

Resisting Temptation

Temptations come in four categories, related to either greed, selfishness, lust, or anger (Bravery is the attribute used for anger tests).

Base Factors

- + Greed, Selfishness, Lust, or Bravery (as appropriate)
- + Bravery
- Intelligence
- 2 Character is party leader
- Character level (subtract only larger factor)*
- ½ highest level
- Religious level

Conditional Factors

Luck (d6) - Note that table is reversed from the norm

- +2 1
- +1 2
- 0 3-4
- 1 5
- 2 6

Nature of temptation

- 0-20 Degree of temptation (lower = more tempting)
- 5-20 Visible danger in temptation (greater = more dangerous)
- +1-20 Subtlety of temptation (higher = more difficult to see the disadvantage)

Actions of Other Party Members

- 2 Leader orders refusal
- 1-4 Threats of reprisal for acceptance
- +1-4 Encouragement of acceptance

Injuries/Physical State

- +2 Wounded below half endurance
- +2 Endurance below 4
- +2 Exhausted

Add all of the factors together (minimum -5, maximum 9); this gives the column to roll (d%) on the temptation table. The higher the total, the less resistant the character is to temptation.

Spontaneous Religious Inspiration

Inspiration is the state of being filled with the awe and majesty of one's deity. Characters can be inspired at religious ceremonies of their deity (see section on ceremonial morale increase), they may pray to the deity for inspiration (see section on appeals), or they can be spontaneously inspired. The rules below deal with spontaneous inspiration only. This is checked for in the following circumstances:

- Whenever a character meets a the criteria to gain any of the bonus circumstantial factors listed below (note that these are different for Norse pagans than for Christians/Satanists).
- At the GM's discretion.

Character's may not test for inspiration if they meet any of the following criteria:

- Not in good standing with their deity (i.e., Piety Band – or Impiety Band, for Satanists – is 2 or less)
- Demoralized
- Exhausted
- Injured to ½ or below of their endurance

Base Factors

+ ½ Religious Level
- Religious Rank

Faith

-1 0-8
0 9-13
+1 14-17
+2 18+

Intelligence (Norse pagans only)

+2 1-6
+1 7-9
0 10+

Previous Inspiration

+1 Character has been previously inspired
+3 Character is usually inspired

Conditional Factors

+ 2 x Piety (Impiety) Band*
Luck (d6)

-2 1
-1 2
0 3-4
+1 5
+2 6

Bonus Circumstantial Factors (any religion)

Facing danger from servants of an enemy religion

+3 First time
+1 Subsequent times

Witnessing a successful appeal for intervention from character's deity

+2 Character was the appellant
+1 Someone else was the appellant

Being rescued

+3 From death
+2 From demonic possession (not for Satanists)
+1 From injury or captivity
+1 By intervention of character's deity

For characters in Piety/Impiety Band 5+

+2 After any notable victory, success, relief from danger, or illness

Bonus Circumstantial Factors (Norse pagans only)

+3 In pitched battle
+2 Facing danger from superior enemies
+2 Drunk
+1 Provoked by enemies
+1 Subjected to stirring poetry

* This can, of course, be negative.

Add all factors together and multiply by 3. This is the target number to roll under on d%.

Ceremonial Morale Increase

Religious ceremonies can increase the morale of those present or participating, including the cleric performing them. They may also cause those present to be inspired. Presence at or participation in the religious ceremony of another religion may instead *decrease* morale.

Ceremonies which increase morale also have a chance of inspiring those affected.

Base Factors (of officiant)

This factor applies to the officiant, only if he is eligible to test as a participant:

+2 for officiating

These factors apply to each person eligible to test:

+ ½ Religious Level

+ ½ Religious Rank

Base Factors (of participants)

This factor applies separately to each participant eligible to test - the officiant may also be included as a participant.

Faith

-1 0-8

0 9-13

+1 14+

Conditional Factors

These factors apply separately to each participant eligible to test.

+ 2 x Piety (Impiety) Band of the participant

+ ½ Piety (Impiety) Band of the officiant

+ Ceremonial morale factor (see below)

Luck (d6)

-2 1

-1 2

0 3-4

+1 5

+2 6

Participation

-1 Passive attendance *

+1 Active participation *

-1 Per other ceremony attended in last 24 hours

** does not apply to officiant if he is eligible to test*

Add all of the factors together (minimum 5, maximum 20); this gives the column to roll (d6) on the ceremonial morale table. This table gives both the increase in morale and the percent chance of inspiration.

Appeals for Divine Intervention

Anyone can ask his deity for a miracle. The character must specify what miracle he is requesting, and to what power he is appealing. A character can also opt to ask one power to intercede with another (asking the Virgin to intercede with God, for example).

Base Factors

<i>Faith</i>		
+ Religious Level	-1	0-8
+ Religious Rank	0	9-13
	+1	14+

Conditional Factors

<ul style="list-style-type: none"> ± 2 x Piety (Impiety) Band - ½ Degree of difficulty (DD) of miracle (round up) -1 Per magical device on appellant (Christian only) +1-5 Appellant is in shrine of power appealed to ±1-2 GM's discretion <p><i>Power appealed to</i></p> <ul style="list-style-type: none"> - Resistance of power to appeals -1 Power is an unrecognized saint +1 Power is appellant's patron or special protector +2 Appeal deals with power's area of specialization <p><i>Interests of power appealed to</i></p> <ul style="list-style-type: none"> +2 Miracle directly in power's interest +1 Miracle indirectly in power's interest -1 Power indifferent -2 Miracle opposes power's interest <p><i>Previous appeals by appellant today</i></p> <ul style="list-style-type: none"> -1 Per unsuccessful appeal -2 Per successful appeal <p><i>Target of miracle *</i></p> <ul style="list-style-type: none"> ± Piety band of target in good standing ± Piety band of target in good standing with enemy <p><i>Luck (d6)</i></p> <ul style="list-style-type: none"> -2 1 -1 2 0 3-4 +1 5 +2 6 <p><i>Astrological Influence</i></p> <ul style="list-style-type: none"> +1 Controlling sign of power -1 Opposing sign 	<p style="text-align: center;"><i>Appellant (add highest only)</i></p> <ul style="list-style-type: none"> +1 Appellant has been blessed +3 Appellant is inspired <p style="text-align: center;"><i>Relic or Holy Symbol (add highest only)</i></p> <ul style="list-style-type: none"> +1-5 Relic (Christian/Satanist only) +1-2 False Relic (Christian/Satanist only) +1-2 Holy symbol of power appealed to <p style="text-align: center;"><i>Proof of Serious Intent</i></p> <ul style="list-style-type: none"> -1 Instant appeal, not spoken aloud +1 Per hour of prayer or mediation (max +2) +1 Per 10 piety points dedicated (max +3) +2 Religious ceremony <p style="text-align: center;"><i>Proof of Serious Intent (Christian/Satanist only)</i></p> <ul style="list-style-type: none"> +1 All-night vigil (will also include prayer, as above) +1 Burning candles +1 Tithe of 5% of total income (max +3) +2 Fasting (+1 per day after the first; max +5) <p style="text-align: center;"><i>Proof of Serious Intent (Satanist only)</i></p> <ul style="list-style-type: none"> +1 Animal sacrifice +2 Human sacrifice (+1 if virgin/unbaptized child) <p style="text-align: center;"><i>Proof of Serious Intent (Norse Pagan only)</i></p> <ul style="list-style-type: none"> +1-3 Oath or promise of sacrifice +2 Animal sacrifice +3 Human sacrifice + ½ the bonus for a fulfilled oath to this deity <p style="text-align: center;"><i>Communal Appeal</i></p> <ul style="list-style-type: none"> +2 per cleric in good standing +1 per cleric not in good standing (max +5) +1 per secular appellant in good standing
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* These factors are added or subtracted, as appropriate (e.g., Jesus is more likely to heal a Christian than a Satanist, and more likely to smite a Satanist than a Christian).

Add all of the factors together (minimum -5, maximum 25); this gives the column to roll (d%) on the Appeals for Divine Intervention table. If the appeal is successful, the power appealed to will intercede or attempt to carry out the miracle. Intercession is not automatically successful! Miracles are also not automatically successful (though the chance of success is high), unless the appeal was directly to God or Satan.

Any appeal, successful or unsuccessful, carries the risk of loss of piety (i.e., the power carries out the worshipper's request, but thinks less of him for asking).