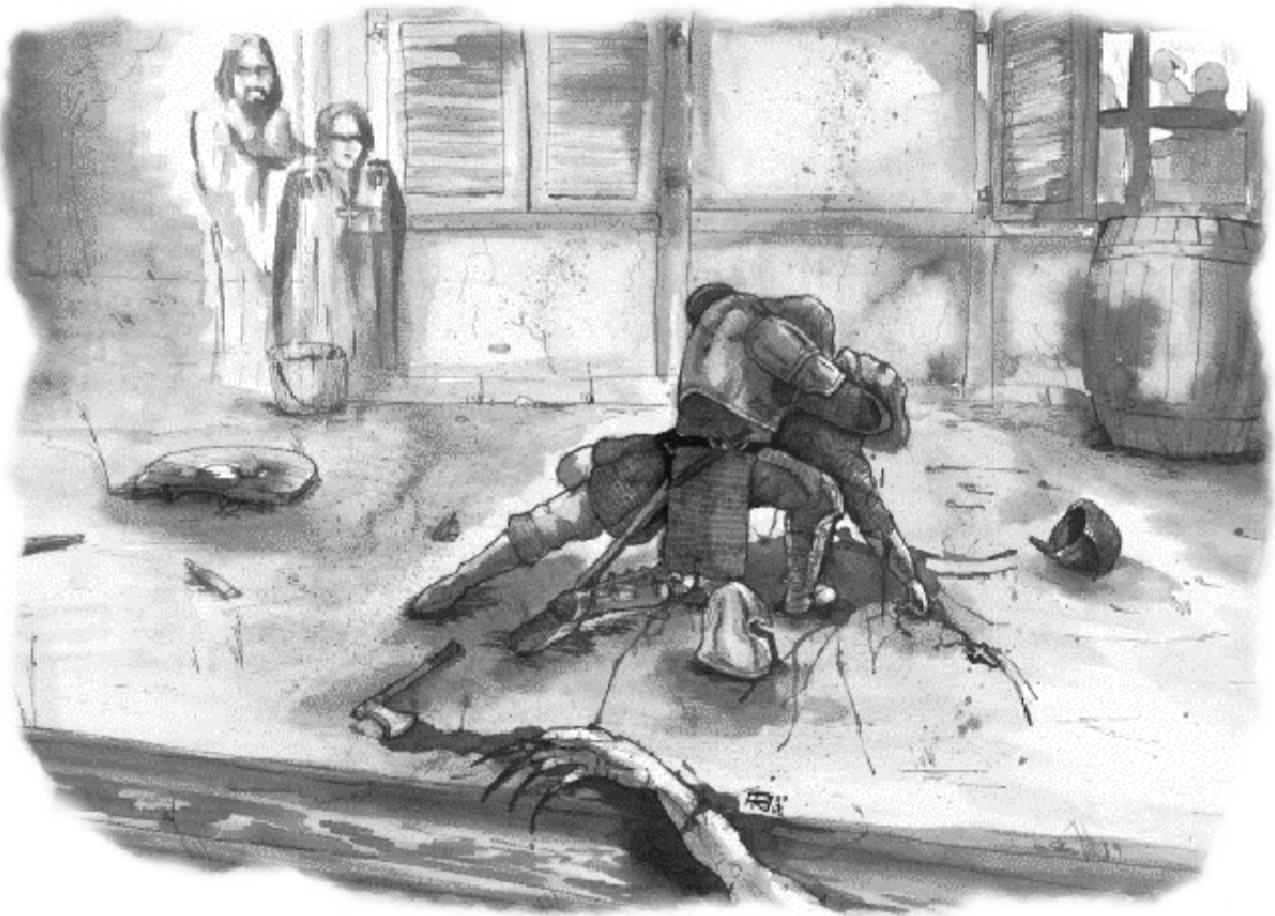
There will be times when the PCs will come up against tremendous odds

and have to either stand their ground or run away. The Morale Reaction will determine if fear gets the best of them and they flee involuntarily (see more about Morale in Chapter 6).

When a character or group of characters find themselves facing overwhelming odds, then declare a morale check to see if they flee or not. If they do not make their check, then they will flee frantically from the scene. If they make their check, then they have the option to stay and fight or flee voluntarily. If they flee involuntarily, they will usually run aimlessly and get split up from their party. If they flee voluntarily, then they will be able to control what directions they flee in.

DELIVERANCE

When a PC starts a deliverance, the game will go into combat rounds. The PC performing the deliverance will use his Deliverance skill to attempt to cast



out the demon (this is the attack). The demon will defend using his base SPI QM. (A demon cannot attack against a deliverance roll, all he can do is defend). If the attack result is greater than the defense result, then the demon is cast out. If the defense result is equal or greater than the attack result, the demon remains.

If the PC does not know the name of the demon, the demon gains a +3 to his roll.

EXAMPLE: The PC does not know the demon's name.

GS: The guy falls to the ground, rolls around and is growling and barking, you have a sneaking suspicion that this person has a demon.

PC: I want to cast it out.

GS: Roll your Deliverance Skill. (The demon has a SPI of Standard so the GS rolls 2d8 and gets a Average.)

PC: (rolls dice) I got a Marginal.

GS: Do you want to say anything to the demon?

PC: Yeah, "In the name of Jesus I cast you out!"

GS: The guy is flailing wildly and when you say Jesus he freaks out even more. It doesn't seem like you have cast it out.

PC: I am going to try again. (rolls dice) I got an Exceptional! "In the name of Jesus come out!"

GS: (The GS rolls and generates a Marginal Success for the demon) The guy gives a blood curdling scream and you see a green mist escape from his mouth and he becomes calm.

PC: Thank you Jesus for setting this person free.

During the deliverance the NPC may come under the complete control of the demon. If the demon's SPI QM is equal to the NPC's SPI QM, then the demon has minimal control of the NPC's body. The demon will then be able to cause manifestations such as convulsions, vomiting, harm to NPC (biting, punching, stabbing), and other

limited things. The demon may be able to run away or cause considerable damage to the PCs and to the NPC that is controlled by the demon.

If the demon's SPI QM is two QM higher than the NPC, then the demon has complete control of the NPC and can do all things that the demon is able to do. The demon can now manifest itself totally through the NPC. The demon will use the greater attribute and skill scores for his base attributes and skills. If the NPC has a Standard for DEX and the demon's DEX is Novice, then he will use the greater score in this case, the Standard. If the demon can fly then the NPC will be able to fly, if the demon has a claw Damage Value 3, then that will manifest through the NPC. So in all actuality, the demon is taking on the best traits during his stay in the human, or animal, as the case may be.

Demons usually come out with a scream or a yell of some sort, be creative about this as a GS.

When a demon is coming out, there is a 10% chance that the demon will manifest in the physical realm as a regular physical foe.

ENCHANTMENTS

Enchantments are power effects that affect PCs and NPCs. Enchantments can cause damage, disillusionment, and a host of other atrocities.

When a demon tries to enchant a PC, it will roll it's Enchant Skill and generate a result. The PC will then defend using the corresponding Fruit of the Spirit that is being attacked (See Resisting Enchantments below.) If the Enchant result is greater than the Resist result then the enchantment is successful and the PC will experience the effects. If the Resist result is equal or greater than the Enchant result then the enchantment has failed.

Some enchantments are not resisted by a Fruit of the Spirit, such as Fireball. These types of enchantments are

treated like weapon attacks and an appropriate skill should be used, like dodge, melee, etc.

When an enchantment is successful, the PC will experience any number of things described in the demon enchantment section of the demon profile.

Some enchantments attack the PC's emotions, which the player will have to act out. Enchantments can also cause negative modifiers. The effects of enchantments can be devastating if not caught in time. They can be anything from sleeplessness to death.

Each foe profile tells the GS the enchantment duration and how it can be broken. A PC can attempt to break an Enchantment twice per game day. If the PC cannot make the roll to break the enchantment, then it will wear off at the end of the stated duration.

ACCUMULATION OF ENCHANTMENT EFFECTS

Enchantment effects are cumulative. If a PC is affected by an enchantment that gives him a -1 to DEX, and is struck again by the same or another enchantment that gives him a -1 to DEX, he will have a -2 to all DEX rolls. The PC has to meet or exceed the Difficulty for each enchantment type in order to break the effects of the enchantment.

EXAMPLE: During an encounter, A character was affected by three enchantments; Superstition twice from an Akeroth and Gluttony from an Eaaten (see Foes Manual Vol. 1 for more information). Superstition gives the character a -1 to all rolls. He is struck twice by the Superstition enchantment, which means that he has a -2 to all rolls cumulatively. He receives a -1 to all self-control rolls because of the Gluttony enchantment. So in all, He has a -2 to all rolls and a -3 to self-control rolls.



RESISTING ENCHANTMENTS

Each demon and foe profile will describe the enchantments and what it will attack; i.e. Love, Faithfulness, Self-Control, etc. If a demon attempts to enchant a PC he will defend using the appropriate Fruit QM or just the base of Standard.

To resist an enchantment, the PC will roll to generate a result for resisting. If the PC's roll is equal or greater than the roll of the demon or foe, then the enchantment is unsuccessful. If the PC rolls lower than the demon or foe's roll, then the enchantment takes effect. The PC will be afflicted as stated by the enchantment.

FATIGUE

Even the most resolute character gets fatigued. Detailed here are the rules for fatigue and its effects. The different fatigue levels are:

Rest

This is not an activity rate, rather a rate of inactivity used to lower fatigue levels. Rest usually involves sleep. Another form of rest is lying or seated inactivity.

Calm

Activities that do not exert much energy such as, reading, writing, and bathing.

Typical

Any activity that would be considered normal or common, such as: cooking, cleaning, walking, slow dancing, intellectual conversations, and most other social skills.

Demanding

This type of vigorous activity can include, jogging for long distances, intensely searching for clues in a building, and a day of hard labor.

Intense

This type of activity is usually not prolonged as it exerts a great deal of energy. Intense activity includes all combat actions, sprinting, or lively activity of any kind.

Each activity rate has an amount of time listed that indicates how long a character can sustain that activity rate. After the time indicated, the character must roll his Endurance Skill. If the character fails the roll he will suffer one level of fatigue.

There are six levels of fatigue: Rested, Winded, Tired, Fatigued, Drained, and Exhausted. Characters usually start the day (if they have had enough rest the night before) with a fatigue level of 'Rested'. One-time endurance checks are difficulty Marginal. When consecutive endurance checks must be made, the difficulty will go up by one level for the second and following checks. The first check is Marginal, the second is Average, the third is Exceptional, and the fourth is Critical Success. If the PC can rest for the amount of time necessary, the difficulty will revert to Marginal for the next endurance check.

When the PC does not make the fatigue check his fatigue level will rise. If a character is 'rested' and fails an endurance check then he will gain the result of 'Winded', penalizing him by -1 for all rolls. Another failed endurance check would yield the result

ENCUMBRANCE LEVELS				
Strength QM	Light (pounds)	Moderate (pounds)	Heavy (pounds)	Very Heavy (max. pounds)
Unskilled	0-3	4-6	7-9	10-12
Novice	0-6	7-12	13-18	19-24
Standard	0-12	13-24	25-36	37-48
Proficient	0-24	25-48	49-72	73-96
Specialist	0-36	37-72	73-108	109-144
Master	0-60	61-120	121-180	181-240
Grand Master	0-90	91-180	181-270	271-360

of Tired, causing the PC to suffer a -2 to all rolls. If the PC makes a successful roll he will maintain his current fatigue status. Once the PC rests for the required time he will revert to a 'Rested' status.

To lose Fatigue levels the character needs to be in a state of rest. Refer to the Fatigue Level Chart for rest durations. If a character has a fatigue level of 'Drained' he would have to rest

for five hours to drop his fatigue level to 'Fatigued'. To go from 'Fatigued' to 'Tired' it would take two hours of rest, and so on.

ANIMALS AND FATIGUE

Horses and other animals also gain fatigue for exerting excessive energy. To make a fatigue check for an animal roll their base STR. Normal fatigue levels and penalties apply to animals.

ENCUMBRANCE

Encumbrance has to do with the amount of weight a character can carry and still move and travel normally. There are four levels of Encumbrance: Light, Moderate, Heavy, and Very Heavy. There is no penalty when carrying a 'Light' load. A 'Moderate' load incurs a -1 to all STR and DEX rolls. 'Heavy' loads incur a -1 QM to all STR and DEX rolls. 'Very Heavy' loads incur a -2 QM to all STR and DEX rolls. Refer to the Encumbrance Level Chart for load weights in pounds.

ACTIVITY RATES	
	Endurance Check
Rest	None
Calm	6 Hours
Typical	4 Hours
Demanding	1 Hour
Intense	1 Minute (12 rounds)

FATIGUE LEVEL		
	Modifier	Rest Needed
Rested	None	
Winded	-1	7 Minutes
Tired	-2	30 Minutes
Fatigued	-4	2 Hours
Drained	-7	5 Hours
Exhausted	-	Collapses until rested for 12-24 hours

CHAPTER 11

WEAPONS AND EQUIPMENT

WEAPONS

Every weapon that is known in Epouranios is hand made by skilled, or not so skilled, artisans. However, not all weapon damage codes are the same. There can be a knife that has a damage value of 3, or a long sword that has a damage value of 1, but this is rare. This reflects that the knife is of very high quality and that sword is of very poor quality with no edge to speak of. As the GS, you can be the judge of whether or not a weapon was poorly crafted of brittle or dull metal that cannot keep an edge or bends easily, or exceptionally crafted of the finest steel. But do not get bogged down in details here. If you want to vary the quality of a weapon, have a good reason to do it. Otherwise it would be easier to stick to the listed damage value.

THE WEAPONS LIST

The weapons list provided is not exhaustive, but provides many of the weapons that are most common in the game. The Weapons Chart refers to the weapon name, followed by the damage value, average cost, and the availability of the weapon.

Again, the damage of a weapon can vary slightly and the price will often vary depending on availability and demand for the item. If a town only has one Long Sword, the cost could go up if a few people want to buy a Long Sword.

The availability section shows common availability, but remember, some towns might carry a rare item and another may not have an item that is considered available.

AVAILABILITY

On the Weapons Chart, there is an availability code. The following describes their meanings.

Always Available (AA)

These items are very common such as a club; you can find a club in most places. Or, you could use another item as a club, perhaps a chair or a log.

Readily Available (RA)

Most towns will carry these items. They are commonplace and if one store does not have them, the one down the street probably does.

Available (A)

These are items that most weapon vender's carry. If they do not have it, then they can get one within a few days to a week.

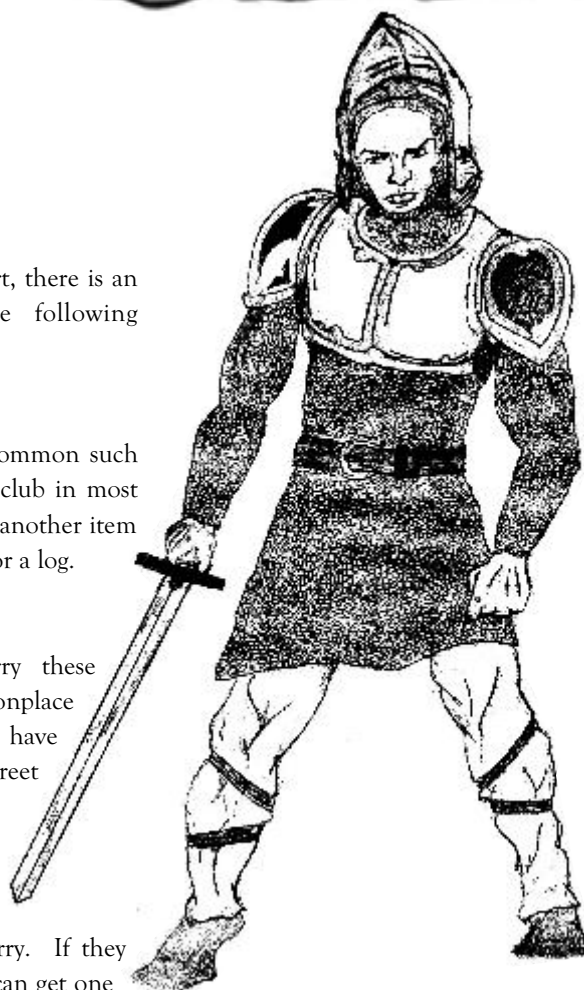
Rare (R)

These items can be found at specialty shops. Rare items can be crafted, but may take a few weeks. These items could be illegal to carry in some towns and villages.

Exceptionally Rare (ER)

These items would not be made locally but would usually come from across the sea from places like Damascus, Byzantium, or other exotic places you have only heard of in stories!

Most towns consider these items illegal because they are more than likely military issue or simply because they fear them.



RANGES

All of the missile weapons have ranges; Short, Medium, and Long. This does not factor damage, the damage is determined by the projectile and is indicated on the Weapons Chart.

RANGES			
Item	Short	Medium	Long
Recurve	2-300 ft.	301-500 ft.	501-900 ft.
Light Crossbow	2-50 ft.	51-150 ft.	151-500 ft.
Heavy Crossbow	2-100 ft.	101-300 ft.	301-1000 ft.
Long Bow	2-200 ft.	201-400 ft.	401-800 ft.
Short Bow	2-50 ft.	51-150 ft.	151-300 ft.
Sling	5-60 ft.	61-100 ft.	101-150 ft.
Spear	5-30 ft.	31-50 ft.	51-70 ft.
Throwing Axe	5-20 ft.	21-30 ft.	31-50 ft.
Throwing Knife	5-15 ft.	16-20 ft.	21-30 ft.

For all short-range shots, there is no difficulty modifier. For Medium, there is a -2 applied to the roll to hit. For all long-range-shots, there is a -5 applied to the roll to hit.

SHIELDS & ARMOR

There are different kinds of armor that characters can wear. When a character dons armor and is hit wearing that armor, the armor will absorb some or all of the attack. This is known as the HP Absorption. The HP Absorption of a piece of armor will absorb as many HP as indicated, per successful attack. The number in parentheses is the amount of HP the piece of armor can sustain until it is useless.

The various armors also have an Attack Modifier for the wearer. So, even though the armor is good against attack, it also has a hindrance value to the wearer. If a 20+ is rolled there is no need to apply the Attack Modifier, this is just another advantage of rolling a Critical Success.

Unarmored areas of the body do not gain the benefit from armor worn on another part of the body.

EXAMPLE: Al is fighting an Astorath that has a Proficient (2d10) melee skill and a long sword to attack with. Al has a battle axe and is wearing chainmail armor. The Astorath attacks Al generating an Average result. Al attacks and rolls 9, -2 for wearing armor, 7 (Marginal Result) Al is struck by the demon. The GS generates the damage for the demon, 4. Al's chainmail armor absorbs 3 points of damage, Al sustains 1 point of damage.

SHIELDS AND COMBAT

When a PC fights with a shield, they can only use one-handed weapons. For example, a PC using a Halberd must put down the shield in order to use the Halberd.

WEAPONS LIST

Item		Min. STR	Dam Value	Cost	Avail
Piercing/Slashing					
Bastard Sword	One-handed	Sta.	4	20 gp.	R
	Two-handed*	Pro.	6		
Battle Axe	One-handed	Sta.	4	12 gp.	R
	Two-handed*	Pro.	6		
Broad Sword		Sta.	4	15 gp.	A
Cat of Nine Tails		Sta.	2	8 sp.	A
Dagger		Nov.	1	3 sp.	RA
Dirk		Nov.	2	1 gp.	R
Hand Axe		Nov.	2	5 sp.	RA
Katana	One-handed	Sta.	5	150 gp.	ER
	Two-handed*	Sta.	6		
Knife		Nov.	1	1 sp.	AA
Lance***		Pro.	10	12 gp.	R
Long Sword		Sta.	4	7 gp.	A
Roman Gladius		Nov.	3	8 gp.	R
Rapier		Nov.	5	22 gp.	R
Scimitar		Sta.	4	70 gp.	ER
Short Sword		Nov.	3	5 gp.	A
Whip		Nov.	1	2 sp.	RA
Bludgeoning					
Club		Sta.	2	4 sp.	AA
Flail		Sta.	4	5 gp.	R
Mace		Sta.	4	7 gp.	A
Quarter Staff	One-handed	Nov.	2	2 sp.	AA
	Two-handed*	Nov.	3		
War Hammer		Sta.	3	6 gp.	A
Missile Weapons					
Bow (Recurve)		Pro.	Arrow Dam.	100 gp.	ER
Crossbow (Light)*		Nov.	Bolt Dam.	15 gp.	R
Crossbow (Heavy)*		Nov.	Bolt Dam.	20 gp.	R
Long Bow		Sta.	Arrow Dam.	10 gp.	R
Short Bow		Nov.	Arrow Dam.	3 gp.	RA
Sling **		Nov.	2	2 sp.	RA
Spear	One-handed	Sta.	3	2 gp.	RA
	Two-handed*	Sta.	4		
Throwing Axe**		Sta.	2	2 gp.	R
Throwing Knife		Nov.	2	1 gp.	R
Arrow (Average)		n/a	2	5 cp. ea.	RA
Arrow (Well Made)		n/a	3	1 sp. ea.	A
Arrow (Armor Piercing)		n/a	4	3 sp. ea.	R
Crossbow Bolt (Light)		n/a	3	3 sp. ea.	R
Crossbow Bolt (Heavy)		n/a	5	5 sp. ea.	R
Longbow Arrow (Average)		n/a	3	2 sp. ea.	R
Longbow Arrow (Well Made)		n/a	4	8 sp. ea.	R
Two-Handed Weapons					
Axe*		Sta.	3	8 sp.	RA
Bec de Corbin*		Sta.	5	12 gp.	R
Halberd*		Pro.	7	25 gp.	R
Two-Handed Sword*		Pro.	6	20 gp.	R

...and each of the builders wore his sword at his side as he worked. But the man who sounded the trumpet stayed with me. -Nehemiah 4:18

Broken links are scattered by the 3 points of damage that the armor absorbed. Out of the 18 points of damage that the armor can absorb, it now has 15 points left. Once the armor reaches 0 it becomes useless.

It is now the next round. Al will be rolling with a -2 to his melee skill again because of his armor. Al rolls and gets a 14. Al suffers a -2 penalty for wearing the chainmail, the Average result is knocked down to a Marginal. The demon attacks and generates a result of Failure. Al slices in to the scaly skin of the demon with his trusty battle axe.

Attack modifiers are cumulative. A character wearing plate mail armor and carrying a medium shield has a total -4 attack modifier. Hit Point absorption is also cumulative. A character wearing leather armor, gauntlets and carrying a medium shield would have a total of 4 points of HP absorption when sustaining damage, with a combined maximum of 27 HPs that the armor can absorb.

TYPES OF WEAPONS

The following are categories of weapons that we will explore: Piercing/Slashing, Bludgeoning, Missile, and Two-Handed.

Piercing/Slashing

Piercing/Slashing are bladed weapons such as swords, knives, and axes. Any variations of these are considered a Piercing/Slashing weapon.

Bludgeoning

Refers to non-edged/blunt weapons such as clubs, hammers, etc.. Almost anything can be used as a bludgeoning weapon, even a chair or a good size rock.

Missile

Any weapon that can be launched or thrown, including bow arrows, crossbow bolts, throwing knives, etc..

Two-Handed

Any weapon that requires two hands to wield.

Note: Weapons marked with a (*), require BOTH hands to use. They cannot be used with a shield, or while on horseback.

Missile weapons marked with (**), can be used while holding a shield. The Lance (***) may be used with a shield of medium size or below. It can only do full damage when a character is mounted and charging.

The minimum STR column in the Weapons List states the minimum STR needed to wield such a weapon. For every QM below the minimum, the character will be penalized -2 when rolling to use that weapon.

EXAMPLE: Gort has a STR QM of Novice and wants to wield a Scimitar. The stated minimum STR for wielding a Scimitar is a STR QM of Standard. When Gort wields the Scimitar he will have a -2 to his roll.

WEAPON DESCRIPTIONS

PIERCING/SLASHING

Bastard Sword This weapon is almost large enough to be a two-handed sword. Warriors often use this sword both two-handed, and one-handed making it very versatile. Blade length 37"x2¼", overall length 47½", 6 lbs.

Battle Axe The battle axe is designed for war. With a larger blade than a regular chopping axe, this makes for a very deadly weapon. Blade and overall length and weight will vary, 6 lbs.

Broad Sword The broad sword has a thicker blade than most swords that tapers off toward the tip, making for

excellent balance and precision. Blade length 36"x2¼", overall length 43½", 5 lbs.

Cat of Nine tails A chord of whips laced with metal spikes and weighted at the end of each tail delivering a flesh ripping strike. Overall length 36", 2 lbs.

Dagger This lethal weapon is used quite often as a parrying weapon. The ambidextrous warrior will parry with the dagger, and then thrust his long sword into the unsuspecting enemy. Blade length 9"x1¼", overall length 14", 1 lbs.

Dirk A small blade with and ornate grip and sheath. Blade length 10"x1", overall length 16", 1.5 lbs.

Hand Axe This is a one-handed axe weighing 3 lbs.

Katana A very rare and exceptional find is the Katana. In making this sword, the crafter would fold the steel over four times more than a regular sword, making this oriental sword both lethal and durable in battle. Blade length 29"x2¼", overall 36½", 3 lbs. (If a character rolls Critical Failure, this weapon will not break.)



Knife A common blade used for cooking and carving. Blade length 4"x½", overall length 8", less than one pound.

Lance A long shaft weapon with either a blunted and capped tip, to use in tournaments or a spear-like tip for battle. Overall length about 12 ft. and weight varies based upon construction and intended use. Average weight 10 lbs.

Long Sword A common war sword. Very plain looking, but efficient. Blade length 27"x 2", overall length 38", 2.5-4 lbs.

Roman Gladius The Roman Gladius is a sword that has been used in war for more than 1,000 years. A short sword with an acute triangle point. Excellent for piercing and slashing. Blade length 21½"x2½", overall length 28", 3 lbs.

Rapier Usually an ornate sword, however plain rapiers are not uncommon. A very light and accurate sword. Blade length 32" x 1¼", overall length 38", 2 lbs.

Scimitar A deeply curved slashing

blade that is typical of the Middle East. Blade length 30½"x 2½", overall length 37", 4 lbs.

Short Sword A sword that is light and quickly drawn. Blade length 18"x 1¼", overall length 25", 2 lbs.

Whip A braided leather strip that can be used for animal taming as well as inflicting pain. Overall length 18-12 feet long, 2 lbs.

BLUDGEONING

Club This weapon is easy to find; often a broken tree branch can suffice to be a club. Clubs can also be carved and balanced to perfection. Average weight 3 lbs.

Flail This weapon has a wood or metal handle about 15" long. At the end of the pole is a 10-12 inch chain that is connected to a spiked, iron ball. Weighs 3 lbs.

Mace This weapon is very deadly. The steel head is spiked or flanged with a steel or wooden handle from 15-24 inches long and weighing 4 to 8 lbs.

Quarter Staff This is a weapon that doubles as a walking staff. Some wielders dress their staves with carvings or inlaid bits of glass or jewels. Basically, this is a wooden pole. Weighs 4 lbs.

War Hammer A well-crafted hammer, blunt on one side with a vicious curved-spike on the other that can deliver a blow not soon to be forgotten. Weighing about 5 lbs.

MISSILE WEAPONS

Recurve Bow A bow that is very rare because of its complexity. It is constructed from horn or steel. Weighs 6 lbs.

Light Crossbow An accurate and deadly crossbow of simple, yet sturdy construction. Weighs 4 lbs.

Heavy Crossbow A larger crossbow that is readied by a set of pulleys and cranks. Delivers a deadly shot at greater ranges. Weighs 8 lbs.

Long Bow Shoots arrows longer distances with greater penetrating power than a short bow. These bows are usually made to a person's height and strength requirements for a perfect balance; but can be bought as-is. Off-the-shelf long bows can be more difficult to use and the user may take a long time to become accustomed to one. Weighs 3 lbs.

Short Bow An average bow weighing 2 lbs.

Sling** This weapon is made of a strip of leather. The center has a larger area to cradle a small bullet or stone. The ends of the weapon are brought together and swung above the head. Once range is determined, and momentum gained, one of the ends of the strap is released to fling the projectile at the intended target. Weighs less than one pound.

Spear A long pole with a metal bladed point. Can be used one-handed, over arm or under arm, in a thrusting fashion, with a shield, or two handed. Overall length 6-8 ft, 6 lbs.

Throwing Axe** This weapon is similar to the Hand Axe, but is better balanced so that it can be thrown at a target with accuracy, 2 lbs.

ARMOR				
Type	HP Absorption	Attack Mod.	Cost	Avail.
Body Armor				
Leather	1 (8)	0	50 gp.	A
Scale	2 (14)	-1	100 gp.	R
Chainmail	3 (18)	-2	175 gp.	R
Plate-mail	4 (25)	-3	300 gp.	ER
Full Plate	5 (32)	-5	900 gp.	ER
Shields				
Small	1 (7)	0	7 gp.	A
Medium	2 (14)	-1	15 gp.	R
Large	3 (20)	-2	25 gp.	R
Other				
Gauntlets	1 (5)	0	3 gp.	R
Helm	1 (4)	0	5 gp.	R
Great Helm	2 (12)	-3	10 gp.	R
Bascinet	2 (10)	-2	35 gp.	ER

Throwing Knife Plain but well balanced knives designed to be thrown. Blade length 7"x1", overall length 10½", less than one pound.

TWO-HANDED WEAPONS

Axe* This is the average farmer's blade used to split wood. Length 36", 5 lbs.

Bec de Corbin* This weapon is a large war hammer with a spiked top on a wooden shaft.. Overall length 60", 8 lbs.

Halberd* The Halberd comes in many different shapes. A big, heavy blade securely attached to a hard, wooden pole. Overall length 72-84", 10-15 lbs.

Two-Handed Sword* Literally, a sword that requires two hands to wield. It is very sharp, heavy, and deadly. Can be used to pierce as well as slash and swing. Overall length 60+", 8-10 lbs.

ARMOR DESCRIPTIONS

BODY ARMOR

Leather This type of armor covers the torso, and most of the upper legs and upper arms with thick leather. This type of armor can be a thick hide. Helms, Great Helms, and Gauntlets can be worn. Weighs about 15 lbs.

Scale This armor is composed of scales of metal attached to leather or heavy felt backing. Covers as the Leather armor. Helms, Great Helms and Gauntlets can be worn. Weighs about 30 lbs.

Chainmail An armor made with small metal circles that cover most of the body, as does the Leather Armor. Often chain mail is a shirt with hood

and comes with pants. Warriors can wear all Helmets and Gauntlets with Chainmail. Weighs about 40 lbs.

Plate-mail This common armor of knights consists of sheets of molded metal that fasten to each other to provide flexible protection. The most common pieces of plate-mail are the breastplate and the armor on the shins and upper arms. Under all of this is a full suit of Chainmail. Purchasing a suit of Plate-mail often includes Gauntlets and a Great Helm, which add to its protection modifiers. A character may purchase the suit with a Basicnet instead of the Great Helm for an additional 25 gp. Weighs about 45 lbs.

Full Plate A rare and very expensive armor. It takes many weeks to construct and is custom fit to the purchaser. Purchase of Full Plate includes Gauntlets and a Bascinet in its price and adds to its protection modifiers. The Chainmail covers the neck, shoulders, lower arms, groin and seat, and the legs underneath the plate. The feet are covered with steel or Chainmail as well. A padded lining is worn under this armor. Weighs about 50 lbs.

SHIELDS

Small Also known as the buckler, this shield offers a minimum of protection and defense. Weighs 5 lbs.

Medium This shield covers most of the upper body. The medium shield handles very well in hand-to-hand combat. Weighs 10 lbs.

Large This is a great shield against projectile attacks and is good while mounted. Provides protection from knees to shoulders. Weighs 15 lbs.

OTHER

Gauntlets These are heavy armor for hands. Gauntlets are leather gloves

EQUIPMENT	
Clothing	Cost
Common, one outfit	5 cp
Middle-Class, whole outfit	3 sp
Upper-Class, whole outfit	5 sp
Royalty, whole outfit	10 gp
Gloves	2 cp
Boots	3 sp
Hat	1 sp
Belt	2 cp
Backpack	1 sp
Housing	
Inn, Common, Single night	2 sp
Inn, Fine, Single night	1-5 gp
Consumables	
Meal, Common	8 cp
Meal, Fine	2-5 sp
Wine, Common, per glass	2 cp
Wine, Fine, per glass	1-5 gp
Ale/Beer	1 cp
Travel	
Row Boat	10-15 gp
Sailing Ship	500-5000 gp
Horse, riding	30+ gp
Horse, war	175+ gp
Donkey	15 gp
Wagon	35 gp
Other	
Torch	2 cp
Lantern	6 cp
Flint/Steele	4 cp
Bedroll	6 cp
Blanket	3 cp
Rope 50'	1 sp

covered with Chainmail, or with plate on the tops of the hands and fingers. Both covering about 3-4" of the wrist.

Helm The helm comes in many different shapes and sizes. This armor covers the head and either the sides of the face, or may only have a nasal bar over the nose. Weighs about one pound.

Great Helm This helm encloses the entire head in a cylinder, with narrow vision slits and air-holes over the lower face. It restricts vision and hearing and can be stifling; but offers good protection at a good price. Weighs about 4 lbs.

*He has prepared his deadly weapons;
he makes ready his flaming arrows.
-Psalms 7:13*

MONEY CHART

Platinum	Gold	Silver	Copper
1 pp	1 gp	1 sp	1 cp
5 gp	10 sp	10 cp	X
50 sp	100 cp	X	X
500 cp	X	X	X

Bascinet Visored helms. Closed, they have many of the restrictions of the Great Helm, but with less weight and the visor can be raised. Weighs about 3 lbs.

EQUIPMENT

Like weapons, a character's equipment varies from purchase to purchase and town to town. Some things are crafted well, others are not. Here is a compiled list of generic items that a PC might need or want.

Included are prices for lodging and other accommodations as well.

As with the weapons list, this list is not exhaustive. There are obviously many other items out there. Use

these items to cross reference for pricing your other items.

Note: We are not advocating alcoholism by giving prices for ale, beer, and wine. In medieval times, Fermented drinks were often healthier to consume than the polluted city water.

MONEY

Each player will begin with the amount of money specified for their character Calling. The different

monetary amounts used in the game are listed here from greatest amount to least amount; Platinum piece (pp), Gold piece (gp), Silver piece (sp), Copper piece (cp), and barter (not a monetary form, but are items or livestock and these are used for trading goods).

The Money Chart here shows the breakdown of currency worth. Some nations will devalue another nation's coinage, while other nations will regard the same coin as more valuable. Most of the time it depends on the merchant or tax collector.



CHAPTER 12

TRAVEL

There will be times in your adventures that your characters will have to travel long distances. Detailed in this chapter are the rules for such journeys.

OVERLAND TRAVEL

A normal day of travel is 8 hours long. Every 4 hours of travel a character must make an endurance check for fatigue effects. The Travel Speed and Distance Chart shows the rates of speed that characters can travel in one day. A character's Strength QM determines distance and speed. Walking Speed is the character's base rate of speed on easy terrain. A group can only travel as fast as its slowest member.

The different terrain types are:

Easy

Paved or maintained roads and walkways. Smooth level ground.

Moderate

Dirt roads and trails. Some ruts and/or rocks obstruct the path. Gradual degrees of inclines and declines.

Rough

Heavily rutted or rocky areas. Swamps, marshes and bogs. Steep mountains and hills. Snow and mud.

Very Rough

Very steep mountains and/or cliffs. Large boulders or fissures. Deep snow or mud.

TRAVEL MODIFIERS

Race

Dwarf	+1 mile per day
Elf	+3 miles per day
Half-Elf	+1.5 miles per day
Halfling	-3 miles per day
Man	None

Riding Horse

Easy	26 miles per day
Moderate	24 miles per day
Rough	10 miles per day
Very Rough	Not Possible

Riding in a Horse-Drawn Wagon

Easy	20 miles per day
Moderate	17 miles per day
Rough	4 miles per day (or slower)
Very Rough	Not Possible

Weather

Warm	No Modifier
Cool	No Modifier
Cold	-1 miles per day
Rain	-1 miles per day
Blistering Hot	-2 miles per day
Snow	-5 miles per day
Sub Zero Temp.	-8 miles per day

Encumbrance

Light	No Modifier
Average	No Modifier
Heavy	-4 miles per day
Very Heavy	-7 miles per day

WATER TRAVEL

Characters can usually travel longer distances per day on water because a ship cannot fatigue and does not have to stop to rest. The only factors that would be comparable to fatigue would be maintenance and repair of a vessel, some of which can be taken care of while the ship is underway.

The Water Speed Chart shows the distance that a water vessel can travel in one day (24 hours). Compare the Size of the Vessel to the Aquatic Nature to determine the maximum distance that can be traveled. The four different Aquatic Natures are:

Perfect

The ideal sailing conditions, the wind and water current are optimal. No unpleasant weather.

Moderate

Either the wind or the current is slowing the speed of the vessel. Mild weather.

Rough

Both wind and current are hindering the flow of the vessel. Weather is causing the waves and current to be more than unfavorable. Large swells cause the vessel to dip low and raise high on the waters. For smaller vessels, raging river rapids.

Violent

Most sailors consider these waters suicidal. Only the bravest and most seasoned mariners can make any advancement toward their destination.



TRAVEL SPEED Strength QM	Walking Speed (mph)	Terrain (miles per day)			
		Easy	Moderate	Rough	V. Rough
Unskilled	0.75	6	4	2	0.5
Novice	1.25	10	8	6	3.5
Standard	1.75	14	11.5	7	4
Proficient	2.0	16	12	8	5
Specialized	2.25	18	13.5	10	6
Master	2.5	20	15	12	6.5
Grand Master	3	24	18	13	7

WATER SPEED Size of Vessel	(mph)	Aquatic Nature (miles per day)			
		Perfect	Moderate	Rough	Violent
Large Ship	3.5	84	63	42	7
Medium	2.75	66	49.5	33	5
Small	1.75	42	31.5	21	2
Row Boat	1	24	11	8	Not Possible
Raft	0.5	12	6	4	Not Possible
Swim	0.75	2.25 (3 hrs.)	1.5	Water Speed	Not Possible

SPIRITUAL RULES

CHAPTER 13

PREACHING THE GOSPEL

ROLEPLAYING

Roleplaying is a large part of a roleplaying game. Roleplaying involves a lot of improvisation. How well the PCs act as their characters will often determine how much fun the gaming session will be.

PCs will most definitely come in contact with other characters (NPCs), and will have to interact with them. As a GS you will control and act out all the NPCs. You must be flexible and inventive as you will have to take on quite a few different roles.

The majority of the dialogue that the PCs will have with NPCs will be acted out. However, when the PCs preach the Gospel, they will have to make a roll to see the result. This result will be mixed in with them acting out what their character is saying in dialogue.

PREACHING THE GOSPEL

Since God has specifically told us in His Word to preach the Gospel, a PC should make it a way of life to preach the Gospel and bring people into the saving knowledge of Jesus Christ. When a PC encounters an opportunity to preach the Gospel, you must determine what the NPC's alignment is towards the Gospel.

GOSPEL ALIGNMENTS

Enemy

Enemies are the extreme zealots that would do just about anything to see Christianity destroyed, even if they have to die in the process. These people have such hatred toward Christianity that they think up new ways to hurt the Christian community. They may have been hurt very badly in the past by a "Christian".

Hostile

Hostile people are just waiting for the right time to harm a Christian. They hate Christians with a passion and hate everything about Christianity and what it represents but, when push comes to shove, they will not die for their beliefs.



GOSPEL CHART

Alignment	Success Result					
	C. Fail	Fail	Marginal	Average	Exceptional	C. Success
Believer	n/a	n/a	n/a	n/a	n/a	n/a
Supporter	Neutral	Supporter	Believer	Believer	Believer	Believer
Acquainted	Indifferent	Acquainted	Supporter	Believer	Believer	Believer
Neutral	Hostile	Neutral	Acquainted	Supporter	Believer	Believer
Indifferent	Enemy	Indifferent	Neutral	Acquainted	Supporter	Believer
Hostile	Enemy	Hostile	Indifferent	Neutral	Acquainted	Supporter
Enemy	Enemy	Enemy	Hostile	Indifferent	Neutral	Acquainted

Indifferent

Indifferent people may have been offended by a "Christian" in the past. Deep down they know that there is something right about the Christian faith. However, they have been so scarred in some way, that they have never given the gospel a second thought.

Neutral

Neutral people are content to allow everyone else to choose sides, but they will not. They would rather keep their options open. One day they may side with believers because a certain teaching seems "right" or may benefit them, the next day they dismiss believers as "nuts".

Acquainted

Acquainted people have heard of Christianity and they know a little about Jesus. Acquainted people may have even gone to church at one time or another.

Supporter

Supporters know of Jesus and they go to church anywhere from once a year to every Sunday. They have probably made a profession of faith in Christ, but they have not put their lives

totally in the Lord's hands. Supporters know of Jesus, but they do not know Jesus personally.

Believer

Believers are people who have made the commitment to do anything and everything for the sake of Jesus Christ. They have repented from their evil ways and have established a relationship with the Lord. Their passion is for God. They are unshakable in their faith and love of the Lord. They would die for Jesus and most of all, they live for Him everyday.

PREACH IT!

Whether he succeeds or not, each time a PC preaches the gospel he gains 1 FP. If the NPC is converted, the PC will gain an additional 1 FP

If the PC does not gain the desired result after rolling, he can make another attempt; this is called "pushing the subject." When pushing the subject, the Preach Gospel roll has a -3 modifier. If the PC rolls and ends up getting a lower alignment after pushing the subject, then that PC cannot reach that NPC. However, a different PC can try at another time. If the alignment stays the same, then the PC can try again on the next game day. A PC can only make two attempts at preaching the Gospel per day, per NPC.

Preaching the Gospel is obviously important and should be encouraged often by the GS. Each PC should make an attempt to preach the Gospel

once in every session if the circumstances allow. That is, if they come in contact with a human NPC (they could be stuck in a dungeon or trapped in a building or something). One way to encourage preaching is to state that one of the PCs feel that God is prompting them to tell someone the Gospel.

When the PCs preach the Gospel, keep the result a secret and have the player actually roleplay it out (this is good practice for real life situations). You as the GS must learn how to improvise the NPC's reactions depending on the rolled result; their reactions can vary greatly.

USING THE GOSPEL CHART

Whenever a PC wants to preach the Gospel to a NPC, you will use the Preach Gospel Chart to measure their success. First you must determine the NPC's alignment toward the Gospel (Hostile, Neutral, Supporter, etc.). Once you have determined the alignment of the NPC, you will have the PC roll for a result using his Preach Gospel/Evangelism Skill. Cross the Alignment with the Success Result to generate the outcome. Obviously the result you want is Believer.

RESISTING THE GOSPEL

When the PC has preached the Gospel, the NPC will then roll to resist the Gospel. He will use his base SPI for the roll. Whatever the result is will either hinder or help the overall outcome of him receiving the Gospel

Preach the Word; be prepared in season and out of season; correct, rebuke and encourage with great patience and careful instruction.

-2 Timothy 4:2

message.

If the resist result is greater than the roll to preach the Gospel, then the result goes down one level. If the resist result is less than the roll to preach the Gospel, then the result goes up one level. If the resist result is the same, then the result stays the same.

EXAMPLE: Al is preaching the Gospel to an NPC that has an alignment of Acquainted. Al rolls his Preach Gospel, which has a QM of Specialist 2d12. Al rolls and gains a result of Marginal. The NPC resists the Gospel and rolls his SPI, which has a QM of Standard, which is 2d8. The NPC rolls for his result and gets Failure. Al's result is pushed up to Average. Which means that the NPC's alignment towards the Gospel has gone up to Believer!

If the NPC's roll had been greater than Al's, then the result would have gone down to Failure. This would have meant that the NPC would have stayed the same, Acquainted.

PREACHING THE GOSPEL

EFFECTIVELY

In order to gain the desired effects for preaching the Gospel, the player should follow the four steps below (this is where you as the GS can disciple your PCs). The four steps are:

Relate Start the conversation with a cordial hello, talk about the weather, etc.

Create Move from the natural to the spiritual with an appropriate inoffensive question.

He said to them, "Go into all the world and preach the good news to all creation."

-Mark 16:15-18



NPC: Who hasn't? I saw a few of them just the other day.

PC: Have you had a Christian background?

NPC: Well, yes. I use to go to a church when I was a young boy.

PC: What about now?

NPC: I don't go much any more; I think I do just as well with it as I do without it.

PC: Do you see your own need for God's forgiveness?

NPC: No, not really.

PC: Do you think that you are a good person?

NPC: Sure, I would consider myself to be a good person.

PC: Lets look at God's standard and see if you are a good person by the Ten Commandments.

NPC: Okay, go ahead.

Convict

(This is where the PC would roll for Preach Gospel.)

PC: Have you ever told a lie? (9th Commandment)

Convict Use the Ten Commandments to bring knowledge of sin (look at Psalm 19:7, Romans 7:7, Galatians 3:24).

Reveal Tell them the good news about Jesus Christ. The following is an example of how this can be done.

Relate
GS: The storekeeper peeks over the counter at you and says:
NPC (played by GS): Good morrow, what can I do for you?
PC: I am looking for a sharpening stone.
NPC: Ah yes, I have one right here.
GS: The storekeeper hands it to you.
PC: I'll take it.
NPC: Great, that will be two copper pieces.

Create
PC: Have you heard of the Knights of the Realm?

NPC: Yes, I have.

PC: What is a person called when he tells a lie?

NPC: A sinner.

PC: More specifically.

NPC: (pauses for a moment) A liar.

PC: Have you ever stolen anything? (8th Commandment)

NPC: Well... (head lowers) yes, I have.

PC: What is a person called when he steals something?

NPC: (swallows nervously) A thief.

PC: Jesus said that if you look at a woman in lust, you have committed adultery with her in your heart. Have you ever done that? (7th Commandment)

NPC: (sadly) Many times.

PC: So by your own admission; you are a lying, thieving, adulterer at heart. On the Day of Judgment when God brings all these things to light, will you be innocent or guilty?

NPC: (quietly) Guilty.

PC: Do you think you will go to heaven or hell?

NPC: I think that I will go to heaven.

PC: (with love and sincerity) Why do you think that?

NPC: Because God is a good God. He would not send me to hell.

PC: Try that with the local magistrate. Say that you have been arrested for stealing something of great value. You stand before the judge knowing that he is a good judge. He asks you "do you have anything to say before I pass sentence?" You say "Yes... I believe that you are a good judge and because of your goodness I think that you will let me go." The judge will then say to you "you're right about one thing, I am a good judge and because of my goodness I am going to make sure that justice is done." How much more will God then punish those who disobey Him?! So knowing this, will you end up in heaven or hell?

NPC: (pauses for a moment) ...h..Hell.

PC: Does that concern you?

NPC: Yes, very much.

PC: Now in the court of law, justice needs to be done and someone needs to pay the fine for the crime, right?

NPC: Right.

Reveal

PC: Jesus Christ came and paid your fine on a cross. He was the payment for your sins and it was His blood that was shed for you for the remission of the sins you have committed. God commended His love towards us in that while we were yet sinners Christ died for us. Now God commands everyone to repent and put their trust into Jesus Christ.

NPC: Wow! I've never heard it quite like that.

PC: Well, it's true. At what age do you think you will die?

NPC: Hopefully at 65 or 70.

PC: But you could die tonight, couldn't you?

NPC: Yes.

PC: So shouldn't you make peace with God today?

NPC: Yes.

PC: Find a quiet place, get on your knees, and say "forgive me God I am a sinner." Confess your sins to him and say, "I give my life to you, make me who you want me to be." Find a fellowship of believers and join them, seek after God everyday and obey Him, God will never let you down. Thank you for listening to me!

OPEN-AIR PREACHING

Open air preaching is done in a very similar fashion to one-on-one preaching. The difference in preaching to a crowd is that the result will be a percentage of the crowd accepting the Gospel.

When preaching to crowds, the PC will use the skill of Evangelism. The GS will use the Preach Gospel Chart to determine the effect of the preaching. Use a base of Standard 2d8 for the SPI of the crowd (adjust this when necessary) and have the PC generate a result using the Evangelism Skill. The GS will determine the alignment of the crowd. Have the PC generate his result. Now roll for the crowd to resist the gospel. If the PC generates a result of Believer, then the GS will roll for a percentage (roll percentile dice) to see how many repent and put their trust in Jesus. Always round up with these results.

EXAMPLE: If you have 15 people listening to the PC, and the PC gains a result of Believer, then you as a GS would roll percentile. You end up getting a 45%, which translates to 6.75 people, so round up, and you get 7 people that become true believers. (Note: others in the crowd may claim that they believe in Christ, but there are only 7 true converts.) You may want to add one to two converts for every 10 true converts when you describe what is going on to the PCs. (We are not saying every time there are 10 people that give their life to Jesus, that there are one or two people that are false, but this does happen.)

MIRACLES AND THE GOSPEL

Miracles, often times, are either a stamp of authority on the Gospel message, or they are a drawing mechanism to gather people who need to hear the Gospel. When preaching the Gospel, focus should not be put on miracles themselves or on the person performing the miracle (which in all actuality is not the person but is God). Miracles should be used to lift up the name of Jesus, so that many will come to know Him.

The PC can use healing Rhema (see Chapter 14), Gifts of the Spirit, or Deliverance, etc., for miracles (See Chapter 10 on Deliverance). When a PC uses a miracle, healing, or deliverance, there is a +2 modifier to all Preach Gospel results; also a +1 for every miracle after the initial miracle to a maximum of +10 added to the roll.

LIST OF RHEMA

Level 1

Belt of Truth
 Boots of Peace
 Breastplate
 of Righteousness
 Diadem
 Fire
 God's Glory
 Helmet of Salvation
 Minor Healing
 None Righteous
 Redemption
 Salvation
 Saved
 Shield of Faith
 Shining Light
 Sure Footing
 Sword of the Spirit

Level 2

Disarmed
 Faith
 Faith Builder
 Falling Foes
 Fearful Enemy
 Fear Not
 Healing Virtue
 Intuitive
 Love
 Obedient Thoughts
 Pure Joy
 Rebuke
 Strongman
 Truth

Level 3

Away
 Bound
 Breath Of God
 Conversion
 Every Knee
 Heal Disease
 Lightning
 Loose
 Made Perfect
 Name
 Not Forsaken
 No Weapon
 Shall Prevail
 Stumbling Block
 Wave of Fire

Level 4

Angelic
 Armor of Light
 Binding the Strongman
 Breath of Fire
 Freedom
 Intestinal Distress
 Joy
 Overcome
 Rejuvenation
 Renewed
 Reverse
 Strength
 Unharmed

Level 5

Blast of Hope
 Confusion
 Double-Edged Sword
 Group Healing
 Guardian
 Hell-Bound
 Invisibility
 Pursuing Angel
 Rear Guard
 Rebuke II
 Take Action
 Victory

Level 6

Annihilation
 Bondage Breaker
 Bound II
 Fearless
 Full Armor
 Grace
 Hail and Confusion
 Loose II
 Tower
 Serpent Stick
 Triumphant
 War

Level 7 Miracles & Judgments

Boils
 Fountain
 Healing Miracle
 Pillar of Cloud & Fire
 Resurrection
 The Feast

CHAPTER 14

RHEMA

Ephesians 6:17b says "... and the sword of the Spirit, which is the word of God." Rhema is Greek for "word" in this scripture, which means utterance.

WORD: *The significance of rhema (as distinct from logos) is exemplified in the injunction to take "the sword of the Spirit, which is the word of God," Eph 6:17; here the reference is not to the whole Bible as such, but to the individual scripture which the Spirit brings to our remembrance for use in time of need, a prerequisite being the regular storing of the mind with Scripture (emphasis mine). (from Vine's Expository Dictionary of Biblical Words, Copyright (c)1985, Thomas Nelson Publishers)*

USING SCRIPTURE IN THE GAME

When a PC uses scripture, they are using what is called Rhema. There are many different scriptures that the PCs will be able to memorize. The PC must memorize his Rhema in order to use it during the course of a game. The more Rhema a PC knows, the more effective he will be in play. To get the benefit of a particular Rhema, the PC must recite the entire passage indicated.

The player must recite the scripture word for word without adding or leaving out any words. As stated earlier, the only Rhemas that a character is gifted with are those that are written on the back of his character sheet. A player can memorize scripture in whatever version that he is comfortable with (KJV, NKJV, ASV, NAS, NIV, etc.).

For example, to use the Disarmed Rhema, the player must recite the scripture indicated which is Colossians 2:15. The benefit of the Disarmed

Rhema: *All demons of wicked spirit or lower will be disarmed for one whole turn, once per encounter.*

CAN I USE

RHEMA

ON PEOPLE?

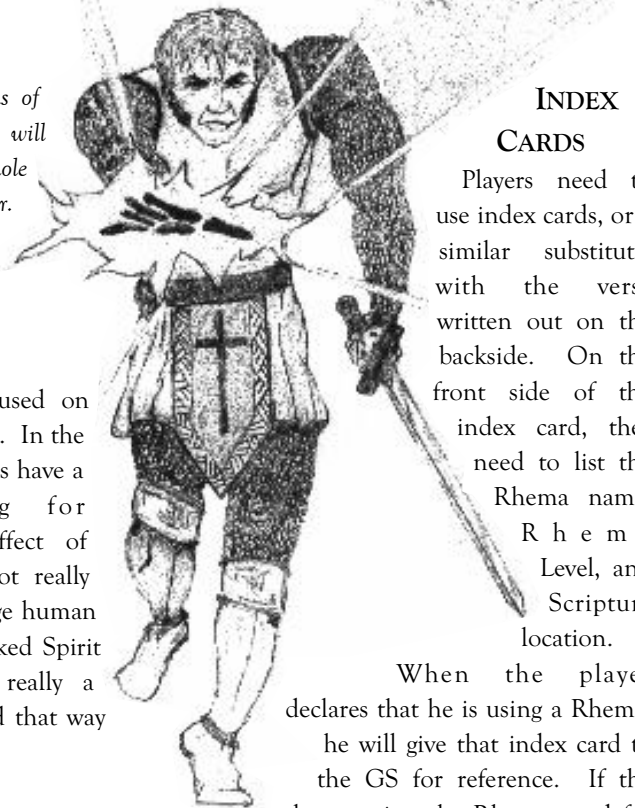
Rhema can be used on humans and animals. In the spiritual realm, NPCs have a demon ranking for determining the effect of Rhema; they are not really demons. The average human is considered a Wicked Spirit (again, he is not really a demon, he is ranked that way for game purposes).

RHEMA TYPES

There are two different types of Rhema: Enhancement Rhemas and Effect Rhemas.

Enhancement Rhemas generally give the PC a bonus to attribute or skill use. They can have other effects. An example of an Enhancement Rhema would be the first level Rhema Boots of Peace, +2 to all DEX rolls. (This gives a bonus to both DEX attribute rolls and DEX skill rolls.)

Effect Rhemas are generally a physical display of the Holy Spirit's power, though they can also have other effects. An example of an Effect Rhema would be the fourth level Rhema Breath of Fire, which causes orbs of blue flames to be hurled toward a foe.



INDEX CARDS

Players need to use index cards, or a similar substitute, with the verse written out on the backside. On the front side of the index card, they need to list the Rhema name, Rhema Level, and Scripture location.

When the player declares that he is using a Rhema, he will give that index card to the GS for reference. If the player recites the Rhema word for

word, then he reaps the described benefits. The only time the index cards should be facing up showing the verse is when the GS declares a time of memorization or the GS is using it as reference. At any other time the index cards will be face down with only the Rhema name and scripture reference showing (see memorizing the Word below).

If a PC gains access to a new Rhema during the course of an adventure session, that Rhema can be used as soon as it is memorized.

RHEMA LEVELS

Each Rhema has a level, the higher the level, the more powerful the Rhema. Each PC will start off at level one, meaning that he can use any level one Rhema that he has access to.

RHEMA IN COMBAT

In combat rounds, invoking a Rhema is limited to once per round plus the Level of the Rhema. If a character used the Fire Rhema in the first round (a first level Rhema), he would have to use something else the second round (physical attack or another Rhema), then he could use the Fire Rhema in the third round. Lightning is a Level 3 Rhema, he could use Lightning once in the first round, and then could not use it again until the fifth round.

Rhema is limited by it's Level in APR. In other words, if it's a Level 3 Rhema, and your APR is 5 or less, you can only use one per round. If your APR is 3, and you're using Level 1 Rhemas, you can use three that round. If your APR is 3 and you use a Level 2 Rhema, you can only use one that round. If the Rhema Level exceeds the PCs APR, all he can do that round is concentrate on invoking the Rhema. Don't forget the round plus Level limit for invoking the same Rhema again (above).

When a character invokes a Rhema he cannot move or defend until his next action. Invoking the power of God is a Holy action, done with Reverence and submissiveness to God. It takes all of the character's energy and concentration.

LOOKING UP RHEMA IN COMBAT

Rhema not committed to memory takes two combat rounds to look up. Which means that the PC cannot do anything else but look up the scripture for two rounds. Then on the third

Do not let this Book of the Law depart from your mouth; meditate on it day and night, so that you may be careful to do everything written in it. Then you will be prosperous and successful.

Joshua 1:8

round the Rhema can be recited with the normal benefit. If the PC is distracted or injured while looking up the Rhema he will have to start the process over again.

RHEMA BONUS IN ROUNDS

To help promote Rhema use during the game, the GS will give benefits to the PCs for attempting to use a Rhema, successfully or not. The GS will tell the PCs what they will benefit if they attempt to use a Rhema. Each combat round, the GS will roll on the Rhema Bonus Chart and generate a result, which will help the PCs during the game. The benefits range anywhere from a +1 to all actions in the following round to gaining 2 extra FPs. (See Chapter 10 for more info.)

GAINING NEW RHEMA

PCs have the Word of God at their disposal, but not every scripture that a player has memorized can be used as Rhema.

When a PC studies the scriptures in the morning, that PC has a 60% chance of gaining a new Rhema to use in play. Each PC should roll percentile dice every game day to see if he gains a new Rhema. If a PC rolls a 1 through 60, the PC will have to make a Revelation of Word roll and compare it to the New Rhema Chart.

EXAMPLE: Al has been studying the Word. After he is finished, he rolls his percentile dice to see if he can gain a new Rhema. He rolls a 17%, he now has a chance to gain a new Rhema. The GS then tells Al to roll his Revelation of Word Skill to see if he can gain a new 3rd level Rhema. The 3rd level Rhema has a difficulty of Average. If Al generates a result of Average or greater, he gains the new Rhema. If his result is below Average, then he will not gain the new Rhema.

A PC can only get new Rhema for the current Rhema level, or lower, as recorded on his character sheet.

NEW RHEMA CHART

Rhema Level	Difficulty
Level 1	Marginal
Level 2	Marginal
Level 3	Average
Level 4	Average
Level 5	Exceptional
Level 6	Exceptional
Level 7	Critical Success

EXAMPLE: If Al only has access to 2nd level Rhema, then the GS is not able to give him a 4th or 5th level Rhema. Only when a PC reaches a particular Rhema Level can he gain that level Rhema. Once the PC has gained a new Rhema, he can begin to memorize it for use at the proper time (see Memorizing the Word below). The GS will determine what Rhema a character will gain.

MEMORIZING THE WORD

There are specified times to allow the players to memorize scripture during a gaming session. Usually, during a game morning, the PCs should declare that they are spending time in the Word and praying. This will be the main time for the player to memorize scripture.

When the players declare that they are reading the Word and praying, tell them that they can memorize Rhema. Have the PCs flip over their index cards and give them approximately three minutes for memorizing the scriptures. After the time is up, tell them to turn their cards face down. All Rhema cards are to remain face down when they are not being used for memorization. Memorization time is the perfect catch-up opportunity for you as the GS. You can go over anything you might have forgotten about in the adventure or write down any last minute notes.

You can allow memorization at other times, but have these times be approximately one minute in length. Other times could be at meals or

before the PCs go to sleep.

Note: Of course, the players should use time away from the game to memorize Rhema. The scheduled memorization times during play should be used to review and refresh their memories.

ALL GLORY TO GOD

In the game, the Lord has allowed the Word of God (Rhema) to manifest. That is, the Word of God makes an appearance in the physical realm. Within the game, the Lord has allowed the Vortex to be opened, so that He could display His wonders through His people. Ultimately all the glory and praise would go to God. *"I am the LORD; that is my name! I will not give my glory to another or my praise to idols."* Isaiah 42:8. *"For my own sake, for my own sake, I do this. How can I let myself be defamed? I will not yield my glory to another."* Isaiah 48:11. It is for God's glory, not ours.

SINFUL USE OF RHEMA

There have been those throughout history that have used the gifts of God for personal gain and recognition. Often times their gifting has not been stripped from them (As the gifts and callings of God are irrevocable. Romans 11:29)

Using Rhema in an evil or sadistic way to gain wealth or power is always considered sin (see Chapter 16 for more information on the effects of sin).

RHEMA DESCRIPTIONS

Below are the descriptions of over 80 Rhemas. Each is described using the following layout.

Name Gives a depiction of the Rhema.

Type Describes whether the Rhema is an effect or enhancement. (See Using

F
R
O
N
T

Level 1
Fire
Heb. 12:29

Rhema Level

Rhema Name

Scripture Reference

B
A
C
K

*"For our God is a
consuming fire."*
Hebrews 12:29

Scripture

Rhema in Combat Rounds above.)

Range Indicates the maximum distance of the Rhema, usually described in feet. 'Self' refers to Rhemas that effect the user. 'Touch' refers to Rhemas that only take effect when touching another. 'Audible' refers to Rhemas that effect those that can hear the speaker.

Duration How long a Rhema lasts. Most combat type Rhema, such as 'Fire', have a value of 'immediate', signifying that it is very quick. Other durations are described in number of rounds, minutes, and hours. A duration of 'indefinite' refers to Rhema that will last until the effect is used up, such as the Rhema 'The Feast'. This also refers to Rhema that leaves a permanent effect, such as healing Rhema. However, with healing Rhema the character can be injured after the healing.

Result A description of what the Rhema does. *When a result states that an Attribute is effected (i.e. DEX), then both Attribute rolls and Skill rolls (Skills belonging to the same attribute category, i.e.*

melee, acrobatics, pick locks, etc.) are effected.

Scripture The actual Rhema to be memorized.

...and in the midst of the seven lampstands One like the Son of Man, clothed with a garment down to the feet and girded about the chest with a golden band. His head and hair were white like wool, as white as snow, and His eyes like a flame of fire; His feet were like fine brass, as if refined in a furnace, and His voice as the sound of many waters; He had in His right hand seven stars, out of His mouth went a sharp two-edged sword, and His countenance was like the sun shining in its strength.

-Revelation 1:13-16

LEVEL 1 RHEMA

BELT OF TRUTH

Type: Enhancement

Range: Self

Duration: 1 round

Result: Adds a +2 to all rolls pertaining to SPI, WIS, and PER.

Ephesians 6:14 "Stand firm then, with the belt of truth buckled around your waist, with the breastplate of righteousness in place."

BOOTS OF PEACE

Type: Enhancement

Range: Self

Duration: 1 round

Result: Adds +2 to all DEX rolls.

Ephesians 6:15 "and with your feet fitted with the readiness that comes from the gospel of peace."

BREASTPLATE OF RIGHTEOUSNESS

Type: Enhancement

Range: Self

Duration: 2 rounds

Result: All successful attacks from demons only cause 1/2 damage. Twice per encounter.

Ephesians 6:14 "Stand firm then, with the belt of truth buckled around your waist, with the breastplate of righteousness in place."

DIADEM

Type: Enhancement

Range: Self

Duration: 1 round

Result: Add +2 to all SPI rolls.

Revelation 2:10 "Do not be afraid of what you are about to suffer. I tell you, the devil will put some of you in prison to test you, and you will suffer persecution for ten days. Be faithful, even to the point of death, and I will give you the crown of life."

FIRE

Type: Effect

Range: 50 feet

Duration: Immediate

Result: Causes a ball of fire to come from the PC's weapon. Has a range of up to 50 ft. *Damage Value* 2. If the PC has no weapon then this Rhema will not work. The weapon can be as archaic as a rock.

Hebrews 12:29 "for our God is a consuming fire."

GOD'S GLORY

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives a +2 to result for preaching the Gospel to an NPC.

Romans 3:23 "for all have sinned and fall short of the glory of God."

HELMET OF SALVATION

Type: Enhancement

Range: Self

Duration: Next full round

Result: Cancels all damage for the next combat round. Once per encounter.

Ephesians 6:17 "Take the helmet of salvation and the sword of the Spirit, which is the word of God."

MINOR HEALING

Type: Effect

Range: Touch

Duration: Indefinite

Result: When the PC lays their hands on another they will heal 2 points of damage. Twice per day.

Isaiah 53:5c "and by his wounds we are healed."

NONE RIGHTEOUS

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives a +2 to results for preaching the Gospel to an NPC.

Romans 3:10 "As it is written: 'There is no one righteous, not even one.'"

REDEMPTION

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives the PC a +2 to the result for preaching the Gospel to an NPC.

Romans 5:8 "But God demonstrates His own love toward us, in that while we were yet sinners, Christ died for us."

SALVATION

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives a PC, who is preaching the gospel, an extra FP to use immediately for the purposes of preaching the Gospel to an NPC.

Romans 10:9 "that if you confess with your mouth "Jesus is Lord", and believe in your heart that God raised Him from the dead, you will be saved."

SAVED

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives a +2 to result for preaching the Gospel to an NPC.

Romans 10:13 "For whoever calls on the name of the LORD shall be saved."

SHIELD OF FAITH

Type: Effect

Range: Self

Duration: 1 round

Result: No projectile weapon can hurt the PC for one round. Only hand-to-hand attacks will cause damage to the PC.

Ephesians 6:16 "In addition to all this, take up the shield of faith, with which you can extinguish all the flaming arrows of the evil one."

SHINING LIGHT

Type: Effect

Range: 10 foot radius

Duration: 2 rounds

Result: Causes a blinding light to surround the PC. All demons within a 10' radius receive an automatic -2 to all rolls.

Matthew 5:16 "In the same way, let your light shine before men, that they may see your good deeds and praise your Father in heaven."

SURE FOOTING

Type: Enhancement

Range: Self

Duration: 5 rounds

Result: Gives PC a +2 for DEX when in quicksand and traveling through rough terrain.

Psalms 40:1-2 "I waited patiently for the LORD; He turned to me and heard my cry. He lifted me out of the slimy pit, out of the mud and mire; He set my feet on a rock and gave me a firm place to stand."

SWORD OF THE SPIRIT

Type: Enhancement

Range: Self

Duration: 1 round

Result: Adds +1 to the *Damage Value* for all weapon-based attacks.

Ephesians 6:17 "Take the helmet of salvation and the sword of the Spirit, which is the word of God."

LEVEL 2 RHEMA

DISARMED

Type: Effect

Range: 25 foot radius

Duration: Immediate

Result: All demons of wicked spirit or lower will be disarmed for one whole turn. Once per encounter.

Colossians 2:15 "And having disarmed the powers and authorities,

He made a public spectacle of them, triumphing over them by the cross."

FAITH

Type: Enhancement

Range: 25 foot radius

Duration: Indefinite

Result: Every PC in the party receives 2 additional FP. Can be used once per day.

Hebrews 11:1 "Now faith is being sure of what we hope for and certain of what we do not see."

FAITH BUILDER

Type: Enhancement

Range: Self

Duration: Encounter

Result: Adds a +2 to all SPI rolls for one encounter.

Jude 20 "But you, dear friends, build yourselves up in your most holy faith and pray in the Holy Spirit."

FALLING FOES

Type: Effect

Range: 20 foot radius

Duration: 1 round

Result: Causes up to 3 demons of Wicked Spirit or lower to make an automatic critical failure roll (see Critical Failure chart for result). Only effects demons that are attacking after the Rhema is recited, either in the second part of the current round or in the next round, whenever they attack next. Once per encounter.

Psalms 9:3 "When my enemies turn back, they shall fall and perish at Your presence."

FEARFUL ENEMY

Type: Effect

Range: 25 foot radius

Duration: 10 rounds

Result: Causes fear to come upon demons of World Ruler or lower. If the demon becomes fearful on the roll of the percentile dice, then the demon will flee. If the demon does not flee all their rolls are -3. World Ruler 10%

chance of fear, Wicked Spirit 40% chance of fear, Lowly Demon 90% chance of fear.

Isaiah 33:14 "The sinners in Zion are terrified; trembling grips the godless: 'who of us can dwell with the consuming fire? Who of us can dwell with everlasting burning?'"

FEAR NOT

Type: Effect

Range: Self

Duration: Immediate

Result: Disperses all fear based attacks from demons of World Ruler or lower.

1 John 4:18 "There is no fear in love. But perfect love drives out fear, because fear has to do with punishment. The one who fears is not made perfect in love."

HEALING VIRTUE

Type: Effect

Range: Touch

Duration: Indefinite

Result: When the PC lays their hands on another they will heal 4 points of damage. Twice per day.

3 John 2-3 "Dear friend, I pray that you may enjoy good health and that all may go well with you, even as your soul is getting along well."

INTUITIVE

Type: Enhancement

Range: Self

Duration: 1 round

Result: Gives PC +2 to all PER based rolls.

Ecclesiastes 10:10 "If the ax is dull and its edge unsharpened, more strength is needed but skill will bring success."

LOVE

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: Gives PC an extra roll on the Gospel table. If the player's roll is lower than any previous roll, then the

higher roll stands and there is no penalty for pushing the subject (see preaching the Gospel for more details on pushing the subject).

Romans 5:8 "But God demonstrates his own love for us in this: While we were still sinners, Christ died for us."

OBEDIENT THOUGHTS

Type: Effect

Range: Self

Duration: 3 rounds

Result: Causes all WIS and SPI based attacks directed toward user to fail for 3 rounds.

2 Corinthians 10:5 "We demolish arguments and every pretension that sets itself up against the knowledge of God. And we take captive every thought to make it obedient to Christ."

PURE JOY

Type: Enhancement

Range: Self

Duration: 1 round

Result: Gives the PC two additional actions this round without penalty. Once per encounter.

James 1:2-4 "Consider it pure joy, my brothers, whenever you face trials of many kinds, because you know that the testing of your faith develops perseverance. Perseverance must finish it's work so that you may be mature and complete, not lacking anything."

REBUKE

Type: Effect

Range: 25 foot radius

Duration: 30 min.

Result: One demon with a FOR of Standard or lower will run from the battle.

Matthew 4:10 "Jesus said to him, 'Away from me, Satan! For it is written: Worship the Lord your God, and serve him only.'"

STRONGMAN

Type: Effect

Range: 25 foot radius

Duration: 1 hour

Result: Two demons with a STR of Standard or less will be tied up with an indestructible rope that appears above the PC saying the Rhema.

Mark 3:27 "No one can enter a strong man's house and plunder his goods, unless he first binds the strong man. And then he will plunder his house."

TRUTH

Type: Effect

Range: Self

Duration: Indefinite

Result: Dispels enchantments brought on by Wicked Spirit or Lowly Demon.

John 8:32 "and you shall know the truth and the truth shall make you free."

LEVEL 3 RHEMA

AWAY

Type: Effect

Range: Self

Duration: Indefinite

Result: Stops any and all current temptations.

Matthew 4:8-11 "Again, the devil took him to a very high mountain and showed him all the kingdoms of the world and their splendor. 'All this I will give you,' he said, 'if you will bow down and worship me.' Jesus said to him, 'Away from me, Satan! For it is written: Worship the Lord your God, and serve him only.' Then the devil left him, and angels came and attended him."

BOUND

Type: Effect

Range: 35 foot radius

Duration: 4 hours

Result: Causes a blue chord of light to wrap around a demon. This causes a -6 to its STR rolls. If the demon's STR is

Standard or less then the Demon is destroyed. The demon cannot attack until freed. Effective on Wicked Spirit and lower.

Matthew 16:19 "I will give you the keys to the kingdom of heaven; whatever you bind on earth will be bound in heaven, and whatever you loose on earth will be loosed in heaven."

BREATH OF GOD

Type: Effect

Range: 60 feet

Duration: Immediate

Result: Causes a powerful gust of wind to blow through one demon of Wicked Spirit or lower. The gust of wind is so strong that it blows the demon to fine dust. The chance to destroy a World Ruler is 25%, a Power 10%.

Job 4:9 "At the breath of God they are destroyed; at the blast of his anger they perish."

CONVERSION

Type: Enhancement

Range: Audible

Duration: Conversation length

Result: When spoken while preaching the Gospel, the PC will add a +5 to the roll to Preach Gospel. However, the PC must use the Ten Commandments when he speaks or the benefits will not happen (see section on Preaching the Gospel Effectively).

Psalms 19:7 "The law of the LORD is perfect, converting the soul; the testimony of the LORD is sure, making wise the simple;"

EVERY KNEE

Type: Effect

Range: 35 foot radius

Duration: Immediate

Result: Causes four demons of Wicked Spirit or lower to bow down to the ground and declare "Jesus Christ is the Lord" and then disintegrate. The chance to destroy one World Ruler is 10%, for one power it is 1%.

Philippians 2:10-11 "that at the name of Jesus every knee should bow, in heaven and on earth and under the earth, and every tongue confess that Jesus Christ is Lord, to the glory of God the Father."

HEAL DISEASE

Type: Effect

Range: Touch

Duration: Indefinite

Result: Heals six points of damage from diseases and infirmities, non-combat damage. PC must lay hands on the sufferer.

Psalms 103:2-3 "Praise the Lord, O my soul, and forget not all His benefits who forgives all your sins and heals all your diseases,"

LIGHTNING

Type: Effect

Range: 10 foot radius

Duration: Immediate

Result: An unseen force lifts up the demon of Wicked Spirit or lower and thrusts it with the speed of lightning to the ground. The demon turns to dust and blows away. All other rankings of demons within a ten foot radius sustain damage from the lightning bolt, *Damage Value* 7.

Luke 10:18 "He replied, 'I saw Satan fall like lightning from heaven.'"

LOOSE

Type: Effect

Range: Self

Duration: Indefinite

Result: An enchantment put on a PC or NPC can be broken off with no effects. Works on Enchantments caused by demons of World Ruler or lower.

Matthew 18:18 "I tell you the truth, whatever you bind on earth will be bound in heaven, and whatever you loose on earth will be loosed in heaven."

MADE PERFECT

Type: Effect

Range: Self

Duration: 4 rounds

Result: Protection against effects from enchantments, Serious Wounds, and fatigue for four rounds. Does not cancel previous effects. Once per encounter

2 Corinthians 12:9 "But he said to me, 'My grace is sufficient for you, for my power is made perfect in weakness.' Therefore I will boast all the more gladly about my weaknesses, so that Christ's power may rest on me."

NAME

Type: Effect

Range: 10 foot radius

Duration: Immediate

Result: The demon must tell the PC what his name is. Once this happens, have the PC roll his Revelation Skill, difficulty Marginal. If successful, the PC will know the demon's weakness.

Mark 5:9 "then Jesus asked him 'What is your name?'"

NOT FORSAKEN

Type: Enhancement

Range: Self

Duration: 1 Round

Result: Gives a +4 to all attack rolls for one round. Twice per encounter.

Hebrews 13:5 "Keep your lives free from the love of money and be content with what you have, because God has said, 'Never will I leave you; never will I forsake you.'"

NO WEAPON SHALL PREVAIL

Type: Effect

Range: Self

Duration: 1 round

Result: All normal hand held weapons that attack a PC will be broken or thrown from the attacker. Once per day.

Isaiah 54:17 "No weapon forged against you will prevail, and you will refute every tongue that accuses you.

This is the heritage of the servants of the Lord, and this is their vindication from me."

STUMBLING BLOCK

Type: Effect

Range: 10 foot radius

Duration: 4 rounds

Result: One demon of World Ruler or lower suffers a -6 to all DEX based rolls. If the demon's DEX is less than Standard, the demon will automatically fall down and become paralyzed.

Psalms 27:2 "When evil men advance against me to devour my flesh, when my enemies and foes attack me, they will stumble and fall."

WAVE OF FIRE

Type: Effect

Range: 30 feet

Duration: Immediate

Result: A wave of fire comes from within the PC that inflicts damage on the Foe, *Damage Value* 8. Destroys a Foe of Wicked Spirit or lower automatically.

Isaiah 26:11 "O LORD, your hand is lifted high, but they do not see it. Let them see your zeal for your people and be put to shame; let the fire reserved for your enemies consume them."

LEVEL 4 RHEMA

ANGELIC

Type: Effect

Range: Self

Duration: 5 rounds

Result: Positions one angel to protect PC for 5 rounds. All demons that attack will only make it through 10% of the time. Roll percentile for each round. May be used once per week.

Psalms 91:9-11 "If you make the Most High your dwelling—even the Lord, who is my refuge—then no harm will befall you, no disaster will come

near your tent. For He will command His angels concerning you to guard you in all your ways.”

ARMOR OF LIGHT

Type: Effect

Range: Self

Duration: Encounter

Result: Causes all successful attacks on PC to only inflict ½ *Damage Value* for the rest of the encounter.

Romans 13:12 “The night is nearly over; the day is almost here. So let us put aside the deeds of darkness and put on the armor of light.”

BINDING THE STRONGMAN

Type: Effect

Range: 20 foot radius

Duration: Immediate

Result: Works like the Deliverance Skill but with no roll for result. Any demon with a SPI of Specialized or lower will be cast out automatically. Also can be used as a Bind Rhema but with more effect. Causes demons to suffer a -15 to STR rolls, if demon’s STR is Specialist or less then the demon is destroyed.

Matthew 12:28-30 “But if I cast out demons by the Spirit of God, surely the kingdom of God has come upon you. Or how can one enter a strong man’s house and plunder his goods, unless he first binds the strong man? And then he will plunder his house. He who is not with Me is against Me, and he who does not gather with Me scatters abroad.”

BREATH OF FIRE

Type: Effect

Range: 50 feet

Duration: Immediate

Result: Orbs of blue flame are hurled from above the PC to a demon, *Damage Value* 9.

Job 41:21 “His breath sets coals ablaze, and flames dart from his mouth.”

FREEDOM

Type: Effect

Range: Self/Touch

Duration: Indefinite

Result: Destroys any one enchantment brought on by a demon of World Ruler or lower. 50% for an enchantment from a Power; 10% from a Principality.

Galatians 5:1 “It is for freedom that

ON RHEMA AND THE GRACE OF GOD

Understand that reading the Word of God and prayer does not determine whether or not you are saved. It is by grace through faith that you are saved. “*For it is by grace you have been saved, through faith-and this not from yourselves, it is the gift of God not by works, so that no one can boast.*” -Ephesians 2:8-10.

One of the goals that we are trying to accomplish in this game is motivating God’s people to get off the pews in the church and stop letting their Christianity be lived out through the Pastor. We as Christians need to allow the Word of God to flow through our lives. We cannot be ignorant of the Word of God; we need to know the Word, we need to consume the Word, and we need to quote the Word because faith comes by hearing the Word. “*So then faith cometh by hearing, and hearing by the word of God.*” Romans 10:17.

Our faith will be established and made sure of by knowing, and even more so by hearing the Word of God. The Word also says: “*Do not let this Book of the Law depart from your mouth; meditate on it day and night, so that you may be careful to do everything written in it. Then you will be prosperous and successful.*” Joshua 1:8. This verse says that we are not to let the law (which is the Word of God), depart from our mouth. That means we are to keep talking about it and speak the Word of God continually. Also, “*I have hidden your word in my heart that I might not sin against you.*” Psalms 119:11. The sure-fire way to get the Word of God in your heart is to memorize it.

What we are striving to do in this RPG is to get God’s people to know the Word of God, as stated above, ‘faith cometh by hearing, and hearing by the word of God.’ A very important part of using scripture is planting a spiritual seed in your unsaved friends. The more of the Word of God they hear, the more curious they will become about the Christian faith. In turn, it will become your opportunity to speak to them about Jesus.

Evangelism is one of the most important aspects of this game. We want to see your friends in heaven, so as the GS you should encourage the use of the Word of God as much as possible apart from Rhema. Allow the use of the Word of God at any time and try to come up with ways to put the Word into your adventures.

Christ has set us free. Stand firm, then, and do not let yourselves be burdened again by a yoke of slavery.”

INTESTINAL DISTRESS

Type: Effect

Range: 35 foot radius

Duration: Immediate

Result: Causes the demon's intestines to burst open causing the demon's death. Affects World Rulers and lower.

Acts 1:18-19 “With the reward he got for his wickedness, Judas bought a field; there he fell headlong, his body burst open and all his intestines spilled out. Everyone in Jerusalem heard about this, so they called that field in their language Akeldama, that is, Field of Blood.”

JOY

Type: Enhancement

Range: Striking distance

Duration: 2 rounds

Result: Increases all weapon damage by +4 for 2 rounds.

Nehemiah 8:10 “Nehemiah said, ‘Go and enjoy choice food and sweet drinks, and send some to those who have nothing prepared. This day is sacred to our Lord. Do not grieve, for the joy of the LORD is your strength.’”

OVERCOME

Type: Effect

Range: 20 foot radius

Duration: 3 rounds

Result: Penalizes all foes of World Ruler or lower with -4 to all rolls for 3 rounds.

1 John 4:4 “You, dear children, are from God and have overcome them, because the one who is in you is greater than the one who is in the world.”

REJUVENATION

Type: Effect

Range: Touch

Duration: Indefinite

Result: When the PC lays his hand on another PC or NPC they are restored

to full HP. May be used once per week.

Ezekiel 16:6 “Then I passed by and saw you kicking about in your blood I said to you, Live!”

RENEWED

Type: Enhancement

Range: Self

Duration: 1 round

Result: PC can perform double his normal actions in the next round. Once per encounter.

Isaiah 40:31 “but those who hope in the LORD will renew their strength. They will soar on wings like eagles; they will run and not grow weary, they will walk and not be faint.”

REVERSE

Type: Effect

Range: Self

Duration: 2 rounds

Result: All enchantments and physical attacks are reversed onto the Foe. All damage that the PC would normally take is now applied to the foe for 2 rounds. Works on World Ruler or lower. Once per encounter.

Ezekiel 7:3-4 “The end is now upon you and I will unleash my anger against you. I will judge you according to your conduct and repay you for all your detestable practices. I will not look on you with pity or spare you; I will surely repay you for your conduct and the detestable practices among you. Then you will know that I am the LORD.”

STRENGTH

Type: Enhancement

Range: Self

Duration: 2 rounds

Result: All successful physical attacks made by the PC cause double normal damage automatically.

Joel 3:10 “Beat your plowshares into swords and your pruning hooks into spears. Let the weakling say, ‘I am strong!’”

UNHARMED

Type: Effect

Range: Self

Duration: 4 rounds

Result: Attacks from Lowly Demons and Wicked Spirits will cause no damage. Damage caused by World Rulers and Powers are at $\frac{3}{4}$ power. May be used once per encounter.

Luke 10:18-20 “He replied, ‘I saw Satan fall like lightning from heaven. I have given you authority to trample on snakes and scorpions and to overcome all the power of the enemy; nothing will harm you. However, do not rejoice that the spirits submit to you, but rejoice that your names are written in heaven.’”

LEVEL 5 RHEMA

BLAST OF HOPE

Type: Effect

Range: 50 foot radius

Duration: Immediate

Result: When the PC says this Rhema and begins to praise the Lord, a spiritual explosion damages World Rulers and lower within a 50 foot radius. *Damage Value 10.*

Job 13:15 “Though he slay me, yet will I hope in him; I will surely defend my ways to his face.”

CONFUSION

Type: Effect

Range: 40 foot radius

Duration: 3 rounds

Result: All demons of Power or lower will be thrown into confusion and will try to kill each other for three rounds. If there is only one foe, that demon will try to kill itself. May be used once per encounter.

Deuteronomy 7:22-25 “But the LORD your God will deliver them over to you, throwing them into great confusion until they are destroyed. He

will give their kings into your hand, and you will wipe out their names from under heaven. No one will be able to stand up against you; you will destroy them.”

DOUBLE-EDGED SWORD

Type: Effect

Range: Self

Duration: Encounter

Result: Creates a spiritual sword that lasts for the duration of the encounter. This sword causes a *Damage Value of 10* each time the PC makes a successful hit. The PC will use his Melee skill to wield the weapon.

Hebrews 4:12 “For the word of God is living and active. Sharper than any double-edged sword, it penetrates even to dividing soul and spirit, joints and marrow; it judges the thoughts and attitudes of the heart.”

GROUP HEALING

Type: Effect

Range: 50 foot radius

Duration: Indefinite

Result: Heals 20 points of damage for each member of the party who is within a 50 foot radius. Once per week.

Psalms 107:20 “He sent forth His word and healed them; he rescued them from the grave.”

GUARDIAN

Type: Effect

Range: Wherever PC goes

Duration: 1 day

Result: A protecting angel manifests causing all demons to suffer a -5 to all rolls during combat rounds. During non-combat rounds, the angel stands guard near the PC’s camp or lodging. Demons and enchantments only get past the guardian 10% of the time. May be used once every 14 days.

Psalms 34:7 “The angel of the LORD encamps around those who fear him, and He delivers them.”

HELL-BOUND

Type: Effect

Range: 40 foot radius

Duration: Immediate

Result: An unseen force picks up 1 demon of Power or lower. They are hurled to the ground as the earth cracks open, the demon is swallowed and the earth immediately closes. May be used once per day.

Revelation 20:8-10 “They marched across the breadth of the earth and surrounded the camp of God’s people, the city He loves. But fire came down from heaven and devoured them. And the devil, who deceived them, was thrown into the lake of burning sulfur, where the beast and the false prophet had been thrown. They will be tormented day and night for ever and ever.”

INVISIBILITY

Type: Effect

Range: Self

Duration: Indefinite

Result: Causes the PC to become invisible to demons and Nephilim. Once the PC attacks he will again become visible. The PC will not cast a shadow. This does not make the PC silent, others will still be able to hear the PC’s movements or voice. The PC can become visible at will if he does not wish to attack.

Jeremiah 15:21 “I will save you from the hands of the wicked and redeem you from the grasp of the cruel.”

PURSUING ANGEL

Type: Effect

Range: 25 foot radius

Duration: 4 rounds

Result: All foe’s senses (vision, hearing, taste, etc.) are impaired. All DEX and DEX skills receive a -8 penalty.

Psalms 35:4-6 “May those who seek my life be disgraced and put to shame; may those who plot my ruin be turned back in dismay. May they be like chaff before the wind, with the angel of the

LORD driving them away; may their path be dark and slippery, with the angel of the LORD pursuing them.”

REAR GUARD

Type: Effect

Range: Self

Duration: 1 round

Result: All attacks against the PC that come from behind will inflict double damage on the attacker. The attacker will calculate damage as usual, double it, and then subtract from his own HP. May be used once per day.

Isaiah 58:8 “Then Your light will break forth like the dawn, and Your healing will quickly appear; then Your righteousness will go before you, and the glory of the LORD will be your rear guard.”

REBUKE II

Type: Effect

Range: 50 foot radius

Duration: Immediate

Result: Up to six demons with a FOR of Proficient or lower will flee. Must have Rebuke in order to use Rebuke II.

Zechariah 3:1-2 “The LORD said to Satan, ‘The LORD rebuke you, Satan! The LORD, who has chosen Jerusalem, rebuke you! Is not this man a burning stick snatched from the fire?’”

TAKE ACTION

Type: Effect

Range: Self

Duration: 1 round

Result: Demons of Power or lower cannot perform any actions this round. PC can perform double his normal APR without penalty. May be used once per day.

Daniel 11:32 “By smooth words He will turn to godlessness those who act wickedly toward the covenant, but the people who know their God will display strength and take action.”

VICTORY

Type: Effect

Range: 50 ft.

Duration: 1 round

Result: An explosive spiritual blast comes out of the PCs hand in a rainbow of colors. *Damage value 10.*

1 Corinthians 15:57 "But thanks be to God! He gives us the victory through our Lord Jesus Christ."

LEVEL 6 RHEMA

ANNIHILATION

Type: Effect

Range: 60 foot radius

Duration: Immediate

Result: Causes demons of Power or lower to rot in the place where they stand. Roll percentile to see if they are destroyed by rot: Powers 30%, World Rulers 70%, Wicked Spirit 90%, Lowly Demon 100%.

Zechariah 14:12 "This is the plague with which the Lord will strike all the nations that fought against Jerusalem: Their flesh will rot while they are still standing on their feet, their eyes will rot in their sockets, and their tongues will rot in their mouths."

BONDAGE BREAKER

Type: Effect

Range: Touch

Duration: Immediate

Result: Destroys all enchantments affecting another character.

Isaiah 10:27 "And it shall come to pass in that day, that his burden shall be taken away from off thy shoulder, and his yoke from off thy neck, and the yoke shall be destroyed because of the anointing."

BOUND II

Type: Effect

Range: 50 foot radius

Duration: Indefinite

Result: Causes a chord of blue light to wrap around a demon; this causes a -12 to STR rolls. The demon cannot attack until a Critical Success is rolled. If demon STR is Master or lower then the demon is destroyed. Effective on Power and lower. Must have Bound in order to use Bound II.

Matthew 16:19 "I will give you the keys to the kingdom of heaven; whatever you bind on earth will be bound in heaven, and whatever you loose on earth will be loosed in heaven."

FEARLESS

Type: Effect

Range: Self

Duration: Immediate

Result: Cancels all results of fear from enchantments or failed morale checks.

Psalms 34:4 "I sought the LORD, and He answered me; He delivered me from all my fear."

FULL ARMOR

Type: Enhancement

Range: Self

Duration: Encounter

Result: Enhances the PC's physical armor to have 12 HP of Absorption and unlimited absorption potential for the duration of the encounter. PC must have access to all the *Armor of God* Rhema from Level 1 (Belt, Boots, Breastplate, Helmet, Shield, Sword).

Ephesians 6:10-13 "Finally, be strong in the Lord and in His mighty power. Put on the full armor of God so that you can take your stand against the devil's schemes. For our struggle is not against flesh and blood, but against the rulers, against the authorities, against the powers of this dark world and against the spiritual forces of evil in the heavenly realms. Therefore put on the full armor of God, so that when the day of evil comes, you may be able to stand your ground, and after you have done everything, to stand."

GRACE

Type: Enhancement

Range: 40 foot radius

Duration: 1 round

Result: Gives the party 1 round of invincibility, whereby any being cannot harm them. Can be used once per week.

Romans 11:5-6 "So too, at the present time there is a remnant chosen by grace. And if by grace, then it is no longer by works; if it were, grace would no longer be grace."

HAIL AND CONFUSION

Type: Effect

Range: 75 foot radius

Duration: 2 rounds

Result: Places all demons of Power or lower into a confused state of mind where they can do nothing at all. Then hail crashes down on them to pelt them violently for 2 rounds taking 12 points of damage per round. Once per encounter.

Joshua 10:10-11 "The LORD threw them into confusion before Israel, who defeated them in a great victory at Gibeon. Israel pursued them along the road going up to Beth Horon and cut them down all the way to Azekah and Makkedah. As they fled before Israel on the road down from Beth Horon to Azekah, the LORD hurled large hailstones down on them from the sky, and more of them died from the hailstones than were killed by the swords of the Israelites."

LOOSE II

Type: Effect

Range: Self/Touch

Duration: Immediate

Result: An enchantment put on a PC or NPC can be broken off with no effects. Works on enchantments caused by demons of Principality or lower. Must have Loose in order to use Loose II.

Acts 16:25-26 "About midnight Paul and Silas were praying and singing

hymns to God, and the other prisoners were listening to them. Suddenly there was such a violent earthquake that the foundations of the prison were shaken. At once all the prison doors flew open, and everybody's chains came loose."

TOWER

Type: Effect

Range: Self

Duration: 3 rounds

Result: PC is invincible for 3 rounds. Once per week.

Proverbs 18:10 "The name of the LORD is a strong tower; the righteous run to it and are safe."

SERPENT STICK

Type: Effect

Range: Within 10 feet of PC

Duration: 1 hour

Result: A PC can use a staff, walking stick, pole, or a stick off the ground. When the PC throws the stick to the ground it will become a serpent. The serpent will then attack all demons. May create one serpent, once per day.

Serpent Stats:

STR: 2d12, DEX: 2d12+2, FOR: 2d10, HP: 15, APR: 4, Bite *Damage Value* 4.

The Serpent will turn back into a stick after the battle is over unless it is killed.

Exodus 7:10-13 "So Moses and Aaron went to Pharaoh and did just as the LORD commanded. Aaron threw his staff down in front of Pharaoh and his officials, and it became a snake. Pharaoh then summoned wise men and sorcerers, and the Egyptian magicians also did the same things by their secret arts: Each one threw down his staff and it became a snake. But Aaron's staff swallowed up their staffs."

TRIUMPHANT

Type: Enhancement

Range: 200 foot radius

Duration: 1 round

Result: Fire and lightning springs forth from the PC causing a blinding Holy

light to envelop all within a 200 foot radius. Demons caught in the light suffer 12 points of damage. Any PCs in the light heal 6 points of damage. Twice per encounter.

Luke 10:19 "I have given you authority to trample on snakes and scorpions and to overcome all the power of the enemy; nothing will harm you."

WAR

Type: Effect

Range: Weapon range

Duration: 1 round

Result: All PC's engaged in combat automatically hit the foe they are fighting inflicting four times normal damage. May be used once per week

Exodus 15:2-3 "The LORD is my strength and my song; he has become my salvation. He is my God, and I will praise him, my father's God, and I will exalt him. The LORD is a warrior; the LORD is his name."

LEVEL 7 RHEMA

MIRACLES/JUDGMENTS

BOILS

Type: Effect

Range: 100 foot radius

Duration: 6 rounds

Result: Causes boils to appear on all demons. The boils will consume all demons of World Ruler or lower. Also, causes Power demons to suffer -14 to all STR and DEX rolls, Principalities suffer -10 to all STR and DEX rolls.

Exodus 9:10-11 "So they took soot from a furnace and stood before Pharaoh. Moses tossed it into the air, and festering boils broke out on men and animals. The magicians could not stand before Moses because of the boils that were on them and on all the Egyptians."

FOUNTAIN

Type: Effect

Range: Weapon range

Duration: 2 Days

Result: If the PC strikes a large rock with his weapon or a stick, a fountain of fresh water will issue from it. The spring will last for two days. Can be used once per week.

Exodus 17:5-7 "The LORD answered Moses, 'Walk on ahead of the people. Take with you some of the elders of Israel and take in your hand the staff with which you struck the Nile, and go. I will stand there before you by the rock at Horeb. Strike the rock, and water will come out of it for the people to drink.' So Moses did this in the sight of the elders of Israel. And he called the place Massah and Meribah because the Israelites quarreled and because they tested the LORD saying, 'Is the LORD among us or not?'"

HEALING MIRACLE

Type: Effect

Range: Wherever PC goes

Duration: 1 day

Result: A PC is endowed with the anointing of healing from God and can lay his hands on the sick, demon possessed and those with any other ailment, and they will be healed. May be used once per week.

Matthew 4:23-25 "Jesus went throughout Galilee, teaching in their synagogues, preaching the good news of the kingdom, and healing every disease and sickness among the people. News about Him spread all over Syria, and people brought to Him all who were ill with various diseases, those suffering severe pain, the demon-possessed, those having seizures, and the paralyzed, and He healed them. Large crowds from Galilee, the Decapolis, Jerusalem, Judea and the region across the Jordan followed him."

LINEAGE

Type: Effect

Range: Wherever PC goes

Duration: 1 day

Result: Sends forth an army of Angels to be commanded by the PC for 1 day. Can only be used once. *Note: The GS will have to construct the army.*

Matthew 1:1-17 "A record of the genealogy of Jesus Christ the son of David, the son of Abraham: Abraham was the father of Isaac, Isaac the father of Jacob, Jacob the father of Judah and his brothers, Judah the father of Perez and Zerah, whose mother was Tamar, Perez the father of Hezron, Hezron the father of Ram, Ram the father of Amminadab, Amminadab the father of Nahshon, Nahshon the father of Salmon, Salmon the father of Boaz, whose mother was Rahab, Boaz the father of Obed, whose mother was Ruth, Obed the father of Jesse, and Jesse the father of King David. David was the father of Solomon, whose mother had been Uriah's wife, Solomon the father of Rehoboam, Rehoboam the father of Abijah, Abijah the father of Asa, Asa the father of Jehoshaphat, Jehoshaphat the father of Jehoram, Jehoram the father of Uzziah, Uzziah the father of Jotham, Jotham the father of Ahaz, Ahaz the father of Hezekiah, Hezekiah the father of Manasseh, Manasseh the father of Amon, Amon the father of Josiah, and Josiah the father of Jeconiah and his brothers at the time of the exile to Babylon. After the exile to Babylon: Jeconiah was the father of Shealtiel, Shealtiel the father of Zerubbabel, Zerubbabel the father of Abiud, Abiud the father of Eliakim, Eliakim the

father of Azor, Azor the father of Zadok, Zadok the father of Akim, Akim the father of Eliud, Eliud the father of Eleazar, Eleazar the father of Matthan, Matthan the father of Jacob, and Jacob the father of Joseph, the husband of Mary, of whom was born Jesus, who is called Christ.

Thus there were fourteen generations in all from Abraham to David, fourteen from David to the exile to Babylon, and fourteen from the exile to the Christ."

PILLAR OF CLOUD & FIRE

Type: Effect

Range: Wherever PC goes

Duration: 12 rounds

Result: Creates a pillar of cloud by day or pillar of fire by night to protect the PCs against all attacks from demonic forces of Power or lower, or can be moved to attack demonic forces with a *Damage Value of 15*. Twice per day.

Exodus 13:22 "Neither the pillar of cloud by day nor the pillar of fire by night left its place in front of the people."

RESURRECTION

Type: Effect

Range: Touch

Duration: Indefinite

Result: Brings a dead character back to life. Character cannot be dead for more than four days. Can be used once per day.

John 11:25 "Jesus said to her, 'I am the resurrection and the life. He who believes in me will live, even though he dies; and whoever lives and believes in me will never die. Do you believe this?'"

THE FEAST

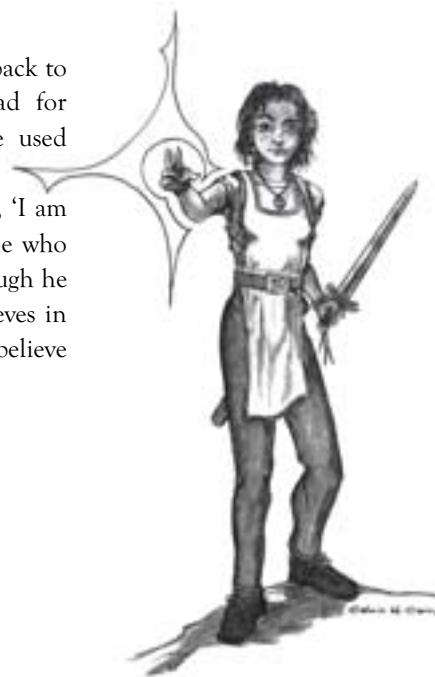
Type: Effect

Range: All food within a 5 foot radius is multiplied

Duration: Immediate

Result: This miracle can only be performed when food is present. When the Rhema is spoken, the food will multiply to feed all that are present with some left over.

Matthew 14:18-21 "Bring them here to me," he said. And he directed the people to sit down on the grass. Taking the five loaves and the two fish and looking up to heaven, he gave thanks and broke the loaves. Then he gave them to the disciples, and the disciples gave them to the people. They all ate and were satisfied, and the disciples picked up twelve basketfuls of broken pieces that were left over. The number of those who ate was about five thousand men, besides women and children."



CHAPTER 15

POWER IN THE SPIRIT

PRAYER

Before entering into combat, a PC who says a prayer can receive either a +2 to his rolls for the first combat round, or one FP. When praying, the character cannot perform any other actions and is vulnerable to surprise attacks.

When not in combat, a PC that spends time in prayer will gain bonuses for non-combat skill rolls. Each hour a character spends in prayer will give him a +1 for non-combat rolls, up to a max of +5 at five hours of prayer. The bonus will last as long as the PC spent in prayer. If a PC spends three hours in prayer, a +3 bonus would be applied to all non-combat rolls for three hours of game time.

FASTING

A player must declare a fast in order to gain the benefits of a fast. For every

day of a total fast (no food or liquid) that a PC fasts, a +1 is given towards all rolls for the duration of the adventure.

Due to the high toll and stress that the PC's body goes through, a PC cannot exceed fasting for longer than 3 days. If a PC goes longer than this, all his rolls get an automatic -1 for each day spent in fasting. The negative modifiers will apply to his STR, DEX, and FOR based rolls. SPI, WIS, and PER based rolls will gain an additional +1 for each day spent in fasting after 3 days.

When a PC declares a fast, have him make a resist roll of Self-Control, difficulty Marginal. If he fails, he will be overwhelmed with the thought of eating and gain no benefits, even if he does not eat. Have the PC make this check each day that he is fasting. If he does not make the skill check, then he will only receive bonuses equal to the number of days of completed fasting.

"Yet you are enthroned as the Holy One; you are the praise of Israel."

-Psalm 22:3

join in the Praise and Worship but a maximum of -8 (four characters) can be applied to demons rolls.

Praise and Worship is often used in non-combat rounds. Have each PC that participates in Praise and Worship roll his Praise and Worship Skill. If the result is Exceptional or greater, then give the PC 3 points of anything useful. Such as: healing, blessings on weapons, FPs, or whatever he thinks is best. Have fun with it.

GIFTS OF THE SPIRIT

Each PC starts with the Gift of the Spirit indicated by their Order. All other gifts are gained at specific order levels. When the order level indicates a new Gift of the Spirit, the player will roll on the Gifts of the Spirit chart. If the roll lands on a previously gained gift, the PC will not get a new gift. The Gifts of the Spirit are very beneficial in game play, and can be essential for the success of an adventure.

To use a Spiritual Gift, the player must spend 1 FP, except for the Gift of Tongues and Faith.

THE GIFTS OF THE SPIRIT

Words of Wisdom

Supernatural point of view, to discover the divine resources to carry out God's Will. Sense of divine direction. Being led by the Holy Spirit to act suitably in a given situation.

GIFTS OF THE SPIRIT (Roll 1d10 for result)

1 **Words of Wisdom:** Gain +4 to any one Wisdom based roll.

2 **Words of Knowledge:** Gain +4 to any one Perception based roll.

3 **Faith:** Can use 2 FPs for one roll. Use at no cost.

4 **Gifts of Healings:** Heal 2d6 pts of damage on another.

5 **Working of Miracles:** Can use 3 or 4 FPs for one roll.

6 **Prophecy:** Gives all PCs a +3 to any one roll and 2 FPs, once per encounter.

7 **Discerning of Spirits:** Know the name of a demon and discover its weakness. Gain +3 against that demon.

8 **Tongues:** Gives PC additional 2 FPs per day when used, use at no cost.

9 **Interpretation of Tongues:** Gives PCs +4 to any one roll. Can only be used after someone speaks in tongues.

10 **No result**

PRAISE AND WORSHIP

When a PC praises or worships God, he will roll his Praise and Worship QM, difficulty Marginal. If the character makes the roll, then his Praise and Worship will cause a -2 for all demonic forces the next round. No other actions can be done while a PC is engaged in praise and worship. For each additional person that praises and worships God an additional -2 will be applied to all demonic forces. If there are four people praising and worshipping, demonic forces will suffer a -8 to all rolls. More characters can

Words of Knowledge

Supernatural revelation of the divine will and plan. Words of Knowledge have to do with supernatural insight or understanding of circumstances.

Faith

Supernatural ability to believe God without doubt. Supernatural ability to meet adverse circumstances with trust in God's messages and words.

Gifts of Healings

Refers to supernatural healing without human aid.

Working of Miracles

Supernatural power to intervene and counteract earthly and evil forces.

Prophecy

Divinely inspired and anointed declaration. Supernatural proclamation in a known language.

Discerning of Spirits

Supernatural power to detect the spiritual realm and it's activities. Discerning of Spirits has to do with spiritual insight of plans and purposes of the enemy and his forces.

Tongues

Supernatural speech in languages not known to the speaker. These languages may be existent in the world, revived from some past culture, or unknown in the sense that they are inspired by the Holy Spirit.

Interpretation of Tongues

Supernatural power to understand Spirit-filled speech or prayer.

BLESSING ITEMS

Many things can be blessed such as weapons, clothing, rope, and other items. These items have a +1, +2, +3, or even higher bonus.

When a character from the Minister Order prays over an item, make a SPI QM difficulty Exceptional. If the roll is successful, roll on the Blessing Modifier Chart to find out what the bonus (blessing) will be. This modifier is used for bonuses when using the item.

EXAMPLE: If the blessed item was a sword, the bonus would be applied when rolling the character's Melee Skill.

BLESSED AND CURSED

ITEMS LIST

In Appendix A, you will find a list of Blessed and Cursed Items that can

"They drove out many demons and anointed many sick people with oil and healed them."

Mark 6:13

be used in your gaming. You can use one of them as an artifact of great power or hand them out like candy, it is up to you. Be prepared for the PCs to use them in ways that you may not have imagined.

OILS AND BALMS

A PC can obtain oils and balms that have been blessed of God. These oils can be used to generate a higher total for healing people and blessing items (read James 5:14, Mark 6:13, Exodus 29:7, Exodus 40:9, Jeremiah 8:22). Anointing oil is usually olive oil and balms are solidified oil.

An oil or balm can have a bonus of +1 or more. Oils are blessed in the same way as weapons; the GS will roll on the Blessing Modifier Chart.

When a PC uses the oil, he will anoint the person or item with it. Anoint literally means to paint or to rub. So when a PC anoints, he should rub oil on the person or thing being anointed. He should smear it across the forehead of the sick when praying for them, or rub it on items to be blessed.

BLESSING DURATION (roll 1d10 for result)	
1	The blessing will stay until the item is broken
2	The blessing will stay for one week
3	The blessing will stay for one day
4	The blessing will stay for one hour
5	The blessing will stay until the PC sins
6	The blessing will stay until Jesus comes
7	The blessing will stay for one week
8	The blessing will stay for one day
9	The blessing will stay for one hour
10	No blessing

BLESSING MODIFIER CHART (roll 1d20 for result)																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	5

CHAPTER 16

SIN

SINNING

This may come as a shock to you but Christians sometimes sin. Christians go through temptations and struggles in life. This does not give us license to sin; it just means that we realize that sin happens. As Christians, the PCs also deal with sin.

The temptations that lead to sin come in various ways. Not all lust is because of a beautiful seductress; there are lusts for knowledge, power or money, etc.

SIN: *Lawlessness (1 John 3:4) or transgression of God's will, either by omitting to do what God's law requires or by doing what it forbids. The transgression can occur in thought (1 John 3:15), word (Matt 5:22), or deed (Rom 1:32).* (from Nelson's Illustrated Bible Dictionary, Copyright © 1986, Thomas Nelson Publishers)

During an adventure, at least one of the PCs will be tempted by sin, which they need to resist. The PC will generate a Resist result using a Fruit of the Spirit that corresponds to the temptation. The GS will determine the Difficulty for resisting the temptation. If the PC fails the roll, the PC falls into sin and must repent and renounce the sin (see more on renouncing below).

The GS will determine what Fruit of the Spirit that the PC needs to use to make the Resist Temptation roll. Try not to use the same fruit all of the time. Every time a person sins, it may affect them differently. If the PC needs to resist a sin of Pride, the PC may have to use the Self-Control Fruit because he is resisting smashing an NPC's head into pieces because he just called him a coward. Or he may need to use Joy because the sin of Pride is stealing his Joy, etc.

RESISTING SIN

Whether a PC sins deliberately or not, he will have an automatic -5 to all rolls and a loss of 3 AFPs. The -5 penalty will remain until the PC repents. Once the PC repents, the -5 penalty is taken away but the FPs are not given back. If a PC has un-repentant sin, he cannot gain any AFPs either during the game or at the end of the gaming session.

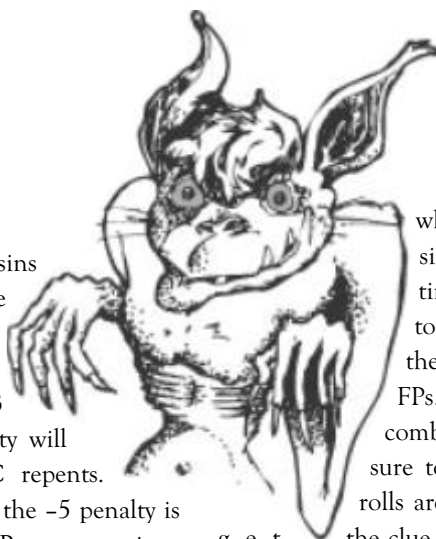
When a PC is tempted to sin, he will roll his Resist under the corresponding Fruit (decided by the GS). If the PC does not make the roll, then the PC has sinned, receiving the penalties for sin as described above.

If you do what is right, will you not be accepted? But if you do not do what is right, sin is crouching at your door; it desires to have you, but you must master it.
-Genesis 4:7

SINS OF OMISSION AND COMMISSION

There may be times when a PC falls into a sin unknowingly. The PC will not roll to resist in this case because he is unaware that he has committed a sin. He might not realize that he is doing it. He will receive all the negative modifiers as described above, but do not let him know until he uses a skill or is in a combat situation.

Or maybe the PC commits a sin on purpose. This will happen if the PC decides to do a specific action such as lying, stealing, etc. If the PC tells a



white lie, he has sinned and the next time the PC wants to use a FP, have them take away 3 FPs. If he gets into a combat situation make sure to tell him that all rolls are at a -5. He will get the clue that he has sinned pretty quickly. Allow him to take a round to repent, and again, he will need to specifically confess the sin. If he told a lie he will have to declare "Lord I repent from lying, forgive me". Once the PC realizes that he is in sin and wants to repent, he will make a repent roll.

Once the PC rolls to repent and beats the set difficulty, he will be able to continue the adventure without any negative modifiers caused by his sin.

DETERMINING SIN

As the GS, you will need to determine which actions constitute sin and which do not. However, you are not God and you cannot know what is in the player's heart or mind (or his character's, for that matter). You should be able to recognize what the fruit of sin looks like and from this you will have to decide how it affects the game.

Here are a few scriptural references to help you: "The acts of the sinful nature are obvious: sexual immorality, impurity and debauchery; idolatry and witchcraft; hatred, discord, jealousy, fits of rage, selfish ambition, dissensions, factions and envy; drunkenness, orgies, and the like. I warn you, as I did before, that those who live like this will not inherit the kingdom of God." Galatians 5:19-21.

"If we confess our sins, he is faithful and just and will forgive us our sins and purify us from all unrighteousness."

-1 John 1:9

"Put to death, therefore, whatever belongs to your earthly nature: sexual immorality, impurity, lust, evil desires and greed, which is idolatry. Because of these, the wrath of God is coming. You used to walk in these ways, in the life you once lived. But now you must rid yourselves of all such things as these: anger, rage, malice, slander, and filthy language from your lips. Do not lie to each other, since you have taken off your old self with its practices." Colossians 3:5-9.

REPENTANCE

When a PC has sinned the Lord will convict the PC and tell him that he is in sin and needs to repent. The GS can say something like, "You feel the conviction of the Holy Spirit." Once the PC is convicted, he can attempt to repent by making a Marginal or better SPI roll.

The PC needs to specifically confess the sin. If the PC sinned in the area of Pride, he will declare "Lord I repent for being prideful, forgive me," or something to that effect. A PC must withdraw from all actions for at least four combat rounds to repent.

If the PC does not make the roll to repent after 7 tries, the PC becomes an NPC and cannot be played by the player. The character will part company with the other PCs and must find a church where he can be ministered to. The PC has not lost his salvation; it just takes a higher level of spirituality to combat the hordes of hell.

The "unrepentant character" could be reinstated, after he repents. much later (six months to a year, playing time) at the GS discretion. However, doing so may be awkward because your adventuring party could be much more advanced and the character may feel out of place.

A PC can attempt to repent twice per game day.

NOTE TO GS

While playing the game, you will realize that much of what a player does in acting out his PC will reflect who he is. This could bring up some challenging issues as the players are dealing with specific issues in their lives. You may even see some of your own issues surface as you see others dealing with sins or attitude problems.

If issues do come up make sure that you direct the player to a pastor, elder, or deacon in their church to deal with the issues that are brought up. You as a friend may be able to help, but a trained minister will be able to get to the root of the problem instead of just the outward manifestations of the problem. God will direct you, just be sensitive to His voice.

GAME SHEPHERD

CHAPTER 17

SO WHAT DOES A GAME SHEPHERD DO?

WHAT IS MY ROLE?

You as the GS are the storyteller, referee and interactive bible study leader. You will determine how difficult a particular action is by setting the Success Difficulty. You are the scene setter, you describe what is going on around the PCs; what they see, taste, touch, smell, and hear. You will be descriptive about what things look like and maybe what the PCs are feeling at any particular time. When they react to what you say, you will need to decide what the surrounding characters are going to do or if the atmosphere is going to change or not, depending on the situation.

You will roleplay the Non-player characters (NPCs). You act them out and create a certain amount of flavor for each NPC (see section on NPCs in Chapter 18). You will tell your players what a dungeon looks like and how a demon is attacking. You and God are the only ones who know what is going to happen, and sometimes you don't even know what is going to happen.

A very important thing to remember is that you are not God and you will more than likely not memorize all the rules, so don't be intimidated. Refer to this book often and if you can't find a rule, use your best judgment and make the call. That is your job as Game Shepherd.

Expect to be **WRONG** sometimes! You are human and you will mess things up every so often. Do not hesitate to say that you are sorry, you were wrong, and ask for forgiveness; not only in this game but in everyday

life. If you and your players cannot come to an agreement, then look up the rule. If you cannot find it, agree to disagree, but you as the GS still make the final call. The GS should be able

to maintain order as the Shepherd of the game (in some respects you are like a Pastor to a church; you are the leader and the players should follow your lead). Your players should be able to



"Nor should there be obscenity, foolish talk or coarse joking, which are out of place, but rather thanksgiving."

-Ephesians 5:4

submit to you and you to them. "Submit to one another out of reverence for Christ." Ephesians 5:21.

If a conflict arises that cannot be resolved, then stop playing. This is not about arguments, it's about learning the tactics of the enemy and how to combat them. If you are arguing then the devil is winning a real battle. Go on and be wrong if need be. Look at what the Word of God says about this.

"The very fact that you have lawsuits among you means you have been completely defeated already. Why not rather be wronged? Why not rather be cheated?" 1 Corinthians 6:7.

"For if you forgive men when they sin against you, your heavenly Father will also forgive you. But if you do not forgive men their sins, your Father will not forgive your sins." Matthew 6:14-15.

"Then Peter came to Jesus and asked, 'Lord, how many times shall I forgive my brother when he sins against me? Up to seven times?' Jesus answered, 'I tell you, not seven times, but seventy-seven times.'" Matthew 18:21-22.

ATMOSPHERE

Remember that the setting is not placed in the twenty-first century. There is not a diner on every street corner or a bathroom at the inn where the PCs are staying. They don't have hair dryers or microwave ovens.

Your players ride horses, carry swords, and go to the bathroom in outhouses. Get to know the culture. Look up lifestyles of the medieval period and incorporate it in your games.

FOCUS

What is the focus of the game? It is definitely not blood and gore. This is not your typical hack and slash game, although, there are plenty of combat scenes. You and your players need to understand that SWRPG is not meant to be gory or graphic. Satan certainly wants you to describe graphic scenes of blood and gore in an overboard fashion, and if that is your focus then you've missed the point of the game.

The focus in this game is learning about Spiritual Warfare, not describing what someone's intestines look like on the outside. We should be descriptive, but we do not need to be vile. During the course of a game, the PCs will come across a murder and possibly very heinous crimes and blood curdling filth, but you should not be graphic in describing it.

The bible has incidents of murders, wars, rape and such. But God in His mercy chose not to be graphic about those situations. Don't be disgusting, just tell the players the basics of what happens and go on with the story, enough said.

TAKE THE LIBERTY

One thing you will get use to is "winging it". There will be plenty of situations that arise in the game that were not planned. So you enter into the realm of doing things on the fly. That is what you do, you're the GS. Take the liberty to give a PC or NPC +2 or a -3 to a roll because it makes sense to the situation.

The great thing about the rules in this book is that they are to be used as a guideline to tell your story or to preach your sermon. Don't get bogged down in detail but take the liberty to do what makes sense to you.

For example, If a PC has a High SPI attribute give him a bonus to the Evangelism roll that may decide the fate of an entire village. Likewise, if a PC has a Low STR attribute give him a negative to apply to his roll to kick down a 2 foot thick oak door just because he thinks he can.

CHAPTER 18

ADVENTURING

The Game Shepherd's job can be a bit more tedious, but is almost always fun. Think of yourself as a Bible teacher for small groups because that is what you are. You are just teaching the Word of God in a different way than people normally do. You are essentially running an interactive Bible study with your players. Be aware that the players are actually a part of the teaching and may teach you a thing or two.

Again, you are the referee and a storyteller. Below are some ideas to

help you with roleplaying and setting the scenes for the various adventures that you will be leading.

THE AMBIANCE

The action in *Spiritual Warfare the RPG* should be very fast paced with few, if any, lulls in the adventure. There is always a local official or noble wondering where the PCs are from and where they are going. There is usually a demon ready to pounce on an unsuspecting PC, etc. Sure, there are times when the PCs can rest, but make

Without warning, a furious storm came up on the lake, so that the waves swept over the boat. But Jesus was sleeping.

-Matthew 8:24-25

sure that you put a NPC in their path so that they have an opportunity to preach the Gospel and bring another soul into God's kingdom.

The PCs need to watch each other's backs and be on the look out for danger in their path. Remember, the devil wants to see the PCs dead and he will do what he can to accomplish that. Always try to keep your players suspicious to create a high level of excitement. If there happens to be a lull in the action, then cut to the next scene.

ADVENTURES VS. CAMPAIGNS

Adventures usually encompass one gaming session, whereas campaigns are a series of adventures linked together. There is one major pro and con to each type of gaming.

If you want to play a single adventure, you don't have to worry about getting all the same gamers back together for the next session of play. The player usually does not get attached to their character, so if the character happens to take an eternal nap (die), it will not be so hard on the player. Also, in a single adventure, the GS can make one big point about the tactics of the devil.

In a campaign style game, you have to have all of your players present each time you play. You also run the risk of a player becoming attached to the character and if the character dies you will have to deal with hurt feelings, etc.,



One positive aspect of the campaign style game is that you can teach a multiple point lesson to the players because you have more time to develop the story and so forth.

Choose which way you want to play your games; play them both ways if you want, but remember to have fun and kick the devil's tail!

CREATING ADVENTURES

Pray, Pray, Pray! Prayer is the most important ingredient when creating or preparing to run an adventure. God must be in control so that your players can get the most out of their playing experience. Prayer with your players should begin and end every game session.

Use as much scripture as you possibly can to create awareness of the Word of God. Some of your players may be seasoned Bible scholars or brand new Christians. No matter who they are, don't be intimidated, just make it fun, exciting, and educational for your players.

WEATHER AND THE ELEMENTS

It is good to incorporate different weather patterns into your adventures, it will add to the ambiance of the game. If the players always have nice weather, things can become dull. Mix up the weather a bit. Pick a season that you can start with; spring, summer, fall, or winter. Describe weather patterns that resemble the season that you are in. Use basic descriptive words like; sunny, windy, raining, pouring, hot, cold, snowy, hailing, storming, etc.

SPONTANEOUS ENCOUNTERS

Spontaneous encounters are subplots in the game, they may or may not have to do with the plot of the adventure. When your only option is to cut to the next scene in an adventure, spontaneous encounters come in handy. These encounters will

I can do everything through him who gives me strength.

-Philippians 4:13

keep your players entertained.

Spontaneous encounters could be events like thieves ransacking the camp in the middle of the night, or a PC's horse goes mad and runs off. When the PCs follow it into a cave they find themselves surrounded by six hungry demons waiting to devour them. There are many different possibilities that you could explore. Creativity is the key.



NPCs

A lot of the memories your players will have will depend on how well developed your NPCs are. Make your NPCs descriptive and original, but don't give too much detail, otherwise all your NPCs may sound the same. Provide a basic description and a few characteristics that are obvious. Here is

an example of a human storekeeper: handlebar mustache, a gold tooth and greasy hair; he is a bit pudgy and laughs loudly.

It is good to have some pre-generated NPCs available, it is very useful when you need a character on the spot. Although making up a character on the spot is possible, it is a good idea to have NPCs with background and attributes. If you get into a bind, remember that the average QM for a standard person is Novice. If the NPC is a specialist (Blacksmith, Carpenter), give the appropriate skill a QM of Standard or Proficient (or more) depending on the skill level.

Do not tell the players everything about each NPC, keep them in suspense and roleplay it out. If a PC wants to know about the person's past history, have the PC ask the NPC and roleplay it out. Even if the PCs ask an NPC about where he is from, do not give them his entire background but keep them guessing. In some circumstances, it can be alright to give everything if it is needed, or if you think it would benefit the flow of the adventure. Always use your judgment, you are the one running the game. Obviously the PCs will know most everything about an NPC if they spend a lot of time with them.

You need to be willing to improvise NPC personalities on the spot. If your PCs want to capture a demon and hold it for questioning, allow them to. Whatever information the PCs want to get from the demon, give them misleading information (have the demon lie to the PCs because that is what demons do best). Play the role; if an NPC is shy, play shy, if shrewd then play shrewd, etc. Create flavor for each individual NPC. Don't let all your demons be killers, some are persuaders and don't want to fight. Be creative and roleplay.

NPC MINISTER LEVEL	Bonuses
1	6 QM Upgrades
2	3 QM Upgrades
3	-
4	3 QM Up. /Level 1 Spell
5	3 APR
6	3 QM Upgrades
7	3 QM Upgrades
8	3 QM Upgrades
9	+ 1 HP/Level 1 Spell
10	4 APR
11	3 QM Upgrades
12	-
13	4 APR
14	3 SU/ Level 2 Spell
15	3 QM Upgrades
16	-
17	+1 HP/ Level 3 Spell
18	5 APR P
19	3 QM Upgrades
20	3 QM Up./ Level 4 Spell

NPC COMMONER LEVEL	Bonuses
1	5 QM Upgrades
2	2 QM Upgrades
3	2 QM Upgrades
4	-
5	2 QM Upgrades
6	-
7	2 QM Upgrades
8	3 APR
9	2 QM Upgrades
10	-
11	Level 1 Spell
12	-
13	-
14	+ 1 HP
15	2 QM Upgrades
16	-
17	+1 HP
18	Level 1 Spell
19	4 APR
20	2 QM Upgrades

NPC WARRIOR LEVEL	Bonuses
1	9 QM Upgrades
2	+1 HP
3	3 QM Upgrades
4	-
5	3 APR
6	+1 HP
7	3 QM Upgrades
8	-
9	+ 2 HP/ Level 1 Spell
10	4 APR
11	3 QM Upgrades
12	-
13	3 QM Upgrades
14	+ 2 HP
15	5 APR/Level 1 Spell
16	6 APR
17	+2 HP
18	3 QM Upgrades
19	7 APR/ Level 2 Spell
20	-

NPC LOREMASTER LEVEL	Bonuses
1	6 QM Upgrades
2	3 QM Up. / Level 1 Spell
3	3 QM Upgrades
4	-
5	3 QM Up. / Level 1 Spell
6	3 QM Upgrades
7	3 QM Up. / Level 2 Spell
8	3 APR
9	+ 1 HP / Level 2 Spell
10	3 QM Upgrades
11	3 QM Up. / Level 3 Spell
12	-
13	3 QM Upgrades
14	3 QM Up. / Level 3 Spell
15	4 APR
16	-
17	+1 HP
18	3 QM Up. / Level 4 Spell
19	3 QM Upgrades
20	3 QM Up. / Level 4 Spell

NPC TRAVELER LEVEL	Bonuses
1	7 QM Upgrades
2	+1 HP
3	3 QM Upgrades
4	-
5	3 QM Upgrades / Level 1 Spell
6	3 APR
7	3 QM Upgrades
8	-
9	3 QM Upgrades
10	+1 HP
11	3 QM Upgrades / Level 1 Spell
12	4 APR
13	-
14	+ 2 HP
15	3 QM Upgrades / Level 2 Spell
16	5 APR
17	+1 HP
18	3 QM Upgrades / Level 3 Spell
19	6 APR
20	-

NPC ORDERS

Non-player characters use the four basic orders and one other. They are Warrior, Loremaster, Minister, Traveler, and Commoner.

Most NPCs are not Christians, which means that they will not benefit from many of the Level advancement benefits. This includes Rhema Level, Gift of the Spirit, and most Order Specialties.

The following are brief descriptions of the NPC Orders and common character types associated with that Order.

Warrior The warrior, soldier, hired thug, guard, barbarian, and other brute strongmen.

Loremaster The scholar, teacher, investigator, occultist, warlock, witch, philosopher, and anyone else of deep study and education.

Minister The servant, businessman, shop keeper, politician, inn keeper, and anyone else that provides a service to another.

Traveler The wanderer, rogue, cutthroat, thief, hermit, traveling salesman, minstrel, poet, and fortune seeker.

Commoner The husband, wife, layman, tender, slave, kid, and average worker or relative.

NPC LEVEL'S AND QM

UPGRADES

Determine your NPC's Order Level. You will notice on the NPC Order Level charts terms like 7 QM Upgrades, 2 QM upgrades, etc. These QM Upgrades are applied to your NPC's skills. The upgrades are cumulative each level.

EXAMPLE: An NPC you are designing is a 7th Level Loremaster.

You would have 21 total QM Upgrades to apply to that NPC's Skills.

HOW TO DESIGN

YOUR HUMAN FOES

You may want to use humans (or demi-human Elves, Dwarves, etc.) as a main villain or foe at some point. Here are some guidelines for creating a good human foe.

Roll the foe's attributes. You can customize the rolls depending on how you want your human foe to operate, or where you want him to be more or less skilled. Another way to generate stats is to find a demon foe that would be suitable as a human foe and use those stats. Decide on an Order for your foe Warrior, Loremaster, Minister, Traveler, or Commoner.

Give your foe a good background and possibly some motives for being a bad guy. Maybe someone or a loved one hurt him, an evil spirit possessed him and wants to carry out his evil scheme through him, etc.

You will need to decide if this foe is a major or minor foe. If the foe will be around for a few adventures, he may be a major foe. If the foe will be eliminated in a few adventures, he may be a minor foe. Determine if the campaign will revolve around this foe or not, in one way or another.

You need to decide whether the villain is a mastermind or a nemesis. The mastermind is a foe that is behind all the minor foes and is usually introduced towards the end of a campaign. The nemesis is a foe that is encountered in almost every adventure but always seems to escape justice. This is a character that is a bit harder to play and needs plenty of development and background.

NPCs AND SPELLS

When designing your Human or Demi-Human Foes, you will want to decide if they have the capability to cast

a spell.

Spells are much like enchantments in that they are power effects that affect PCs and NPCs. Spells can cause damage, disillusionment, and a host of other atrocities.

The only real difference between enchantments and spells is that an enchantment is performed by a demon. A spell is cast by verbal and semantic languages that command unseen demons to carry out the desired effect. Though it looks as if the person casting the spell is the actual one causing the spell to take effect.

If you desire your human and demi-human foes to cast spells. Use the NPC Order advancement to see how many Spells he has.

EXAMPLE: A 14th level Loremaster would have two 1st level spells, two 2nd level spells, and two 3rd level spell.

The list of spells and their descriptions are provided in Appendix B.

CASTING A SPELL

Human and Demi-Human Foes that have the ability to cast a spell don't use the Enchant Skill as demons do. They use a skill called Spell Casting. The Spell Casting Skill is related to the SPI Attribute. Spell Casting is a Dedicated Skill and starts with a default QM of Unskilled 2d4. A GS can raise this QM level by allocating QM Upgrades to that Skill.

SPELLS/ENCHANTMENTS IN

COMBAT

In combat rounds, casting a Spell or Enchantment is limited to once per round plus the Level of the spell or Enchantment. If a character used *Electric Ray* in the first round (a first level Spell), he would have to use something else the second round (physical attack or another Spell), then he could use *Electric Ray* in the third

round. *Bone Shards* is a Level 3 Spell, he could use *Bone Shards* once in the first round, and then he could not use it again until the fifth round.

Spells and Enchantments are limited by their Level in APR. In other words, if it's a level 3 Spell, and your APR is 5 or less, you can only use one per round. If your APR is 3, and you're using level 1 Spells, you can use three that round. If your APR is 3 and you use a level 2 Spell, you can only use one that round. If the Spell level exceeds the NPC's APR, all he can do that round is concentrate on invoking the Spell. Don't forget the round plus level limit for invoking the same Spell again (above).

When an NPC invokes a Spell he cannot move or defend until his next action. It takes all of the character's energy and concentration to cast a Spell.

SPELL TRAPS

Spells can be cast on objects, such as doors, weapons, clothes, and other common items. When the object is used (i.e. door is opened, clothing is put on), or the specified time is up, the Spell is triggered and normal effects apply.

ANGELS AS NPCs

"Do not forget to entertain strangers, for by so doing some people have entertained angels without knowing it." Hebrews 13:1-2. Angels can be very powerful allies in the midst of a struggle. Because of their awesomeness, the GS should use them with caution and only in a time of need. Keep one handy for those sticky situations that need a little help from above and you will do well.

Angels come in many forms. They come as Guardian Angels when used with Rhema. They sometimes come as Warring Angels. Other times as just a messenger to guide the PCs on their next assignment. Angels are also

Ministering Spirits that help the PCs recover from damage, sickness, etc., and help in encouraging the PCs when they are down. Although, if the PCs begin to rely on Angels they could get into a lot of trouble. The PCs should rely on the Lord for strength and provision. Sometimes the PCs will encounter an Angel and not know it, perhaps as a beggar on a street corner. These are usually tests from the Lord to see what the PCs will do.

SETTING THE SCENE

Since the game takes place in the imagination, we need to set the scene and be descriptive about things that are going on around the PCs. Use all five senses (seeing, touching, tasting, smelling, hearing) when setting the scene. Tell your players what is going on around them.

GS: Al and Cale, you both turn around the next corner and see a huge hallway. The hallway is about 20 feet wide and possibly 80 feet high, but you cannot tell because it disappears into the darkness. There are unlit torches lining both sides of the hallway. The torch that Al is holding does not give enough light to see completely down the hall.

Al: I want to light a torch on the wall with my torch.

Cale: I am drawing my sword.

GS: Al, as you light the torch, all of the other torches spark down the line, one after the other. You both can smell a sulfurous scent. All you hear is the whipping of the flames and the beating of your own hearts. The hallway seems to go on forever.

Cale: I want to walk forward.

Al: Me too.

GS: You both walk forward and as you do, a gate slams down behind you, and you are both a bit startled by it. Then, you hear the loudest ear piercing roar that you have ever heard coming from down the hall.

Cale: What do you suppose that is?

Al: Something not good!...

PROPS

Props can be good visual effects for your players, they add to the effect of the story, drawing your players in. Props give your players something tangible to look at and touch and can give your players a feeling of accomplishment when used well.

Some good props could be roughly drawn and crinkled up maps of dungeons or cities. Pictures of equipment that the PCs acquire and written out passages from an NPC's journal are intriguing props. There are many other props that you can use, just let God guide you. For best effect, use props sparingly so when your players get props they are memorable.

SOUND EFFECTS

Sound effects are fun and help to explain things where words just are not enough. Sometimes sound effects are more effective with something like an explosion. Instead of just saying, "You hear a big explosion." you can say, "You hear a big explosion-CABLAAAAAM!" etc.

AD LIB

If your PCs want to take a half hour of game time to go shopping let them, and have them roleplay it through. Play the storekeeper and let them browse the store.

If your PCs want to go the opposite direction than where the adventure is taking place, persuade them to turn around. You could do this by having an Angel of the Lord appear to them and persuade them. Or give them so much opposition that they have to continue with the adventure. Use weather or bandits that steal all their supplies or whatever, but get them back on track. If all else fails and you feel that you can ad lib an adventure into a

completely different direction then go for it.

WHEN DO WE STOP PLAYING?

There is not a set time limit to play a game, but a good time to end is after 3-4 hours of playing. When you decide to stop, be sure that is in a moment of suspense. Before the PCs are about to attack a band of demons is a good time to stop. After the PCs have found out valuable information that is key to the adventure is another good place to stop. You may even want to stop a game early just to end in a suspenseful place because it keeps the players coming back for more. This is the classic comic book and soap opera method of ending.

REWARDING FAITH POINTS

An individual PC will receive anywhere from 3 to 10 FPs at the end of a gaming session. You should award anywhere from 5 to 15 FPs each when the PCs complete an entire adventure. An adventure could take two or three gaming sessions, depending on how long you play per session.

Most adventures take anywhere from 6-10 hours to complete. If you were to complete an entire adventure in one sitting, you could award anywhere between 14-45 FPs.

Remember to be generous with the rewarding of FPs, your players will love you for it and it will keep them coming back.

When determining FP rewards, there are two factors to consider; the group and the individual. Each PC, more than likely, will receive different rewards. It is recommended that you write down their rewards on a piece of paper and give it to them individually.

The following are some guidelines for determining FP rewards. Go through the questions and adjust the rewards depending on your evaluation.

GROUP

- Were the players unified or disjointed?
- When problems came up did the group pull together to solve it?
- Did the group accomplish the tasks for the gaming session?
- Did the group work together well in combat?
- Did the group figure out the puzzles and/or traps?
- Did the group learn any new insight into God, His Word, or living the Christian life? (Having a debriefing to close the session could bring this to light if it is not obvious.)

INDIVIDUAL

- Did the individual come up with an idea that benefited the entire group?
- Did the individual show improvement in scripture memorization?
- Was the individual roleplaying his character or just rolling the dice?
- Did the individual contribute more than the others?
- Was the individual constantly interrupting and/or causing arguments?
- Was the individual encouraging and/or uplifting?

Remember that each player and group will vary in playing ability, memorization skills, and social skills. Take these into consideration when you are calculating the FP rewards.

SET AWARDS

As the characters advance in skill, their FP awards will not increase. They will still receive from 3-10 per game session and 5-15 at the end of an adventure.

Beginner characters will advance in skill more rapidly than expert characters. While the expert has much

experience with only few things to learn, the beginner has a great deal before him.

UPGRADING THE PLAYER

CHARACTERS

Possible opportunities for upgrading a PC's Attributes, Skills, Reactions, Resist, Levels, etc. could be: downtime during the session at the GS's discretion, between sessions, before a new session, or after a session. It is up to you as the GS.

A DEDICATION PRAYER

God tells us in His word to pray about everything that we do (Colossians 3:17). So we suggest that you start off every session with a prayer to dedicate the playing session. If you get into an argument, you should pray and forgive the players and/or GS. Below is an example of a dedication prayer:

Heavenly Father, we humbly come before You in the Name of Jesus, and ask for Your blessing on this gaming session. We pray that You would meet us here in this place and guide and direct everything that goes on. Help us to understand how You want us to live and reveal to us the schemes of the devil that we might stand against him, in Your power and in Your might. We give you this time and ask you to bless it and we ask all of this in the precious name of Your Son, Jesus. Amen!

This is only a suggested prayer, let your prayer be personal to God.

FELLOWSHIP (HANGIN' OUT)

Remember this is a game that heavily involves fellowship, which means lots of food and drinks! Do not be exclusive with your group, always be willing to allow others to join the group. Pray about non-Christians that you could invite to play. Pray that the Lord would provide an opportunity for you to share the Gospel with that person or persons.

CHAPTER 19

SATAN'S MINIONS

FOR MORE DEMONS CHECK OUT THE FOES MANUALS FROM GOLGOTHA GAMES.

THE HEAVENLY REBELLION

Before the creation of the world and of man, God created an innumerable company of angels. These angels were spiritual beings of strength and intelligence who ministered before the Lord our God continually.

The highest of these angelic beings are the Cherubim, who were attendants at the very throne of God. God created Satan, the chief angel of angels. Satan witnessed God's plan to create man, earth, and everything in it. Satan became insanely jealous and plotted to take the place of God.

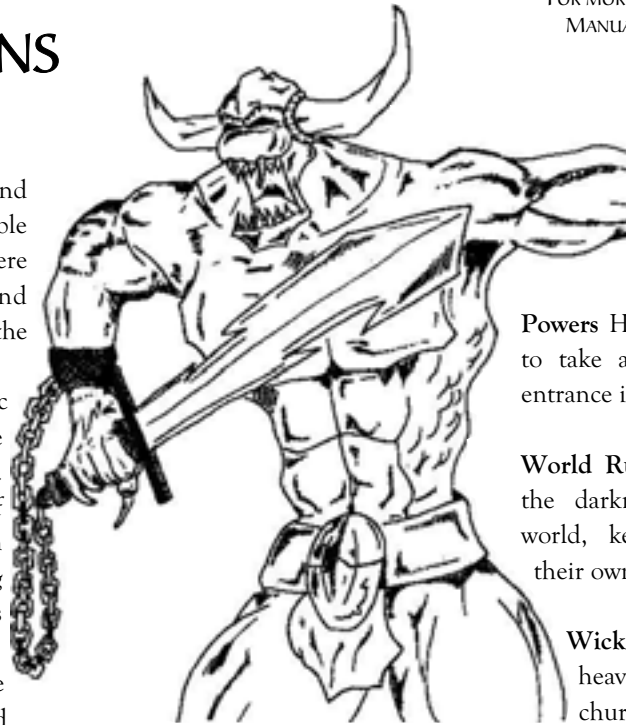
Pride swelled within Satan, the mighty cherubim, and he persuaded many other angels to follow him in a rebellion against God. Satan promised to make his followers rulers over God and the other angelic hosts.

The heavenly rebellion began when Satan gathered one-third of the angels to his side and declared war on God. The archangel Michael and his angels fought as Satan and his rebels fought back. But Satan and his angels were not strong enough and they lost their place in heaven and were cast down to the earth.

It was out of the ashes of defeat, that Satan and his hellish host took on their new and corrupted form as the fallen ones... *demons*.

DESTROYING THE DESTROYER

The demonic resistance the PCs combat, are very complex. Demons are spirit, and like the human spirit of the PCs, are eternal. They have invaded earth and have physically manifested on our plane of existence. The primary purpose of the PC is to destroy all demonic life. Destroying a demon



Principalities Are the forces that have dominion over nations and governments.

Powers Have the authority and power to take action in any sphere where entrance is given to them.

World Rulers Evil spirits that govern the darkness and blindness of the world, keeping people from seeing their own wickedness.

Wicked Spirits Operate from heavenly places, they target the church through deception.

forces it back into the spiritual realm where it can no longer manifest physically. Demons can cause harm as a fleshly beings, but are subject to the physical laws of earth such as gravity, time, space, etc.

THE DEMONIC

The foes that PCs encounter are the demonic forces that have escaped through the Vortex of Souls. Some of the demons manifest as human beings, others as great dragons. Some demons have had sexual contact with humans and have spawned half-breed races that are completely evil and carnal in nature.

In this section we will define the different groups of demons. The head over all of them is Satan himself, and, since the PCs will probably not encounter Satan there is no need to discuss him further. The major groupings of demons are:

Lowly Demons Typically dumb; they scream and holler and harass, and are dispensable to Satan.

Nephilim Nephilim are half-breed creatures. They are part human and part demon that have spawned in one way or another through sexual relations. Nephilim can manifest as giants, werebeasts, vampires, or living skeletons, among others.

WHAT DO THEY LOOK LIKE?

The demonic species are as varied as the creatures of the earth. Demons appear in many forms; from a crazed horse and decaying dog, to a fire breathing dragon, and Satan's favorite, an angel of light.

God is the Creator and Sustainer of all that is living. On the other hand, Satan is not a creative being but a corrupting being. Satan and his forces have manipulated their once angelic form and have become hideous creatures of terror.

FOE PROFILE

OVERVIEW

There are 7 different types of Foes, 5 main, 1 hybrid and 1 special type.

Main Types: Lowly Demon, Wicked Spirit, World Ruler, Power, and Principality

Hybrid Type: Nephilim

Special Type: Animated Things

THE FOLLOWING SECTIONS EXPLAIN THE FOES TEMPLATE.

Name: This is the name of the Foe.

Type: This describes the type and/or rank of each Foe. The types are as follows:

- **Lowly Demon** - Represents the least powerful but most numerous Foes
- **Wicked Spirit** - Represents the average Foes
- **World Ruler** - Represents the less numerous leader Foes
- **Power** - Represents the rare elite Foes
- **Principality** - Represents the highest ranking, most powerful Foes
- **Animated Things** - Represents non-living things (dead, elements, objects, etc.) animated by Foes. These Foe are created and/or controlled by enchantments only.
- **Nephilim** - Represents the offspring (half-breeds) produced by breeding Wicked Spirits, World Rulers, Powers and Principalities with the Races of Man (The Races of Man may be referred to as 'Man' in this book).

Habitat: This is the environment where a Foe is normally encountered. The habitat consists of a general temperature and a land type.

Temperature:

- **Cold** - a region in which climate is mostly cold year round. Foes that are normally encountered in Cold can operate in Seasonal if Seasonal is currently in Cold season
- **Seasonal** - a region that has a changing climate (seasons) throughout the year. Seasonal can operate in Cold or Warm/Hot
- **Warm/Hot** - a region in which climate is mostly warm/hot year round. Foes that are normally encountered in Warm/Hot can operate in Seasonal if Seasonal is currently in Warm/Hot season

Land Type:

- **Aquatic** - a region on or in the water
- **Desert** - a dry barren region incapable of supporting any considerable population or vegetation
- **Forest** - a region with large tracts of land covered with trees
- **Hill** - a region with rounded elevations on the earth's surface, smaller than a mountain
- **Marsh** - a region of low, wet land (i.e. Swamp)
- **Mountain** - a region with a landmass that rises above its surroundings and is higher than a hill
- **Plain** - a region with level, flat, and clear open areas
- **Subterranean** - a region located underground; caves or system of tunnels

Activity: This denotes the time within a 24-hour period that a Foe normally operates. The activity types are:

- **Diurnal** - Recurring every day; having a daily cycle
- **Nocturnal** - Occurring in the night; active at night
- **Any** - Diurnal and Nocturnal

Family: The Foes hierarchy is very complex and each Foe has a family that it belongs to.

Sphere of Influence: Sometimes corresponds to the family the foe belongs to. The Sphere of Influence suggests the area that the foe affects in people's lives.

Biblical Reference: Bible passages that may be useful in understanding the foe.

Organization: This represents the organizational grouping and number of Foes that will normally be encountered within that organization.

- **Brood** - the young of an animal or a family of young
- **Colony** - a group of insects or ants
- **Cult** - a group or system of religious worship
- **Flight** - a group of similar beings flying together
- **Flock** - group of animals assembled or herded together
- **Herd** - number of cattle together in group
- **Nest** - home built by a bird or as in a nest of snakes
- **Pack** - a group of wolves or wild dogs that hunt together
- **Pair** - two people, animals or things
- **Solitary** - one
- **Squad** - small group organized to perform a specific job
- **Swarm** - large group of insects as bees; large group of persons or things
- **Team** - two or more people or animals trained or organized to work together
- **Tribe** - a group of people composed of several villages, districts, and sharing common language and culture
- **Troop** - group or assembly of people or animals

Size: This represents the average size, height/length, and weight of a Foe.

This section may also include information in [brackets] which denotes that the Foe has different sizes. The sizes are as follows:

SIZE	HEIGHT/LENGTH WEIGHT
Tiny	2 ft. or less 8 lb. or less
Small	2 ft. - 4 ft. 8 lb. - 60 lb.
Man/Medium*	4 ft. - 7 ft. 60 lb. - 500 lb.
Giant/Large**	7 ft. - 14 ft. 500 lb. - 5,000 lb.
Huge	14 ft. - 49 ft. 5,000 lb. - 20,000 lb.
Great	49 ft. - 84 ft. 20,000 lb. - 50,000 lb.
Immense	84 ft. or more 50,000 lb. or more

Height/Length is based on both biped-height (2 leg), quadruped-length (4 legs), or greater-length (greater than 4 legs).

*Man - used to describe humanoid Foes or Medium - used to describe non-humanoid Foes

**Giant - used to describe humanoid Foes or Large - used to describe non-humanoid Foes

Example: The example uses Cyclops (a Nephilim) to show a foe with different sizes.

Size: [Young (Man) / Adult (Giant) / Elder (Giant)]

This displays that the Cyclops is of size Man when it is Young and of size Giant when it is an Adult or Elder.

Description: This briefly describes the physical appearance of a Foe.

Attributes: This represents a Foe's attribute QM. Since there can be different levels of the same type of Foe, there may be different sets of foe attributes. A set of attributes consists of the following:

- **Spirit (SPI)** - This measures a Foe's ability to do things according to its spirit ranking.
- **Wisdom (WIS)** - This measures a Foe's knowledge and the ability to utilize their knowledge.
- **Perception (PER)** - This measures a Foe's ability to perceive things normally unnoticed and also the ability to conceal things from others.
- **Strength (STR)** - This measures a Foe's physical strength.
- **Dexterity (DEX)** - This measures a Foe's agility and skill in a given area.
- **Fortitude (FOR)** - This measures a Foe's physical resistance to pain and its quickness in recovering from injury.
- Following the *Attribute* section of each *Nephilim* is listed the age group adjustments to the Nephilim's attributes.

- **Skills:** This describes the Foe's skills. Since there can be different levels of the same type of Foe, there may be different sets of Foe skills.
- Greater QMs
 - **Unnatural 2d12+6** - This skill is at a level that exceeds what is naturally attainable.
 - **Supernatural 2d12+8** - This skill is performed at a level that transcends the laws of nature.

- **Spiritual 2d12+10** - This skill is at a level that is considered only achievable at a spiritual level.
- **Super Spiritual 2d12+12** - This skill is performed at a level that supercedes the spiritual level. Basically anything related to this skill that is wished can be done. Think it and so it shall be.

Attitude/Demeanor: This describes the Foe's normal conduct and interaction towards others. Remember, all Foes are evil but the method of attack and interaction is different. Some foes are aggressive while others are covert. The attitude types are:

- **Aggressive** - 90% chance of attack; this foe almost always attacks.
- **Bully** - 75% chance of attack; this foe really wants to attack.
- **Neutral** - 50% chance of attack; you never know if this foe will attack.
- **Careful** - 25% chance of attack; this foe attacks with caution.
- **Covert** - 10% chance of attack; this foe attacks if necessary.

APR: This shows the number of actions per round the Foe can perform. Since there can be different levels of the same Foe type, there may be a different number of actions for the types.

Handle/Use Weapons: This tells if a Foe can use a hand type weapon or not. (Yes or No)

Attack Type / Damage / Radius / Arc / DEX (+/-): This details the attack(s) available to a Foe. Since there can be different levels of the same Foe type, there may be different sets of Foe attacks. This section may also include

information in [brackets] which shows that the Foe has different values based on the Foe's age and/or size (see *Size:* section for this Foe).

- **Type** - The natural or unnatural item that is used for the attack.
- **Damage** - Number of Hit Points of possible damage that an attack causes.
- **Radius** - Distance from Foe center to edge of attack, including weapon length.
 - **0 ft.** - This represents that a Foe must be physically touching a character to harm the character.
 - **Ranged** - This represents a ranged weapon.
- **Arc** - This represents the direction of an attack. Front, Side (Left and/or Right), Rear, or Any (Any arc can be used).
- **DEX (+/-)** - This represents the DEX adjustment (Plus or Minus) to Foe's DEX for using this type of attack.

Example 1: A sword is used to demonstrate what attack type stats represent

sword / 2 / 10 ft. / Front / +0

This displays that this sword has a Damage Value of 2, a Radius of 10 feet, a Front Arc and a DEX modifier of 0.

Example 2: The example uses Cyclops (a Nephilim. See Foes Manual Vol. 1) to show the use of [brackets].

The information within the [brackets] show that this foe has different values based on it having different sizes as a result of its age.

Size: [Young (Man) / Adult (Giant) / Elder (Giant)]
 Attack Type / Damage / Radius / Arc / DEX (+/-):
 Large club / [6 / 7 / 7] / [6 ft. / 8 ft. / 8 ft.] / Front / +0

This shows that the large club that the Cyclops is using has a Damage Value of 6 when it is Young and a Damage Value of 7 when it is an Adult or Elder. The Radius of the large club is 6 feet when it is Young and 8 feet when it is an Adult or Elder.

Hit Points: This is the number of Hit Points that the Foe possesses. This section may also include information in [brackets] which denotes that the Foe has different values based on the Foes age and/or size (see *Size:* section for this Foe).

Special Ability / Range / Duration: This is the list of the special abilities that a Foe possesses. This section may also include information in [brackets] which denotes that the Foe has different values based on the Foe's age and/or size (see *Size:* section for this Foe).

- **Special Ability** - This is the name of the special ability.
- **Range** - Indicates the maximum distance of the special ability, usually described in feet. 'Self' refers to special abilities that affect the Foe. 'Touch' refers to special abilities that only take effect when touching another. 'Audible' refers to special abilities that affect those that can hear the speaker.
- **Duration** - This tells how long the effects of the special ability will last. Duration can be 'immediate', signifying that it is very quick. Duration can be in a number of rounds, minutes, hours, days, etc. Duration of 'indefinite' refers to special abilities that will last until the effect is used up or it leaves a permanent effect.

Enchantment / Level / Type / Range / Resist / Duration: This is the list of enchantments (spells, curses, etc.) that a Foe is capable of using. *The Foe will always roll its Enchant Skill to use an Enchantment.* This section may also include information in [brackets] which

denotes that the Foe has different values based on the Foe's age and/or size (see *Size:* section for this Foe).

- **Enchantment** - This is the name of the enchantment.
- **Level** - Indicates the enchantment level.
- **Type** - Describes whether the enchantment is an effect or enhancement.
- **Range** - Indicates the maximum distance of the enchantment, usually described in feet. 'Self' refers to enchantments that affect the Foe. 'Touch' refers to enchantments that only take effect when touching another. 'Audible' refers to enchantments that affect those that can hear the speaker.
- **Resist** - States what fruit the character must use to resist the effects of an enchantment or prevent the enchantment from causing physical harm. If the character does not have said fruit, then he will use his base resist QM of Standard 2d8.
- **Duration** - This tells how long the effects of the enchantment will last. Duration can be 'immediate', signifying that it is very quick. Duration can be in a number of rounds, minutes, hours, days, etc. Duration of 'indefinite' refers to enchantments that will last until the effect is used up or it leaves a permanent effect.

CREBAIN

Type: Wicked Spirit
Habitat: Seasonal; Any Land
Activity: Any
Family: Cain (Jealousy)
Sphere of Influence: Deception
Biblical Reference: Psalm 38:12
Organization: Flock (6-18)

Size: Medium

Description: Crebain are a race of black birds that are servants of Satan. About four times as large as a crow or a raven; Crebain are malevolent creatures of darkness.

SPI: Unskilled 2d4
WIS: Novice 2d6
PER: Standard 2d8
STR: Standard 2d8
DEX: Proficient 2d10
FOR: Standard 2d8
Skills: Enchant (SPI: Proficient 2d10); Observe: Spot (PER: Specialist 2d12) Tracking (PER: Standard 2d8); Flying (DEX: Proficient 2d10); Brawling (DEX: Proficient 2d10); Willpower (FOR: Proficient 2d10)

Attitude/Demeanor: Aggressive

APR: 1

Handle/Use Weapons: No

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Beak** / 3 / 0 ft. / Front / +1
- **Claw** / 3 / 0 ft. / Front / +1

Hit Points: 9

Special Ability / Range / Duration:

- **Dive Attack** (DEX: Specialist 2d12) / 0 ft. / Immediate – This attack is fast, hard, and deadly. The Crebain will fly high in the air and swoop low to the ground striking its victims with its razor sharp claws. *Damage Value 6.*

Enchantment / Level / Type / Range / Resist / Duration:

- None

DARKNESS

Type: World Ruler
Habitat: All
Activity: Nocturnal
Family: Phobia
Sphere of Influence: Fear
Biblical Reference: John 9:22; Genesis 20:11, Matthew 27:54
Organization: Solitary

Size: Man to Huge

Description: Encountering a Darkness demon for the first time is unsettling, for Darkness is the embodiment of evil. These demons appear as sinister absences of light concentrated in a wavering humanoid form. A creature so void of light, not even eyes, teeth, or physical details are discernable from the rest of its body. Having an obscure form that truly defies an accurate definition, individuals looking upon them struggle with wanting to look and wanting to look away.

SPI: Specialist 2d12
WIS: Standard 2d8
PER: Master 2d12+2
STR: Proficient 2d10
DEX: Proficient 2d10
FOR: Proficient 2d10

Skills: Enchant (SPI: Proficient 2d10); Intimidation (SPI: Master 2d12+2); Hide / Sneak (PER: Grand Master 2d12+4); Observe: Listen (PER: Proficient 2d10); Brawling (DEX: Proficient 2d10); Dodge (DEX: Master 2d12+2); Incapacitate (DEX: Specialist 2d12); Willpower (FOR: Novice 2d6)

Attitude/Demeanor: Aggressive

APR: 4

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Tentacles** / 5 / 10 ft. / Any / +1 (Varies: See *Shape Darkness*)

Hit Points: 18

Special Ability / Range / Duration:

- **Intangible** (FOR: Specialist 2d12) / Self / Until Attack – Altering their physical structures Darkness demons creates an area of darkness

with a radius of 30 feet and become as unnoticeable and untouchable as the night around them. This allows them to move around unnoticed and untouchable in their natural domain of darkness. All physical attacks made against them are at -4.

If a PC spends all his actions praying for guidance and true aim to strike an intangible demon, they can make a Perception roll to reduce the penalty.

<i>Marginal</i>	-3
<i>Normal</i>	-2
<i>Exceptional</i>	-1
<i>Critical Success</i>	0

- **Shape Darkness** (FOR: Master 2d12+2) / As Per Weapon / Encounter – Foe can change their shapes and the darkness around them to create tangible tentacles, multiple arms, and basic melee weapons like swords, axes, and clubs. These weapons are normal in all aspects and have a damage adjustment of +2.

Enchantment / Level / Type / Range / Resist / Duration:

- **Blind** / 2 / Effect / 20 ft. / Faithfulness / 1 Week – Foe envelopes PC in a consuming darkness which causes them to go blind for a week.
- **Darkest Hour** / 3 / Effect / Love / 1 Week – Effected PCs are temporarily possessed by their own darkness. PCs are forced to endure their darkest hour, which can range from a strengthened reenactment of a previous sin, bring forth a new sin based on recent struggles with Faith, or a sin purely of GM discretion.

DISSEN

Type: Wicked Spirit

Habitat: Seasonal/Any

Activity: Any

Family: Lying

Sphere of Influence: Discord

Biblical Reference: Proverbs 6:16-19

Organization: Solitary

Size: Man/Medium

Description: Appearing as weary travelers, they are usually encountered wandering country roads close to population centers. They are often equipped with heavily worn and tattered clothes and shoddy weapons.

Dissen demons are talkers and like to engage others in conversation. They inquire, prod, chat up, embellish, and can be longwinded while conversing. When traveling with others, they prefer to stay in the background when encounters occur. They are fighters with words, offering insults and encouragement with no display of favoritism, much to the disdain of those they travel with. If trouble does come their way, they will protect themselves with their claws and the source of their true nature a long forked tongue.

Dissen demons are one of the oldest groups of wicked spirits and show an uncanny knowledge of the Bible and history; one more tool they twist and augment to their advantage in causing disruption wherever they go. When backed into a corner a Dissen demon fights in an ancient form of fighting. Due to their solitary nature it is unknown how many of them there truly are.

SPI: Proficient 2d10

WIS: Specialist 2d12

PER: Novice 2d6

STR: Novice 2d6

DEX: Novice 2d6

FOR: Standard 2d8

Skills: Enchant (SPI: Standard 2d8); Intimidate (SPI: Specialist 2d12); Persuade (SPI: Specialist 2d12); Knowledge of the Word (WIS: Master 2d12+2); Discernment (PER: Proficient 2d10); Martial Arts (DEX: Proficient

2d10); Recover (FOR: Specialist 2d12)

Attitude/Demeanor: Covert

APR: 1

Handle/Use Weapons: No

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Claws** / 2 / 2 ft. / Front / -2
- **Forked Tongue** / 1 / 2 ft. / Front / -2

Hit Points: 7

Special Ability / Range / Duration:

- **Gender Bender** (FOR: Proficient 2d10) / Self / Indefinite – Dissen demons have no discernable gender but can change their appearance to male or female to more appropriately affect discord within a party of PCs.
- **Charm** (SPI: Master 2d12+2) / Audible / n/a – Dissen demons are masters of speaking in a pleasing, flattering, and persuasive manner. This is used to sway a person's opinion towards the Dissen demons line of thought, which Dissen demons use to create disunity within a group.

Enchantment / Level / Type / Range / Resist / Duration:

- **Discord** / 2 / Effect / Audible / Peace / 1 Day – Used primarily on PCs befriended through the use of Charm. Causes a disagreement of opinion, a party spirit, or factions to form disrupting the harmony within a group of PCs. These disagreements create a violent attitude within the affected PC and can be accompanied by angry words, a breach in friendship, strife, bickering, or even a physical quarrel between two PCs.

The effects of this Enchantment last for 1 day. However, the results of words said and actions performed can have long lasting effects.

GIANT SPIDER

Type: Nephilim (Lowly Demon)

Habitat: Seasonal; Subterranean

Activity: Any

Family: Half Breed (Ruse and Man)

Sphere of Influence: n/a

Biblical Reference: n/a

Organization: Solitary

Size: Female Giant (10 ft.) / Male Medium (6 ft.)

Description: Giant spiders are huge hulking spiders. They mostly live in subterranean places, dark and often damp areas. These are a very frightening foe to encounter and can leave a horrific impression upon the mind.

SPI: Novice 2d6

WIS: Novice 2d6

PER: Proficient 2d10

STR: Proficient 2d10

DEX: Proficient 2d10

FOR: Standard 2d8

Skills: Enchant (SPI: Proficient 2d10); Climbing (STR: Specialist 2d12); Jumping (STR: Standard 2d8); Brawling (DEX: Standard 2d8); Dodge (DEX: Proficient 2d10); Hide/Sneak (DEX: Specialist 2d12)

Attitude/Demeanor: Neutral

APR: 1

Handle/Use Weapons: No

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Bite** / 4 / 0 ft. / Front / +1
- **Legs** / 3 / [3 ft. / 4 ft.] / Front / +1

Hit Points: 10

Special Ability / Range / Duration:

- **Inject Poison** / Bite / 1 week – When this Foe makes a successful bite attack she will inject poison into the blood stream of the victim. The victim needs to make a Reject Poison roll of Marginal in order to resist the effects. If unsuccessful the poison will cause the victim to black out for 3 rounds. All rolls are at a -2 for one week.

- **Spider Web** (Spin Web: Specialist 2d12) / 50 ft. / Indefinite – Shoots a web at up to three victims. If the victims do not dodge the web then they will be stuck. They have to make a STR roll difficulty Average in order to escape from the web.

Enchantment / Level / Type / Range / Resist / Duration:

The Creeps / 1 / Effect / Sight / Self Control / 3 Days – The Foe is able to cast an enchantment that causes the victim to feel disgusted and terrified of herself and other spiders. The effect causes the victim to suffer a -2 to all rolls when near or around spiders.

GOBLIN

Type: Wicked Spirit
Habitat: Seasonal; Marsh
Activity: Any
Family: Hate
Sphere of Influence: n/a
Biblical Reference: n/a
Organization: Troop (2-24)
Size: Man

Description: Goblins are closely related to the Orc and have even been mistaken for Orcs. However, they are different. If by nothing else than that Goblins detest Orcs would be reason enough. Orcs are Nephilim where as Goblins are of the class of Wicked Spirits. Goblins have wider more boar like heads with jutting saber like lower teeth that shoot up out of their maws. They typically live in swamp and marshlands and rarely wear more than leather skins to protect themselves.

SPI: Standard 2d8
WIS: Novice 2d6
PER: Standard 2d8
STR: Proficient 2d10
DEX: Proficient 2d10
FOR: Proficient 2d10
Skills: Intimidation (SPI: Proficient 2d10); Riding (PER: Master 2d12+2); Tracking (PER: Specialist 2d12); Brawling (DEX: Proficient 2d10);

Melee (DEX: Proficient 2d10); Resist Pain (FOR: Specialist 2d12); Morale (FOR: Proficient 2d10); Willpower (FOR: Standard 2d8)

Attitude/Demeanor: Aggressive
APR: 1

Handle/Use Weapons: Yes
Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Long Sword** / 4 / 6 ft. / Front/ +1
- **Claw** / 2 / Front/ +1

Hit Points: 11

Special Ability / Range / Duration:

- **Night Vision** (as per the trait)

Enchantment / Level / Type / Range / Resist / Duration:
 None

IMP

Type: Lowly Demon
Habitat: Seasonal, Forest/Hill/Mountain/Plain
Activity: Nocturnal
Family: Destruction
Sphere of Influence: Annoyance
Biblical Reference: 1 Samuel 19:9
Organization: Pair (1-2)

Size: Tiny

Description: Imps are tiny, gangly, pointed eared, devilish creatures that delight in playing cruel tricks on humans. Imps are always dressed in layers of wrapped fabric, giving them the appearance of a dirty vagabond. Surprisingly their choice of attire does not hinder their surprising feats of acrobatics. Always traveling in pairs Imps are masters at working in tandem to disrupt and make mischief at every turn. Whether it be picking locks, pockets, or their own noses, Imps have gained a solid reputation for causing people to lose their wits end to the point that those afflicted begin to act contrary to their normal behavior.

Most commonly described as a mischievous child or pesky young one; they soon lose their camouflage and are revealed to be young demons that can

develop into other more malicious creatures within their family.

SPI: Novice 2d6
WIS: Unskilled 2d4
PER: Novice 2d6
STR: Standard 2d8
DEX: Proficient 2d10
FOR: Novice 2d6
Skills: Enchant (SPI: Novice 2d6); Hide/Sneak (PER: Proficient 2d10); Observe: Smell (PER: Proficient 2d10); Climbing (STR: Master 2d12+2); Jumping (STR: Proficient 2d10); Acrobatics (DEX: Master 2d12+2); Dodge (DEX: Specialist 2d12); Melee (DEX: Proficient 2d10); Pick Locks (DEX: Specialist 2d12); Reject Poison (FOR: Standard 2d8)

Attitude/Demeanor: Aggressive
APR: 1

Handle/Use Weapons: Yes
Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Dagger** / 2 / 2 ft. / Front/ +1

Hit Points: 8

Special Ability / Range / Duration:

- **Night Vision** (as per the trait)
- **Contortion** (DEX: Proficient 2d10) / Self / Up to 4 Days – Due to their gangly body structure Imps can contort their bodies to fit into spaces half their size.
- **Sense of Balance** / Self / n/a – Imps know where they are relative to their surroundings at all times. When performing their acrobatics they incur no penalties for actions while moving, being upside down, or contorted.

Enchantment / Level / Type / Range / Resist / Duration:

- **Bedlam** / 1 / Effect / Touch / Self Control / 1 Day – This natural enchantment resulting from being touched by an Imp causes the PC to go into a state of mental confusion. They act contrary to

themselves and one of their Traits gets replaced with its polar opposite or they lose the benefit of that Trait for 1 day. (i.e. A PC with the Trait Quick Draw would become Clumsy. Some one with the Strength of Samson may become temporarily weaker as if their hair was cut.)

ORC

Type: Nephilim (Lowly Demon)

Habitat: Seasonal; Forest, Marsh, Subterranean

Activity: Any

Family: Half-breed (Death and Elf)

Sphere of Influence: n/a

Biblical Reference: n/a

Organization: Troop (2-24)

Size: [Young (Man) / Adult (Man) / Elder (Man)]

Description: Deep hues of green and umber accentuate this vile creature's muscular yet agile 6 feet tall feral frame. Finding purchase in most terrains and climates, it seems they have been carved or cleft from the surrounding terrain itself. With this wild and erratic appearance it is not unusual for them to vary in size and shape much as a man. This brutish appearance suits this creature very well, for they consider the flesh of man a delicacy and often hunt in the villages of men for their food. Causing chaos and pandemonium when they strike, Orcs are the opposite utilizing group tactics and are almost always led by a commander.

When attacking a village or wandering caravan they first subdue their victims then proceed to cause the utmost extent of pain to any and everyone. Their hunger for the flesh of man is sometimes insatiable and directly contributes to their aggressive nature. If it were not for the commander in their midst they would tear each other apart just to curb the bloodlust.

All Orcs are able to wield weapons. However, Commanders and Elders are

most often seen using weapons as it is a sign of status and rank.

SPI: Standard 2d8

WIS: Standard 2d8

PER: Standard 2d8

STR: Proficient 2d10

DEX: Standard 2d8

FOR: Proficient 2d10

Skills: Intimidation (SPI: Specialist 2d12); Tactics (WIS: Specialist 2d12); Riding (PER: Master 2d12+2); Tracking (PER: Specialist 2d12); Brawling (DEX: Proficient 2d10); Melee (DEX: Proficient 2d10); Morale (FOR: Proficient 2d10); Resist Pain (FOR: Specialist 2d12)

Young (All attributes -1 QM); **Adult** (Value); **Elder** (SPI & WIS +1 QM) (STR & FOR -1 QM)

Attitude/Demeanor: Aggressive

APR: [1 / 2 / 2]

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Long Sword** / [3 / 4 / 4] / [5 ft. / 7 ft. / 7 ft.] / Front / -1/+0/-1

- **Claw** / [1 / 2 / 2] / [1 ft. / 2 ft. / 3 ft.] / Front / -1/+0/-1

Hit Points: [6 / 9 / 7]

Special Ability / Range / Duration:

- **Night Vision** (as per the trait)
- **Tag Team** (FOR: Proficient 2d10) / n/a / n/a – Orcs utilize a buddy system when fighting or subduing their prey. Every Orc is paired off with another and they act together or in turns. When outnumbering a group of PCs one of the two will hang back allowing the other to fight. When an Orc is injured to 1/3 of its Hit Points, his buddy will join the encounter allowing them to retreat to safety.

Enchantment / Level / Type / Range / Resist / Duration: None

PSEUDO-DRAGON

Type: World Ruler

Habitat: Any; Any land

Activity: Any

Family: Any

Sphere of Influence: Any

Biblical Reference: Refer to Family and Sphere of Influence.

Organization: Solitary

Size: Great

Description: Pseudo-Dragons come in many forms. They are enormous thick scaly-skinned lizards with large dagger-like teeth, bony protrusions on its head and other locations for added protection and wings that are capable of providing this Foe with excellent flight. Pseudo-Dragons have different skin colors and usually average 90 feet long with a 146-foot wingspan. Although Pseudo-Dragons share some uniqueness from a physical standpoint all other aspects of them are different.

There are three species of Pseudo-Dragons: Cold-Drakes, Fire-Drakes, and Aero-Drakes. When assembling your Pseudo-Dragons you will want to determine which one they are. Cold-Drakes neither fly nor have a breath weapon. Fire-Drakes cannot fly however, they do have a breath weapon. Aero-Drakes can fly and they have a breath weapon.

SPI: Grand Master 2d12+4

WIS: Grand Master 2d12+4

PER: Grand Master 2d12+4

STR: Unnatural 2d12+6

DEX: Grand Master 2d12+4

FOR: Grand Master 2d12+4

Skills: Enchant (SPI: Master 2d12+2); Kno. of God (WIS: Proficient 2d10); Kno. of Word (WIS: Specialist 2d12); Discernment (PER: Grand Master 2d12+4); Observe: Spot (PER: Grand Master 2d12+4); Endurance (STR: Grand Master 2d12+4); Brawling (DEX: Grand Master 2d12+2); Dodge (DEX: Grand Master 2d12+4); Fly/ Hover (DEX: Grand Master 2d12+4 [Aero-Drakes Only]), Reject Poison (FOR: Master 2d12+2); Morale (FOR: Unnatural 2d12+6); Willpower (FOR: Unnatural 2d12+6)

Attitude/Demeanor: Any

APR: 5

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- Bite / 12 / 15 ft. / Front / +4
- Clawed Hands / 10 / 10 ft. / Front / +4
- Wing / 9 / 30 ft. / Sides / +4
- Tail / 9 / 25 ft. / Rear / +4

Hit Points: 50

Special Ability / Range / Duration:

- **Breath Weapon** (DEX: Master 2d12+2 [Fire-Drakes and Aero-Drakes Only]) / See Text / Immediate –

Choose *one* of the following Breath Weapons:

- **Cone of Acid** – Produces a cone of acid, 10 feet wide by 80 feet long that burns, *Damage Value* 8. This breath weapon can be used underwater.
- **Cone of Fire** – Produces a cone of fire, 10 feet wide by 80 feet long that burns, *Damage Value* 10.
- **Line of Ice** – Produces a line of ice, 3 feet wide by 100 feet long, that freezes, *Damage Value* 9.
- **Line of Lightning** – Produces a of line of lightning, 3 feet wide by 100 feet long, that shocks, *Damage Value* 9. This breath weapon can be used underwater.
- **Additional Special Abilities** – Choose *two* of the below Special Abilities:
 - **Teleport** (SPI: Master 2d12+2) / 100 ft. / Immediate – This Foe can teleport itself.
 - **Water Lungs** (FOR: Grand Master 2d12+4) / Self / At Will – This Foe can breath underwater. Pseudo-Dragons that make their dwelling underwater use this special ability.

- **Burrow** (STR: Master 2d12+2) / Self / At Will – This Foe can drill itself underground and seal its entry point. This ability can also be used to create an underground cave dwelling. Pseudo-Dragons that make their dwelling underground usually possess this special ability.
- **Levitate** (SPI: Master 2d12+2) / Self / At Will – This Foe can suspend itself in the air without using its wings at whatever height it has flown to. Pseudo-Dragons that make their dwelling in the clouds use this special ability.
- **Race of Man Form** (PER: Master 2d12+2) / Self / At Will – This Foe can transform itself into any of the Races of Man. Pseudo-Dragons that want to live among the populous use this special ability.

Enchantment / Level / Type / Range / Resist / Duration:

- Choose *one* World Ruler type enchantment from a chosen Family.
 - Range, if applicable, is now 80 ft.
 - Damage, if applicable, is + 3 (Minimum 7)
 - Attribute Modifiers, if applicable, is -1
 - Duration, if applicable, is +2
- Choose *two* Wicked Spirit type enchantments from a chosen Family.
 - Range, if applicable, is now 80 ft.
 - Damage, if applicable, is +6 (Minimum 8)
 - Attribute Modifiers, if applicable, is -1
 - Duration, if applicable, is +1

RESCILYON

Type: Wicked Spirit

Habitat: Seasonal; Any Land

Activity: Any

Family: Destruction

Sphere of Influence: Guardian

Biblical Reference: Matthew 16:18

Organization: Squad (1-5)

Size: Medium

Description: Lethal creatures with the soul purpose of killing and destroying. Usually stalking the unsuspecting on remote traveling routs. Rescilÿon are humanoids that hunch over and stay low to the ground. Their spinal cord juts out of their back revealing spiked bones. They have a cone shaped head and long sharp teeth that protrude out of their mouth even when shut. They have deadly claws and they spew a venomous sludge.

SPI: Proficient 2d10

WIS: Standard 2d8

PER: Novice 2d6

STR: Standard 2d8

DEX: Proficient 2d10

FOR: Standard 2d8

Skills: Enchant (SPI: Standard 2d8); Observe: Touch (PER: Proficient 2d10); Tracking (PER: Standard 2d8); Running (STR: Specialist 2d12); Brawling (DEX: Proficient 2d10); Wrestling (DEX: Proficient 2d10); Morale (FOR: Standard 2d8)

Attitude/Demeanor: Aggressive

APR: 1

Handle/Use Weapons: No

Attack Type / Damage / Radius / Arc / DEX (+/-):

- Bite / 2 / 0 ft. / Front / +1
- Claw / 3 / 2 ft. / Front / +1

Hit Points: 11

Special Ability / Range / Duration:

- **Breath Weapon** (DEX: Specialist 2d12) / 40 ft. / Immediate – Produces a venomous green sludge that it projectile vomits from its mouth. If struck PC must make a Reject Poison roll difficulty Marginal or suffer a -2 to all rolls from the

disorienting fumes. *Damage Value* 4.

Enchantment / Level / Type / Range / Resist / Duration:

Confusion / 2 / Effect / Line of sight / Goodness / Encounter – Cast only once at the beginning of an encounter. Causes victim to enter into a state of confusion all rolls are at a -2 for the rest of the encounter.

RUSE

Type: Wicked Spirit

Habitat: Any Temperature; Any Land

Activity: Any

Family: Delilah (Deception)

Sphere of Influence: Deceit

Biblical Reference: 2 Thess. 2:10

Organization: Squad (1-5 with misrepresented numbers)

Size: Small - Man

Description: Ruse appears much like its close cousin the Mimic (See *Foe's Manual Vol. 1*). However, Ruse demons can appear as male or female yet all within a squad look alike which aids in the misrepresentation of their true nature and goals. This is to mislead, beguile, and delude events so completely that others will accept what is false as truth. Often through simple tricks and deliberate illusions, Ruse leads people to follow the wrong course or action, ultimately tempting them to be led astray from God.

SPI: Standard 2d8

WIS: Standard 2d8

PER: Standard 2d8

STR: Proficient 2d10

DEX: Standard 2d8

FOR: Standard 2d8

Skills: Enchant (SPI: Standard 2d8); Persuade (SPI: Master 2d12+2); Discernment (PER: Master 2d12+2); Smuggle (PER: Specialist 2d12); Hide/Sneak (PER: Specialist 2d12); Melee (DEX: Specialist 2d12); Prestidigitation (DEX: Master 2d12+2); Willpower (FOR: Standard 2d8)

Attitude/Demeanor: Aggressive / Passive (as needs dictate to support misdirection)

APR: 2

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Dagger** / 1 / 3 ft / Front / +0
- **Claws** / 2 / 2 ft / Front / +0

Hit Points: 12

Special Ability / Range / Duration:

- **Illusion** (PER: Proficient 2d10) / Line of Sight up to 50 ft. / Encounter – All PC's within Ruse's line of sight are subject to an illusion that is so complex that it forces them to respond to certain sights, and sounds that are not actually present. The contents of the illusion are typically used to affect changes in appearance of Ruse, NPC's, or PC's causing confusion; some are used to obscure dangerous terrain as clear, and alter landmarks or signs of direction.

Critical Failure: Object Unaffected but becomes obvious / PC unaffected and aware of Deceptions presence

Failure: Object or PC is unaffected

Marginal: Object becomes interesting and appears to have been cosmetically altered or PC is Distracted per enchantment of same name

Exceptional: Object is fully affected PC is caught in Hallucination and suffers -2 to all actions

Critical Success: Object is permanently altered / Allies within 10 feet of target PC are also affected by hallucination

- **Mental Link** (WIS Proficient 2d10) / 100 ft. radius / Twice per Encounter – Ruse demons in a squad can mentally link with each other. This is done to share knowledge for the implementation of their

misdirection's and ruses. *In Combat this ability would allow each Ruse demon involved 1 extra APR.*

Enchantment / Level / Type / Range / Resist / Duration:

- **Deceiving** / 2 / Effect / 20 ft. / Joy / 3 Days – Causes the PC to become mildly reclusive as if acting out a secret agenda. The PC begins to misrepresent himself and will attempt to beguile and mislead others.

SHADOW

Type: Nephilim (Wicked Spirit)

Habitat: Seasonal; Forest, Marsh, Subterranean

Activity: Nocturnal

Family: Half-breed (Mimic and Man)

Sphere of Influence: n/a

Biblical Reference: n/a

Organization: Solitary

Size: [Young (Man) / Adult (Man) / Elder (Man)]

Description: A deceptive creature that uses shadows as its covering, this Foe is the embodiment of stealth, making them a unique and dangerous adversary. Resembling the shadow of a man, this Foe uses its covertness to kill prominent people in public places making their deaths appear accidental in nature. To perform these assassinations in the service of the enemy, this Foe studies an individual's body movements and mannerisms, in effect becoming a true copy of their target. It is almost impossible to discern a shadow creature's presence until after it has struck or unless one is actively searching for it. This intense searching generally brings upon an increased awareness, which can evolve into heightened states of paranoia. This confusion and disruption is exactly what the enemy wishes to create.

Due to their secrecy and stealth no one has been able to determine if this breed of demon has different genders, the capacity of bearing children, or if

they are truly solitary in nature as some believe.

SPI: Standard 2d8

WIS: Novice 2d6

PER: Standard 2d8

STR: Standard 2d8

DEX: Proficient 2d10

FOR: Standard 2d8

Skills: Enchant (SPI: Proficient 2d10); Intimidation (SPI: Proficient 2d10); Discernment (PER: Specialist 2d12); Hide/Sneak (PER: Master 2d12+2 [+5 if in a shadow]); Riding (PER: Master 2d12+2); Martial Arts (DEX: Specialist 2d12); Melee (DEX: Proficient 2d10); Wrestling (DEX: Proficient 2d10)

Young (All attributes -1 QM); **Adult** (Value); **Elder** (SPI & WIS +1 QM) (STR & FOR -1 QM)

Attitude/Demeanor: Covert

APR: 1

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Long Sword** / [3 / 4 / 4] / [5 ft. / 7 ft. / 7 ft.] / Front / +1

Hit Points: [5 / 10 / 8]

Special Ability / Range / Duration:

- **Copy Shadow** (PER: Specialist 2d12) / 2 / Self / Until Foe Attacks – Shadow can camouflage itself in any shadow gaining a possible surprise attack. If Shadow rolls a higher result than the PER of its target, that character will lose one of his actions for that round.
- **Back Stab** (DEX: Specialist 2d12) / 1 / Weapon / Immediate – This ability may be used following a successful Copy Shadow in order to deliver a vicious attack against the victim.

Enchantment / Level / Type / Range / Resist / Duration:

- **Fearful** / 1 / Effect / 30 ft. / Peace / Encounter – Causes a victim to become very frightened of impending

doom and destruction forcing the victim to curl up in a corner or to run away from the battle.

SWIFT WEAVER

Type: Nephilim (Wicked Spirit)

Habitat: Seasonal; Subterranean

Activity: Any

Family: Half Breed (Ruse and Dwarf)

Sphere of Influence: n/a

Biblical Reference: n/a

Organization: Solitary

Size: Female Giant (12 ft.) / Male Medium (7 ft.)

Description: Swift Weavers are very unusual demons, which is accentuated within their appearance. Swift Weavers when seen leave a lasting image upon those coming in contact with them. With a humanoid upper half, and a deep blue arachnid lower torso extending into eight long legs, they are an imposing image of man merging with beast. Reclusive and eccentric in behavior, Swift Weavers are mostly encountered within deep subterranean labyrinths and passages, that are covered with webs.

Any Swift Weaver encountered will be a queen and it is very rare to encounter a male. They are present only to mate with the queen and are then soon devoured in a vile display of bestial instinct. An averaged sized queen will be about 8 ft long and reach 12 ft in height.

Fond of ornamentation, Swift Weavers will often have many piercings and several pieces of jewelry they have either made themselves or taken from prey.

SPI: Novice 2d6

WIS: Proficient 2d10

PER: Proficient 2d10

STR: Proficient 2d10

DEX: Specialist 2d12

FOR: Specialist 2d12

Skills:

Enchant (SPI: Proficient 2d10); Climbing (STR: Master 2d12+2); Jumping (STR: Master 2d12+2); Brawling (DEX: Proficient 2d10); Dodge (DEX: Specialist 2d12); Incapacitate (DEX: Specialist 2d12); Running (DEX: Master 2d12+2); Hide/Sneak (PER: Specialist 2d12); Recover (FOR: Specialist 2d12)

Attitude/Demeanor: Bully

APR: 3

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Bite** / 4 / 0 ft. / Front / +2
- **Legs** / 3 / [3 ft. / 4 ft.] / Front / +2

Hit Points: 15

Special Ability / Range / Duration:

- **Inject Poison** / bite / 1 week – When this Foe makes a successful bite attack she will inject poison into the blood stream of the victim. The victim needs to make a Reject Poison roll of Exceptional in order to resist the effects. If unsuccessful the poison will cause the victim to black out for 4 rounds. All rolls are at a -4 for one week.
- **Spider Web** (Spin Web: Specialist 2d12) / 50 ft. / Indefinite – Shoots a web at up to three victims. If the victims do not dodge the web then they will be stuck. They have to make three STR rolls in a row difficulty Exceptional in order to escape from the web.

Enchantment / Level / Type / Range / Resist / Duration:

- **Swarms** / 3 / Effect / na / Reject Poison / 1 Week – The Foe summons forth a swarm (1d8) of insects, animals, small reptiles, and spiders. If one of these makes a successful attack then it acts as Inject Poison. Victim needs to make a Reject Poison roll of Normal in order to

resist the effects of these smaller swarming things. All rolls are at -2 for 1 week.

- **Baubles and Beads** / 2 / Effect / Touch / Self Control / As per Cursed Item – The ornamentation worn by Swift Weavers is very valuable due to their intricate handiwork and the fact that they are made from her web. However, they are often enchanted or cursed by the Swift Weaver. Each item is different in shape, size, and type, but all have the same Curses concerning Paralysis and Poison. See *Cursed Items*.

TERAPHIM

Type: Wicked Spirit

Habitat: Any

Activity: Any

Family: Idol

Sphere of Influence: False Worship

Biblical Reference: Exodus 20:2-5

Organization: Solitary

Size: Tiny

Description: Teraphim are small household “gods” that can be in the form of any man made idol. These idols are made out of wood, iron, gold, silver, stone, or any other material. Their appearance can vary greatly from a lizard or snake, to an elephant, demon, or even a man. The Teraphim can be deadly and mischievous wreaking havoc within the home of those who keep them. They hardly ever venture outside the home that they are displayed in but have been known to do so from time to time.

GS Note: Only use the skills that would be associated to the type of Teraphim that you are creating. If it cannot fly you would disregard the skill of “Fly”.

SPI: Proficient 2d10

WIS: Standard 2d8

PER: Standard 2d8

STR: Standard 2d8

DEX: Proficient 2d10

FOR: Unskilled 2d4

Skills: Enchant (SPI: Proficient 2d10); Intimidation (SPI: Standard 2d8); Fly (PER: Proficient 2d10); Hide/Sneak (PER: Proficient 2d10); Jumping (STR: Proficient 2d10); Swimming (STR: Standard 2d8); Melee (DEX: Proficient 2d10); Running (DEX: Standard 2d8); Willpower (FOR: Proficient 2d10)

Attitude/Demeanor: Covert

APR: 2

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Weapon** / 3 / 1/2 ft. / Front / +1
- **Bite** / 3 / 1/2 ft. / Front / +1
- **Claw** / 2 / 1/2 ft. / Front / +1
- **Tail** / 1 / 1/2 ft. / Back / +1
- **Wing** / 2 / 1/2 ft. / Side / +1

Hit Points: 13

Special Ability / Range / Duration:

- **Unmovable** / Self / Infinite – The demon is able to cause itself to become totally motionless concealing itself as the object it is made out of (i. e. wood, metal, etc.)

Enchantment / Level / Type / Range / Resist / Duration:

- **Animate Object** / 2 / Effect / Touch / None / 30 minutes – This enchantment is used to animate inanimate objects such as tables, brooms, or most anything else. The demon must touch the item and then it will animate and help the demon accomplish its will.
- **Bow Down** / 2 / Effect / Verbal / Faithfulness / Immediate – Causes any character within a 10 ft radius to bow down in homage to the idol whereby they cannot attack for two whole rounds. The demon will then either take that chance to escape or to deal damage unhindered by

the character being attacked. The demon can perform this once every four rounds.

TREE-BEREAVER

Type: Nephilim (Wicked Spirit)

Habitat: Seasonal; Any

Activity: Any

Family: Half Breed (Goblin and Elf)

Sphere of Influence: n/a

Biblical Reference: n/a

Organization: Troop (1-4)

Size: Giant

Description: Tree-Bereaver's are mostly forest dwelling creatures but can inhabit any place that naturally has trees. They are large tree-like humanoids that have all sorts of roots, moss, and leaves covering them.

SPI: Master 2d12+2

WIS: Specialist 2d12

PER: Standard 2d8

STR: Grand Master 2d12+4

DEX: Proficient 2d10

FOR: Proficient 2d10

Skills: Enchant (SPI: Proficient 2d10); Intimidation (SPI: Master 2d12+2); Detect Lie (PER: Master 2d12+2); Observe: Listen (PER: Master 2d12:2); Tracking (PER: Grand Master 2d12+4); Brawling (DEX: Proficient 2d10); Melee (DEX: Specialist 2d12); Morale (FOR: Proficient 2d10)

Attitude/Demeanor:

APR: 3

Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Large Stone (object)** / 7 / 40 ft. / Front / +1
- **Branch** / 5 / Front / +1

Hit Points: 22 (Fire attacks cause 2x normal damage)

Special Ability / Range / Duration:

- **Night Vision** (as per the trait)

Enchantment / Level / Type / Range / Resist / Duration:

Fear the Forest / 2 / Effect / 200 ft. / Peace / As long as character is in

range – This enchantment causes those effected to have a chilling fear of the forest and the unknown inhabitants. The character will begin to see things that are not there and hear noises that no one else hears. These illusions will cause the character to flee uncontrollably until he collapses from exhaustion or until he is out of the forest.

WIGHT

Type: Wicked Spirit
Habitat: Any; Any land
Activity: Any
Family: Divination
Sphere of Influence: n/a
Biblical Reference: n/a
Organization: Squad (2-6)

Size: Man

Description: Wights are closely related to the Wraith though they have a form. Their flesh seems to be stretched over their small frames and their faces are sunken-in revealing a skeletal horror, with eyes bulging and hair that is wiry. Wights hunker down in dark forsaken regions stalking unsuspecting passers-by and animals. They pounce on them in order to sacrifice them to Satan, they will then feast upon the victim's flesh. They are obsessed with this practice and in fact they are compelled to do nothing else except to kidnap victims alive and sacrifice them to Satan.

SPI: Proficient 2d10
WIS: Standard 2d8
PER: Standard 2d8
STR: Standard 2d8
DEX: Proficient 2d10
FOR: Standard 2d8
Skills: Enchant (SPI: Master 2d12+2); Intimidation (SPI: Specialist 2d12); Kno. of Rituals (WIS: Proficient 2d10); Tracking (PER: Specialist 2d12); Hide/Sneak (PER: Specialist 2d12); Melee (DEX: Proficient 2d10); Wrestling (DEX: Standard 2d8);

Attitude/Demeanor: Aggressive
APR: 2
Handle/Use Weapons: Yes

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Short Sword** / 3 / 5 ft. / Front / +1

Hit Points: 10

Special Ability / Range / Duration:

- **None**

Enchantment / Level / Type / Range / Resist / Duration:

- **Confusion** / 2 / Effect / 50 ft. / Love / 1 Day – This enchantment is often used before the Wights attack their victims; causing them to enter into a state of confusion and disorientation. If the victim fails to resist all his rolls are at a -3 for one whole day. They will be confused as to their location even when referring to maps and compasses.

WRAITH

Type: World Ruler
Habitat: Any; Any land
Activity: Any
Family: Divination
Sphere of Influence: n/a
Biblical Reference: n/a
Organization: Squad (2-9)

Size: Man

Description: Wraiths are formless creatures of darkness; wearing hooded black robes that reveal nothing of their faces but red, glowing eyes. Wraiths are servants of evil and are usually used by Satan to retrieve specific items or persons. They are relentless in their service and will stop at nothing to get what they have been summoned for.

SPI: Grand Master 2d12+4
WIS: Specialist 2d12
PER: Master 2d12+2
STR: Specialist 2d12
DEX: Master 2d12+2
FOR: Standard 2d8
Skills: Enchant (SPI: Master 2d12+2); Intimidation (SPI: Grand Master 2d12+4); Detect Lie (WIS: Master

2d12+2); Tracking (WIS: Grand Master 2d12+4); Hide/Sneak (PER: Master 2d12+2); Riding (PER: Master 2d12+2); Dodge (DEX: Master 2d12+2); Melee (DEX: Grand Master 2d12+4); Prestidigitation (DEX: Master 2d12+2); Wrestling (DEX: Master 2d12+2); Morale (FOR: Master 2d12+2); Willpower (FOR: Grand Master 2d12+4)

Attitude/Demeanor: Neutral
APR: 4

Handle/Use Weapons: Yes
Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Long Sword** / 7 / 10 ft. / Front / +1

Hit Points: 28

Special Ability / Range / Duration:

- **Sense Target** (DEX: Master 2d12+2) / 100 ft. / Immediate – Wraiths are usually spiritually bound to the object or person they are after. A powerful enchantment that Satan puts on them to keep them on task. They never sleep and they continually hunt for that which they have been summoned.

Enchantment / Level / Type / Range / Resist / Duration:

- **Turn** / 4 / Effect / 50 ft. / Peace / 4 Days – If this foe makes a successful attack with its sword the victim will slowly turn into a wraith becoming a formless servant of Satan. It takes four full days in order for the change to become permanent. This process cannot be halted by further Fruit of the Spirit rolls, it can only be broken with a Rhema that removes enchantments.
- **Summon Wight** / 3 / Effect / Ten Miles / none / Immediate – Wraiths have the ability to summon Wights. Each Wraith can summon up to 4 Wights if they are within a ten mile radius.

THE QUEST

In Spiritual Warfare the RPG, you will go on many quests and adventures. You will battle and destroy the fiends of darkness and bring harmony to many people by the power of God. During your quests, you may have many choices as to what road you will take and which direction you will go. Even in your own life you have had many roads to choose from. Which roads have you traveled down? Believe it or not, a “mirror” has the answer to which roads you have traveled and how those decisions have affected you.

The Ten Commandments give us a true reflection of our state. Let us look and see what roads you have traveled: Have you ever lied (even once—fibs, white lies, etc.)? Ever stolen (anything—the value is irrelevant)? Jesus said, “Whoever looks upon a woman to lust after her, has committed adultery already with her in his heart.” Have you ever looked with lust? If you have said “Yes” to these three questions, then by your own admission; you are a lying, thieving, adulterer at heart and we have only looked at three of the Ten Commandments. That is how God sees you. Nothing is hidden from His holy eyes. Will you be innocent or guilty on the Day of Judgment? Listen to your conscience. You know that you will be guilty, and therefore end up in Hell. The Bible describes Hell as a place where, “the worm does not die and the fire is not quenched, a place of weeping and gnashing of teeth and utter darkness.” That is the end result of the road which you have chosen, but it is not God’s will for you.



God provided a way for you to be forgiven. He sent His Son, Jesus Christ, to take your punishment; “God commended His love towards us, in that, while we were yet sinners, Christ died for us.” He was bruised for our iniquities. Jesus then rose from the dead and defeated death.

It was no small thing for Jesus to die for us. But it was the only thing that would satisfy the demands of God’s Holy Law; the *suffering* death of the sinless Son of God. *What love God must have for you!* He suffered unspeakable agony, so that you would not have to be punished for your sins.

God now commands all men everywhere to repent—that is to turn from your sins and trust in Jesus as your only means of salvation. When you repent, God will grant you the gift of everlasting life.

At what age do you think you will die? 50? 60? 70? 80? Is it not possible that you could die today? Should you not make peace with God today?

Pray something like this: “Dear God, I repent of all my sins (name them). This day I put my trust in Jesus Christ as my Lord and Savior. Please forgive me and grant me your gift of everlasting life. In Jesus’ name I pray. Amen” Then read the Bible daily and obey what you read (see John 14:21). God will never let you down.

APPENDIXES

APPENDIX A

BLESSED AND CURSED ITEMS LIST

If at any time a PC begins to treat an item they have as an idol, relying on it rather than God, the GS should remove the item from them. This can be done by having it stolen, losing it, it being destroyed in some way, or simply have it stop functioning. This should be enough to teach the PC something about idolatry. If the PC continues acting wrongly, he is in sin and must be corrected another way.

WEAPON LIST 1

- 1 Sword of Healing** For every point of damage given, that much is healed on the wielder.
- 2 Unbreakable Arrow**
- 3 Dagger of Madness** This dagger looks very simple but the wielder begins to believe that there is a demon behind every bush. Roll SPI difficulty Average. If the PC misses the roll, then the madness begins and he will start to hear voices until the dagger is destroyed.
- 4 Sword of Light** When unsheathed, this sword gives off a blue light in a radius of 30 ft.
- 5 Sword of Praise** This sword sings praises to God giving a -5 to all demonic creatures in a 50 ft radius.
- 6 Quarterstaff of Reckoning** Causes normal damage until the wielder is attacked, then this staff delivers 3x damage.
- 7 Morning Star of Pure Light** When this weapon hits a demon, a bright light will flash from the head causing an additional 8 pts of damage. *Damage Value* 12+8.

8 Sling of Power When a Critical Success is rolled by the user, the damage is quadrupled.

9 Boomerang Arrow This arrow comes back to the user after each successful strike, or if it misses the target.

10 Sword -4 The PC that has this sword in his possession will not be able to get rid of it until he rolls a Critical Failure in combat while using it. The curse will then be broken.

11 Sword of Victory Automatically cuts off limb of opponent on a Critical Success.

12 Sword of Discernment Glows yellow whenever a hostile human is near, glows red whenever a demon is near, glows blue whenever an Angel is near. Range 30 feet.

13 Staff of Fire The scripture Hebrews 12:29 is carved into the wood in Greek. This staff can be used 5 times a day to project fireballs from the top *Damage Value* 8. Reciting the scripture activates the staff.

OILS AND BALMS

- 1 Bottomless Bottle of Healing** Heals 4 pts of damage per day, per person.
- 2 Oil of Regeneration** Heals to full HPs once.
- 3 Oil of Gladness** When anointed with this oil, the PC becomes immune to the effects of fear 75% of the time. 1d20 uses, lasts for one day.
- 4 Balm of Gilead** Heals to full HPs, 15 uses.
- 5 Balm of Death** Drains the person of life when used, *Damage Value* 10.

6 Oil of Madness When this oil is applied to a person, he will have to generate a percentage. If the roll is 10% or lower, then the PC/NPC will lose control of his character. The character will destroy things, try to hurt himself, etc. Effect lasts for 1d4 days.

JEWELRY

- 1 Ring of Invisibility** Causes the wearer to become invisible.
- 2 Ring of Greed** When placed on a character's finger have character make a Self-Control roll, difficulty Exceptional. If the PC fails the character is overcome with greed, normal sin negatives apply.
- 3 Ring of Faith** For every FP received the PC will receive an extra FP, except when awarded FPs at the conclusion of a game.
- 4 Necklace of Protection** +3 to defense rolls in combat.
- 5 Necklace of Interpretation of Language or Tongues** Can interpret any language or tongue when worn.
- 6 Broach of Fearlessness** All fear enchantments and morale checks have no effect.

ARMOR

- 1 Boots of Dexterity** +2 to DEX rolls.
- 2 Girdle of Strength** +2 to STR rolls.
- 3 Breastplate of Pride** When worn the wearer must resist the sin of pride with Self-Control, difficulty Exceptional. If the PC fails, the normal sin negatives apply. [HP Abs. 2 (14), Attack Mod. -1]
- 4 Shield of Faith** A medium shield that gives the bearer an additional 2d rather than the usual 1d when an FP is

used.

5 Helmet of Life A standard helmet that gives wearer 2d10 extra HPs, the character receives this bonus only while the helmet is on. Once the helmet is taken off, the wearer will revert to his normal HP.

6 Gauntlets of Swordplay When PC is wielding a sword with these Gauntlets on, all damage values are increased by 2.

7 Breastplate of Deflection All missile type attacks (arrows, rocks, etc.) will be deflected back to the attacker for an automatic hit. [HP Abs. 2 (14), Attack Mod. -1]

8 Helm of Demise A standard helmet that will drain 2 HPs per hour until taken off. The PC must make a PER roll, difficulty Marginal to realize the Helm is causing the HP deduction.

ITEM LIST 1

1 Chalice of Healing If used in communion all participants will heal 8 HP. If one PC uses the chalice he will heal 4 HP. Chalice can be used once per day.

2 Comb of Vanity When the comb is used the character must resist the sin of vanity with Love, difficulty Average. If the PC fails, the normal sin negatives apply.

3 Cloak of Praise Roll on the Blessing Modifier Chart for bonus number. When the wearer praises God, the bonus will be added to the result of praise.

4 Candle of Ever Burning This candle stays lit and gives light in a 35 ft. radius. The flame will not catch other items on fire.

5 Bag of Stealing Every item placed in this bag will disappear forever. The bag will feel as though something was placed in it, but it will be gone when the person goes to retrieve the item.

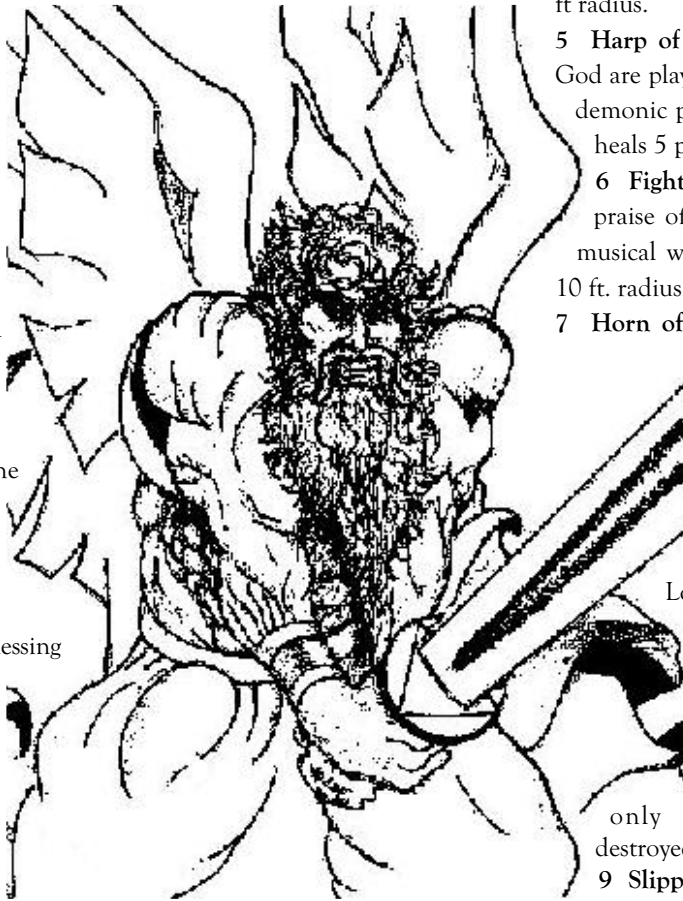
6 Endless Rope This rope is never ending, and is stored neatly in a small backpack that weighs about 5 lbs. The

user can tie off the one end but will never be able to tie off the other end due to the fact that it is somewhere in the bag. This rope is indestructible and cannot be cut.

7 Lute of Broken Curses When praises to God are played on this lute, all enchantments from Principality or lower are broken.

8 Drum of Death When played, everyone within a 60 ft radius will be drained of life, Damage Value 8.

9 Scepter of Defeat The possessor of this scepter will have a -8 to all rolls. The curse can only be broken with a Rhema that removes enchantments.



10 Tunic of Terror The wearer of this tunic will be plagued with nightmares and horrible thoughts as long as the tunic is on.

ITEM LIST 2

1 Robe of Righteousness Gives the wearer a +4 bonus when rolling for Resist against sin, enchantments or

spells. If a PC sins while the cloak is on it will catch on fire and be consumed.

2 Robe of Salvation Roll on the Blessing Modifier Chart for the bonus to defense rolls in combat. The PC's HPs will never drop below 1, regardless of the damage taken.

3 Cloak of Humility This appears to be a very trashy cloak and people may make fun of the wearer. All opponents will have a -4 when trying to hit this PC and all resist rolls for the PC are +4.

4 Candle of Illumination When lit, this candle lights up an area with a 100 ft radius.

5 Harp of Healing When praises to God are played on this harp, every non-demonic person within a 30 ft radius heals 5 pts of damage, once per day.

6 Fighting Flute When played in praise of God, the flute becomes a musical weapon. *Damage Value* 8. 10 ft. radius.

7 Horn of Hindrance When blown in praise of God, no demonic power can come nearer than a 20 ft.

8 Drum of Destruction When played in praise to God, one of the following will happen: 8 Lowly demons destroyed once per day, 4 Wicked Spirits destroyed once per day, 2 World Rulers destroyed (can be used only once), 1 Power destroyed (can be used only once), 1 Principality destroyed (can be used only once).

9 Slippers of Stealth Wearer does not make any noise, even when walking on dry leaves.

10 Slippers of Sedition Wearer thinks he is moving silently, but he can be heard a mile away.

APPENDIX B

FOE'S SPELL LIST

This is the list of spells that a **Human** or **Demi-Human** Foe is capable of using. *The Foe will always roll his Spell Casting Skill to use a Spell.*

The following format is used to describe each spell:

Spell Name / Type / Range / Resist / Duration

- Spell Name - This is the name of the spell.
- Type - Describes whether the spell is an effect or enhancement.
- Range - Indicates the maximum distance of the spell, usually described in feet. 'Self' refers to spells that effect the Foe. 'Touch' refers to spells that only take effect when touching another. 'Audible' refers to spells that affect those that can hear the speaker.
- Resist - States what fruit the character must use to resist the effects of a spell or prevent the spell from causing physical harm. A spell can affect a character by causing the character to act or feel a certain way. Spells can also be manifested in a physical form to cause physical harm to a character (i.e. fireballs, lightning). If the character does not have said fruit, then he will use his base resist QM of Standard 2d8. Spells that attack with a physical effect and have "none" listed for the resist are dodged or defended against in the same manner as a melee or ranged attack.
- Duration - This tells how long the effects of the spell will last. Duration can be 'immediate', signifying that it is very quick. Duration can be in a number of round, minutes, hours, days, etc. Duration of 'indefinite' refers to spells that will last until the effect is used up or it leaves a permanent effect.

LEVEL 1 SPELLS

Demthos' Armor / Enhancement / Self / None / Encounter

Caster is able to create a magically based armor that surrounds his body. The enhancement gives the caster equivalent to chainmail armor, 3 HP Absorption up to 18 HP, with no penalties for wearing armor.

Distraction / Effect / 30 ft. / Love / 1 Day

Causes a victim to become distracted and lose all his actions for the round. The spell will cause the victim to hear voices. Love rolls are at a -1 until the spell wears off or is broken by a Love roll, difficulty Marginal. The victim can attempt to break the spell at the end of the encounter.

Edginess / Effect / 30 ft. / Gentleness / 1 Day

Causes a victim to become easily startled giving him a -1 to all FOR rolls. Gentleness rolls are at a -1 until the spell wears off or is broken by a Gentleness roll, difficulty Marginal. The victim can attempt to break the enchantment at the end of the encounter.

Electric Ray / Effect / 30 ft. / None / Immediate

Produces an electrically charged ray from the hands of the caster. The Ray shoots out in a stream towards the intended target, *Damage Value 2.*

Fearful / Effect / 30 ft. / Peace / Encounter

Causes a victim to become very frightened of impending doom and destruction forcing the victim to curl up in a corner (cower) or to run away from the battle. The victim can attempt to break the spell at the end of the encounter.

Magik Blast / Effect / 30 ft. / Self Control / Immediate

Causes a blast of magical energy to come forth from the spellcaster's hand or staff. Target must make a successful Self-Control roll or suffer 2 points of damage from the blast.

Move Object / Effect / 50 ft. / none / Immediate

Causes an object no more than 2 lbs to levitate or move. The object can be moved vertically or horizontally at a non-lethal rate of speed.

Resist God / Effect / Audible / None / 1 Day

Causes a crowd to become hardened towards the message of the gospel. Resist Gospel rolls for the crowd are increased by +2.

- Marginal: up to 50 people
- Average: up to 100 people
- Exceptional: up to 150 people
- Critical Success: up to 200 people

Summon Animal / Effect / 5 mi. / None / 1 Day

The Caster can summon 1-4 common animals, such as a bear, lion, squirrel, snake, rat, etc. The animal(s) summoned has great affection for the caster of this spell and will protect him at all costs.

Teleport / Effect / 50 ft. / None / Immediate

Caster teleports gaining up to a +3 to all rolls for surprise.

- *Critical Failure:* Foe is teleported 1000 feet away from intended destination
- *Failure:* Foe does not teleport
- *Marginal:* Foe teleports to intended location.
- *Average:* Foe teleports to intended location. Gain +1 for surprise.
- *Exceptional:* Foe teleports to

intended location. Gain +2 for surprise.

- *Critical Success*: Foe teleports to intended location. Gain +3 for surprise.

LEVEL 2 SPELLS

Blind / Effect / 50 ft. / Joy / Immediate

Produces an intense light that temporarily blinds characters that are within a 50 feet radius. The victim has a -1 QM applied to all attributes and skills for two rounds.

Chill / Effect / 50 ft. / Love / 2 Days

Causes a victim to have uncontrollable chills, all rolls are -4 until the spell wears off or is broken by a Love roll, difficulty Marginal. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Constellation Shock / Effect / 50 ft. / Faithfulness / Immediate

Produce's an electrically charged outline of a constellation. Once the outline is completed, it can be hurled at a target, *Damage Value* 4.

Eye Rays / Effect / 50 ft. / None / Immediate

Produces a red beam of light from caster's eyes, *Damage Value* 4.

Freeze Weapon / Enhancement / None / Self (weapon) / 4 Rounds

Causes a weapon to temporarily be covered in frost. The weapon does an additional, *Damage Value* 1.

Haste / Enhancement / 40 ft. / None / Immediate

Caster can move up to 40 feet in one round. Gains first attack for the round. Attacked character can only defend for the initial attack. All DEX rolls for the Foe are +4 while in haste.

Haunting Touch / Effect / Touch / Peace / 2 Days

Caster's touch causes a victim to be haunted by nightmares as he sleeps.

All SPI rolls are at a -4 until the spell wears off or is broken by a Peace roll, difficulty Marginal. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Invisibility / Enhancement / Self / None / Until Foe Attacks (once per encounter)

Caster becomes invisible gaining a +4 to all rolls for surprise in the first round. As soon as the Foe attacks he becomes visible.

Shadow Blade / Effect / Self (weapon) / Gentleness / 2 Days

The Caster causes its weapon to be engulfed in a deep black haze. If the weapon strikes a character then the character will immediately collapse into a coma-like sleep for 5 rounds and the weapon will return to normal. Once the victim is awakened, the victim will have a clouded mind and will not be able to use any FPs. All Gentleness rolls are at a -2 until the spell wears off or is broken by a Gentleness roll, difficulty Marginal. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Shatter Blade / Effect / 50 ft. / Joy / Immediate

Shatters one, non-blessed, metal blade into tiny pieces. The shattering of the blade does not cause damage to the victim.

Slumber / Effect / 30 ft. / Gentleness / 3 hours

Causes a victim to fall into a deep sleep. Victim must make a Gentleness roll, difficulty Marginal in order to resist the spell. The victim can attempt to break the spell at the end of the encounter otherwise he will stay asleep for the full 3 hours.

LEVEL 3 SPELLS

Bone Shards / Effect / 100 ft. / None / Immediate

The Caster fires a stream of arrow

sharp bone fragments from his hand, *Damage Value* 7.

Dark Plague / Effect / Self / Immediate (once per encounter)

Summons/teleports four large black rats to the Caster's location. If a rat makes a successful attack then it acts as Touch of Death Spell.

Large Black Rat (Equivalent to Lowly Demon)

SPI: Standard 2d8 **WIS:**

Novice 2d6 **PER:** Novice 2d6

STR: Unskilled 2d4 **DEX:**

Novice 2d6 **FOR:** Novice 2d6

Size: Tiny

Description: 2-foot long, large black rat with red glowing eyes.

Attack Type / Damage / Radius / Arc / DEX (+/-):

- **Bite** / See Touch of Death / 0 ft. / Front / -1

- **Claw** / See Touch of Death / 1 ft. / Front / +0

Hit Points: 4

Fireball / Effect / 100 ft. / None / Immediate

Produces a ball of fire and is able to hurl it up to 100 ft., *Damage Value* 8.

Golden Shards / Effect / 60 ft. / Goodness / Immediate

Fires a stream of golden metal shards out of his hands, *Damage Value* 8.

Hypnotic Blast / Effect / 50 ft. / Self Control / 3 Days

The Caster emits a hypnotic mind blast, *Damage Value* 4. This blast causes a victim to become indecisive and require others to direct his actions. All Self Control rolls at a -3 until the spell wears off or is broken by a Self Control roll, difficulty Average. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Lightning Bolts / Effect / 100 ft. / None / Immediate

Produces a bolt of pure electrical energy that is shot at a target, *Damage Value* 9.

My Will / Effect / Self / None / Immediate (once per encounter)

The Caster summons/teleports 4 people to Caster's location. The teleported people will carry out the Caster's will. If the caster loses one-half of its HPs, then only one-half of the currently controlled people can be controlled. The now uncontrolled people run away from the encounter.

Simon Says / Effect / 50 ft. / Self Control / Encounter

Causes a victim to act like an animal of the Caster's choosing for the remainder of the encounter.

Swing of Harm / Effect / 30 ft. / Patience / Immediate

This Foe swings a weapon in the direction of a character and produces an energy image of the weapon that does the weapon's normal damage.

Touch of Death / Effect / Touch / Love / Immediate

When a character is touched, an evil presence sweeps through the character's body, *Damage Value* 3. The victim will lose 3 HPs per day and all Attributes and Skills are at -1 QM until spell is broken by a Love roll, difficulty Average.

Water Walk / Enhancement / Self / None / 1 hour

Caster can walk on any body of water without sinking. He can move along any surface of water as if walking on dry land.

LEVEL 4 SPELLS

Aura of Death / Effect / 100 ft. (radius) / Love / 5 Days

Casts an anti-life energy blast, *Damage Value* 8. All victims will lose 3 HPs per day and all Attributes and Skills are at a -1 QM until the spell wears off or is broken by a Love roll, difficulty Exceptional. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Aura of Horror / Effect / 50 ft. (radius) / Love / Immediate

Emits a negative energy field that causes all in its radius to cower. Caster draws energy from the cowering characters gaining 2 HPs for each effected character, not to exceed his max HP.

Earth-Shaker / Effect / 100 ft. / None / Immediate

The caster will slam a war hammer or any other large weapon it may have into the ground causing a targeted earthquake. The earthquake has the strength to destroy one large 7-story building or multiple smaller story buildings.

Fire Storm / 4 / Effect / 500 ft. (radius) / Joy / Immediate

The Caster causes a hail of fireballs to rain down, *Damage Value* 7 each time a Fireball hits. Roll 1d20, if the roll is (1-10) then 1 Fireball hits, (11-17) then 2 Fireballs hit, (18-20) then 3 Fireballs hit.

Fire and Ice Storm / 4 / Effect / 1000 ft. / Peace / Immediate

The Caster causes both fireballs and ice shards to rain down, *Damage Value* 5 each time a Fireball or Ice Shard hits. Roll 1d20, if the roll is (1-10) then 2 Fireballs or Ice Shards hit, (11-17) then 3 Fireballs or Ice Shards hit, (18-20) then 4 Fireballs or Ice Shards hit.

Haunting Blast / Effect / 100 ft. / Peace / 7 Days

Emits a haunting mind blast, *Damage Value* 8. The blast causes a character to begin to have horrific images in his mind, causing the character to run away from the encounter screaming for their life. All Peace rolls are at -4 until the spell wears off or is broken by a Peace roll, difficulty Exceptional. The victim can attempt to break the spell at the end of the encounter and then once per day until broken.

Ice Storm / 4 / Effect / 500 ft. (radius) / Kindness / Immediate

The Caster causes a hail of ice shards to rain down, *Damage Value* 7 each time an Ice Shard hits. Roll 1d, if the roll is (1-10) then 1 Ice Shard hits, (11-17) then 2 Ice Shards hit, (18-20) then 3 Ice Shards hit.

Levitate / Effect / Self / None / 10 Rounds

Caster can suspend itself in the air, up to 100 feet off the ground. Can last up to ten combat rounds. Can float at the same speed the caster can walk or run.

Light of Death / Effect / 100 ft. (radius) / Goodness / Immediate

Causes a lighting-like static energy to radiate from the Foe's weapon that causes characters to burn from the intensity of the unholy light, *Damage Value* 9.

Regeneration / Enhancement / Self / None / 10 Rounds

Regenerate 2 HP at the beginning of each round. The Caster can't exceed its original number of HPs.

Wind of Death / Effect / 10 ft. wide by 300 ft. long / Patience / Immediate

The Caster causes a tornado-like funnel of winds to blow, *Damage Value* 10.

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CHARACTER SHEET

CHARACTER NAME _____

PLAYER NAME _____

ORDER	HT	WT	HOMELAND		HIT POINTS			
CALLING	SEX	AGE	LANGUAGES SPOKEN		SERIOUS WOUND @			
ORDER LEVEL	RACE							
TFP	EYE COLOR				FATIGUE LEVEL	<input type="checkbox"/> Rested 0	<input type="checkbox"/> Winded -1	<input type="checkbox"/> Tired -2
AFP	HAIR COLOR		HANDED	RIGHT LEFT	APR	<input type="checkbox"/> Fatigued -4	<input type="checkbox"/> Drained -7	<input type="checkbox"/> Exhausted Collapses

SKILL	ATTRIBUTE	ADJ.	QM	DC

ATTRIBUTES	QM	DC
SPIRIT		
WISDOM		
PERCEPTION		
STRENGTH		
DEXTERITY		
FORTITUDE		

RESIST (STANDARD 2d8)		
FRUIT	QM	DC
LOVE		
JOY		
PEACE		
PATIENCE		
KINDNESS		
GOODNESS		
FAITHFULNESS		
GENTLENESS		
SELF-CONTROL		

GIFTS OF THE SPIRIT	
WORD OF WISDOM	
WORD OF KNOWLEDGE	
FAITH	
HEALING	
MIRACLES	
PROPHECY	
DISCERNING OF SPIRITS	
TONGUES	
INTERP. OF TONGUES	

SUCCESS CHART	ROLL
CRITICAL FAILURE	3 or less
FAILURE	4-6
MARGINAL	7-10
AVERAGE	11-15
EXCEPTIONAL	16-19
CRITICAL SUCCESS	20+

EQUIPMENT LIST			
WEAPON	VALUE	ITEMS	
		PP:	GP:
		SP:	CP:

PHYSICAL DESCRIPTION

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BASIC BACKGROUND

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TRAITS

VIRTUES

Four horizontal lines for virtues.

FLAWS

Four horizontal lines for flaws.

ORDER SPECIALTIES

Five horizontal lines for order specialties.

NOTES

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RHEMA

RHEMA LEVEL

LEVEL	NAME	RHEMA DESCRIPTION	ENH/EFF	SCRIPTURE

Spiritual Warfare
THE ROLEPLAYING GAME

Final Fantasy
Warfare
THE ROLEPLAYING GAME



Golgotha
GAMES