

BLOOD GAMES



OCULT HORROR ROLE-PLAYING

BY

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POWERED BY

STARCLUSTER

GAME SYSTEM



FLYING MICE LLC

EVOLVE OR DIE



**CREATED BY: WESLEY R. FORNERO, CLASH BOWLEY,
AND JASON LUDWIG**

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FICTION FROM THE NOVEL *"ZAK SOKOL, HUNGER"* BY EL ZAMBO

COVER AND ILLUSTRATIONS BY JASON LUDWIG

POWERED BY THE STARCLUSTER 2 GAME ENGINE

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FICTION: TEAMWORK

Something lands on top of the car with a thud. Something heavy and powerful enough to dent in the car's top visibly to the three within.

"Shit!" shouts Leroy.

Lily rolls down the passenger side window, leans out, and flails blindly with her silver dagger, feeling it sink into whatever it is that has attacked. In the back seat, Leroy presses the muzzle of his AK-47 into the car top and fires. The wolf-man smashes his massive paw through the driver's side of the windshield and slashes at Chloe, cutting into her scalp and sending blood flowing down into her eyes. Keeping her wits about her, she floors the accelerator and then brakes sharply. Lily is tossed back into the front seat.

The creature is undeterred. Lily jumps out of the car, and the wolf immediately pounces on her, gnashing its teeth and swiping viciously. Its claws rip into her flesh, and the teeth sink deeply into her shoulder. Lily slumps to the ground.

Leroy springs out of the back seat, shooting at the lycanthrope. Simultaneously the werewolf leaps back, unharmed, giving Leroy the opening to turn to Lily's aid and help her to stand. She wobbles, but gathering a last bit of strength, she slashes at the creature's throat with her katana, cleaving it nearly to the neck bone. It topples over backward, clearly dead from the devastating blow. They watch in horror as the animal's body writhes, morphing into the shape of a completely naked human man.

Quickly, Leroy bundles Lily into the back of the car and slides in beside her. Chloe again tromps down hard on the gas, peeling out and away from the two red eyes she sees in her mirror.

"Leroy! There's another one following us! Shoot it! Shoot it!" she screams.

Leroy empties a clip from his weapon right through the rear window, shattering the glass and shredding the lycanthrope. It collapses onto the road behind them, convulsing jerkily as they speed away.

He turns to Lily and empties the contents of his silver flask onto her shoulder in an attempt to disinfect it.

"If you don't die fust, you'll turn into one o' them woofie things!" he states knowingly.

Lily screams in pain as the alcohol sears into her wound. "I don't *want* to die!"

"But you gone get to meet Jesus! That'll be nice," retorts Leroy self-righteously. "You be lucky!"

Some distance away, Zak and his crew take off cross-country through the dense undergrowth of the jungle-like woods. Zak uses his dagger to forge a pathway, carrying Anita on his back. Will follows, holding little James in his arms, and Lucius brings up the rear, holding the lantern aloft, grumbling to himself. Zak knows they are making far too much noise, practically inviting the enemy to follow.

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As if reading his mind, the lycanthropes attempt an ambush. As the group is passing beneath a live oak, Zak hears crackling from above, then sees one of the creatures drop down from the branches onto all fours, right in front of him, snarling and drooling.

"Damn! There's more of 'em!" he shouts loudly.

The werewolf leaps forward, slashing with his claws, but Anita in her fright inadvertently covers Zak's eyes with her hands and Zak stumbles blindly over a tree root as the wolf leaps over them.

A second wolf lands just behind Will, smashing the back of his head like a pumpkin with his heavy claws. James tumbles down as Will drops to the ground like a rock. The young boy rolls and ducks into the underbrush as Zak shouts "*Brother!*," having heard the snarls behind him.

Rolling to his feet, Zak dashes towards Will, the wolf following. It leaps at his unprotected back, but a cottonmouth uncoils right in front of it, disturbed by Zak's passage, and the creature is deterred from its prey.

Zak looks down in dismay as he sees the blood pouring from Will's head. The lycanthrope who had downed his brother snarls and leaps toward Zak. He drops to his knees between it and Will's body. "Anita! Cover!" he implores as he unleashes the fury of his MP-5 at the wolf. Three blossoms of scarlet blossom across the creature's chest, staggering it.

Thwarted by the snake from its original intent, the first wolf spins around and goes after the third man. Lucius stares into the creature's red eyes as it leaps, muttering an incantation. The werewolf freezes with a crackling sound as it turns to stone in midair, and smashes into chunks as it hits the ground.

"Gorgon's Curse. Works every time!" Lucius says to himself.

Zak fires again, and the creature is knocked backward by the impact of three more bullets. Zak hears more howling from a distance behind him as he watches the thing attempt to stagger erect.

"Anita! Check on the priest!"

"He hurtin' Mr. Sokol! He bleedin' all ovah the place!"

"Zak! I got this one, he's stone!" shouts Lucius.

"Help with Will, Buddy!"

"Gotcha." Lucius attempts to rouse Will with a shake, to no avail. It looks to him that Will has suffered a fractured skull, and when Lucius reaches to touch the carotid artery, Will's pulse is thready and thin. He is uncertain how he can help.

Zak's opponent has stumbled to its feet again, bleeding heavily from the wounds in his chest and legs, a bloody froth dripping from its mouth. Zak presses the trigger once more, emptying the clip into the creature's body,

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shredding it completely in half.

James, trembling and sobbing tearfully, runs off screaming, and Lucius chases after the poor boy. Zak quickly picks up his brother in a fireman's hold and follows, admonishing Anita to grab his belt. The howls sound nearer now.



introduction

*THE WAY
THINGS ARE*

In the beginning, Homo Sapiens was a prey species. Hunted by the creatures of darkness, we had no culture, and only the most primitive of tools. We were brought out of Africa, our homeland, into strange places, where we evolved to fit the land. Our terror, the Vampires, fed on us, as did the Lycanthropes and the other Creatures of Night. They hunted herds of us as wild animals, and they exacted their price in blood. Our hopes and our dreams were as nothing. Demons followed us, feeding on human misery and anger. Where the Vampires were at least partially like us, the demons were evil spirit creatures, less like us than a rock, or a breath of wind. They live in a constantly shifting hierarchy based on dominance and submission.

Norandon, as we call him, changed everything. He is called many things: Thoth, Quetzalcoatl, Enoch, Viracocha, Prometheus; but always the story is the same. The God(s) sent him to teach us the things we needed to know to push back the hated Creatures of Darkness. Norandon taught us the practical Arts: farming, weaving, brewing, baking, and others; to allow us to live a fruitful and productive life. He taught us the religious Arts: ritual, song, drama, prayer, writing, and others; to help us to remember what we had learned and give thanks to the Power(s) which sent him to us. Finally, he taught us the magical and mystical Arts: Mysticism, Mesmerism, Conjuraction, Contact with Spirits, and others; to keep the Creatures at bay and allow humanity to come into its own.

There was a long age where the Vampires were beaten back, and we emerged into the sun. We call this the Golden Age, for the Creatures had not yet evolved defences against what Norandon had taught us, and they feared us. The demons, however, made common cause with the flesh and blood Creatures, for they fed off the anger, despair, and humiliation of humans, and taught the Creatures much to offset the gifts of Norandon. They returned with devastation to Humanity, and empires fell, thrones tumbled, and chaos ruled. We evolved new tricks from the gifts of Norandon and fought back. The Creatures once again assaulted us and broke civilizations. So it went for millennia, the advantage see-sawing back and forth, first with the Creatures, then with the humans. Each time, we went further along the path to civilization, so the net effect was a slow, incremental advance.

In the late 16th century, forces were set into motion which produced an enormous change. The formulation of scientific laws slowly and steadily eroded the authority of religion and the position of magic. By the Enlightenment of the eighteenth century, belief in magic had greatly diminished in the civilized portions of the world, religious or non-religious. As belief fuels magic, magic became very difficult to accomplish in those areas. we call this absence of magic, for good or evil, the Nullity. Magic lingered on in the backwaters of society, where the supernatural was more real than science, but these areas shrank as the Nullity grew.

The Nullity allowed technology to progress at unprecedented rates, as precious resources were not needed for fighting back the tide of darkness. The Creatures went underground, sleeping away the decades and the centuries. In the Nineteenth and early Twentieth Centuries, the Nullity spread to

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encompass most of the earth. Reason, Law, and Science were the gods the people worshipped, and the darkness was left only in isolated pockets.

The demons fought back. In the early Twentieth Century, a handful of demons, all that were left to the civilized world, possessed a few critical people, and the horror and madness of the Great War, with its mind-numbing sacrifice of humans, created great gates into the spirit world, allowing many demons to escape through the blood soaked earth. Simultaneously, the word spread that Science had unleashed a horror greater than any magic had ever loosed. The Nullity began to be eroded at its source. Twenty-odd years later, the gas chambers of Auschwitz and Birkenau and the other death camps created yet more gates. Mass slaughters led to more mass slaughters, and each time, the Nullity loosed its hold a little more.

Religions, particularly fringe religions, became popular again. People began to return to the ways of their forefathers, while others openly began to admit they practiced magic. Books on astrology and the occult became best sellers, and the Nullity eroded a bit more. People's belief in Science was what powered the Nullity, and with that power slowly fading, the Nullity covered less and less. The supernatural creatures began spreading out of the isolated backwaters they had been penned in for so long, startling and panicking humanity, although scientists dismissed these sightings as hallucinations and fabrications.

Thus, we, the forces of Light, the heirs of Norandon, again have both the need and the means to pick up the challenge thrown by the Dark. Unless we hold the forces of darkness at bay, civilization will crumble again, and the Darkness will cover all. Demons, Vampire, Werewolves, and all the creatures of Magic have returned, but so have the abilities we used before to hold them at bay. "The enemy of my enemy is my friend," is the saying, thus all the Powers of Light, Christian, Islamic, Judaic, and Pagan, have entered into an uneasy, fractious, and secret truce.

Hoping to leave intact what protection the Nullity still gives to all the people, the Forces of Light will try to keep things from disintegrating further by keeping the fight against the Darkness as secret as we can, trusting to people's inherent willingness to disbelieve magic in front of their eyes. In this, we are unwittingly aided by the Cynics, whose fiery belief in Science causes them to be walking black holes of Nullity. In the neighborhood of Cynics, magic becomes almost impossible, and they insist on showing up at every public display of magic, defeating it before it has the chance to show what it can do. Thus we keep to the shadows, not the limelight, and fight the Darkness on its own terms.

THE INVISIBLE CONSPIRACY

There **is** no great conspiracy. All of these parties work on the fringes of our world, where the tattered remnants of the Nullity can't protect those who wander there. These parties seldom come into contact with each other, and most people involved have no idea that there are others out there like them. There are no earth-spanning organizations, no deep conspiracies in the highest places, just individuals who have one by one chosen to fight the Dark, right now, right here, where they stand.

THE SPIRIT WORLD

The Spirit World is where spirits normally live, and the place where people and spirits can meet and communicate. It is a world with a one-to-one correspondence with our own physical world, meaning that for every place in the Physical World, there is a representation in the Spirit World. That is there is a place in the Spirit World that corresponds to any given place in the Physical World, and vice-versa, although they may not look the same. Every thing has a spirit, and in the Spirit World, we can see these spirits stripped of their material bodies, if they wish us to. There is not a one-to-one relationship as regards inhabitants of these worlds, and the laws of physics are different in the two worlds.

The Spirit World is the abode of spirits, benign, malign, and indifferent. Spirits are immaterial beings who are made manifest in the Spirit World by their own will. Normally, spirits are insubstantial even in the Spirit World, giving it a rather empty look, but if they wish, they can make themselves substantial in the Spirit World, appearing usually as something decided by the subconscious of the viewer. This is typical of spirits, that they appear different based on who is viewing them, and the viewer's state of mind. The spirit world itself can look different based on the subconscious of the viewer, but most people see it as a pale, washed out copy of the Material World, substantially blue-shifted, perhaps as an artifact of seeing many movies portraying it this way. Certainly Shamans do not see the Spirit World like this.

Passing into the Spirit World from the Material World is accomplished by meditation. This type of meditation is available to Shamans, Martial Artists of the Oriental type, and religious mystics such as Monks, Templars, and Magi. Shamans are treated separately, as going into the Spirit World is their basic power, but the others have a 5% chance per year in that profession of being able to move into the Spirit World. This chance is cumulative over employments, so a character who is a Monk for 5 years and a Martial Artist for 2 years would have a $7 \times 5 = 35\%$ chance of entering into the Spirit World by meditation.

The sojourner from the Material World in the Spirit World is present in a Spiritual Body, also known as an Astral Double, which is connected to the physical body by a silver cord. The Spiritual Body requires this connection with the Material World, and the sojourner will die if this connection is severed. The silver cord has a constitution equal to 10 times the sojourner's endurance. A demon who severs the silver cord of a sojourner can catch hold of the end of the cord 10% of the time and be pulled into the lifeless physical body of the sojourner, reanimating it without opposition. This type of demonic possession cannot be reversed by exorcism, as there is no soul there to make a Test of Faith. This type of possession is only stopped by destroying the body the demon is inhabiting.

The soul is akin to spirits, thus allowing the possibility of possession, but different in one key way. Spirits are bound to the Spirit World, or in rare cases, the Material World. Souls are bound to a material body, but once that link is severed by death, the soul may depart these worlds for parts unknown. Sometimes souls get trapped in either the Spirit or the Material World and need guidance to set their feet on the path out. All souls follow the same path out, no matter what their religion, and any sojourner can guide a trapped soul out. These trapped souls are called ghosts. Those trapped on the Spirit

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World manifest as physical creatures, while those trapped in the Material World manifest as strong emotions, fluctuations in temperature, and other strange ways.

Spirits can cross over into the Material World in several ways. As explained before, they can catch the end of a severed silver cord and 'ride' it back to the former body of the dead sojourner. Demons can also attempt to possess the sojourner's body while the sojourner is alive. The third way is by summoning. Use of ritual magic, always including sacrifice, can summon a spirit from the Spirit World into the Material World. The sacrifice to summon a demon must be human, and the type of death is specific to the type of demon being summoned. The final way spirits can cross over to the material world is specific to demons. If enough human lives are destroyed in the same place at the same time, a gate can be formed between the two worlds. This happens sometimes in great battlefields or places of huge natural calamity. All sorts of demons can be sucked through the gate and into our world, with no control over the type of demon affected. The gate is temporary and short lived, and dissolves after at most 24 hours.

Spirits have a Spirit Constitution determined by their type. Generally speaking, the stronger the spirit, the higher the constitution. Most, in fact the great majority of spirits are benign or indifferent to sojourners, but all spirits have a spiritual attack which does %d damage to Spirit Constitution or to the sojourner's silver cord. It can easily be seen that sojourning is a dangerous occupation, particularly for those with frail bodies. Damage to a sojourner's silver cord can be instantly repaired by returning to the Material Body, which requires only an effort of will.

Movement in the Spirit World is by will. The Spirit Body glides or flies easily, and may 'warp' to any place they have been before in the Spirit World by thinking about it. Each hour of sojourning in the Spirit World weakens the sojourner by one endurance point, and thus weakens the sojourner's silver cord. The endurance points are regained by meditation (outside of the Spirit World) and/or a normal sleep period.

THE STRUCTURE OF PLAYER CHARACTER GROUPS

In Blood Games, the players take the roles of individuals from different walks of life who have joined forces to fight the Creatures of the Night. These individuals may be one of two types:

Path Characters are subtly enhanced normal humans who have been chosen to serve as champions by various parties. Some have the ability to cast powerful magics or miracles. Some are imbued with uncanny luck. Some can walk the spirit world on quests for power and information. Many are strongly religious in character, while others are not.

Typical groups are structured around one or two physically powerful people who can stand up to a lycanthrope or vampire and fight toe to toe with them. This is typically a Hunter, and there is almost always at most one to a group. Commonly there is a Witch or Esotericist to cast spells, and many times there are Templars, Magi, and Shamans along for their powerful skills.

Non-Path Characters are normal people who use their various skills in any way they can. Virtually all of these people have been hurt by the Creatures of

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Night in one way or another and have determined to resist them. Most have odd little quirks which develop from facing the horrors of the supernatural, but they have no control over these quirks. These quirks use only remnant PSI.

HUNTING PARTIES

the hunter in the party

The Hunter is immensely powerful in physical combat, particularly with all or most of the character's Luck available. Hunters prefer to fight vampires, and if the Hunter is a party leader, often take the group along for the ride. Groups with Hunters tend towards combat more than those without.

the templar in the party

Templars are strong and tough, and can go toe to toe with lesser vamps while still having a fair share of magic. Templars tend to be oriented toward finding and exorcising demons. The gritty purity and fanaticism of the Templar tends to be reflected in other party members, who find sometimes get swept along with the Templar's laser-like focus.

the cambion in the party

Cambions are even stronger than Templars, but they are difficult to fit into a group due to the lack of trust between cambions and non-Path characters. Witches work best with cambions, due to their close association. These groups have a bitter, darker flavor than other groups due to the Cambion's looming presence.

the normal humans in the party

Tough, skilled normal humans are a boon to any party, and are usually the most numerous type. Many are ex-military or police who have been confronted by the dark and have taken upon themselves the responsibility of pushing it back. Many others are typical civilians who have encountered the Creatures of the Dark in their daily lives, and have sworn to do all in their power to prevent the collapse of their civilization and the final triumph of the Dark.

the turned-vampire in the party

Turned vamps in a party have issues of trust even stronger than with the cambion. Vampires are strong, fast, skilled, and can use their blood-linked skills and superior senses to the immense benefit of any party. Vampires, however, are fundamentally selfish, working with the party only so long as it is convenient for them. If the rest of the party is able to trust the vamp, however, they can be devastatingly effective.

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the ALL-vampire party

Sometimes enough young vamps are created in an area to band together, at least until their continuous metamorphosis pushes them apart. The prey of an all-vamp party is not usually other vamps, but people who get in their way, including hunting groups.

the UNSKILLED party

An interesting twist is to create a party of teens or college kids who have very few skills. It would be murder to set them against an older vamp, but very young vamps and the less powerful magical creatures are challenging foes.



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FICTION: THE PENALTIES AND REWARDS OF RASHNESS

When Zak wakes again, Will is sitting by his bed. He smiles gently. "You get the number of that truck, brother?"

Zak laughs hoarsely, "Please don't make me laugh!" Then he groans. "Ow! That hurts! How'd you get here so fast?"

"So fast? I got here about 5 hours ago. You've been sleeping for about twenty hours."

Zak looks puzzled. "I didn't even have a chance to call you, though! I fell asleep!"

Will puts his hands together, fingers splayed, and touches the tip of his nose. "I had a lovely conversation with a sweet young lady by the name of Madeline. She said you were in a bad way."

Zak groans. "Yeah, I guess I kinda screwed up. Can you help me to sit up, Will?"

Will manipulates the hospital bed controls until Zak is comfortable.

"I hit rock bottom, Will. Before anything, can you hear my confession?"

"Ummm, I can't hear confessions until I'm ordained, Zak. I've told you this before. Father Hubert is the Chaplain here, he poked his head in while you were sleeping. Will he do?"

Zak nods painfully, but when Will gets up to go, Zak grabs Will's hand in his left, and says in a heartfelt whisper "Thanks for coming."

Will touches Zak on the forehead. "Anytime. For you, anytime."

As Will heads out the door, Zak calls out. "Oh! If you see Madeline, my angel of mercy, could you tell her I'm hungry?" Will laughs and nods.

After Father Hubert leaves, Madeline enters with the food service woman and sets up Zak's tray, which is heaped with hospital food. "Your brother apprised me of the depth of your bottomless pit, Mr. Sokol. I hope this is enough."

"This should do, thanks! And thanks for calling my brother." He stares at the food and clumsily picks up the fork in his bandaged left hand. "Ummm, I have a bit of a dilemma..."

Madeline laughs and takes the fork from him. "It's the price I pay to have you at my mercy." With that she sits on the edge of the bed and picks up a forkful of Salisbury Steak. "Now do I have to make airplane noises, or are you going to cooperate?"

Zak blushes furiously..

Zak is still grinning when Will enters the room. "Well, I hit rock bottom, but she picked me right up. I think I'm falling in love!" Then his grin fades. He

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looks at Will pointedly. "You know, I wish I could have taken Philosophy at Annapolis. maybe I could learn about life from a book instead of the hard way."

Will sits down. "You want to tell me about it?"

Zak nods. "If you don't mind... I'm always such a drag on you."

Will raises his eyebrows. "Zak, you just give me opportunities to practice my priestly manner. What's wrong?"

"When I got back from Prague and found out Amy had eloped, it set me into a tailspin. I thought I should have had Amy, a marriage, all of that good stuff, but Fate wouldn't allow that. If I wasn't destined for that, I thought maybe I could have something else. I was like a sailor on shore leave every night." He looks ashamed. "I had a few successful hunts, and I started getting cocky. I read about some strange murders happening in Mobile, and I walked right into a buzz saw. If that patrol car hadn't driven up at just that moment, I'd be gone."

Will shakes his head. "You look bad, brother. Did you get the thing?"

Zak shakes his head no. "Well I learned two things anyway. One - that I have to get a team together. I can't fight these tough ones on my own. Two, and I think I'll need your help on this one," he grimaces, his complexion paling. "I need to find a way between destiny and free will, or I'll go crazy."

Will nods slowly. "When you find the way, tell me, We'll bottle it and be instant zillionaires... The Church would say that you should just choose to do God's will of your own free will, but that's a difficult, rocky road, not as easy as it sounds."

Zak laughs. "Well, I'll have a lot of time to think about it, won't I?"

CHARACTER GENERATION

TO BEGIN

The GM may give you an age range at which it is appropriate for your character to begin play. As the character ages, your character's wealth and skills increase, but your character's physical stats decline, so what might be challenging for a character in her late twenties might not be appropriate for a character in her mid-fifties. The GM has reasons for recommending a particular age range if such a recommendation is given.

Adventures typically define a year in your character's life, even if they only take a few weeks to complete. For the balance of the year, your character should be doing whatever characters do in their boring hum-drum lives. At the end of the adventure, your character should age another year on the worksheet. You and your GM will decide which is the appropriate profession to describe what the character has done for the adventure, and you can then either roll on the appropriate skill tables, or choose a skill, as you wish. If Physical Deterioration is appropriate, take care of that just as you would while generating the character.

Remember your character is having adventures all the time, even while you are generating him. You may not always act adventures out. There is no difference between a year which has been generated and one which has been acted out. You can generate a character to age 25, take part in an acted out adventure for year twenty-six, generate from 27 to 41, and act out another adventure for year 42.

Another thing to remember is that the character is not necessarily arbitrarily drifting from job to job. **When a character changes employment, it can be thought of as a movement within a larger career.** For instance, if a character goes through a Seminary and becomes a Priest, then after a few years becomes a Social Worker and later on a Teacher, it doesn't mean she ever stopped being a Priest, unless you want it to mean that. Your character can also always return to professions you have left, retaining all his promotions and pay.

PATH CHARACTERS AND NON-PATH CHARACTERS

Non-Path characters are normal people, perhaps highly trained and skilled, but not enhanced in any way. Path Characters have special abilities such as powerful Luck, the ability to call upon the angels, to cast magical spells and other such powers. The determination of whether a character is Path or Non-Path should occur at creation, but if an already existing character decides to take a Path they can, although they will usually not be as powerful as one created to be a Path character. Only one Path can be taken - once a character takes a Path, she can't change to another.

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CHARACTER GENERATION TABLE

Roll once each for IQ, PSI, and Cash

%d roll	IQ	PSI #1	PSI #2	Cash
01-09	70	0	1	\$10,000
10-20	80	0	1	\$15,000
21-25	85	0	1	\$20,000
26-30	90	0	1	\$25,000
31-35	95	0	1	\$30,000
36-39	100	0	1	\$40,000
40-42	105	0	1	\$45,000
43-47	107	0	2	\$55,000
48-50	109	0	2	\$60,000
51-53	111	0	2	\$65,000
54-59	113	0	2	\$70,000
60-63	115	0	2	\$75,000
64-67	117	0	2	\$80,000
68-71	119	0	2	\$85,000
72-75	121	0	2	\$95,000
76-79	123	0	2	\$100,000
80-83	125	0	3	\$200,000
84-87	127	0	3	\$300,000
88-91	129	0	3	\$350,000
92-93	131	0	4	\$400,000
94-95	133	0	4	\$500,000
96-97	135	1	4	\$700,000
98-99	137	1	5	\$900,000
00	140	2	5	\$1,000,000

RANDOM
CHARACTER
GENERATION
METHOD

the random method

The random method of character generation is best used if you have no solid idea of what kind of character you want to play, or if you want to just let a character 'happen' as one would in real life. It is also a great way to learn the system.

stats and money

Random Method: Roll for initial characteristics and cash

Strength = 2d6 (i.e. 2 six-sided dice added together)

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is abbreviated as **STR**

Coordination and Agility = 2d6 Roll 2d6, put the same result under both characteristics.

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow, and Firearms combat. Coordination is abbreviated as **COOR**

Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is abbreviated as **AGY**

Endurance = 2d6 Roll 2d6

Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is abbreviated as **END**

IQ = %d In other words, roll 2 ten sided dice and read one die as tens, the other as ones. A 9 and a 4 would be 94. A result of 00 is always read as 100. Compare the result to the "Character Generation Table" on page 13. Look up the result in the IQ column. **IQ** (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

PSI = %d roll on "Character Generation Table" on page 13.

Take the result in the PSI #1 column if the character is a non-Path character, Take the result in the PSI #2 column if the character is a Path character
Psionics are mental abilities which affect the world directly. The PSI number is the potential to use psionic energies - the number of times per day that your character can use psionic skills. PSI points regenerate 24 hours after they are used. Psionic potential is abbreviated as **PSI**

Money = %d roll on "Character Generation Table" on page 13, in the Cash column. This is what your family had available to pay for schooling when you grew up. This strongly influences the character's upbringing and education, especially where expenses are concerned.

Charisma = 2d6

Charisma is one's attractiveness and persuasiveness - half physical, half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is abbreviated as **CHAR**

DIRECTED METHOD

Instead of rolling stats randomly, you may instead choose to construct the character's stats for more control over the result. In this method, apportion forty points between Strength, Coordination, Agility, Endurance, and Charisma. Then apportion 180 points between IQ, PSI, and Cash, with no more than 100 points in any stat. Then, look up that number on the "Character Generation Table" on page 13, i.e. if you put 60 points in IQ, the table gives a result of 115 IQ. If the character is a non-Path character, use the PSI #1 column. If the character is a Path Character, use the PSI #2 column.

RANDOM OR DIRECTED METHOD

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character.

SCHOOLING

Character is age 10. Choose a Middle School - get 6 skills in 4 years

In the Schools Section, select a Middle School you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total

- If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Remember to add +1 to your die roll for each point of IQ over 120. High IQ is a big asset here. The character may waive either the cost or the prerequisite (if allowed), **but not both**. If you don't make it into any Middle Schools, or you just don't feel the character would have tried for anything else, use the "Public Middle School" column.

Roll or choose four times from the table, once for each year., then double the skill in two of those years, i.e. if you got a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2).

In lieu of rolling or choosing a skill from the table, the character may choose from among the social skills available.

Character is age 14. Choose a High School - get 6 skills - 4 years

In the Schools Section, select a High School you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total

- If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Remember to add +1 to your die roll for each point of IQ over 120. High IQ is a big asset here. The character may waive either the cost or the prerequisite (if allowed), **but not both**. If you don't make it into any

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High Schools, or you just don't feel the character would have tried for anything else, use the "Public High School" column.

Roll or choose four times from the table, once for each year. Then double the skill in two of those years, i.e. if you selected a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2). In lieu of rolling or choosing a skill from the table, the character may choose from among the social skills available.

College & Grad School

In the Schools Section, select a College you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total. Unlike Middle or High School, Colleges and Trade Schools may be entered at any time at age 18 or above, and your character may go to as many as you can afford.

- If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Remember to add +1 to your die roll for each point of IQ over 120. High IQ is a big asset here. The character may waive either the cost or the prerequisite (if allowed), **but not both**. If you don't make it into any College or Trade Schools, or you just don't feel the character would have tried for anything, go directly to Employment.

Roll or choose once from the table for each year spent. Then double the skill in one of every two of years, i.e. if you got a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2). In lieu of taking a skill from the table, the character may choose from among the social skills available.

Unlike Middle or High Schools, the character can go to College or Grad School at any time, its just more usual to go at age 18. You can also go to a second college later on.

If you select a college with no cost, that means you must spend the six years *after* you leave college/grad school in service to those who sponsored your education. If an employment lists that school as a prerequisite, entering that employment for six years is considered full payment of your educational debt. If you go to both college and grad school by this means, both debts must be fulfilled in the order you incurred them at the rate of 1.5 years in employment for each year in school (i.e. three years for every two). During these years, you may not change your employment.

out into the world

Employment

Select a profession from the appropriate section. If you meet the prerequisites, you are in that profession as long as you wish to stay. If you do not meet the prerequisites, you may attempt a waiver roll. Each year in that employment, the character receives one skill by rolling or choosing from the table listed for that profession. For every six years or fraction thereof your character spends in any one profession, you may select one skill to be doubled, i.e. if your character spends 10 years in a profession, the skill chosen in two of those years may be doubled.

In lieu of rolling or choosing from the skill on the table, the character may choose from among the social skills available. The character may leave an employment at any time, and may rejoin the employment at a later date. However, if the character does not meet the minimum requirements, the player must again roll waivers.

Roll every 2 years in profession for promotion.

01-35 promotion
36-00 no promotion

With each promotion, your character's level within that profession increases. Note this on your character worksheet in the following fashion: the first year in a profession is always level one. This is notated so, using the profession of Athlete as an example: Athlete/1/1. The second year is also always at level one, and is notated thusly: Athlete/2/1. Note the years in the profession come first, then the level within the profession. At the end of the second year in the profession, roll for promotion. A %d result of 35 or lower gains the character a promotion. Note the promotion under "promotions" on the worksheet with a "yes," and the next year, note the promotion as follows: Athlete/3/2.

Pay is increased by promotion. On the Employment tables under Yearly Income the starting pay is listed (i.e. \$5k start) and the amount by which the pay increases with each promotion (i.e. \$5k jump.) The amount listed as pay is the amount an average person in that profession has as "disposable income" - i.e. the amount left over after basic needs are met. This assumes modest but not frugal living standards appropriate to the position.

Aging

Every 3 years starting at age 34, the character will deteriorate physically. Choose one characteristic from either STR, COOR, AGY or END and lower the stat by one.

This simulates the debilitating effects of aging on the character. **This deterioration happens even after characters join play, and can never be avoided.** The effects of aging can be mitigated or reversed by the character finding employment which increases characteristics, but that comes in lieu of gaining skills.

AVAILABLE BLOOD GAMES SCHOOLING

DESCRIPTION OF SCHOOLS:

MIDDLE SCHOOL

Ages 10-13. These schools train the student in the fundamentals of learning while training the child's growing body. For determined character creation, choose four from the skills available and double two. For random character creation, roll 1d6 for the column, select which row you wish to use. Repeat four times, and double results for two of those years, player's choice.

HIGH SCHOOL

Ages 14-17. The character's physical growth is tapering off, while the intellectual growth begins full flowering. For determined character creation, choose four from the skills available and double two. For random character creation, roll 1d6 for the column, select which row you wish to use. Repeat four times, and double results for two of those years, player's choice.

COLLEGE

Ages 18 and up. The character's physical growth is almost done, while the intellectual growth reaches its full potential. For determined character creation, choose four from the skills available and double one. For random character creation, roll 2d6 for the skill learned. Repeat four times, and double results for two of those years, player's choice.

GRADUATE SCHOOL

Ages 22 and up. The character chooses intensive specialization in specialized subjects. For determined character creation, choose one from the skills available for each year you attend, and double results for years which are multiples of two - i.e. years 2, 4, 6, 8, etc. For random character creation, roll 2d6 for the skill learned. Repeat once for every year you attend, and double results for one year out of every two spent. After two years, the character receives a Master's Degree. After four years, a Doctorate. After eight years, a double Doctorate.

One may attend College and Graduate School at any time, but Middle and High Schools must be attended during the years assigned them.

PLAYER OPTION

Instead of doubling a standard skill, the player may choose to take one Social Skill (or one Organizational Skill if using that optional rule) along with the standard skill rolled or chosen.

DOUBLING ATTRIBUTE BONUSES

If a player chooses to double an attribute rather than a skill, that attribute may not be doubled again while attending the same school.

BLOOD GAMES

MIDDLE SCHOOLS

public middle school

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR+2	AGY+2	END+2	CHAR	IQ+5
Writing	Research	Gymnastics	Mathematics	Negotiate	Streetwise

parochial middle school

A 4 year school where the student learns the rudiments of scholastic skills in a religious setting.

Prerequisites: none

Waiver Roll: 15%

Cost: \$10,000

Social Skills available: Convince, Goad, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR+2	AGY+2	END	CHAR+2	IQ+10
Writing	Focus	History	Mathematics	Meditation	Linguistics

military school

A 4 year school where the student learns the rudiments of scholastic skills in a rigorously disciplined setting.

Prerequisites: STR 8 or more, COOR 8 or more

Waiver Roll: 20%

Cost: \$25,000

Social skills available: Goad, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR+2	AGY+2	END+2	CHAR	STR+2
Blade	Research	Gymnastics	Leadership	History	Organize

BLOOD GAMES

Home schooling (middle school)

A 4 year school where the student learns the rudiments of scholastic skills at home.

Prerequisites: IQ 110 or more

Waiver Roll: 05%

Cost: \$15,000

Social skills available: Convince, Endear, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR+2	AGY	END+2	Organize	IQ+15
Writing	Research	History	Biology	Mathematics	Computers

HIGH SCHOOLS

public high school

A 4 year school where the student learns the minimum scholastic skills necessary for college.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Cooking	Analyze	Electronics	Mechanics	Business	Computers
STR	COOR	AGY	END	CHAR	IQ+5

BLOOD GAMES

PAROCHIAL HIGH SCHOOL

A 4 year school where the student learns the necessary scholastic skills in a religious atmosphere.

Prerequisites: IQ 110 or higher

Waiver Roll: 15%

Cost: \$15,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Research	Organize	Analyze	Focus	Psychology	Alertness
STR	COOR	AGY	END+2	CHAR+2	IQ+10
Adapt	Gymnastics	Linguistics	Alert	Observe	History

MILITARY HIGH SCHOOL

A 4 year school where the student learns scholastic skills along with discipline and responsibility.

Prerequisites: Military Middle School or END 8 or more

Waiver Roll: 20%

Cost: \$15,000

Social skills available: Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Swimming	Blade	Firearms	Climbing	Overdo
STR+2	COOR	AGY	END+2	CHAR	IQ+5
Adapt	Alertness	Focus	Leadership	Observe	Psychology

BLOOD GAMES

private prep school

A 4 year school where the student learns the scholastic skills and comporment necessary to enter a prestigious college.

Prerequisites: IQ 110 or higher

Waiver Roll: 10%

Cost: \$50,000

Social skills available: Convince, Goad, Endear, Engrace, React, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Analyze	Convince	History	Gymnastics	Leadership	Computers
STR	COOR+2	AGY+2	END	CHAR+2	IQ+5
Psychology	Sociology	Linguistics	Swimming	Observe	Intimidate

technical high school

A 4 year school where the student learns the scholastic and technical skills necessary for a technical career.

Prerequisites: IQ 110 or higher, and either Mathematics+1 or Electronics+1, or Computers+1

Waiver Roll: 10%

Cost: \$10,000

Social skills available: Convince, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Carpentry	Electronics	Mechanics	Business	Computers
STR	COOR+2	AGY	END+2	CHAR	IQ+10
Analyze	Operate	Overdo	History	Evaluate	Repair

BLOOD GAMES

REFORM SCHOOL

A 4 year school where the student learns scholastic skills instead of incarceration.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Cooking	Carpentry	Construction	Mechanics	Business	Operate
STR	COOR+2	AGY+2	END	CHAR	Driving
Brawl	Stash	Melee	Firearms	Drink	Drug

ARTS HIGH SCHOOL

A 4 year school where the student learns scholastic and artistic skills.

Prerequisites: CHAR 8 or higher, COOR 8 or higher

Waiver Roll: 20%

Cost: \$18,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Blade	History	Focus	Meditation	Gymnastics
STR	COOR	AGY+2	END+2	CHAR+2	IQ+5
Music	Disguise	Driving	Overdo	Painting	Sculpture

BLOOD GAMES

High school for the gifted

A 4 year school where the student learns scholastic skills at an accelerated pace.

Prerequisites: IQ 120 or higher

Waiver Roll: 05%

Cost: \$30,000

Social skills available: Convince, Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Computers	Electronics	Analyze	History	Linguistics	Overdo
STR	COOR	AGY	END	CHAR	IQ+15
Psychology	Sociology	Zoology	Minerology	Research	Weather

Home schooling (high school)

A 4 year school where the student learns scholastic skills at home.

Prerequisites: Home Schooling (Middle School)

Waiver Roll: 20%

Cost: \$15,000

Social skills available: Convince, Goad, Endear, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Cooking	Carpentry	Electronics	Mechanics	Business	Computers
STR	COOR+2	AGY	END	CHAR	IQ+10
Organize	Analyze	History	Research	Training	Observe

BLOOD GAMES

COLLEGES

LIBERAL ARTS COLLEGE

A 4 year school where the student learns important scholastic skills.

Prerequisites: Any High School

Waiver Roll: 15%

Cost: \$30,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Drugs	Mathematics	Business	Writing	Chemistry
7	8	9	10	11	12
Biology	Research	History	IQ+5	Driving	Drinking

ARTS COLLEGE

A 4 year school where the student learns scholastic and artistic skills.

Prerequisites: Arts High School

Waiver Roll: 20%

Cost: \$30,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt

Skill Tables: roll 2d6

	2	3	4	5	6
	Computer	Mechanics	IQ+5	Observe	Painting
7	8	9	10	11	12
Sculpture	Music	COOR	Taste	AGY	Writing

MILITARY ACADEMY

A 4 year school where the student learns scholastic and military skills to prepare for a military career.

Prerequisites: Military High School and IQ 120 or higher

Waiver Roll: 05%

Cost: No monetary cost. Character must serve 6 years in any profession with Military Academy listed as a prerequisite.

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	History	Strategy	Tactics	Firearms	Unarmed
7	8	9	10	11	12
Leadership	END	IQ+10	Survival	Cryptography	Demolition

BLOOD GAMES

exclusive college

A 4 year school where the student learns scholastic skills from the best teachers money can buy.

Prerequisites: Private Prep School or IQ 120 or higher

Waiver Roll: 10%

Cost: \$150,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate

Skill Tables: roll 2d6

	2	3	4	5	6
	IQ+5	Analyze	Chemistry	Business	Linguistics
7	8	9	10	11	12
History	Psychology	Biology	Mathematics	Astronomy	Drinking

seminary college

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: Any High School

Waiver Roll: 15%

Cost: No monetary cost. Character must serve 6 years in any profession with Seminary College listed as a prerequisite.

Social skills available: Convince, Endear, Engrace, React, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Writing	Negotiate	Instruct	Psychology
7	8	9	10	11	12
Research	Meditation	Streetwise	Observe	History	CHAR

AGRICULTURAL & MILITARY (A&M) COLLEGE

A 4 year school where the student learns military and farming skills.

Prerequisites: Any High School

Waiver Roll: 20%

Cost: \$20,000

Social skills available: Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Tactics	Driving	Leadership	Firearms	Organize
7	8	9	10	11	12
Observe	Husbandry	Biology	herbalism	Computers	Minerology

BLOOD GAMES

science college

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: High School for the Gifted, or Technical High School and IQ 120 or more

Waiver Roll: 05%

Cost: \$25,000

Social skills available: Convince, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Weather	Chemistry	Analyze	Physics
7	8	9	10	11	12
Mathematics	Research	Biology	Computers	Zoology	Observe

nursing college

A 4 year school where the student learns the specific skills needed in Nursing.

Prerequisites: Any High School

Waiver Roll: 15%

Cost: \$15,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Research	Computers	Analyze	Drug	Biology
7	8	9	10	11	12
Organize	Chemistry	Diagnosis	Observe	Psychology	Treatment

educational college

A 4 year school where the student learns to teach others.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, Endear, Engrace, React, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Brawl	Alertness	Research	END	Psychology
7	8	9	10	11	12
Instruct	Observe	Computers	Intimidate	Negotiate	Organize

BLOOD GAMES

GRADE SCHOOL COLLEGE

A 2 year school where the student learns the basics of a profession

Prerequisites: Any High School

Waiver Roll: 30%

Cost: \$10,000

Social skills available: As Profession

Sill Tables: roll 2d6

Use one of the following Profession tables:

Barkeep, Businessman, Carpenter, Chef, Cosmetologist, Police, Secretary

business college

A 4 year school where the student learns Business skills.

Prerequisites: none

Waiver Roll: None

Cost: \$20,000

Social skills available: Convince, Goad, Entice, Endear, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Streetwise	Drinking	Analyze	Psychology	Negotiate
7	8	9	10	11	12
Business	Sell	Tactics	Evaluate	Intimidate	CHAR

AGRICULTURAL COLLEGE

A 4 year school where the student learns basic scholastic and agricultural skills.

Prerequisites: Any High School, Farm Background

Waiver Roll: 15%

Cost: \$20,000

Social skills available: Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	END	Weather	Mechanics	Herbalism	Biology
7	8	9	10	11	12
Chemistry	Training	Husbandry	Business	Ride	Zoology

BLOOD GAMES

engineering (tech) college

A 4 year school where the student learns advanced technical and scholastic skills.

Prerequisites: Technical High School

Waiver Roll: 25%

Cost: \$40,000

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Repair	Focus	Analyze	Electronics	Physics
7	8	9	10	11	12
Mechanics	Mathematics	Computers	Observe	Construction	IQ+10

GRADUATE SCHOOL

graduate school

A 2 year (Masters) or 4 year (PhD) school where the student learns more intensely the skills learned in any undergraduate college.

Prerequisites: Any College

Waiver Roll: 10%

Cost: \$40,000

Social skills available: As College Selected

Skill Tables: Use College Table Selected

medical school

A 4 year school where the student learns medical diagnosis and treatment skills.

Prerequisites: Liberal Arts College or Exclusive College

Waiver Roll: 05%

Cost: \$100,000, plus Internship for 3 years

Social skills available: Convince, Goad, Entice, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Research	Observe	Diagnose	Treatment
7	8	9	10	11	12
Drug	Surgery	Analyze	Biology	Psychology	Computers

BLOOD GAMES

internship

A 3 year intensive medical training and service program.

Prerequisites: Medical School

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, Entice, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Research	Biology	END	Treatment	Diagnose
7	8	9	10	11	12
Drug	Surgery	Overdo	Drinking	Chemistry	Computers

law school

A 3 year school where the student learns the practice and theory of Law.

Prerequisites: Liberal Arts College or Exclusive College

Waiver Roll: 10%

Cost: \$150,000

Social skills available: Convince, Goad, Entice, Endear, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Streetwise	Business	Analyze	Negotiate	Law
7	8	9	10	11	12
IQ+5	Intimidate	Psychology	Research	Evaluate	Organize

SCHOOL OF SOCIAL WORK

A 4 year school where the student learns social working skills.

Prerequisites: Liberal Arts College or Nursing College or Educational College

Waiver Roll: 20%

Cost: \$50,000

Social skills available: Convince, Goad, Endear, React, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Analyze	Evaluate	Brawl	Psychology	Negotiate
7	8	9	10	11	12
Sociology	Observe	Streetwise	Alert	Computers	Law

BLOOD GAMES

OFFICER CANDIDATE SCHOOL

A 2 year (Masters) or 4 year (PhD) school where the student learns military skills.

Prerequisites: Agricultural and Military (A&M) College

Waiver Roll: 10%

Cost: No monetary cost. Character must serve 6 years in any profession with Military Academy listed as a prerequisite.

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	History	Strategy	Tactics	Firearms	Unarmed
7	8	9	10	11	12
Leadership	END	IQ+10	Survival	Cryptography	Demolition

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CAREER SKILLS

ARMY:

Member of the land-based armed services

Prerequisite: STR 8 or more, END 10 or more, or Military Academy or Officer Candidate School

Waiver: 40%

Yr. Income: \$5k start \$5k jump

Social skills available: Goad, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Electronics	Mechanics	Driving	Survival	Alertness	Survival
Leadership	Tactics	Strategy	Gunnery	Psychology	Leadership
Firearm	Unarmed	Melee	Unarmed	Firearm	Gunnery

ARTIST:

A person that has talents in the visual arts.

Prerequisite: CHAR+8, COOR+10 or Art College

Waiver: 20%

Yr. Income: \$4k start \$12k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt,

1	2	3	4	5	6
CHAR	Streetwise	Drug	Drinking	Streetwise	CHAR
Painting	Sculpture	Smithing	Construction	Taste	Painting
Business	Cooking	Negotiate	Sociology	Psychology	Sociology

ASSASSIN:

A person that is hired to kill a specific person

Prerequisite: Melee, Firearm or Blade, Firearm or Reform School

Waiver: 25%

Yr. Income: \$5k start \$10k jump

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Picking	Sleight	Sneaking	Disguise	Intimidate	Sneaking
Firearms	Blade	Melee	Brawl	Firearms	Blade
Drug	Demolition	Snare	Streetwise	Focus	Demolition

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Athlete:

A person who plays a professional sport.

Prerequisite: One physical Attribute 10 or more, two other physical Attributes 8 or more, CHAR 8 or more

Waiver: 10%

Yr. Income: \$25k start \$50k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
STR	COOR	AGY	END	CHAR	Business
Negotiation	CHAR	END	Tactics	Psychology	Drug
Drink	Leadership	Martial Arts	STR	Drug	COOR

Attorney:

A practicing Lawyer.

Prerequisite: Law School

Waiver: 05%

Yr. Income: \$25k start \$50k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Law	CHAR	Writing	Psychology	Negotiation	Business
History	Research	Law	CHAR	Research	Law
END	Drugs	Drink	Writing	Law	Negotiation

Barkeep:

A person that tends to a bar and serves alcohol.

Prerequisite: Barkeep Trade School or END 8 or higher

Waiver: 55%

Yr. Income: \$4k start \$4k jump

Social skills available: Convince, Goad, Endear, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Psychology	Streetwise	Business	Drinking	Melee	Stash
Negotiate	Melee	Drug	Psychology	Drink	Melee

Businessman:

A person that sells merchandise.

Prerequisite: Business Trade School or Business School

Waiver: 25%

Yr. Income: \$10K start \$30k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Business	Negotiate	Business	Strategy	Negotiate	Tactics
Driving	Leadership	Law	Stash	CHAR	Alertness

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BURGLAR:

A person that steals merchandise or money by breaking and entering.

Prerequisite: COOR 8 or more, AGY 8 or more, or Reform School

Waiver: 65%

Yr. Income: \$2k start \$6k jump

Social skills available: Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Sneaking	Picking	Melee	Sneaking	Picking	Stash
Melee	Forgery	Drinking	Law	Forgery	Law
Alert	Melee	Firearms	Alertness	Firearms	Stash

CARPENTER:

A person who works with wood to build structures.

Prerequisite: Carpentry Trade School or COOR 8 or higher, END 8 or higher

Waiver: 55%

Yr. Income: \$5k start \$5k jump

Social skills available: React, Adapt, Operate, Overdo

1	2	3	4	5	6
Carpentry	COOR	Carpentry	Construction	Low Tech	Construction
Mechanics	END	Electronics	Business	Alertness	Masonry

CHEF:

A person who makes a living by cooking.

Prerequisite: Chef Trade School or Cooking +2

Waiver: 50%

Yr. Income: \$5k start \$10k jump

Social skills available: Goad, Entice, Endear, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Cooking	Herbalism	Taste	Cooking	Herbalism	Blade
Drinking	Brewing	Business	Biology	Blade	Cooking

COSMETOLOGIST:

A person trained in the arts of makeup and hairstyling.

Prerequisite: Cosmetology Trade School or CHAR 9 or more

Waiver: 20%

Yr. Income: \$5k start \$5k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt

1	2	3	4	5	6
Psychology	Streetwise	Disguise	Psychology	Disguise	Taste
Sleight	CHAR	Psychology	CHAR	Streetwise	Disguise

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DOCTOR:

A person who specializes in healing disease and injury.

Prerequisite: Medical School

Waiver: 05%

Yr. Income: \$25k start \$50k jump

Social skills available: Convince, Goad, Adapt, Operate, Overdo

1	2	3	4	5	6
Diagnosis	Biology	Treatment	Diagnosis	Treatment	Surgery
Drugs	Psychology	COOR	Research	Drugs	Blade
Biology	END	Research	Treatment	Drugs	Diagnosis

entertainer:

A person who entertains people for a living.

Prerequisite: Art College or CHAR 12 or higher.

Waiver: 20%

Yr. Income: \$6k start \$24k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace

1	2	3	4	5	6
CHAR	Sleight	COOR	Music	CHAR	Psychology
Stash	Gymnastic	Writing	Negotiate	Streetwise	COOR
Music	Negotiate	Drugs	Gymnastics	END	CHAR

Fisherman:

A person who fishes for a living.

Prerequisite: END 8 or higher

Waiver: 50%

Yr. Income: \$2k start \$4k jump

Social skills available: Goad, React, Adapt, Operate, Overdo

1	2	3	4	5	6
END	Sailing	Steering	Rope Use	Sailing	Steering
Carpentry	Drinking	Mechanics	Melee	Electronics	Weather
Business	Rope Use	Stash	Streetwise	Weather	Brawl

NURSE:

A person who cares for the sick and injured.

Prerequisite: Nursing College

Waiver: 05%

Yr. Income: \$4k start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Sociology	Biology	Chemistry	Psychology	Diagnosis	Treatment
Computer	Drugs	Computer	Research	Research	Drugs
Brawl	Driving	Research	Computer	Alertness	Biology

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MARTIAL ARTIST:

A person who is an expert in personal combat.

Prerequisite: Martial Arts+5 or melee+5 or blade+5

Waiver: 05%

Yr. Income: \$4k start \$4k jump

Social skills available: Goad, Entice, Engrace, React, Adapt, Overdo

1	2	3	4	5	6
Blade	Martial Arts	Melee	Martial Arts	Melee	Blade
STR	COOR	AGY	END	COOR	AGY
Focus	Meditation	Evaluation	Focus	Gymnastics	Sneak

PILOT:

A person trained to fly aircraft.

Prerequisite: Military Academy or Officer Candidate School, IQ 130 or more, COOR 8 or more

Waiver: 10%

Yr. Income: \$10k start \$10k jump

Social skills available: Goad, Entice, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Pilot	Electronics	Physics	Astronomy	Orient 3D	Driving
Biology	Astronomy	Mechanics	Physics	Research	Electronics
END	Pilot	COOR	Zero-G	Pilot	Focus

POLICE:

A person trained in legal coercion and criminal justice.

Prerequisite: Law Enforcement Trade School or Law+1, END 8 or higher or Law+1, Firearms+2

Waiver: 25%

Yr. Income: \$5k start \$5k jump

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Law	Writing	Psychology	Law	Psychology	Negotiate
Firearms	Melee	Driving	Firearms	Drugs	Driving
Evaluate	Intimidate	Law	Picking	Research	Riding

PARISH PRIEST/MINISTER:

A person ministering to the spiritual needs of a neighborhood.

Prerequisite: Seminary College

Waiver: 10%

Yr. Income: \$3k start \$3k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Overdo

1	2	3	4	5	6
Streetwise	CHAR	Leadership	Writing	Psychology	Streetwise
Psychology	Negotiate	Intimidation	Psychology	CHAR	Intimidation

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priest celebrant:

A person acting as the bridge between the human and the divine.

Prerequisite: Seminary College, CHAR 10 or higher

Waiver: 10%

Yr. Income: \$4k start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace

1	2	3	4	5	6
Endear	Engrace	Goad	Linguistics	Leadership	Endear
Psychology	Research	CHAR	Psychology	Research	Leadership

reporter:

A person that is able to obtain information for the general public.

Prerequisite: Char+10, End+8, Writing+1 or Liberal Arts College or Exclusive College

Waiver: 25%

Yr. Income: \$5k start \$5k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Brawl	Streetwise	Psychology	Brawl	Streetwise	Research
Negotiate	Law	Negotiate	CHAR	Writing	Driving
Research	Drinking	Streetwise	Writing	Research	Writing

secretary:

A person who coordinates another's activities.

Prerequisite: Secretarial Trade School or COOR 8 or higher, IQ 100 or higher or Liberal Arts college

Waiver: 50%

Yr. Income: \$3k start \$3k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Operate, Overdo

1	2	3	4	5	6
Organization	Psychology	Business	Organization	END	Driving
Cooking	Research	Psychology	Research	COOR	Research

security guard:

A person who is hired to protect something.

Prerequisite: Any College

Waiver: 80%

Yr. Income: \$2k start \$2k jump

Social skills available: Goad, React, Adapt, Operate, Overdo

1	2	3	4	5	6
END	Melee	Alertness	Melee	Firearms	END
Driving	Drug	END	Alertness	Streetwise	Firearms

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SPECIAL FORCES:

A person trained in intrusion and disruption tactics.

Prerequisite: Military Academy or Officer Candidate School or END 9 or more, STR 9 or more

Waiver: 05%

Yr. Income: \$6k start \$6k jump

Social skills available: Goad, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Electronics	Mechanics	Demolition	Electronics	Demolition	Driving
Cryptography	Unarmed	Cryptography	Survival	Unarmed	Survival
Melee	Bow	Blade	Firearm	Melee	Firearm

teacher:

A person trained as an instructor.

Prerequisite: Liberal Arts College, IQ 110 or above or Education College

Waiver: 45%

Yr. Income: \$4k start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Overdo

1	2	3	4	5	6
Organization	CHAR	END	Organization	Alertness	CHAR
Focus	Overdo	Convince	Psychology	Focus	Convince
Psychology	END	Streetwise	Streetwise	Psychology	Organization

thief:

A person who survives using quickness of hand and mind.

Prerequisite: COOR 10 or more, AGY 8 or more or Reform School

Waiver: 35%

Yr. Income: \$4k start \$4k jump

Social skills available: Convince, Goad, Entice, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Sleight	Forgery	Sneak	Forgery	Sleight	Sneak
Gymnastics	Streetwise	Alertness	Focus	Gymnastics	Streetwise
Firearm	Melee	Driving	Picking	Melee	Picking

unemployed:

A person that has no employment.

Prerequisite: N/A

Waiver: N/A

Yr. Income: \$0

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Streetwise	Operate	Driving	Streetwise	Driving	END
Brawl	Drug	Drink	Drug	Adapt	Operate

CREATING NEW CHARACTER EMPLOYMENTS

You are encouraged to create your own employments for characters. The employments listed in this book should give you a good idea of what an employment requires in general, and this section will detail the creation of a new employment for you to use as an example. For this example, we will create the employment of "Attache". An attache is a low level diplomat attached (hence the name) to a consulate or embassy as a specialist - for example a military attache or a cultural attache.

AVAILABLE SKILLS:

The first step in turning this general job description into an employment is to isolate the skills the job will use. An Attache would use:

- 1: **Business**, because a lot of the subject matter of international negotiation is trade,
 - 2: **Convince**, because it is always useful to convince to your point of view,
 - 3: **Cryptography**, because information flow between an embassy or consulate and the home nation is always encrypted,
 - 4: **Disguise**, because sometimes you need to get out without being noticed,
 - 5: **History**, because what happened in a border raid 350 years ago affects how your government is viewed.
 - 6: **Linguistics**, because you must communicate directly with the locals, and more importantly to know what they are saying to each other,
 - 7: **Law**, because you must have knowledge of the local laws, and particularly International Law,
 - 8: **Negotiate**, because this is the prime skill of any diplomat,
 - 9: **Psychology**, because it is useful to know how your opponent thinks,
 - 10: **Research**, because in most cases the information you need is never sitting at your fingertips waiting for you to call,
 - 11: **Sociology**, because nations are composed of societies and cultures.
- That is a good range of skills, making this an attractive package.

SKILL TABLES:

Next, you will need to establish the skill tables for those who use random skill determination. As a rule of thumb, if there are 9 skills or less available to an employment, you should use 2 skill table rows. If there are 10 or more, you should use three. This Employment has 11 skills available, so we will use 3 skill table rows. We will choose negotiate, research, and linguistics as our most important skills and base our skill tables around them.

We can look through the skill tables for other Employments to see if there is anything suitable, but there isn't. We will make up the 3 rows ourselves.

The first row will be based on research, so we will pull in the allied skills of history and sociology, giving us something like: research, history, research, sociology, history, and sociology.

The next row will be based on negotiate, so we will pull in the allied skills of business, linguistics, and convince. The most important of these are negotiate and business, so we will use them twice. This gives us something like business, law, negotiate, convince, business, and negotiate.

This leaves the skills linguistics, cryptography, disguise, and psychology for our third table row. The most important of these are linguistics and cryptography, so we will use those twice. This gives us something like linguistics, disguise, cryptography, linguistics, psychology, and cryptography. Our skill tables are done.

employment prerequisites and waiver roll:

Now we need to set up the prerequisites for a person to get the job of attache. In this, you should think of it as a job listing in a newspaper - something like "Applicant needs a BS in chemistry and a working knowledge of mechanical distribution systems" or something to that effect. For an Attache, employers would look for an excellent education in the humanities, charisma, and an expertise with a skill. Since it is intended as a position open to the relatively inexperienced, we would make the requirements lower than we would for a Consul or an Ambassador. Let's say we would like someone from an exclusive college and good charisma, or a person with an expertise in a skill and good charisma. This gives us for Prerequisites: CHAR 8+ and any skill+3 or CHAR 8+ and Exclusive College, mainly because it sounds about right.

The Waiver Roll lets us state how stringent our requirements are. In an employment ad, this would be "experience

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required" vs. "experience preferred" vs. "no experience necessary". A low stringency threshold would be something like 40-25%, a middling one between that and 15%, and a high threshold higher than 15%. In a job like an attache, you don't want to wade through every factory worker and former farmer trying to better their lot, but on the other hand, you don't want to close out a kid with real potential either. A Waiver Roll of 15% - high, but not too high - seems about right.

pay scale:

In setting a pay scale, you have a few things to consider. You don't want to set the scale too low, or people will not want to waste their time with the job. On the other hand, if the pay scale is too high, you risk going over established jobs in the same vein which should be compensated at a higher rate. In other words, you want the Attache to be better compensated than the security guard at the gate, but less than the Ambassador the attache is going to be working under. A pay scale is also composed of two parts, an initial pay and a jump amount. The initial pay reflects the relative difficulty of the job, while the jump amount reflects the risk vs. reward structure. A career like Merchant would have a low initial pay and a high jump amount, to reflect the nature of that career. An Attache would have a fairly high requirement going in - the education and experience required does not come cheap - so the initial pay should be set fairly high, at about 10k. The risk is low, as it is in any civil service career, so we should set the jump amount low, at \$10k.

Thus we have our new Employment:

Attache

An expert attached to a diplomatic team.

Prerequisites: CHAR 8+, any skill+3 or CHAR 8+, Exclusive College

Waiver Roll: 15%

Pay Scale: \$10k start 10k jump

Social Skills Available: Convince, Goad, Entice, Endear, Engrace, Adapt, Overdo

Skill Tables: Roll 1d6

1	2	3	4	5	6
Research	History	Research	Sociology	History	Sociology
Business	Law	Negotiate	Convince	Business	Negotiate
Linguistics	Disguise	Cryptography	Linguistics	Psychology	Cryptography

FICTION: THE
MAKING OF A
HUNTER

Having hopped a flight to Ramstien, Zak rents a car and drives the rest of the way to Prague. Driving in a foreign car on foreign roads distracts him from thinking about what is to come. This is his first time in a totally free Prague, and the fairy-tale city is bursting with life.

Meeting Talia at her apartment as agreed, he greets her, his voice rather shaky. "OK, I'm ready, I guess. Just tell me what I need to do."

"Zak," she says calmly, taking his hand in hers, "Why don't you get settled and freshen up, then we'll talk. We have until tomorrow at the Equinox." Later that day, he and Talia sit down and begin discussing the ceremony.

The next night, Talia drives Zak up into the woods north of Prague. She parks near several other cars by the side of the road.

"Zak, are you ready?" At his nod, she continues. "OK, then." After opening the trunk, she begins to strip. "Come on, you too!"

From the trunk, she removes a gown and dons the sheer, gauzy, flame-colored garment before handing Zak a robe of white, which he puts on to cover his nakedness.

She leads Zak along a dirt path deep into the wood. Suddenly, they come upon a clearing. It's as if hundreds of twinkling lights are mirroring the stars above. As he moves into the clearing, he sees that the lights are many candles set on the turf and in the trees all about in the warm summer night. Many women dressed in flowing garments much like Talia's, but of varying hues, are moving about the clearing. As he moves forward, he notices a pentagram of small stones set into the turf, of a pearly white which seems to glow faintly in the candlelight.

A woman in reddish purple, older than Talia, and beautiful in an august way, steps before him holding a wooden bowl. "Zak Sokol, are you ready to receive the gift of the Mother?"

"I, Zak Sokol, am ready and willing to accept the gift."

She brings the bowl up to his lips, and he sips the thick and clotted milky white liquid. Gently, she removes the robe from his shoulders, the gauzy material caressing his body as it slips to the ground.

"Naked you came from the Mother, naked you shall be received by the Mother."

Six lithesome figures in white gather around Zak, and lead him along the path of the pentagram to the first point. Before him stands a woman clad in umber. She also holds a shallow bowl. "Zak Sokol, the Mother wishes to give you the power of the Earth, to strengthen your body. Do you accept?"

"I, Zak Sokol, accept this gift."

From the bowl she scoops a mound of soft, dark earth and streaks it upon his chest. It feels cold against his warm flesh, and he shivers, his nipples harden-

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ing painfully. One of the escorts hands her a needle and a sigil is tattooed upon his right shoulder. A second escort hands her another bowl, from which he is encouraged again to sip.

Continuing along the pentagram's path, he is brought to the second point of the star. The gentle breeze wisps through the gowns of his escorts, the material brushing softly against his skin. He feels the rush of blood through his extremities, the hardening of his organ, swinging pendulously now between his legs.

This woman's gown is of a slate blue hue, and she intones "Zak Sokol, the Mother wishes to give you the power of the Wind, to strengthen your spirit. Do you accept?"

"I, Zak Sokol, accept this gift."

She closes her eyes, chanting. A swirl of strong wind encircles his body for several moments. He lifts his gaze to the heavens - the constellations have somehow changed and he accepts this. The ritual continues as another sigil is pricked into his other shoulder, and he drinks once more from the bowl of viscous fluid.

Onto the third point, where Talia greets him with a smile, the fiery red of her gown glowing in the candlelight.

"Zak Sokol, the Mother wishes to give you the power of Fire, to strengthen your Passion. Do you accept?"

"I, Zak Sokol, accept this gift." He says, concentrating hard to find the correct words. A sudden rush of heat radiates from his body. This time, the needle and ink are applied around and below his navel. He no longer feels the tiny pricks, nor is he aware of sipping the fluid in the bowl.

Drifting now, he has lost consciousness of moving along the pentagram's path. The deep blue of the next woman's gown seems a part of his surroundings.

"Zak Sokol, the Mother wishes to give you the power of the Rain, to strengthen your faith. Do you accept?"

"I, Zak Sokol, accept this gift." He hears his voice intone. The sprinkling of water over his head and shoulders seems to cleanse him from deep within. The tattoo is etched onto the skin of his right thigh. Another sip, and he finds himself before the fifth woman. She is gowned in silvery white which gathers in and reflects the moonlight.

"Zak Sokol, the Mother wishes to give you the power of Light, to strengthen your mind. Do you accept?"

"I, Zak Sokol, accept this gift." he whispers. The light of the moon bathes his body, seeming to set his skin aglow. The fifth sigil is applied to his temples, the needle delicately tickling his scalp. Zak is no longer aware of his surroundings, feeling only an intense awareness of his body, his very being. At the center of the five-pointed star, the blackness of the Wiccan's gown becomes a

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mere shape to him.

“Zak Sokol, the Mother wishes to give you the power of Darkness, to strengthen your bonds to Her. Do you accept?”

“I, Zak Sokol, accept this gift.” His mind, his thoughts are aswirl. A veil of darkness descends - he can no longer see. The final sigil applied to his left thigh is followed by a final taste of the liquid.

He feels himself being lowered down, down - he smells, he tastes the rich loam as it covers him. His excited body reaches a new height of desire. He convulses with painful need until his body is replete. A wave of peace, of contentment, and he drifts out of time and thought.

Slowly he comes back to an awareness of his self and his place. The soft, moist earth seems to surround him - he is in the Mother’s womb. He is overwhelmed with the need to free himself, and his limbs start moving. With powerful strokes of his arms and legs, he swims up through the earth.

With a gasp, a spurt of energy, he is free, once again in the clearing surrounded by women, by light, by stones. He feels himself once more being lifted up by the women, and is led to a rushing brook. Ever so gently, the water is poured over him and the earth sloughs away.



path characters

HUNTERS

HUNTERS GAIN:
 +5 STR
 +5 COOR
 +5 AGY
 +5 END
 +5 CHAR
 MINIMUM 15 FOR ABOVE
 6 MINUS PSI LUCK POINTS
 DASH+ 1
 ACCESS TO GAIN DASH SKILL
 AT ANY TIME

Hunters are created to fight vampires by either a Coven of Witches or by a Magus' Archangel. Hunters are normal humans enhanced by magic to be capable of superhuman physical feats. Most Hunters are male, but female Hunters are not uncommon. The requirements for Hunters vary, depending on who does the raising, but all Hunters must be superb physical specimens as well as of high moral standing.

A Hunter gains at least 5 points in Strength, Coordination, Agility, Endurance, and Charisma, with a minimum of 15, that is any raised stat will be increased to 15 if it is under 15 after being raised. In addition they receive their defining attribute of Luck points. Luck points are calculated by subtracting the Hunters PSI rating from 6, thus a Hunter with a PSI of 0 will have a Luck of 6, and a Hunter with a PSI of 5 will have a Luck of 1. Luck is the most important stat a Hunter has, and the Hunter is the only character type in the game to have Luck. Hunters also receive a bonus skill of Dash+1.

Being a Hunter is not a profession. There is no financial remuneration, and there is lots of danger. It is a dangerous hobby, like racing cars, skydiving, or the like, and attracts the same type of people, those who enjoy danger for it's own sake. In return, they gain truly fabulous physical skills, and the all important Luck. Many Hunters use their enhanced stats to become professional athletes or martial artists, or to gain entry into other physically demanding work. Luck works by preventing something bad from happening, or by making something good happen, which otherwise wouldn't have. The player of the Hunter character must then describe what happened to the approval of the GM.

For example:

Hunter Larry is chasing a vampire over a rooftop. The vamp slashes at Larry and connects. Larry's player uses one Luck to state that a pigeon flew into the vamp's face at the wrong instant, and the vamp's slash went over his head.

In addition to the stats boost and Luck, Hunters gain the option of taking Dash at any time in place one of the normal skills available. Dash is not unique to Hunters, but it is a major part of their power. Dash is the ability to perform marvelous feats of agility, the mind-boggling - not impossible but utterly implausible - Kung-Fu movie stunts, performed with flair and panache. Running up walls and segueing into a backflip. Sliding down a banister standing, finishing up with a leap over the bad guy's head. Vaulting, leaping, spinning, all can be achieved with Dash.

RULES FOR USING LUCK:

- The lucky break cannot be used to kill, harm, or make an enemy helpless.
- The lucky break must be appropriate to the setting and the particular circumstances in play.
- The lucky break must not be repeated for at least 2 gaming sessions.
- The lucky break must not be boring.

CAMBIONS

During the time before the Nullity, these creatures were thought to be worse than Vampires. They moved not only among humans but among Vampires too. Not accepted by either human or vampire, they usually just turned against everything including themselves and choose the path of darkness. Cambions were first seen as a natural abomination, but when it was discovered that they were the product of a spell cast by the Dark Circle, most witches were appalled. The Dark Circle, a loose association of covens that follows the path of darkness, found out or created a spell which used a vampire's blood to create a cambion from a living normal human, one already given to selfishness and power. The witches of the Dark Circle tricked these deluded souls with promises of personal power and hyper-boosted physical prowess, but they were all too eager to accept, and didn't look too hard for deceit.

The covens of the Dark Circle took these humans and twisted them with their spell. Once the human began the change into cambion, the Circle coven would wipe out their memory with a second spell, making them into a living weapon, slave-warriors who would do what their mistresses said. This spell is a twisted parody of the Uplift spell used to create Hunters, but the creatures were imbued with vampiric qualities as well as physical boosting. After this discovery, the Dark Circle started producing these creatures, not really human and yet still not vampires.

The advantage to these creatures was their abilities. They had some of the mystical powers of the Vampire, those that are linked to their blood, and had one great weakness, a vampire's Blood Lust, which was able to be overcome by drinking the blood of animals. If a cambion senses a great deal of blood in the air, such as from a vampire feeding or a shooting, the cambion must undergo a Test of Will. This test of will is modified by the cambion's remaining blood reserve. If a cambion is at full to 3/4 normal blood points, the cambion has a +70 to their Test of Will. If the cambion is at 1/2 to 1/4 normal blood points, the cambion has a +30 to their Test of Will. If the cambion has 1/4 to 1/2 normal blood points, the Test of Will is at +0. If the cambion has less than 1/4 blood points, the Test of Will is at -30. Although their appearance changes - their eyes become pale and slightly metallic and their hair becomes white - they are still passable as humans.

Some few of these creatures escaped their thralldom, trying to find any vestige of their old life, knowing there was something before the blank in their lives, yet unable to see past it. Some of these met up with the warriors of Light, and slowly an understanding of the psychological damage that had been done to these poor wretches dawned. The warriors of Light soon learned the secret of creating the Cambion, although since they fought for the light, they would not coerce or trick anyone into becoming one. Some took the change, however, for various reasons of their own - vengeance, despair, a great desire to do whatever they could. These few had all their memories, unlike those of the Dark Circle.

When resistance to the Dark began increasing, the cambion population was small, but they were powerful enough to stand out. Many did not trust them because it was difficult to tell which were good and which were evil, but none the less, they can be a great ally against the forces of evil, especially now when every hand that can be raised is needed to battle it. As for the Dark

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Circle, once they saw that they had lost control of what they created, they became hesitant to create something that they didn't have absolute power over. Although there are still Dark cambions out in the world, they are hunted down if they do not see the light.

the path chosen

CAMBIONS GAIN: +5 STR +5 COOR +5 AGY +5 END +5 CHAR +2 PSI BLOOD POINTS = CHAR +3 TO ALL SENSES ACCESS TO VAMPIRE SKILLS INCLUDING BLOOD LINK SKILLS

Those who have chosen the path of light are few and far between. Now that humans are given the choice of becoming Cambions without loss of identity, there is less of a stigma of being abominations, none the less it is still a dangerous path they have chosen. Cambions' powers come from the corruption of their blood. This blood enables them to have Blood Linked powers like a Vampire. They gain an additional +5 to all their physical stats and Charisma once they make their choice, as well as a boost of +2 in PSI. Cambions are not allergic to silver, or affected by True Faith, and all their senses are heightened, but they age at the same rate as any human. As appealing as this may be to some, there are distinct drawbacks. It is easy for a cambion to tread the path into damnation. If they drink human blood 3 times, they will become full Vampires.

The choice is not lightly made, and the consequences are harsh, but cambions can have great power against evil. So the choice is there for those who are strong - and desperate - enough to take it.

the cambion path to damnation

With the first taste of human blood: the Test of Will is at a -10 penalty and must be rolled anytime blood is sensed.

With the second taste: the Test of Will is at a -20 penalty and must be rolled anytime blood is sensed.

With the third taste: Become a vampire in 24 hours.

Note. If a cambion loses a Test of Will, he may give up one Blood Link skill, as a sacrifice, to regain one chance.

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WITCHES

WITCHES GAIN: +2 PSI

The term “Witch” has come to be the commonly accepted term for one that follows the religion of Wicca in its many branches. For its use in Blood Games, the term “Witch” will be used to describe a person of incredible faith in the Wiccan religion, a pagan counterpart to the Judeo-Christian Magi. When a character first becomes a Witch, she receives a +2 bonus to her PSI as a gift from the gods.

Witches are those who invoke the divine creative force of Nature in the form of various deities in order to make necessary changes in reality. While Wiccans do not believe in the existence of hundreds of deities from across the globe, they do believe that these deities are but different names and specific aspects of the same creative force of Nature. Wiccans call upon those deities that seem to embody either the male or female aspect of the divine force. Most Wiccans place great importance on the two prime aspects of Nature, Masculine and Feminine, which has thus been divided into the sexes.

The ethics of Wicca are very strict, and are embodied in the two Wiccan Redes:

- “An it harm none, do what though wilt.”
- “All good that one does to another in this life shall return three-fold in this life. All evil that one does to another in this life shall return three-fold in this life.”

These morals permeate a Witch’s life. Those who do not follow them are considered to be practitioners of “Black Magic”, a practice of bending others to your will for personal gain without regard to consequence. Such Witches are turned away from coven rituals and other proper Wiccan events and often meet mysterious ends as a result of the return of their own ill intentions. While it is commonly believed that all witches practice Magic, the Wiccan religion merely accepts the practice and is not dependant on it. Witches use various forms of religious regalia in their rituals to aid them in contacting their deities. These items, while of great personal and dogmatic importance to the Wiccan, do not actually bring about Magic but witchcraft which can be defined as the rituals of Wicca and their inherent effects.

The practice of Witchcraft or ritual is of paramount importance to a Witch when producing a desired effect. In order to practice “The Craft” a Witch must have a number of important focus items or religious regalia on their persons. These include:

- Athame: A special knife which is representative of the Witch’s will and the element of Fire.
- A Chalice or Cauldron: representative of the Witch’s emotions and the element of Water. Also used in the practice of Divination.
- Pentacle or Crystal ball: representative of the Witch’s body and the element of Earth.
- Censer or Wand: representative of the Witch’s intellect and the element of Air.

In Blood Games, the skill *Witchcraft* is defined as the use of these items in ritual to produce a desired effect.

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EFFECTS OF WITCHCRAFT

Witches create changes in reality through the use of *Incantations*, *Charms*, and *Divination*. In all cases, the Witch must be careful that the desired effect will not violate the Wiccan Redes. In these cases, the GM will be quick to devise a “karmic backlash” in the character’s near future.

INCANTATIONS

An *Incantation* is a statement uttered by a Witch that calls upon a specific deity or force to produce a desired effect. The statement must be improvised or written ahead of time by the witch’s player, and depends on a successful *Witchcraft* roll. An improvised incantation depends, as well, on a successful *Chant* roll.

An *Incantation* may modify: skill rolls, sensory input, recovery from injury, or initiative. An example of an *Incantation* to modify a subjects sensory input at night might be as follows:

“Hear me oh Hecate and raise thy veil. This night shall hinder him to no avail.”

The player must actually recite the spell. The effect would cause the subject to be able to better see in the dark. The recitation is a device of role-playing and should be taken seriously though a players ability to rhyme is actually indifferent to the outcome of the Incantation.

Each year the Witch spends in the profession, he gains one correspondence. Correspondences are sources of power that the Witch can use to help their incantations. One Correspondence is required for each Incantation. For each Correspondence over the first the Witch uses in the incantation, the Witch gains +10% to the Witchcraft roll. Examples of Correspondences are God, Goddess, Fire, Water, Spring, Night, Day, Aphrodite, Pan, Hecate, etc.

CHARMS

A *Charm* is a combination of natural components made into a talisman and imbued with Witchcraft. *Charms* serve very specific purposes and take hours of preparation. *Charms* can be used to attract, repel, seek, protect, alleviate, embolden, or any other applicable verb that can be attached to the wearer or bearer.

In *Charm* making, a Witch has two options. The first is to endow her *Charm* with one of her PSI making it permanently active. In this case, the PSI remains tied to the *Charm* and unusable by the Witch for other practices until the Charm is destroyed or disenchanting willingly by the maker with a successful *Charmcraft* roll. The Witch ties her PSI to the Charm by making a successful *Link* skill check, then completes the charm with a successful *Charmcraft* roll, while dictating the specific purposes and powers of the Charm.

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The second option is to create a temporary Charm which lasts an amount of time dictated by the Witch's PSI rating: 10 minutes for PSI 1, 30 minutes for PSI 2, 1 hour for PSI 3, 2 hours for PSI 4, and 4 hours for PSI 5. This method requires a successful *Charmcraft* roll as well but not a *Link* roll.

Certain *Charmcraft* rolls made for extremely specific or powerful *Charms* may be given modifiers by the GM at their discretion. Permanent *Charms* take hours of crafting before casting the spells, and depending upon their complexity may require other rolls to augment the process. Players must alert their GMs that they intend to make a *Charm* and divulge its uses in order to find the difficulty and number of the rolls required in its construction.

FOR EACH YEAR THE WITCH SPENDS AT HER PROFESSION, SHE GAINS ONE DEVICE. DEVICES ARE ACTIONS THE WITCH CAN IMBUE INTO THE CHARM. EXAMPLES OF DEVICES ARE CLIMB, ATTRACT, REPEL, RUN, PROTECT, DEFEND, ETC.

Divination

Divination is a skill used by the Witch to glean information about a specific subject. Divination comes in all sorts of forms, though they all require the use of religious regalia as a focus or device. Some examples of *Divination* methods include: casting runes, tarot cards, crystal scrying, black mirror scrying, seances, livestock organ dissection, astrology, palm reading, reading tea leaves, and many others. Each method lends itself to a particular type of *Divination* effect. A Witch scrying in a crystal or a black mirror may be able to watch over her sister's or any other subject's actions occurring at the time of her scrying. A Witch reading tea leaves, casting runes, dissecting a chicken's liver, or reading the stars may be able to foretell coming events. A Witch reading tarot cards, reading palms, or holding a seance may be able to find specific and sometimes personal information about the subject.

The type of *Divination* is up to the individual Witch, though they may only have knowledge of one method for every three levels of the *Divination* skill they possess. It should also go without saying that a Witch must not be in immediate danger during the attempt, which may take some time depending on the method employed. The standard rules of Correspondence apply.

A Witch who wishes to use their *Divination* skill must first make a successful *Focus* roll to attune themselves to the God and Goddess. Second, they must define explicitly what they intend to divine, so that a modifier may be assessed to the Witch's roll if necessary. Third, the Witch must make a successful *Divination* roll.

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Protective Circles

The Witch can create a protective circle about herself by scribing the circle with chalk and imbuing it with one PSI point. Nothing can cross the circle either in or out until the Witch releases it. The circle must be 9 feet in diameter, and only the Witch may enter it. It takes one round to scribe the circle and imbue it with power.

RAISING HUNTERS

A Witch Coven may raise a candidate to be a Hunter. The process of creating a Hunter is thus:

- A candidate for uplift is found by witches or by their contacts. This candidate is a normal human with at least two high (above 10) physical stats, and between the ages of 18 and 30, preferably with low PSI.
- The candidate is watched and tested to see if he or she possesses the requisite qualities of honesty, determination, and fire. This testing is mental, and usually involves a seduction by a member of the coven trained for this purpose.
- The candidate is contacted and sounded out as to whether they wish to do this. The candidate must be a volunteer.
- The entire coven of witches casts a collective spell called "Uplift" on the candidate. If successful, the candidate becomes a Hunter.

Hunters are not bound to the coven that uplifted them in any way, nor need they be Wiccans. That said, a great many of these Hunters do become Wiccans, especially if their faith was not already strong. The coven can only have one Uplift spell working at any time, and the spell can be revoked only if the Hunter is not performing his function.

the witch career-

Prerequisites: Sociology+2

Yr. Income: \$5k start, \$5k jump

Waiver: 50%

Social Skills Available: Convince, Goad, Entice, Endear, Engrace, React, Adapt

Skill Table: Roll 1d6 or choose

1	2	3	4	5	6
Sociology	Link	Divination	Witchcraft	Charmcraft	Herbalism
Charmcraft	Chant	Witchcraft	Divination	Link	Witchcraft
Focus	Herbalism	Chant	Sociology	Focus	Chant

THE ESOTERICIST

ESOTERICISTS GAIN: +2 PSI

Esotericists are men and women who spend their lives in pursuit of the hidden secrets and formulas of the supernatural world. They combine religions, science, alchemy, astrology, chemistry, numerology, mythology, philosophy, meditation, and an almost fanatical interest in the occult in order to make the world bend to their whim. Since Esotericism is a combination of many studies, it is never quick or easy. Most Esotericists carry all sorts of trappings of their profession with them where ever they go and must do so in order to ply their trade. Consumed by their quest for knowledge, Esotericists are usually quirky and ill-adjusted to social interaction in a traditional sense. When entering the esotericist profession for the first time, the character gains a +2 PSI bonus as potential power previously locked away is freed.

Esotericists cast spells in the sense of a traditional western mage. They depend upon hours of study and experimentation that may take them across the globe in search of hidden lore or components needed for their spells.

Though every Esotericist specializes in a different field of the occult, they all must depend upon the Grimoire. A Grimoire is a book which contains spells or rituals from which an Esotericist can learn. They vary in age which dictates how potent the inherent magic of the tome may be. A Grimoire gains power each time it is studied by a mage of some kind.

These books are extremely rare and the Esotericist's most prized possession. An Esotericist will always think twice before taking one out of its library for fear of its destruction or theft. After all, another mage would have much to gain from the acquisition of another's Grimoire. For this reason, many Esotericist have studied the skill of creating a simulacrum, or exact copy of an original Grimoire. A simulacrum is perfect right down to the type of paper and ink used in the original's pages and the process used in its binding. Aside from its apparent age, one comparing a Grimoire with an expertly crafted simulacrum should not be able to find a single difference between the two. The new copy or simulacrum contains all the knowledge of the original but is not as potent due to its youth. Never the less, simulacrums can be taken out of a library and in to the "field" with much less stress.

spell casting

An Esotericist's chief device is the spell. A spell is a combination of materials, focus, and mystical phrases that produce a very specific effect. An Esotericist may cast a number of spells per day equal to their PSI rating. Spell casting can occur in three forms.

grimoire spells

A grimoire spell is one that the Esotericist has prepared in advance. During the preparation of the spell the subject of the spell must be known. When a mage prepares a grimoire spell, he locks a point of PSI into the spell. To successfully cast the spell, the Esotericist need only make a successful Perform roll. This roll may be modified by the Laws of Correspondence found later in the magic chapter according to the subject of the spell.

An Esotericist may elect at any time to forfeit a grimoire spell in order to liberate needed PSI points to cast other needed spells. The Esotericist receives no penalty or rebuke for this action. Some specifically powerful spells may take the form of a Grimoire spell.

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simulacrum spells

A Simulacrum spell is one that an Esotericist reads straight from the source, whether that be an actual grimoire, simulacrum, or notes jotted down on a piece of paper. The source of the spell dictates a positive or negative modifier to the mage's subsequent rolls. While materials and focus items may be required for the specific spell, the Esotericist is considered to have all necessary components to cast the spell as long as they have a source from which to read the spell. Performing a Simulacrum spell requires a number of successful rolls.

step 1: Focus

The first roll required is a Focus roll in order for the Esotericist to attune themselves with their magic. The GM may feel free to give the character a modifier to this roll depending upon whether the mage is in physical danger or any other inherent variables.

step 2: Link

The second roll required is a successful Link roll, which will most likely be modified by the Laws of Correspondence. Link rolls determine whether an Esotericist has connected to his target, be that himself or someone else. Players with Esotericist characters should keep at least an abbreviated version of these laws on their character sheets for quick reference.

step 3: Bind

The third roll required is a Bind roll, which will most likely be modified by the Laws of Correspondence. When a caster succeeds in this task he has gathered the magic to him and bound it into his spell.

step 4: Perform

The last roll that must be made is a Perform roll. Finally the caster begins to utter the mystical phrases and gestures in order to enact the spell. After these steps are completed, the spell is completed successfully. Characters with a Mastery in any of the skills necessary for spell casting may make additional attempts according to the number of levels of Mastery they have achieved. An Esotericist may not work backwards in the spell casting sequence.

relic spells

Some Esotericists elect to permanently lock one or more of their PSI points into an object of focus that they employ from that moment on in casting all of their spells. Such items may be wands, staves, rods, brooms, chalices, robes, hats, rings, athames, swords, or any other item of arcane focus. These imbued items then take the place of the source material required to cast Simulacrum spells, drawing power to initiate the spell from the item instead of book or scroll. Casting from a Relic also eliminates the need for a successful Bind skill check since the Relic is fueling the spell.

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RELIC casting steps-

1. FOCUS, 2. LINK, 3. PERFORM.

The consecration and construction of such an item takes one full year per PSI point imbued with in it. The destruction or theft of this object means the permanent loss of that Esotericist's PSI. An Esotericist using a focus item may still elect to cast Grimoire spells and may only cast a number of spell per day designated by their remaining PSI.

RELIC LATENCY MODIFIERS TO ALL REQUIRED SKILL ROLLS- NO MODIFIERS FOR ITEMS IMBUED W/ ONE PSI, +25% FOR ITEMS IMBUED W/ TWO PSI, +50% FOR ITEMS IMBUED W/ THREE PSI, +75% FOR ITEMS IMBUED W/ FOUR PSI.

GRIMOIRES

These tomes are priceless and often inherited by the character from their masters or collected over a life time of scrounging in used and antique book shops, minding the auctions of wealthy estates, and bartering with others of their trade. Grimoires are central to an the practices of an Esotericist and they guard their collections with their lives, rarely taking them from the top shelf of their libraries.

They are books of various ages that contain the precious forgotten lore from which an Esotericist can extract a spell. Depending upon the age of a Grimoire, the book may hold ancient spells that have been lost for generations or they may hold only elementary spells that anyone could find in the occult section of a large city's public library.

During character creation, the player of an Esotericist must decide what Grimoires they have. This is done by "purchasing" them with points earned from the number of years the character has been studying the arcane. The Esotericist gets one point per year spent in the Esotericist Profession. Esotericist are expected to thus have a random group of spells that they have uncovered throughout their research.

See the table below for Grimoire purchasing:

	Age of Grimoire +bonus to spell	Age of Grimoire +bonus to spell	Age of Grimoire +bonus to spell	Age of Grimoire +bonus to spell
Frequency of Spell	50-100 year +0%	101-250 years +10%	251-500 years +20%	501-1000 years +30%
Very common	1	2	3	4
Common	2	4	6	8
Uncommon	3	6	9	12
Rare	4	8	12	16

The table result is the cost of the Grimoire in points. The older the Grimoire, the more powerful the spell cast from it, so the older Grimoires give substantial bonuses to the casting of spells described in them.

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The Summoning Pentagram

The Esotericist can create a summoning pentagram about herself by scribing the pentagram with appropriate material, stepping outside, and imbuing it with one PSI point. Nothing can cross the circle either in or out until the Esotericist releases it. The summoning takes place within the pentagram.

esotericist employment

Prerequisites: PSI 1 or higher

Pay: \$8k start, \$8k jump

Skills Available: Link, Bond, Perform, Ritual, Research, Drug.

Social Skills Available: Convince, Goad, Entice, Endear, Operate, Overdo

Skill Table: Roll 1d6 or choose

1	2	3	4	5	6
Focus	Link	Focus	Bind	Focus	Perform
Link	Bind	Link	Perform	Perform	Bind
Research	Drug	Endurance	Research	Coordination	Drug



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THE MAGUS

Magi are religious people who can call upon the intercession of Archangels to do magic. Each Magus follows one and only one of the Archangels: In character, the magus and the Archangel choose each other. Out of character, the player chooses.

JUDEO-CHRISTIAN-ISLAMIC ARCHANGELS

Name	Title	Power Over
Michael	The Defender	Protection, Life, Light
Gabriel	The Herald of God	Dreams, Intuition, Prophecy
Raphael	The Healer	Communication, Healing, Understanding
Uriel	The Fire of God	Fire, Change, Transformation
Aneal	The Angel of Joy	Love, Harmony, Fertility
Shemuel	The Warrior	Access, Perception, Battle
Azreal	The Angel of Death	Illusion, Fear, Truth
Sammael	The Angel of Victory	Courage, Leadership, Strength
Zedkiel	The Angel of Mercy	Wisdom, Justice, Charity
Cassiel	The Patient One	Structure, Fortune, Time
Izrafil	The Trump Angel	Music, Emotion, Awakening
Metatron	The Prince of Angels	Magic, Writing, Lightning
Sandalphon	The Guide	Orientation, Purpose, Inspiration

MAZDIAN (ZOROASTRIAN) ARCHANGELS (AMESHA SPENTAS)

Name	Virtue	Power over
Vohu Mana	Insight	Animals, Direction, Purpose
Asha Vahishta	Right	Fire, Truth
Khshathra Vaira	Dominion	Sky, Metals, Royalty
Haurvatat	Wholeness	Water, Health, Purity
Armaiti	Piety	Earth, Love, Devotion
Ameretat	Immortality	Plants, Triumph
Spenta Mainya	Protection	Mankind

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mazdian (zoroastrian) angels (yazatas)

Name	Power Over
Mehr	Contracts, Justice, Fate, War, and Victory
Sraosha	Protector of good creations against evil, and of the soul after death
Airyema	Friendship and Healing

The names of the archangels and their number are different in the different religions. In Islam, they are Michael (Mikhail), Gabriel (Djibril), Azrael, and Izrafil. In Judaic and Christian lore, there are seven, Michael, Gabriel, Uriel, Raphael, and three others who differ depending on the tradition. The Zoroastrians have a different angelic tradition, but parallels may be tentatively made - for instance Haurvatat has many of the qualities of Raphael. In addition to the Amesha Spentas, there are several other powerful Yazatas (Angels) who are called upon by Zoroastrian Magi as if they were Amesha Spentas.

The Archangel chosen gives power over the things listed. This should be fairly strictly defined by the GM. For instance, "Life" means the difference between a living thing and a dead thing, so calling upon Michael to return a dead colleague to life is within the parameters of Michael's power, while healing an injured companion is not. Healing is properly the province of Raphael. As a rule of thumb, if a use of a power duplicates the power of another archangel - for instance using power over "life" to heal - is not a proper use of the power.

The GM has power to rule whether or not a particular request for use of an angel's power is granted. The rationale is that angels would never go against the will of God, therefore at times the call for angelic aid will go unanswered, if it is God's will. If a call for angelic intervention is not answered, then the PSI point is not used. For example, if a Magus with three PSI points calls upon Zedkiel for Justice, and the call is not answered, the Magus still retains three PSI points. When a Magus calls upon his angel and the call is answered, a PSI point is used.

All Magi are clerics - priests, nuns, monks, rabbis, sheiks, ayatollahs, etc. - people who have dedicated their lives to God. Like the Templar, they must all be 'Peoples of the Book'. They also are mystical and ecstatic, and place much emphasis on ritual. This limits Christian Magi to being from Roman Catholic, High Church Episcopal, or Eastern Orthodox churches. The Evangelical Lutheran Church and the Episcopal Church have shared a priesthood since 1998, but the Lutheran Church is historically less inclined to the mystical than High Church Episcopal. While a Lutheran Magus is certainly possible, they would be virtually identical with an Episcopal Magus. A Baptist Magus would not be appropriate, as the other Protestant churches have turned away from mysticism as well as from ritual. Similarly, only Orthodox or Hassidic Jews would be Magi, as with the Conservative and Reform movements, Judaism moves further and further away from mysticism and ritual. For Islam, Sufis, Similes, and Asides would be appropriate, although some more mainstream Sunni or Shiite would also work well. There is a hard core of mysticism inherent in all of Islam.

BLOOD GAMES

Unlike Witches, Magi do not have specific spells. The choice of archangel limits a Magus as to how and what things can be effected. The followers of Michael (Light), Uriel (Fire), and Metatron (Lightning) can Smite a foe for %d+100 damage (or 4 hits on a Vampire) with a ray of light, fire, or lightning, whichever is appropriate, using one PSI each time. The followers of the other archangels cannot use their angelic power to do violence. That is not to say that those Magi cannot do violence, but that their powers do not extend to violence. Shemuel, for instance, is intimately connected to battle, but his powers do not directly harm the foe. The Magus receives +2 PSI when he first enters the Path, as previously untapped resources are released.

MAGI GAIN: + 2 PSI

Magi have to loudly speak the name of their archangel and what they are attempting to do. A Magus is not shy about her faith. For instance, a Magus of the Order of Michael might shout this to strike at a werewolf:

"In the name of the Archangel Michael I call upon the powers of heaven to SMITE this foul beast of hell!"

Or a Magus of Shemuel might declaim this to prevent passage:

"By the powers of heaven as vested in the Archangel Shemuel, I ask that this door be SEALED so that none may pass it until the end of time."

RAISING HUNTERS

A Magus can raise a normal person to become a Hunter if the candidate is pleasing to God and the Magus' Archangel agrees. The Magus prepares the Hunter by purifying the candidate ritually and asking the Archangel to raise the candidate. The Magus may only have one Hunter active at any given time, and the Magus may ask the Archangel to revoke the imbuing at any time if the Magus feels the Hunter is shirking his duties. The Archangel, of course, may agree or refuse either the raising or the revocation. The candidate need not be of the same faith as the Magus - though usually the candidate is. A candidate for uplift is found by the Magi or by their contacts. This candidate is a normal human with at least two high (above 10) physical stats, and between the ages of 18 and 30, preferably with low PSI. The candidate is watched and tested to see if he or she possesses the requisite qualities of candor, determination, and humility. The candidate is contacted and sounded out as to whether they wish to do this and must be a volunteer.

TEMPLARS



The Templar is a religious character, like but unlike the Magus. The Templar is a fierce, fiery force, powerful and deadly. They pledge away their lives to become God's weapons on Earth. The Templar 'Order' is a non-sectarian quasi-order of fighting monks. They vow to God poverty, chastity, and submission to God's will, and in exchange, they are given the powerful psionic skills which they call miracles.

Every time a Templar is created, a demon is freed from Hell. This makes it a Templar's quest to destroy that particular demon and send it back to Hell. The Templar knows that demon's name, and something of its personality, and can never rest until that demon is removed from the world. Other demons and vampires, and any other evil creatures, are attacked with relish, but with that particular demon, it is **personal**.

Becoming a Templar is a one way street. Once you become one, you cannot back out. It is a full time job, and there is no cash reward, but you will find people offering you things for free, and besides, you don't need to live in the lap of luxury. God has moved people to give so that you can spend all of your time hunting evil creatures and holding back the Dark, and not have to worry about holding down a job.

There is no hierarchy and no order to this 'Order.' It is an individual choice that some feel called to make. There is no organization behind a Templar besides the contacts, friends, and comrades he makes. The church, temple, mosque, or other religious organization a Templar belongs to cannot officially back her, but it will generally be well disposed to her.

Templars have no prerequisites other than a burning desire to smite evil. A Templar can belong to any generally good-aligned religion, and it is not necessary to be a priest or minister or other clerical profession. By becoming a Templar, one's body and soul become remade in the forge of God's intent, honed to a deadly edge.

The Templar immediately upon making her vows gains +5 points to Strength, Coordination, Agility, Endurance, and Charisma, and +3 points of PSI. She also irrevocably enters the profession of Templar. The "pay" of a templar is not in cash, but in gifts and alms. A Templar seldom has more than \$20 to her name.

BLOOD GAMES

Templar Profession

TEMPLARS GAIN:

+5 STR
+5 COOR
+5 AGY
+5 END
+5 CHAR
+3 PSI

Person dedicated to destroying evil through use of miracles, weapons, or whatever else is handy.

Prerequisites: none

Waiver Roll: N/A

Pay Scale: N/A

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: Roll 1d6 or choose

1	2	3	4	5	6
Communicate	Heal	Shield	Interrogate	Heal	Locate
Firearms	Melee	Martial Arts	Firearms	Blade	Martial Arts
Climbing	Focus	Dash	Dash	Gymnastics	Alertness

THE SHAMAN

Through out the world, cultures that have been deemed “primitive” by western standards have held the position of shaman or mystic as sacred. In reality, Shamanism along with Animism were the first religions in human history. Though they vary greatly in their practices from culture to culture, their ultimate goals are remarkably similar the world over. For the purposes of this edition of Blood Games, we will be working with the specific shamanic practices of the Native American peoples of North America.

Shamans are individuals who seek knowledge in many forms in order to solve problems or heal suffering. This is accomplished in ALL cases by entering into a trance in which they transcend worlds, converse with spirits, and sacrifice themselves to uncover forgotten secrets and enigmas to aid them in the task at hand. Time has no bearing or meaning for the Shaman while entranced and the actual time passed in game play and experienced by other PC's and NPC's is ultimately up to the GM. These trances are self-induced and must be established with aid of a Shamanic Focus such as drumming, the singing of old Native American songs, performing a ritual dance, or the use of spirit guides (hallucinogenic drugs). Shamans gain +3 PSI when they enter into the profession, as previously blocked PSI is released. They also gain +2 to their END score.

SHAMANS GAIN: +2 END +3 PSI

vision quests

A vision quest is a spiritual journey that a Shaman undertakes in search of knowledge. There are very few limitations on what knowledge can be gained from this complex endeavor though it is up to the character to set its goal. Shamans may learn the cure for any physical, spiritual, or mental ailment, the forgotten formulas to herbal remedies, the location of a lost object or person, retrieve a dying spirit back to its body, speak with the dead, or any number of things. Vision quests may not heal wounds or injuries.

entering into a shamanic trance

Shamans must make an initial Vision roll to enter into their trance-like state. This initial roll may be augmented by a prepared “spirit guide” which requires a successful Drug roll prior to the trance. Doing so gives a +10% bonus to the shaman’s Vision roll. The initial roll may be augmented by the presence of a circle of other shamans or tribal chanters, dancers, and or musicians. Doing so gives a +25% bonus to the shaman’s Vision roll.

determining the difficulty of the quest

Once the successful Vision roll is made, the player declares his goal while in the spirit realm to the GM. An easy task receives no modifier to future rolls and requires only one successful Vision roll. A task of moderate difficulty receives a -10% penalty, and a difficult task receives a -20% penalty. If a player fails a Vision roll, they may make as many attempts as their Endurance allows for. One roll is allowed at an Endurance of up to 8, 9 receives two rolls, and the Shaman receives an additional roll for every two points thereafter - 11 receives three rolls, 13 receives 4 rolls, etc.

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If a Shaman's failures exceed his endurance's allowance, the Shaman is considered to have met an unforeseen force in the spirit world. The severity of these events will be determined by the number of failures and its effect by the GM. The Shaman may be crippled, lose points in Endurance, be stricken with amnesia, or in dire circumstances be cursed to wander the spirit world forever.

Shamans may elect to give up their vision quest at any time and may continue until the GM deems that they have made too many failures.

spirit guides

If a shaman has an affinity towards a Totem Spirit or possesses a Tewari these effectively become the shaman's spirit guides. Tewari will always aid their apprentices in the spirit world giving them a +10% bonus to Vision rolls. Tewari may elect to sacrifice themselves rather than see their kin injured or worse on their vision quests.

Provided that the shaman has satisfied their Totem Spirit, it will aid their companion with a +20% bonus to Vision rolls. Since Totem spirits are individuals native to the spirit realms, they may make the shaman's vision quest interesting by insisting that they accompany the Shaman to their lair, or aid them in a spiritual hunt, or even demand a boon from the shaman in the case of difficult tasks. Totem Spirits are powerful allies and may greatly aid their shamans if they agree to such a boon. This may translate into the necessity of less successful Vision rolls or protection against the consequences of failure.

the totem spirit

Many Shamans choose to seek out the aid of one or more animal spirits on their vision quests. These animal spirits are closely associated to the Shaman and have characteristics and personalities of their own as well. The Shaman communicates with these spirits, invoke their specific properties in the material world, or even ask them to manifest themselves in the physical world as combatants. Totem spirits require constant placation and praise in order for them to retain amicable relationships with the shaman. In the game, this translates as the permanent expenditure of one PSI point per Totem Spirit. GMs should feel free to have totem spirits act subversively or even violently to Shamans that fail to fully role-play these duties as well.

communing with a totem spirit

Since a Shaman's Totems are native to the spirit realm, they must undergo a communion in order to communicate with it. Communing with the Totem is a necessary step for all other totem based abilities as well. The Shaman must make the same rolls to commune with a Totem spirit as they would to enter into a Shamanic trance as outlined above. Once this is achieved, a shaman may communicate freely with their spirit companion. This action does not cost the Shaman PSI to perform.

invoking totem medicine

All Totem animals carry with them unique aspects and powers called Medicines. In order to borrow this Medicine, a Shaman must first have communed with their Totem Spirit. When this is achieved, the Shaman must make a successful Link roll in order to attune themselves to their Totem. What ever the Medicine may be, the Shaman may utilize it for a number of rounds allowed by their Endurance. An Endurance of 7 will allow the shaman only one round of Medicine and an additional round is allowed for every two points there after. This action costs one PSI to perform.

A list of Medicines is given on the Totem Spirit Chart below.

totem manifestation

In dire circumstances, a Shaman is able to lure their Totems into the physical world to perform tasks and act as combatants. Coaxing a Totem into the physical world is a difficult task and requires that the Shaman: 1. Enter into a Shamanic trance. 2. Establish a Link with the spirit. 3. Utilize a Spirit Lure

Most important in this process is the utilization of a Spirit Lure. The Lure is different for every Totem animal. Shamans must prepare this often times obscure item in advance and it disappears after its consumption by the Totem. This action costs one PSI to perform. The spirit remains for a number of rounds equal to the character's Charisma trait.

Spirit Lures and the statistics for manifested Totems can be found on the chart below.



skin dancing

Skin Dancing is an ancient method of shape changing in to a shaman's Totem animal with the use of a carefully preserved animal skin of the appropriate animal and the consent of the Totem in question. A shaman who is Skin Dancing assumes all the traits and abilities of the animal in question including the ability to communicate with animals of that type and the Totem itself with out the use of a Shamanic trance.

In order to enact this sacred ritual, the Shaman must have a carefully prepared animal skin of the appropriate animal. These are often hard to come by and Shamans should not in any case begin play with one such item. The skin requires careful preparation by one trained by a Native American skilled in these matters, and the process takes weeks to complete. Player characters may attempt this themselves with 3 consecutive successful Perform rolls once the process is complete. Failure in any of these rolls results in the expenditure of the skin itself.

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Once the Shaman has the prepared skin they must: 1. Enter into a Shamanic trance. 2. Establish a Link with the spirit. 3. Ask for the Totem's consent. 4. Make a successful Perform roll to trigger the transformation. The Shaman may remain in this form for a number of hours equal to his remaining PSI for the day. This action costs one PSI to perform.

Tewari

If a Shaman was of sufficient wisdom when they died, another may invoke a ritual that recalls the deceased's soul to inhabit a crystal. The ritual is difficult and requires a vision quest in itself as well as a fermented maize drink called Nawa which the Shaman symbolically places the crystal into while drinking it. If the vision quest is successful, the ancestor spirit may advise the Shaman almost as a mentor to its apprentice. Tewari often retain the personality of the deceased and should be role-played by the GM.

Tewari are not as versatile as totem spirits but they give information much more readily and quickly since they are often a blood relative of the Shaman who invoked it. Using a Tewari, Shamans are essentially tapping into another character's worth of skills and knowledge. The player and GM should come together and create a separate character sheet for the Tewari listing all the skills now available to the Shaman once a link is established. The possession of a Tewari costs the Shaman the expenditure of a PSI point.

Communion with a Tewari

In order to commune with a Shaman's Tewari they must: 1. Enter into a Shamanic trance. 2. Establish a link with the spirit with a successful Link roll.

Spirit Tongue

Through out their practices, it is widely rumored that the shaman may develop the ability to communicate with animals, plants, spirits, and even the elements. This is a skill that is developed by individual Shaman at their discretion. While conversing with a crow seems relatively difficult, think how much more difficult questioning a mountain would be. Shamans refer to the table below for the modifiers to perform these tasks.

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the shaman career

One who seeks knowledge and healing through the use of natural spirits and the spirit world.

Prerequisites: END 7, Native heritage or recovery from a life threatening illness or injury.

Waiver: 90%

Yr. Income: \$5k start, \$5k jump

Social Skills Available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Table: Roll 1d6 or choose

1	2	3	4	5	6
Endurance	Zoology	Vision	Link	Perform	Sociology
Vision	Psychology	Spirit Tongue	Endurance	Treatment	History
Herbalism	Link	Drug	Spirit Tongue	Taxidermy	Diagnose

BLOOD GAMES

TOTEMS

Totem	Medicine	Trait	Avatar	CON	Stats	Attack/ Dam.
Antelope	Action	I P	Violently skittish antelope stag	750	STR- 7 AGY- 30 END- 20 COOR- 18	Hoof + 10
Armadillo	Protection	P V	Huge shimmering armadillo	600	STR- 16 AGY- 7 END- 30 COOR- 7	Tail + 10
Badger	Aggression	V	Blazing red badger of huge size	760	STR- 20 AGY- 18 END- 18 COOR- 20	Bite + 45 Claw + 35
Bear	Healing	I N P	Wise old native healer	500	STR- 25 AGY- 13 END- 5 COOR- 7	n/a
Buffalo	Strength	M V P	Blazing white bull buffalo	800	STR- 30 AGY- 9 END- 25 COOR- 16	Trample +45 Horns +50
Coyote	Trickster	I M N P	Glowing orange coyote	n/a	n/a	n/a
Crow	Law	I M N P	Old native elder	n/a	n/a	n/a
Deer	Gentility	I M N P	Shimmering spotted fawn	n/a	n/a	n/a
Dragonfly	Illusion	I M N P	Incandescent dragon fly w/ 2' wingspan	n/a	n/a	n/a
Eagle	Spirit	P V	Great golden eagle w/ 8' wingspan	930	STR- 25 AGY- 20 END- 18 COOR- 20	Beak + 25 Talons + 35
Elk	Stamina	P V	Great black bull elk	780	STR- 18 AGY- 18 END- 30 COOR- 12	Kick + 10 Horns + 20

BLOOD GAMES

Fox	Camouflage	IMN P	Shimmering normal sized red fox	n/a	n/a	n/a
Frog	Cleansing	IMN P	Water bearing native woman	n/a	n/a	n/a
Hawk	Sight	I P	Thin native warrior w/ bow	930	STR- 7 AGY- 30 END- 25 COOR- 30	Bow + 50
Horse	Power	V	Gleaming white stallion of large size	880	STR- 25 AGY- 20 END- 25 COOR- 18	Kick + 35 Trample + 35
Lizard	Dreaming	IMN P	Normal sized shimmering Gila monster	n/a	n/a	n/a
Lynx	Secrets	IMN P	Old wise woman	n/a	n/a	n/a
Mountain Lion	Leadership	V	Muscular native brave w/ war club	830	STR- 20 AGY- 20 END- 18 COOR- 25	Bite + 50 Claw + 40
Mouse	Scrutiny	IMN P	Small native child w/ luminous eyes	n/a	n/a	n/a
Opossum	Deception	I P	Huge smoky opossum	460	STR- 7 AGY- 20 END- 12 COOR- 7	Bite + 10
Otter	Femininity	I N P	Beautiful native maiden	500	STR- 7 AGY- 18 END- 7 COOR- 18	n/a

TOTEM TRAITS

I = Invulnerable to - but capable of making - physical attacks.
 N = Noncombative.
 M = Immune to magic and magical effects.
 V = Vulnerable to attack.
 P = Character is able to direct this spirit to use its Medicine.

BLOOD GAMES

spirit Lures

Eagle-	an eagle's feather found in the wild
Hawk-	a freshly killed rabbit
Elk-	a naturally found elk's antler
Deer-	a native basket of clovers
Bear-	a salmon from a river
Snake-	a live mouse
Otter-	a native basket of abalone
Turtle-	a found turtle shell
Coyote-	a white sage and pinion smudge stick
Wolf-	caribou, elk, or reindeer meat
Raven-	a branch on which a raven perched at night
Cougar-	a mountain lion's skull
Lynx-	a freshly killed ground bird
Buffalo-	a buffalo bone
Mouse-	a native bowl of sunflower seeds
Owl-	a naturally found owl's feather
Opossum-	an opossum skull
Crow-	a native crafted silver and turquoise amulet
Fox-	a freshly killed chicken
Dragonfly-	a found dragonfly husk
Armadillo-	an armadillo skull
Badger-	any inanimate object mauled by an angry badger
Rabbit-	a native basket of thistles
Weasel-	a pouch of earth from a weasel's burrow
Horse-	a native war shield w/ horses painted on it
Lizard-	found shed skin of a lizard
Antelope-	an antelope skull w/ horns in tact
Frog-	native pottery filled with water from a pond

TURNED VAMPIRES

Turned Vampires are exceptional creatures, and still are rarely seen in Hunting Parties. They are never truly trusted and when they are accepted into a party the members sleep with one eye open. Turned Vampires usually are seeking revenge for what they have been forced to become. These Vampires are discovered accidentally and always must prove themselves worthy of joining a Hunting Party. Turned Vamps are immortal, but they usually have a short life expectancy after they join a party. Ancestrals never become Turned Vampires. Turned Vampires are wild cards and should always be watched carefully.

ORDINARY
HUMANS AND
OCCAM'S RAZOR

Ordinary humans (Non-Path Characters) do not normally possess any supernatural powers, and usually are not even aware of what is going on. Most choose to ignore what happens to them - it is called OCCAM'S RAZOR: the simplest explanation is most likely the right one. After being confronted by Creatures of Darkness they are in a state of disbelief, and therefore make up stories to explain what happened to them. I.e. 'A wild dog attacked me, not a werewolf', or 'That wasn't a Vampire, it was just some Goth with wild make up.' Hunting party members know that a quick statement of a mundane explanation is usually sufficient, because most people don't want to believe in such things, and any excuse to reinstate the normal, prosaic worldview is eagerly seized. This is to be encouraged, because belief in the supernatural strips a normal person of any lingering protection from the Nullity, rendering them in most cases defenseless before the dark.

Sometimes a normal person is confronted directly with the occult in a manner difficult to rationalize away, however. In these cases, the mind refuses to accept the 'normal' explanation of a supernatural trauma. In these cases, the person must struggle to comprehend exactly what has happened, and integrate this back into their world view. Those who attempt this and fail lead increasingly bizarre lives, divorced both from the normal reality of the Nullity, and from the supernatural, retreating into a private hell of insanity. Those who succeed in integrating the supernatural world with their own usually choose to help Hunting parties out, sometimes joining them as members, sometimes providing material or assistance when needed.

A person confronted with the undeniably supernatural must first attempt to disbelieve the event was supernatural. This is done with a roll against half the character's intelligence. If this fails, the person must attempt to accept it as a supernatural event with a Test of Faith. If this succeeds, the person's mundane worldview is forever shattered, and the supernatural becomes all too real. If, however, a person *fails* the Test of Faith, he must be counselled by a religious person such as a priest or minister, after which another Test of Faith is allowed, with modifications due to any change of faith. If that second roll fails, the personality of the affected person begins to unravel, manifesting in moderate to severe psychosis.

In any case, close contact with the undeniably supernatural has a tendency to jolt an otherwise normal human into manifestation of latent psychic abilities. These abilities are never under any real control by the person involved. They manifest as a simple, uncontrollable power which comes and goes without rhyme or reason. Most people so affected are at least slightly mad. If a player wishes to play a normal human, she may choose the option of having such a power. If so, the player must realize that her character will never learn to control or harness its power, and that most people will look on her character as insane.

BLOOD GAMES

PSYCHIC BURDEN

Below are some of the possible psychic burdens or “quirks” which may manifest in such an instance. The player or GM should choose one and only one manifestation for each such character:

Healer - The psychic can occasionally heal wounds, diseases, and mental illnesses with a touch.

Spirit Journeyer - The psychic sometimes torrents to the Spirit World in her dreams.

Psychic Reader - The character can sometimes sense powerfully traumatic past events if she is at the place they occurred.

Empathizer - The psychic can sometimes feel what other people are feeling, which can be a drawback in a fight.

Talks to God - The character hears voices all the time, but sometimes they tell her true and important things.

Seer - The psychic can sometimes dream real events which happen in the future.

Talks to Animals - The character can sometimes communicate with a specific animal (player’s choice).

Telephone Friend - The psychic’s phone sometimes rings late at night with an anonymous whispered call with important information.

Television Communicator - The psychic sometimes has interesting conversations with people on the TV, always when no one else is around.

Spirit Medium - The psychic can sometimes hear or see or touch spirits, including ghosts. The power manifests in only one sense at a time.

Past-Life Regressor - The psychic sometimes slips into past lives, thinking they are someone else entirely.

Past-Life Reader - The psychic can sometimes see one of another person’s past lives.

The GM is advised to use these psychic manifestations as the story requires rather than being random.

BLOOD games SKILLS

SKILLS

All skills work at a base chance of success of 45% at level+1, and 5% is added per level of skill. Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as strength, coordination, agility, endurance, or charisma - or IQ. Physical stats modify the chance of success at a rate of 5% for every 2 points over 7 - i.e. at 9, 11, 13, etc. IQ modifies by 1 per point of IQ over 120 - i.e. at an IQ of 137, the modifier would be +17.

Skills may be used at +0 - no skill - by rolling the modifying stat or lower on percentile die unless the modifying stat is IQ, which receives a 10% chance. Example: Climb+0. Modifying stat is Agility. Character has an Agility of 11 so the character can climb with a roll of 11 or less on percentile dice. Example: Biology+0. Modifying stat is IQ. Character has a flat 10% chance of success. High modifying stats give no other additional bonuses to success. Skills in shaded rows are psionic skills and require one PSI point to use

WHEN TO USE SKILLS

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a mountain would. Riding a horse would not normally require a riding check, while shooting from horseback would. If the GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum.

SKILLS AND LEVELS OF MASTERY

For every 5 levels of skill the character possesses, the character has one Level of Mastery. In other words, a character with a skill level of 3 has 0 Levels of Mastery, while a character with a skill level of 5 has one Level of Mastery. Characters gain Levels of Mastery at skill levels 5,10, 15, etc. Each Level of Mastery the character possesses in that skill allows a reroll if the initial attempt fails. For example: Bill, with chemistry+11 (2 Levels of Master) attempts to identify a chemical. If the first attempt fails, the character has 2 more attempts to identify the chemical. If the attempts are made during initiative, the character may make each additional attempt at an initiative ten less than the previous. For example: Bill, with chemistry+11, rolls an initiative of 55. If the attempt on initiative 55 fails, he may make additional attempts on initiative 45 and 35.

SKILL TABLE

Skill	Short form	Modified by	Description
Adapt	adapt	IQ	Ability to fit in to social organizations and situations
Alertness	alert	endurance	The ability to stay alert without sleep
Analyze	analyze	IQ	The ability to figure out components, processes, or structure
Astronomy	astr	IQ	The study of stars, planets, and other gravitational wells in space
Bind	bind	charisma	The ability to concentrate magical power for later use
Biology	bio	IQ	The study of plants and animals and their effects on mankind
Blade	blade	strength	The ability to effectively use cutting weapons in combat
Bow	bow	coordination	The ability to effectively use bow weapons in combat

BLOOD GAMES

Brawl	brawl	strength	Fighting without weapons in an undisciplined manner. Damage equals percentile dice plus 1 per level of skill, plus 5 for every 2 points of strength above 7. For example a character with brawl+4 and STR 11 would have a damage of 4+10 or %d+14
Brewing	brew	IQ	The ability to make beer and wines
Business	bus	charisma	The ability to bargain, buy, sell, inventory, bribe, and otherwise use money effectively
Carpentry	carp	coordination	The ability to shape wood into useful items
Chant	chant	IQ	The ability to focus and shape magical power with words
Charmcraft	charm	endurance	The ability to imbue items with specific magical powers
Chemistry	chem	IQ	The study of how molecules combine
Climbing	climb	agility	The ability to climb walls, cliffs, and trees
Communication	comm	charisma	The ability to communicate psionically over long distances. The initiator and recipient go into trances, where they are both unaware of what is going in around them. Conversation lasts as long as the trance lasts.
Computers	comp	IQ	The ability to create and decode programs to make computer-type devices do what one wants them to do, within the limits of the device
Construction	const	endurance	The ability to build structures from available components
Convince	con- vince	charisma	The ability to persuade others
Cooking	cook	IQ	The ability to cook nutritious and tasty food
Course	course	IQ	The ability to navigate a set path.
Cryptography	crypt	IQ	The ability to encrypt and decrypt data
Dash	dash	agility	The ability to perform marvellous feats of physical prowess. A successful Dash check at the beginning of combat is equivalent of the Flash skill, giving 15% cover at Dash+1, +5% per level thereafter. A Dash check during initiative allows the character to perform wire-fu style stunts.
Demolition	demo	IQ	The ability to effectively set and use explosives
Diagnosis	diag	IQ	The ability to identify an injury or disease before attempting a cure
Disguise	disg	charisma	The ability to change the outward appearance of some person or thing
Divination	div	charisma	The ability to see far away into time or in distance. Distance is 10 kilometers at level +1, times 10 per level thereafter. Time is one year at level +1, times ten per level thereafter. Sight into time is always murky, and the future especially is potential rather than actual
Drinking	drink	endurance	The ability to consume large quantities of alcohol
Driving	driv	coordination	The ability to direct the movement of a craft or vehicle
Drug	drug	IQ	The ability to use and make drugs to cause and cure injury or sensory abnormalities
Electronics	elec	coordination	The ability to work with electronic or electrical equipment
Entice	ent	charisma	The ability to trick others into a course of action
Engrace	engrace	agility	The ability to move with grace and style
Evaluate	eva	IQ	The ability to quickly assess the value of something
Endear	end	charisma	The ability to make yourself liked and wanted
Flash	flash	agility	Fast movement during battle, both for offense and defense. A successful Flash roll at the beginning of combat gives the character the equivalent of cover - 15% cover at Flash+1, +5% per level of Flash thereafter - while in the open. The cover must be penetrated before the character is hit.
Focus	focus	charisma	The ability to concentrate on one thing despite distractions
Forgery	forge	coordination	The ability to convincingly write documents which appear to be genuine, but are not

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Goad	goad	charisma	The ability to force another into action by insults. The course of the action is not in the goader's control
Firearms	gun	coordination	The ability to effectively aim direct -fire missile weapons
Gunnery	gunnery	coordination	The ability to effectively use cannon and other large guns
Gymnastics	gym	agility	The ability to make leaps, somersaults and other such moves
Heal	heal	IQ	The ability to psionically heal damage. Damage healed is 50 constitution points per level of skill
Herbalism	herb	IQ	The ability to use plants as medicines and poisons
History	hist	IQ	Knowledge of past events
Husbandry	hus	IQ	The ability to care for plants and animals
Instruct	inst	char	The ability to teach others effectively
Interrogate	inter	IQ	The ability to retrieve information from another person's mind psionically. 3 relevant words per level of skill may be taken from another's mind. A question is asked, prompting the other person to think of things related to the question. The user is able to retrieve this information
Intimidate	intim	charisma	The ability to bluff and deceive others as to one's true strength
Linguistics	lang	IQ	The ability to speak & comprehend languages from basic principles
Law	law	IQ	The ability to use, circumvent, and deal with law, and project an entire system from a few examples
Leadership	lea	charisma	The ability to take command of others, to have others do what you want them to do by making them want to do it for you
Link	link	charisma	The ability to establish a magical channel or connection between two people places or things
Locate	loc	IQ	The ability to find lost items or people psionically. A successful roll will give the user the direction the object is in. The feeling lasts for 24 hours
Martial Arts	MA	strength	Weaponless combat system. Damage equals percentile dice plus 5 per level of skill, plus 5 for every 2 points of strength, coordination and agility above 7. For example a character with MA+4 and STR9, COOR11, AGY 8 would have a damage of 20+5+10+0 or %d+35
Mathematics	math	IQ	The ability to manipulate numbers including but not limited to operations, formulae, and calculus
Meditation	med	charisma	The ability to keep the mind clear and the body relaxed in difficult circumstances by using special breathing and posture exercises
Melee	melee	strength	The ability to efficiently use bashing weapons in combat
Mechanics	mech	coordination	The ability to work with machines and other mechanical devices
Minerology	min	IQ	The study of minerals and metals
Music	mus	charisma	The ability to express oneself in sound
Negotiate	neg	charisma	The ability to sway another to your point of view
Observe	obsrv	endurance	The ability to watch people, data, and objects and notice small discrepancies
Operate	oper	IQ	The ability to operate machinery and devices normal to your tech level
Organize	org	IQ	The ability to optimize groups, objects, and work for greatest efficiency
Orient 3D	orient	agility	The ability to always keep one's bearings in a 3 dimensional space
Overdo	over	endurance	The ability to go past your normal limits
Painting	paint	coordination	The ability to express oneself in pictures
Perform	perf	agility	The ability to release magical energy into a desired action
Picking	pick	coordination	The ability to open locked doors using simple metal tools
Pilot	pilot	coordination	The ability to fly airplanes and other flying craft
Physics	phys	IQ	The study of the fundamental rules governing the Universe

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Psychology	psych	charisma	The ability to understand the hidden drives behind people's actions
React	react	agility	The ability to avoid a bad situation using physical reflexes
Repair	rep	coordination	The ability to fix broken or damaged objects and devices
Research	res	endurance	The ability to find out known information on a given subject
Ride	ride	agility	The ability to ride an animal or open seated vehicle in complex maneuvers
Sculpture	sculpt	coordination	The ability to express oneself with 3 dimensional objects
Sell	sell	charisma	The ability to convince others that they want what you have
Shield	shield	agility	The ability to avoid the effects of psionic intrusion and to deflect physical objects from hitting a target. The target can be oneself or any person or object touched
Sleight	slt	coordination	The ability to use sleight-of-hand tricks
Snare	snare	coordination	The ability to create, set, and disable traps
Sneak	sneak	agility	The ability to move quietly and unseen
Sociology	soc	IQ	The study of societies and cultures
Spirit Tongue	spir	charisma	The ability to communicate with things which do not normally communicate
Stash	stash	agility	The ability to hide things in nooks and crannies or in plain sight
Strategy	strat	IQ	The ability to dispose of large forces and plan long range
Stun	stun	strength	The ability to stun creatures psionically
Streetwise	stwse	charisma	The ability to find connections, rumors, and general urban survival
Surgery	surg	coordination	The ability to cure wounds and other medical problems by operating
Survival	surv	endurance	The ability to live off the land
Swimming	swim	agility	The ability to swim
Taste	taste	charisma	The ability to discern quality in an object
Telekinesis	TK	strength	The ability to move objects psionically. At level +1 may move 10 grams 10 meters. Mass and distance X10 per level thereafter. Speed of movement is 5 KPH per level of TK max.
Tactics	tact	IQ	The ability to use personnel on hand to best effect
Taxidermy	tax	coordination	The ability to preserve animal skins with a lifelike quality
Training	train	charisma	The ability to train animals to do tricks
Treatment	treat	IQ	The ability to cure diseases and wounds without surgery
Tracking	track	agility	The ability to follow a creature or object by noticing signs of its passage
Unarmed	unarm	strength	Weaponless combat system taught by the military. Damage equals percentile dice plus 3 per level of skill, plus 5 for every 2 points of strength and coordination above 7. For example a character with unarm+4 and STR 9, COOR 11, would have a damage of 12+5+10 or %d+27
Vision	vis	charisma	The ability to enter into the Spirit World
Weather	wea	IQ	The ability to predict weather patterns
Witchcraft	witch	coordination	The ability to use ritual implements to produce magical power
Writing	write	charisma	The ability to express oneself using the written word
Zoology	zoo	IQ	The study of animals

FICTION:
CONCERNING
MAGIC

Will wheels Zak out to a garden on the hospital grounds, and tells Zak about the research he has been doing over the last couple of years: The Nullity, the demons of the First World War, the slow return of magic to the world.

"Good work, Will, along with all the other work you've had to do at the seminary. Ahhh, but here you are, taking care of me again. I promise you I will work as hard as I can to get back on my feet quickly, so you can get back to your own work."

"Don't be ridiculous, Zak! Helping you now is what I was *meant* to be doing now! Don't you see? The return of magic - that's why I can call on St. Michael. That is why those witches could make you whatever it is you are now. The magic isn't all on one side. If I can perform miracles, it is because God *needs* me to perform them. If you can kill a vampire with your bare hands, it is because God *needs* you to do that! I can't not become a priest, Zak, any more than you can not be what you are."

"Will, that's what I was trying to tell you earlier, the last time I saw you at the seminary. You were fighting the gift from St. Michael. Now I think you understand." Zak grabs Will's sleeve, and Will looks down at Zak's hand.

"The faster you become a priest, the faster you can do what you are meant to be doing. Not wasting your time in a silly hospital garden! Unless you can perform a miracle and make me whole again, you are better off going back to finish what you started at the seminary." Zak still clutches at Will's sleeve.

"Don't get me wrong! I... I... Your being here means the world to me, but I'm going to need you more later, when your destiny is fulfilled."

"Zak. There's still one thing you don't understand. God gives these powers only to priests, but I already have these powers and I haven't been ordained."

Zak is confused. "Are you saying one doesn't *have* to be a priest? Are you saying you don't *want* to be a priest?"

"No, Zak. I am saying that in God's eyes, I *am* a priest."

MAGIC

binding, linking, and performing

The **LINK** is to the **Object** of the spell

The **BIND**ing is of the **Subject** of the spell

The **PERFORM**ance is of the **Verb** of the spell

The **Object** of the spell is the target, the thing or person which the spell is to affect. This can be the Caster or someone or something else. This linking must be in accordance with the Laws of Correspondence for Esotericists and Wizards. The degree of correspondence determines the modifier to the success of the link. A linking takes one minute to create.

The **Subject** of the spell is the creature or spirit or device which is to perform the spell. This can be the Caster or someone or something else. This binding must be in accordance with the Laws of Correspondence for Esotericists and Wizards. The degree of correspondence determines the modifier to the success of the bind. A binding takes one minute to take effect.

The **Verb** of the spell is the action to be done by the Subject to the Object. The Verb can aid or harm the Object, but if the object is unwilling, the success of the Verb is influenced by the focus of the Object. A performance takes one minute to happen.

multi-stage spells

When a multi-stage spell is cast, such as a Esotericist spell which requires a Link, Bind, and Perform, or a Witch's spell which requires a Link and Charmcraft, each successfully passed stage of the spell can be held in the passed state by temporarily dedicating a PSI point to hold it. For instance, an Esotericist is attempting a three stage spell. The Esotericist rolls a successful Link, but the Bind fails. The Esotericist may hold onto that successful link by dedicating an unused PSI point to maintain it. This maintained stage can be held in this state indefinitely, so long as the caster does not need the PSI. The caster may at any time subsequent continue the casting of the spell with a successful Bind check. This second stage may also be held in the passed state with a dedication of one unused PSI point. If a successful Link and Bind are held, a successful Perform check completes the spell, using up one and freeing up one of the dedicated PSI points. A PSI point is only used when the spell is completed.

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the Laws of Correspondence:

PLAYERS WITH ESOTERICIST CHARACTERS SHOULD KEEP AT LEAST AN ABBREVIATED VERSION OF THESE LAWS ON THEIR CHARACTER SHEETS FOR QUICK REFERENCE.

1. THE BEST PROXY IS NO PROXY

The standard chance of completion is based on the caster creating the Link with a first order correspondence - that is the object or person being linked is being touched by (or *is*) the caster. When using this correspondence in a link, there is no penalty to the roll.

2. THE PART REPRESENTS THE WHOLE

The next order down in levels of correspondence is a second order correspondence. With this correspondence, the caster is touching something that was once part of the Link object, such as blood, hair, fecal matter, etc. When using this correspondence, there is a -10% to the success roll.

3. ONCE TOUCHED, NEVER PARTED

The next order down in levels of correspondence is third order correspondence. With this correspondence, the caster is touching something that was once touched by the object of the Link, such as a pen, a piece of paper, an article of clothing. When using this level of correspondence, there is a variable penalty depending on the length of time since the Link object touched the item. The penalty is -20 per 24 hours or portion thereof since the object was touched

4. THE NAME REPRESENTS THE THING

In fourth order correspondence, the caster is touching something with the complete name of the object of the Link, for example a sheet of paper with the object's name written on it. The name must be complete - all middle names, junior, III, etc. must be included. The penalty for using a fourth level correspondence is -45 to the roll.

5. WHEN IN DOUBT, PUN

In desperation a fifth order correspondence may be used. In this type of correspondence, the caster says aloud a pun on the object of the Link. This is by far the weakest type of link, but is better than nothing. The penalty for using a fifth order correspondence is - 65 to the success roll.

BLOOD GAMES

VERY COMMON SPELLS OR GLAMORS

Very common spells or Glamors are spells that have very simple effects that can be explained as coincidence or intuition. Defined as they are titled, no Glamor may directly cause damage or obvious effect. These examples of “Hedge magic” are often associated with faeries who some believe to be the original teachers of the first Esotericists. Glamors can be instantaneous in the case of a spell such as “Trip”, last a scene in the case of a spell like “Bountiful Glass”, or as long as the caster concentrates on it in the case of spells like “Mage Script”.

While seemingly ineffectual and foolish, Glamors are powerful magic when properly and creatively used. There is no resistance to a Glamor.

- 1.) **TRIP**
2. **STUTTER**
3. **FUMBLE OBJECT**
4. **SNEEZE**
5. **ITCH**
6. **MINOR TELEKINESIS**
1lb maximum weight
7. **SHARPEN/DULL**
8. **AURA READING**
9. **BREEZE**
10. **MINOR SEEMING SIGHT**
Illusion effecting sight only
11. **MINOR SEEMING SMELL**
Illusion effecting smell only
12. **MINOR SEEMING TOUCH**
Illusion effecting touch only
13. **MINOR SEEMING SOUND**
Illusion effecting hearing
14. **MINOR SEEMING TASTE**
Illusion effecting taste
15. **BOUNTIFUL GLASS**
Keeps single drinking vessel full at all times
16. **CLAY TOOL**
Creates simple object from source or sand, dirt, or mud
17. **FORKED TONGUE**
Language of a single animal species of choice
18. **PESTILENT CHARM**
Befriend insects, spiders, rodents, small birds
19. **CANDLE OF TRUTH**
Caster is alerted to lies by flickering of flame
20. **MAGE SCRIPT**
Casters thoughts are transferred to paper
21. **MAGE SIGHT**
Heightens the caster's sight sense by 5
22. **MAGE SMELL**
Heightens the caster's smell sense by 5
23. **MAGE TOUCH**
Heightens the caster's touch sense by 5
24. **MAGE SOUND**
Heightens the caster's sound sense by 5
25. **MAGE TASTE**
Heightens the caster's taste sense by 5

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COMMON SPELLS OR VISERAE

Common Spells or Viserae allow the caster to change an existing force in a positive or negative capacity. While there are typical uses for each Viserae detailed in any Esotericist's Grimoire who possesses them, the caster may be creative in their uses. For example, if an Esotericist's companions are being assaulted by the flames of a Salamander, the character may elect to cast Charm Ignis in an attempt to steer the beast's gout of fire away from its targets.

The variable for this change is most often the caster's Link skill rating though the caster may elect to a variable less than but not more than that number. The duration of the spell is also a number of rounds equal to or less than that number.

1.) **CHARM IGNIS**

The ability to change the size, heat, or extinguish an existing source of fire in a 10' radius per PSI spent in the casting.

2. **CHARM AETHER**

The ability to create fog or mist, create noxious but harmless gas, or purify a 10' radius of air per PSI spent in the casting.

3. **CHARM TERRA**

The ability to create or dry up mud, to enrich or spoil soil, or sculpt stone into simple shapes - a pound of stone per PSI spent in the casting. 10' radius per PSI spent in the casting for applicable spells.

4. **CHARM AQUAE**

The ability to purify, spoil, or make a strong current in 10' radius of existing source of water per PSI spent in the casting.

5. **CHARM MODERA**

The ability to raise or lower the temperature in a 10' radius per point of Link skill of the caster and by 10 degrees per PSI spent in the casting.

6. **CHARM TEMPEST**

The ability to increase or decrease rainfall, to increase or decrease wind strength, or change the state of precipitation in a 10' radius per PSI spent in the casting. All changes to the weather should be minor such as the change of a light drizzle to steady rainfall or steady rainfall to heavy downpour.

7. **SATURN'S BLESSINGLAIN**

The ability to increase or decrease an inanimate object's age by a number of years equal to the caster's Link skill modifier.

8. **FORTUS**

The ability to increase or decrease a subject's STR score by a number of points equal to the caster's Link skill modifier.

9. **SANGUINATUM**

The ability to increase or decrease a subject's END score by a number of points equal to the caster's Link skill modifier.

10. **DEXTARIUM**

The ability to increase or decrease a subject's COOR score by a number of points equal to the caster's Link skill modifier.

11. **LIMBRE**

The ability to increase or decrease a subject's AGY score by a number of points equal to the caster's Link skill modifier.

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12. AEGIS

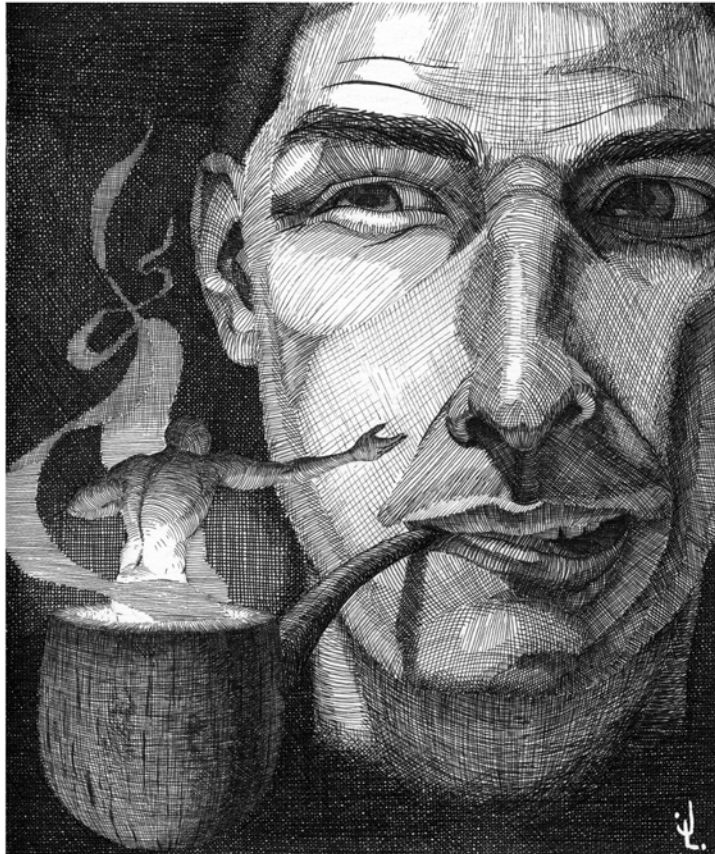
The ability to increase or decrease a subject's CHAR score by a number of points equal to the caster's Link skill modifier.

13. ARBORATUS

The ability to increase or decrease the size of a shrub, vine, or bush by 100% per point of the caster's Link skill to create or banish a massive tangled thicket of the same plant.

14. LIFT THE VEIL

The ability to weaken the barrier between the physical and spiritual worlds so that the caster is allowed to view the world beyond but not interact with it.



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UNCOMMON SPELLS OR SORCERIES-

Uncommon Spells or Sorceries are spells that call upon spirits and other beings to endow the caster with incredible abilities. Knowledge of a specific spell will often encompass research and even contact with the specific being to be contacted. In this way, an Esotericist who casts Merrow's Favor may be known by local merrow to be a spell caster. Sorceries, like common spells, are dependant upon the caster's Link skill for its duration. All Sorceries are ability granting by nature.

1. **Merrow's Favor**

Grants the caster the ability to breathe and move freely underwater.

2. **Kiss of the Nereid**

Grants the Caster the ability to drown someone with a single kiss. The victim must make a successful END check with a penalty equal to half the caster's link skill. Failure means death by drowning as the victim's lungs fill with water. Success means that the victim's END is halved for the scene.

3. **Sylph's Grace**

Grants the caster the ability to ride on the wind. While this spell grants only limited control over where the caster is transported to, other spells which manipulate the wind can be used in conjunction with it to grant more freedom of movement.

4. **Efreets Gate**

Grants the caster the ability to enter one fire source and exit another of which the caster has prior knowledge. This ability may span any distance so long as the caster has seen the destination in person. The caster enters an alternate dimension when activating this spell and will be stuck there if their destination is put out or moved.

5. **Salamander's Blessing**

Grants the caster immunity to all sources of fire.

6. **Satyr's Musk**

Causes individuals of the opposite sex as the target to become violently aroused and all individuals of the same sex to become aggressive. This spell effects all people in a 10' radius per level of Link skill possessed by the caster.

7. **Dryad's Path**

Grants the caster the ability to pass invisibly and with out leaving tracks through wooded areas.

8. **The Secret of the Spriggan**

Grants the caster the ability to grow in size by a percentage equal to the caster's Link skill modifier * 10. STR and END are increased proportionally as well.

9. **Leprechaun's Boon**

Grants the caster the ability to reroll a number of skill checks equal to his Link skill rating over a period of as many turns.

10. **Siren's call**

Grants the caster the ability to entrance a number of subjects equal to her Link skill rating by singing. The duration of the entrancement lasts for a number of turns equal to the caster's Link Skill rating. Entranced subjects are easily manipulated.

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11. **Hamadryad's Rest**

Grants the caster the ability to transform into a tree when they are about to die. This change is triggered by the character's fall into an unconscious state and is impervious to attack while in that form. While in the form of a tree, the character heals all wounds and reverts to his natural state after a number of days equal to 10 minus the caster's Link skill rating.

12. **Troll's Blood**

Grants the caster the ability to regenerate a number of constitution points equal to her Link skill rating * 10 per turn for a duration of that many hours. Fire and acid bypasses this ability.

13. **Gorgon's Curse**

Grants the caster the ability to turn any individual who meets his gaze into stone for a number of days equal to their Link skill rating. This ability has the same effect on the caster if the caster meets his own gaze reflected back towards him.

RARE SPELLS OR CONJURATIONS

Rare spells or Conjurations are actually detailed descriptions of the rituals and components required to call powerful beings to the aid of the caster. Conjurations are very specific and call upon the same individual each time it is performed. In this way, an Esotericist may build positive or negative relationships with these individuals.

All Conjurations are classified as a Grimoire spell in that it must be prepared ahead of time. These preparations are very complex requiring a undisturbed location and the proper instruments and ingredients, and results in a Summoning Pentagram. An Esotericist who elects to forego these preparations runs the risk of the subject of their conjuring being let loose into the physical world and possibly retaliating for being summoned at all. In such cases, the Esotericist and the conjured being undergo a Test of Wills which follow the same rules outlined in the section of the Blood Games book concerning Possession.

If an Esotericist possesses the spell to conjure a specific being, they also have the ability to banish a being of the same variety back from whence it came. A banishment must be prepared ahead of time with this intent in mind. The caster and the being undergo a test of wills as prefaced above to decide if the banishment is successful. The types of creatures which may be summoned are those listed in the Creatures list under **Summoned Creatures**.

Conjuration spells depend upon the caster's Bind skill for all of their variables. Successful summonings last for a number of hours equal to the caster's Bind skill rating.

FICTION: THE
BURDEN OF
BEING CHOSEN

Zak pulls into the seminary gates to visit Will. Will is standing near the steps into the main building at the head of the circular drive. When Will greets him, Zak squeezes his hand and slaps him on the back - just a little too hard - then they embrace.

Will looks at Zak critically. "You've changed, I can feel it."

"I'll tell you all about it, but first tell me about this priest thing. Is it what you dreamed it would be?"

Will nods, and they walk around the seminary grounds. They chat of inconsequential things as they walk through the orchard. Then Will stops as they reach a small clearing with a shrine to Mary at the upper end.

"I've been having dreams - visions - every night now. It's always St. Michael, and..." He looks around to see if anyone is in sight. "Look, Zak." Will calls out in a clear voice "By the grace of St. Michael, Angel of Light, Fiat Lux!" and they are bathed in a cold, clear light, illuminating everything with exquisite clarity.

"Whoa, Nellie!" Zak is awestruck, taken aback. "When did *that* start? How did you *do* that?"

Will looks down. "I didn't do anything, Zak. It's St. Michael working through me. He told me I could call on his power anytime I needed it, if it was in the cause of God."

"How long do you have to be in this seminary?" Zak is excited, eager.

Will looks up and says softly "Three more years."

"Arrgh! I don't want to *wait* that long! We could make a *great* team!"

Will looks at him sharply. "What happened in Prague, Zak?"

"We'll get to that in a second, Will, but how do you feel? I mean how do *you* feel?"

Will sighs. "I know I'm not worthy, Zak. The Archangel has given me a great gift, and I wish he would take it away. I only wanted to serve God quietly, but to scour away the false pride I had in my humility, he has given me this ability to work miracles. I beg him every night to take it away, that I have learned my lesson, but God in his wisdom wants me to have it, and I must find in myself the discipline to do his will, not mine."

Zak is confused. "What do you mean not worthy? I can't think of anyone *more* worthy! Remember what you said to me? When I was frightened of the pagan aspect of what I was to go through? *You* told me God has his own ways. Who are you to deny his gift?"

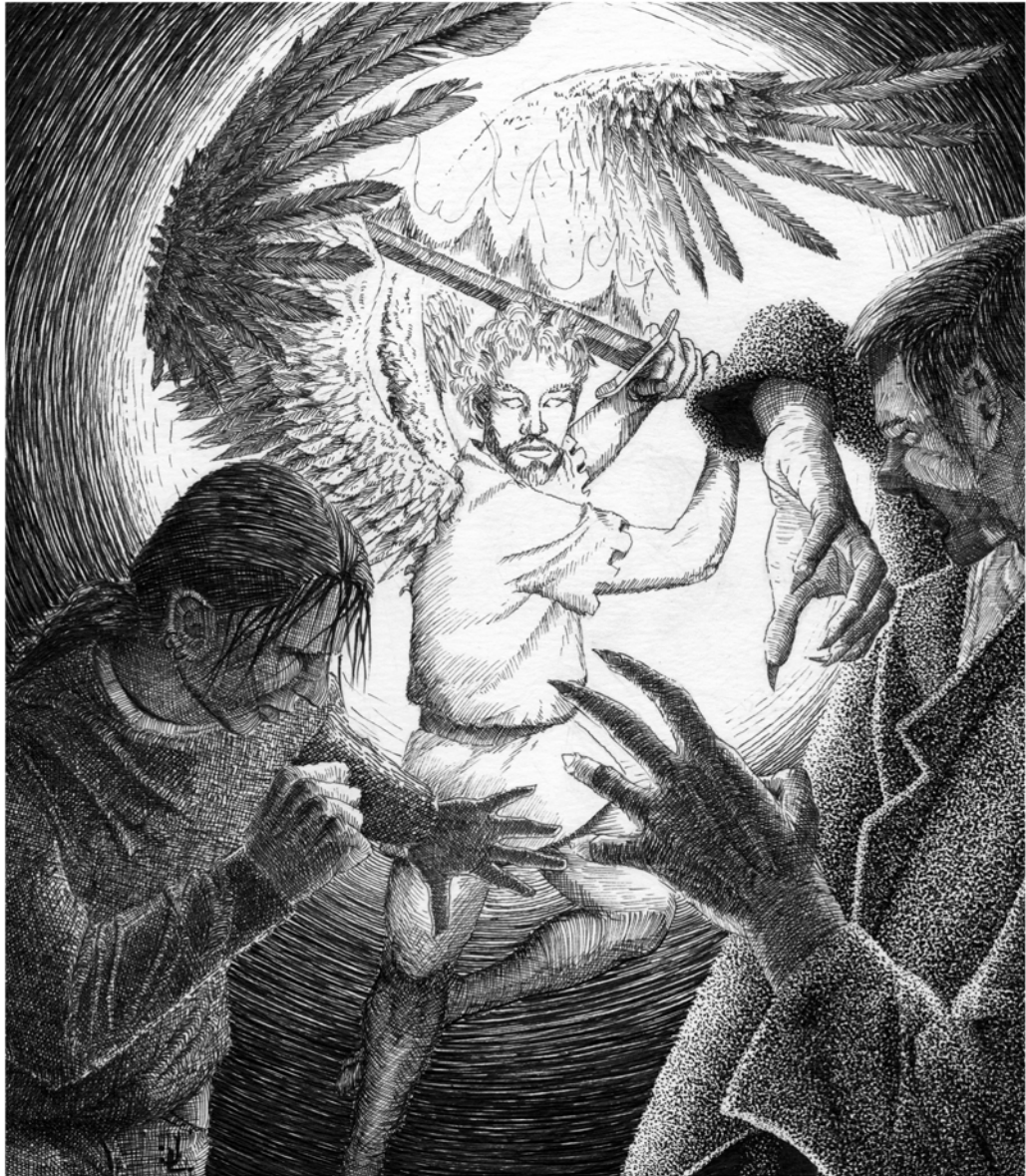
Will laughs a little bitterly. "Yes, my own words come home to roost. I have to find the strength in me to do whatever He wants. I am the servant here, not the Master."

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Zak takes Will's hand in both of his. "You can find the strength! I know you can!" Zak squeezes the hand tighter. "Can't you see it in your mind's eye? God brought me to you when I was ten, a scared little orphan boy from Prague. Don't you see, it's *destiny*, Will! Together we can fight the evil that fills the world!" With each sentence, Zak squeezes Will's hand harder, until finally Will winces.

"Oh! I'm sorry!" He lets go. "You remember Talia told me I was chosen at a young age? It was the same with you, Will. You just haven't had time to get used to the idea. You don't need to pray for it to be taken away, you need to pray for guidance on how you can use it."

Will sighs. "I know you're right, Zak. but it's hard... cruel hard."



RELIGION

RITUALS AND SACRAMENTS

CHRISTIAN CHURCHES:

There are seven sacraments in the Church. They are:

BAPTISM

In Baptism, usually given soon after birth, but able to be given to adult also, the baptized person becomes Christian and under protection of the Church. This should be confirmed after a time, usually in the case of child baptism, upon attaining the age of seven, although exceptions do occur. Baptism alone is enough for salvation, and can be administered by a simple priest. In the game, baptism makes one a Believer for purposes of a Test of Faith.

CONFIRMATION

In Confirmation, the Baptism is sealed and perfected, and the one confirmed is given additional protection and grace. This is meant to fortify and strengthen the recipient against the onslaughts of the world. It is not necessary to salvation, but helps the recipient not falter along life's path. It is considered therefore obligatory.

In the Western Church, Confirmation must be performed by a Bishop or priest of higher order. In the Orthodox Churches, the sacrament may be given by simple priests, but the chrism must be blessed by a Patriarch. In the games, a Confirmation initially makes one capable of becoming a Strong Believer for purposes of a Test of Faith, although neglect of the spirit - i.e. neglect to participate in the communion - degrades most Confirmed people from Strong Believers to Believers.

EUCHARIST

The Eucharist is the key and sustaining Christian sacrament. In the Roman Catholic and Orthodox Eucharist, the bread and wine are transformed into the literal body and blood of Christ (Transubstantiation), while in the Episcopal Eucharist, as in the Lutheran Eucharist, the bread and wine become both normal bread and wine and the body and blood of Christ (Consubstantiation). The difference may be regarded for game purposes as minor, although in life it is a substantive point of doctrinal difference. In any case, the Eucharist strengthens and feeds a Christian's spirit as a meal strengthens and feeds the body. Any priest may celebrate the Eucharist. In the game, Confirmed Christians participating in Communion are boosted from Believer to Strong Believer for a period of one week.

UNCTION

Unction is the anointing of a person with chrism and/or with the laying on of hands by which God's grace is given for the healing of the Body, Mind, and Soul of the recipient. The Unction is primarily a spiritual healing, and secondarily a bodily healing. Unction can be performed by any priest. In the

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game, a recipient of Unction makes a Test of Faith. If successful, a Believer becomes a Strong Believer and a Strong Believer is Blessed. If the die roll is less than or equal to half the target number, the recipient is also healed of 50 constitution points.

Note: Roman Catholic and Orthodox Churches have a sacrament of Extreme Unction to which the Episcopal Church does not subscribe. In an Extreme Unction, a person near death is given Unction to remove all sins from the recipient. In the game, this functions as an Unction only, as the afterlife is beyond the scope of the game. This may result in a recipient near death not actually dying if the bodily healing effects work.

matrimony

Marriage in the Church is both a contract and a Sacrament. By the Sacrament of Marriage the two people entering into the contract become one. In the game, this sacrament means that the two people really become one in a magical, spiritual sense, thus contact with one is contact with the other. In other words, a first order link with the husband is automatically a first order link with the wife, no matter how separate they are physically.

HOLY ORDERS

There are three major orders within the Church, that of Deacon, Priest, and Bishop. All of these orders are conferred by the Sacrament of Ordination, which is only performed by a Bishop.

Deacons serve at the altar, and are mediators between the Celebrant and the people. They can minister to the people, but cannot be Celebrants. They are stewards of the church, and are responsible for the physical church building, the distribution of alms, guarding of order, preparing the vessels for the Eucharist and assisting the priest in the Mass. They read the Gospel, and may preside over church meetings which are not Masses. In extreme circumstances, a Roman catholic Deacon may perform Baptism and hear confessions and assign Penance, but not if a priest is available. Preaching by such Deacons is not barred, but is discouraged. An Episcopal Deacon may perform any duty a priest performs except for the Celebration of Mass and pronouncing absolution.

Priests can perform the Sacraments of the Eucharist, Baptism, Unction, Matrimony, and Penance. They may also Sanctify and Bless.

Bishops are responsible for more than one church, and for Ordination of the three major Orders. The following functions are also reserved to the Bishop: the dedication of a church, the consecration of an altar, of chalices and patens, and generally of the articles serving for the celebration of Holy Mass, the reconciliation of a desecrated church, the benediction of bells, the benediction of an abbot, the benediction of the holy oils, etc. Bishops also have many administrative, judicial, and teaching powers and responsibilities. A Bishop is consecrated by three other Bishops after the candidate is affirmed by the particular rule of the church in question.

In the game, the Sacrament of Holy Orders changes a Strong Believer into a Holy Person.

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penance

Penance is the Sacrament whereby sins are absolved by the priest. Confession of sins either public or private is a necessary preliminary, as is the performance of a task or series of tasks ordered by the Priest to prove the sincerity of the penitent. Public confession of sin, done by the congregation en masse, is considered enough for the most minor of sins, and is absolved ritually by the priest during the Mass. More serious sins are dealt with on an individual basis, but generally the task or tasks performed are commensurate to the sin committed. Penance is necessary before the recipient may partake of the Eucharist. In the game, a vampire given penance may liberate her soul to go to God, destroying the unholy body and rendering it into ash.

other powers of the holy person:

blessing

A Blessing is given in two manners, an invocative blessing, in which the invoker asks that God look favorably upon something, and a constitutive blessing, in which a person or object is hallowed or dedicated to a new and holy purpose. In the game, an invocative blessing on a person confers a +10 to their Test of Faith. Any Priest or Episcopal Deacon may perform such a Blessing. Constitutive Blessings are for the most part performed by Bishops. A place blessed in this manner is safe from demons and other spirits not of God. An item blessed in such a manner is painful for demons and vampires to touch. In the game, a melee weapon (no Priest would so bless a firearm) so blessed does twice as much damage as it normally would to a vampire, and +20 points of constitution to a corporeal spirit. Contact with the unholy thing destroys such a weapon entirely. Items of a transitory nature, such as holy salt and holy water, may be Blessed by a normal Priest.

sanctification

A Sanctification makes an ordinary object or place clean and perfect. When a Priest sanctifies an area, that area becomes ritually clean. In the game, Sanctification renders a place inviolable by evil spirits or by vampires and other such supernatural creatures. A Priest may Sanctify a place temporarily, in which case the area Sanctified remains inviolable by the creatures described so long as the Priest stays within the area and makes one Test of Faith every 24 hours. A Bishop may make an area Sanctified permanently, in which case the area remains inviolate by the creatures described so long as a Mass is performed within the area once per year.

ZOROASTRIANS

Jashan Fire ceremony

The Jashan Fire Ceremony is conducted to ritually cleanse an area, to render it inviolable by evil spirits or vampires and other such supernatural creatures. It is used to sanctify the area, and before calling down special aid from an archangel. The inviolability of the area is permanent so long as the Ceremony is held at least once a year there. The Ceremony takes about an hour. The area is cleaned, and the Sacred Fire in an urn, fed with sandalwood and frankincense, is placed inside. The ceremony is conducted on a clean rug, and the masked priests intone a long prayer while moving flowers of several types about. Also present are fruits (fresh and dried), milk, wine, and water. There are a number of other items that might be used by a Zoroastrian Magus. Water, fire ash, pomegranate leaves, nirang (consecrated bull's urine), gomez (unconsecrated bull's urine,) and possibly sacred haoma juice are used in purification rituals.

The Jashan Fire Ceremony is also considered to sanctify the individuals who attend the ceremony. The water, wine, milk, fruits, and other food used in the ceremony are considered to be blessed and are consumed by the attendees. The inhalation of the incense and vibrations of the priestly chants are also thought to produce a state of sanctity in the attendees. In the game, attendees are considered Blessed for a period of one month after attending.

CHILD BIRTH

At the birth of a child, a lamp is lighted to ward off evil influences and is kept burning for a period of 3, 10, or 40 days (depending on the tradition). During this time the mother is unclean and requires a purification bath (Nahn) before mixing with others.

On his or her first birthday, the child is blessed by applying the ashes from a holy fire to the child's forehead. From this point to the navjote, the child is protected as if he were a Strong Believer.

navjote

The most important sacrament for lay Zoroastrians is navjote, rather equivalent to Christian baptism. This ceremony takes place in childhood, shortly before puberty. Ritual purification baths are performed. There is then a ceremony in which the child recites the profession of faith. The child is invested with the sacred undershirt (sudreh) and the sacred waist cord (kusti). Many parents still send their children to India for their navjote, but ceremonies performed locally in North America are more common and are regarded by (nearly) all as legitimate. Like Christian Baptism, the navjote marks a Zoroastrian child as a Believer in the game, and also seals and enhances that belief, making the child eligible to become a Strong Believer when maintaining ritual purity.

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ritual purity

Zoroastrians are very concerned with ritual purity. Strict traditional Zoroastrians believe that the state of purity can be lost by any contact with any bodily material which is now separated from the body (hikhra), which includes cut hair, nail clippings, saliva, blood, urine, feces, semen, and menstrual fluid. All hikhra must be carefully disposed of to avoid contamination of the house and the elements. Zoroastrians will also not drink from a common glass or eat directly from a common dish. In the game, failing to maintain ritual purity penalizes the Zoroastrian's Test of Faith rolls by degrading her into a Strong Believer if she was Blessed or a Believer if she was a Strong Believer.

padyam

The most simple purification ritual is padyam, consisting of a short prayer, washing the exposed parts of the body, and untying and re-tying the kusti. This ritual is performed upon arising, after using the toilet, before meals, and before sessions of prayer.

the nahn

The Nahn is a somewhat more elaborate purification ritual. It requires the services of a priest, but can be performed in an ordinary home. It is normally performed after childbirth, before navjote, before marriage, and during the year-end Farvardegan ghambar. It involves prayers, chewing pomegranate leaves, sips of nirang, ablutions of gomez, a bath, and dressing in new clothes.

the riman ritual

The Zoroastrian who has been in contact with corpses, such as vampires, or who has been in contact with carrion, such as zombies, must be ritually cleansed in the Riman ritual. Riman involve an isolated place outside, where the subject of the ceremony, conducted by a priest and an attendant, stands naked throughout the ritual. The ceremonies involve such things as chewing pomegranate leaves, sipping nirang from an eggshell, fifteen applications of gomez, fire ash, and water, followed by dressing in new clean garments. The materials used in the ceremony are buried afterward, and the priest and attendant must have cleansing baths afterward.

prayer

The most important prayers that would be used when confronting evil (vampires, etc.) would be Yatha Ahu Vairyo, Kem na Mazda, and the Srosh Baj.

the death ceremony

When a Zoroastrian is near death, preparations are made for disposal of the body. The room where the body will rest before moving on to its final resting place is washed with water, as is the burial shroud. Priests come to the bedside and recite the Patet, or prayers for repentance of one's sins. If possible, the dying person should say the prayer with the priests, or at least say the short formula Ashem Vohu. Those who are able to do either are accounted among the righteous. The dying person is given consecrated Haoma water to symbolize immortality.

After death, the body is washed thoroughly with water, and a clean white suit is placed on the body. The Kusti or sacred girdle is then placed around the waist by a family member. Then trained attendants take the body, and cover it with cloth completely except for the face. A notable feature of the death ceremony is the Sagdid, the use of a "four-eyed" dog (a dog with two spots above its eyes) to ascertain whether or not a person is alive. In game purposes, such a dog would be useful for distinguishing vampires and other undead.

After the Sagdid, the body is removed to the Tower of Silence, where it is cleaned by carrion birds.

ghambars

There are seven major festivals (ghambars) during a year. Attendance at these are sacraments of a sort. They are also places where Jashan ceremonies are likely to be performed.

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Judaism

Judaic rituals require volition, that is choice, on the part of the person conducting as well as the recipient. In other words, strapping tefilin on a random gentile would not make the gentile a Jew. The use of the ritual is an outward sign of the inner choice. Putting Tefilin upon oneself is the outward sign of the inner choice to become closer to God, and thus preventing one from physically putting them on does not change the fact that the person chooses to do so, and would if he could. Forcing a Jew to eat pork does not defile him, it is the choice to willingly eat pork which makes him ritually unclean.

DAILY RITUALS

There are a number of small daily rituals which a practising Jew performs which keep him or her spiritually in touch with God. What those rituals are and how they are defined depends on the branch of Judaism which one follows, but they are collectively referred to as keeping Kosher. These include but are not limited to keeping the Sabbath, prayer, dietary restrictions, personal cleanliness, and certain sexual practices. Again, it is the choice to follow these Laws which makes one a practicing Jew. If one cannot keep Kosher due to coercion or medical need, dispensation is granted to do what one must.

BRIT (CIRCUMCISION)

Male circumcision is the binding act of ritual in which the circumcised enters into a covenant or agreement with God. This covenant is a union or very close alliance between God and the heirs of Abraham. The ritual is typically performed soon after birth: in Judaism usually on the eighth day, and in Islam on the seventh, but is practiced on adults in the case of a conversion. The covenant is equally valid for Jews and for Muslims, as both consider themselves the heirs of Abraham. By this ritual and consequent entry into the covenant, Jews and Muslims enter into a special relationship with God. One can be a Jew or Muslim without being circumcised, but as a matter of practice, virtually all are. In game terms, male circumcision is necessary for becoming a Strong Believer or higher in Islam or Judaism.

MARRIAGE

Marriage in Judaism is a consensual contract between the husband and wife. Religiously, marriages can be created by money, contract, or intercourse. Although in typical marriages all three are present, according to ritual only one is sufficient. Money is symbolized by the giving of the ring, but this can be any type of coinage. Not any giving of money is a marriage, however. The wife must accept the money from the husband in the full knowledge that she is marrying him by this act, thus the exchange of coin or rings is a symbolic ritual. The acceptance of a marriage contract (ketubah) is also acceptance of the marriage itself. The ketubah outlines the responsibilities of the marriage partners to each other, not only during the marriage, but also after death or divorce, and is usually a beautiful example of calligraphy. The third way is by sexual intercourse. In any case, both parties must consent to the marriage before a marriage is binding, whether or not the other symbolic elements are present.

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There are two stages to the marriage: kiddushin and nisuin. Kiddushin, commonly translated as betrothal, is far more intense a relationship than an engagement. It is literally a sanctification of the spouses for each other, religiously setting them aside. Nisuin means “elevation” and is the completion of the marriage into a holy bond. Although kiddushin used to be performed substantially before nisuin, today they are both performed together in the wedding ceremony.

For weddings to be recognized as legal in a secular manner, a Rabbi needs to officiate, but for ritual purposes, witnesses are sufficient. In game terms, a marriage makes each spouse a first order link to the other - in other words, what is done to one may be applied to the other also, no matter what distance separates the two.

mezuzah

The mezuzah is a scroll case containing the words of the Shema handwritten on a scroll along with the words of Deuteronomy 11:13. The following blessing is then recited: “Baruch atah adonai eloheinu melech ha'olam asher kid'shanu b'mitzvotav v'tzivanu likbo'a m'zuzah”. This ceremony is called Channukat Ha-Bayit (dedication of the house) and it dedicates the house to God's purpose. The dedication must be maintained by a ritual of kissing the fingers and pressing them onto the Mezuzah whenever it is passed. If any occupant of the house neglects this ritual, it is temporarily voided until it is restored by use of this ritual. In game terms, the Mezuzah protects the home as inviolate to spirits not expressly invited within by the owner so long as it is maintained.

bar/bat mitzvah

The ritual of the Bar or Bat Mitzvah symbolizes the person's attainment of adulthood. Typically performed in the twelfth or thirteenth year, the ceremony marks the assumption of adult responsibilities. Children (under 13 for boys and under 12 for girls) are not obligated to follow the commandments, although this is strongly encouraged. At this age, the child becomes responsible for his or her own actions in a religious sense, and assumes the attendant obligations. Adults have the right to take a part in religious services, to count in a Minyan (minimum number of adults necessary to perform certain parts of the services,) to perform binding contracts, to testify before a religious court, or to marry.

The ceremony for boys is called the Bar Mitzvah and is performed as a religious rite in all branches of Judaism. The ceremony for girls is called the Bat Mitzvah, and is not a religious ceremony for Orthodox or Chassidic Jews, although it may be celebrated in the home.

In game terms, children of a believing family before the age of their adulthood ceremony are treated as Strong Believers whether or not they personally believe.

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TEFFILIN

Teffilin are two small boxes containing verses from the Torah (Exodus 13:1-10, 11-16; Deuteronomy 6:4-9, 11:13-21) hand written by a scribe. These boxes are usually of superb workmanship and rather expensive, though this is not religiously necessary. One of these boxes is strapped to the head, fitting snugly. The other is strapped to the forearm and wrapped seven times around. By donning the Teffilin and saying the appropriate prayer, the wearer keeps the word of God always at his hand and between his eyes. In game terms, those wearing the Teffilin are treated as clerics, and clerics wearing the Teffilin are treated as Magi or Templars.

NER TAMID

The Ner Tamid is the eternal light which burns in all synagogues. The Ner Tamid symbolizes the seven-branched Menorah which were in the Temple, themselves symbolic of the light of God. In game terms, a spirit not of God cannot enter a synagogue while the Ner Hamid is lit.

RABBIS

A Rabbi is literally a teacher. Rabbis are ordained, but not with the laying on of hands, though that was the ancient practice. Rabbinical ordination involves certification from a yeshiva, or Rabbinical Academy or School. Rabbis are people of great learning in religious law, and one's standing as a Rabbi is determined by one's knowledge of the Law. In the Conservative, Reform, and reconstructionist movements, women can be ordained as Rabbis. In the Orthodox and Chassidic movements, only men can be Rabbis. Jewish Magi tend to be Rabbis.

ABBAS

An Abba is a holy person, one who can perform miracles. Some Rabbis are also Abbas, but the two are not particularly related. Only God can make a person an Abba, thus there is no ordination or special schooling required. Jewish Templars are Abbas.

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TEST OF FAITH

When confronted with a creature of darkness such as a vampire or a demon, a person can make a "Test of Faith" to keep the creature away from them. The Test of Faith also works when attempting to resist any type of mental coercion, such as a wizard's Domination, seduction by a vampire, incubus or succubus, or even verbal abuse and psychological trauma such as brainwashing. A Test of Faith succeeds on a roll of (Modified Target Number) or less on percentile dice. The base target number is different for different people.

If the person is an Atheist, the base target number is 0 - that is, automatic failure.

If the person is an Agnostic, the base target number is 8. Any success means the person is converted to a believer.

If the person is a Believer, the base target number is 16.

If the Person is a Strong Believer, the base target number is 24.

This target number can be modified by the following situational modifiers:
Start with 1.

If the person is a cleric or priest of some sort, add 1.

If the person has a focus - a cross or another powerful religious symbol, add 0.5.

If the person is a Magus or Templar, add 1.

Multiply the result times the target number to get the modified number.

Examples:

Atheist - $0 * 1 = 0$ - automatic failure

Atheist with focus - $0 * 2 = 0$ automatic failure

Agnostic (normal person) - $8 * 1 = 8$

Agnostic (normal person) with focus - $8 * 1.5 = 12$

Believer - $16 * 1 = 16$

Believer with focus - $16 * 1.5 = 24$

Strong Believer - $24 * 1 = 24$

Strong Believer with a focus - $24 * 1.5 = 36$

Standard Holy Person - $24 * 2 = 48$

Standard Holy Person with focus - $24 * 2.5 = 60$

Magus or Templar- $24 * 3 = 72$

Magus or Templar with focus = $24 * 3.5 = 84$

TEST OF WILL

The Test of Will may be used instead of the Test of Faith in any case where a Test of Faith would be called for. The decision to go with one or the other is up to the player, but only one may be used in any given circumstance.

The Target Number is the character's Endurance X 2

If the character has undergone special training of the will - including but not limited to the professions Martial Artist and Special Forces - the character has a multiplier of X2 to the Target Number. The GM may rule that another profession constitutes Special Training if the GM so wishes. It is recommended that the GM be very careful in assigning the Special Training quality to any given profession.

For each level of Focus, the character receives a +5 bonus to the Target Number

For each Level of Meditation, the character receives a +5 bonus to the target Number

Examples:

A character with an Endurance of 10 = Target number 20

A character with an Endurance of 10 and Focus+2 = Target Number 30

A character with an Endurance of 10 and Martial Artist = Target Number 40

A character with an Endurance of 10, Meditation+3, and Martial Artist = Target Number 55



POSSESSION

Possession is what happens when a spirit takes over a material body. The original inhabiting soul is shunted aside into a small ineffectual corner of the mind and the invading spirit takes the body over completely. The soul is entitled to resist, and may shake itself free of the possession, but it is not a pleasant prospect. Most spirits are not interested in possessing a material body, but demons are fascinated by material sensations, and those ghosts who feel cut short and/or have a mission which needs to be finished may feel compelled to take any means available to finish these tasks.

Possession occurs when a covetous spirit meets a human, whether in the spirit world or the material world, and the spirit wishes to take that material body over. A spirit has a chance of successful possession equal to one tenth of it's current constitution, that is a demon with a current constitution of 450 will have a chance of possession of 45%. If the possession chance fails, the spirit cannot make another attempt at possession of this body for a year and a day in the Material World. If the possession is successful and is resisted - and in almost all cases it would be resisted - the soul contesting the possession makes a Resistance Check - which is either a Test of Faith or a Test of Will.

If the Resistance Check succeeds, the spirit attempting the possession loses 100 constitution points. The demon in our previous example would lose 100 points from 450, and his possession chance would now be at 35% should he attempt it again. If the Resistance Check fails, the material body is in the total control of the spirit. If the spirit is in control of at least one material body already, the chance of possession goes down by 10% with each material body possessed. Thus a demon with a current spirit constitution of 450, and in control of one material body already, has a 35% chance of possessing another material body.

If a spirit in possession of a material body suffers damage equal to 100 constitution points in a single hit, the spirit will be dazed for a split second. During that time, a possessed soul can attempt to throw the demon out with a successful Resistance Check. A spirit may also be ejected from the body by an exorcism. In an exorcism, the holy person performing the rite performs a ritual. Each time the ritual is successfully concluded, the possessed soul has a Resistance Check which, if successful, ejects the possessing spirit with a modifier equal to five times the number of times the ritual was successfully performed in a row, with any failure setting this number back to zero.

For instance, a ritual is successfully concluded and the possessed soul has a Resistance check of 16%, plus 5% for the ritual for a total of 21%. It fails, and the ritual is successfully concluded again. This time the Resistance roll is made with a modifier of 10% for a total of 26%. If the check fails and the next ritual fails, the modifier is reset to zero. Each iteration of the ritual takes one hour to conclude, and the holy person may only perform the ritual a number of times equal to the exorcist's endurance per day to a practical limit of 24.

FICTION: AN
EXHIBITION OF
LUCK

At the top of the stairs, they come across a scene more surreal than the “cave.” The entire floor has been transformed into a simulation of an outdoor park, with a deep ravine to their left and a steep hill in the center. The apparent path leads around that hill, but Zak doesn’t depart from his training, staying with the plan to secure the perimeter first.

They head left, with Zak in the lead. When they pass the ravine to their right-hand side, they hear a voice ominously speak.

“So, Hunter, you return for more punishment. When last we met you looked to be near dead. I had so hoped that my final gesture would have served as a constant reminder of my power, but the hand has healed nicely, I see.”

As the voice seems to come from the center of the room, Zak heads up the ravine in that direction. He seems serenely unaffected by the words of the vampire.

“You are such a pathetic little man. I crushed you like a bug last time. Perhaps you need another lesson in respecting your betters?”

Zak hears and feels the approach of the vampire before he ever sees him. A tall, slender blond man with a starkly white face and richly red lips, he is dressed in a lacy white 19th century shirt and carries a rapier negligently in his right hand. He leaps faster than the eye can follow to Zak’s left and behind him, but the very terrain he has created to hide himself betrays him. As he springs to the attack, he slips slightly in the loose pebbles of the gravelly ravine.

In the split second it takes him to recover, Zak reacts, dropping and rolling to the side. He rises to his knees and pulls the trigger of his H&K twice, hitting with all six bullets in the bursts. The vampire’s scowl at missing his thrust becomes a sneer, the front of his ruffled shirt torn to bloody ribbons by the silver bullets.

“Ah! So pretty boy has learned some tricks! New toy, I see!”

A Zak scrambles to his feet, the vampire lunges again. This time it is Zak who is affected by the terrain, as his heel hits a rut in the earth and he trips head first toward the creature. The sound of the sword swicking through the air above him is loud in his ears, as the point of the sword slips through the space where his neck should have been. He allows his momentum to carry him forward as he barrels over the vampire. At the impact, his uncontrolled motion is checked. He runs several feet, turns and fires.

vampires

INTRODUCTION TO VAMPIRES

Vampires are the spearhead of the Dark, the point of entry into human culture. Vampires, in their selfish, uncaring way, spread darkness like fleas spread plague. Vampires are - by definition - selfish. They have chosen to prey on mankind rather than risk the terra incognita of death. They don't care about others, only themselves.

Vampires are created when a certain series of events occurs. First, a human dies. Second, the burial rites are either not performed, or performed improperly or without meaning. Third, the human must refuse to continue on or disappear, and take the path to become a vampire. Once that path is chosen, the only way off the path is death. For if a Vampire truly wished not to be what he is, he merely has to not get out of the sun at dawn. This daily choice quickly winnows out those who truly repent of their original Choice, and thus shows the Vampire's true nature. Generally, the vampire-to-be was in life a cruel selfish person or a person who had succumbed to despair. The following are good candidates to become vampires: suicides, executed criminals, heretics, outcasts, vampire victims, murder victims thirsting for vengeance, murderers, excommunicates, perjurers and liars, and thugs or other villains.

There is no Vampire society. All vampires are solitary creatures, once they begin losing their humanity. The process is inevitable, resulting eventually in becoming an Ancestral, a perfect vampire. The vampire is faced with repeated stages, at each of which she loses a piece of her humanity, but gains powers, becoming stronger and stronger with age. At the final stage, she becomes an Ancestral, powerful, sleek, beautiful, and deadly. While a vampire can be created at any age, it is most likely that the Choice is taken between the ages of 15 to 55. Once the Choice is made, the vampire will never physically deteriorate, staying the same apparent age until death. Vampires grow stronger and more beautiful as time passes.

At the time of the vampire's return from the edge of death, they give up the need and desire for sex. Feeding on blood becomes their ecstasy, as well as the ecstasy of their victims. At this stage, they no longer have a constitution like a living being, but rather have Hit Points. Each time a vampire is hit with a weapon, it takes 1 point of damage. Each time it is hit with a silver weapon, it takes 2 points of damage. If a non-weapon attack hits for more than 100 constitution points of damage, it does two points of damage. If the non-weapon attack hits for 150 points of damage, it does three points of damage, increasing likewise after each step of fifty points of damage. Holy water, when splashed on a vampire, does 2 hit points of damage.

A vampire's Charisma is directly linked to how hungry it is. A vamp's Charisma is the same as it's remaining blood points, and the vamp's maximum Charisma is the most blood points a vampire can normally carry. A hungry vampire is horrifyingly ugly, and one who has lost self control is hideous indeed. Its fangs protrude from shrivelled, shrunken lips, and its eyes bulge and strain in their sockets. Its hair goes stringy and lank, its skin gets waxy and gelid, and the vampire smells of carrion, looking very much like a Nosferatu. Most vamps never let themselves get really hungry. Not only is the

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seduction easier when one is attractive, vampires hate the way they look when hungry, as it reminds them of what they are deep inside.

A vampire uses blood to live, using up 2 blood points every day just to move around and keep active. A vampire pretending to be human uses another blood point per day pumping lungs and forging blood through to warm the skin. Every three to five days, therefore, a vampire will feed.

Vampires have several peculiarities. They need to be in contact with their grave during the day when they rest, at least 8 hours per day. While resting they are as helpless as a sleeping human, and generally have trusted non-vampire guards. They have an aversion to garlic because the strong smell adversely affects their hyper-acute sense of smell, and will take other prey in preference. Vampires also cannot enter a home without permission from the owner or from someone already inside.

Vampires earn \$50,000 per year from pillaging their prey throughout their long lives. Most vampires are very wealthy. They gain one Blood-Link Skill or Vampire skill (player's choice) every five years from the time they first awake from the grave until they are 100 years old. From that point until they are Ancestrals, they earn one skill every 10 years. Ancestrals earn one skill every 25 years.

VAMPIRE SPECIAL ABILITIES

Vampires gain a special power when they are reborn into their unlife. This power varies from vampire to vampire. The vampire does not know about it, and only discovers it and how to control it through experimentation. A vampire has a one percent chance of controlling his special ability per year, cumulative. That is a 50 year old vamp can control the ability 50% of the time. A vamp over a century old can always control it. When a vampire becomes an Ancestral, the power is enhanced and becomes even more powerful.

VAMPIRES AND SENSES

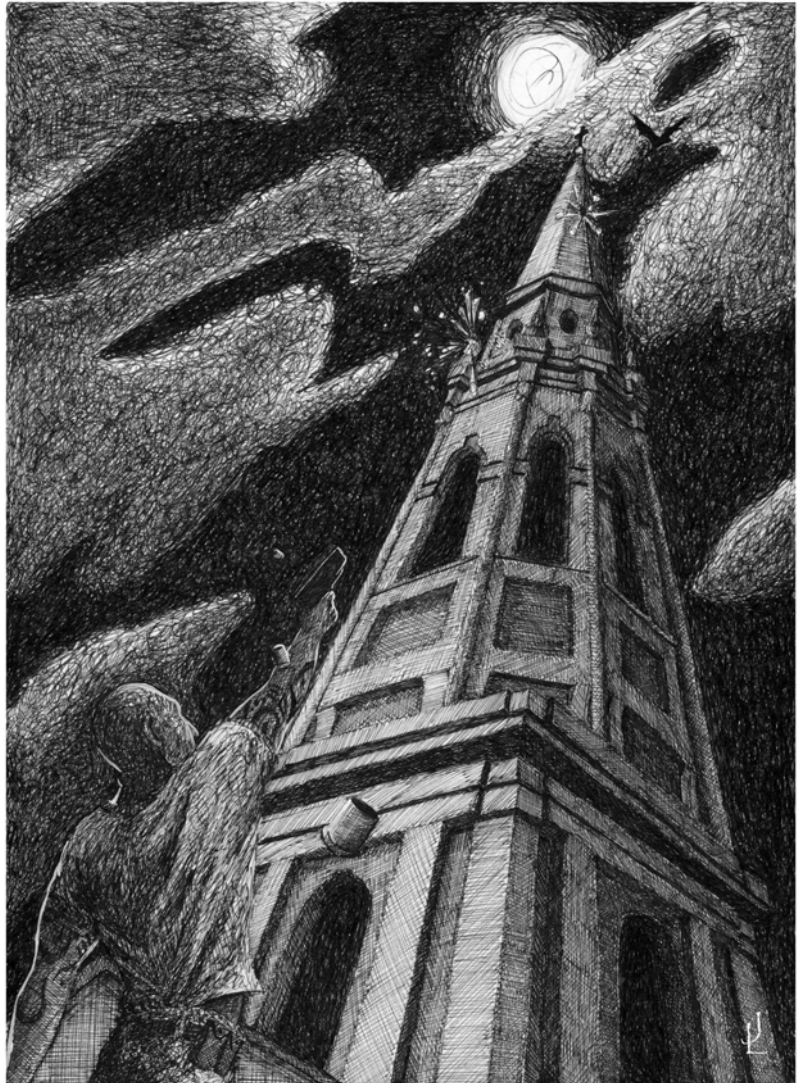
Humans have rather weak senses other than sight. A normal human has ratings of Sight: 5, Hearing: 1, with Taste, Touch, and Smell coming in at zero. A dog has Hearing 6, Smell 8, for instance, while a cat has Hearing 7 and a Touch of 6, and eagles have a Sight of 10. Vampires start out the same as normal humans, but every twenty-five years, the vampire increases one of his senses by one point. You can choose which sense is increased, or roll randomly on this table:

- 01-20 Sight**
- 21-40 Smell**
- 41-60 Touch**
- 61-80 Hearing**
- 81-00 Taste**

Vampires are allergic to silver. It pains them, even a bit of it, and if it gets into their blood it will bring their amazing senses back down to human level. If the silver is not lodged in the wound, the blood will wash itself clean in an hour or so, but if it stays in the wound, the vampire - in addition to the searing pain - will lose all his special senses until the silver is removed.

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Due to their hyperacute senses, loud, sudden sounds such as explosions will deafen vampires for 5 rounds. Pepper spray will incapacitate a vampire's sense of smell for 24 hours or until the vampire is completely healed. Flares, spotlights, and other bright lights blind a vampire for 10 rounds, and are acutely painful to them.



BLOOD GAMES

THE POWERS

Besides these powers, all vampires can leap 30 feet down or 15 feet straight up without harm.

name	normal power	enhanced power
<i>Arachian</i>	Spider Climb - The vampire can climb vertical walls with amazing speed, moving as fast as a running human.	Transform into a Giant Spider - Take the shape, abilities, and web-spinning powers of a spider of the same mass as the vampire.
<i>Ariens</i>	Flight - A slow majestic glide through the air at no more than 20 miles per hour. The vampire glides head up and feet down, with arms spread out wide to either side.	Call Storm - The ancestral can call storms and lightning at will. The storm takes 30 minutes to build, and the ancestral can strike with lightning once per round afterward, causing 200 constitution points of damage per strike if a hit is rolled using the vampire's weaponless combat skill.
<i>Chirolupian</i>	Transformation into a wolf or bat - Taking the shape and size of the animal as well as the means of locomotion.	Summon Wolves or Bats - Summon %d bats, 1d10 wolves, or 1 wolf-lycanthrope within 30 minutes.
<i>Espilian</i>	Move through mirrors - From any mirror to any mirror which the vampire has stood directly in front of. If the destination mirror is inside a home, the vampire needs to have been invited into the house once by someone inside.	Move Through Reflective Surfaces - From any shiny, reflective surface to another, including puddles, automobile paint, store windows, etc. The surface has to be large enough to fit through. Again, if the destination surface is inside a home, the vampire needs to have been invited into the house once by someone inside
<i>Noctorian</i>	Become shadow - The vampire can enter a shadow and become part of it, unable to be touched or seen.	Move Through Shadow - Move from any deep shadow to any other within a 1 mile radius. If the destination shadow is inside a home, the vampire needs to have been invited into the house once by someone inside
<i>Mesmerian</i>	Hypnotize - Plant post-hypnotic suggestions if the recipient fails a Test of Faith or a Test of Will.	Un-noticeability - The ancestral is able to stand in plain view, move at a normal walking pace, converse in a normal tone of voice, and be completely un-noticed by anyone the ancestral doesn't wish to be noticed by, even in a crowded room. If someone is actively looking for the ancestral, it requires a successful Test of Faith or Test of Will to see any attack by the ancestral.
<i>Nimbusian</i>	Transformation into mist - The vampire can become mist, moving in this form through the smallest of openings at a speed of 2 miles per hour, and is unharmed by any physical attack.	Transformation into Darkness - The ancestral can become a huge cloud of darkness, not an absence of light but thick, choking blackness. The ancestral covers one square mile for every hundred years of unlife, and is unharmed by any physical attack.

BLOOD GAMES

THE STAGES OF THE VAMPIRE'S GROWTH

The vampire's loss of humanity progresses at a fixed pace. At each loss of humanity, the Vampire gains 1 point of Strength, Coordination, Agility, Endurance, PSI, and Charisma:

- At the time of the Choice, vampires give up the need, desire, and for males, ability to have sex. Their feeding ecstasy replaces sex entirely, but is much more intense. Female vampires can engage in sex, but they gain no pleasure from it.
- 50 years after the Choice, the Vampire gives up the need for fellowship. The Vampire dislikes the company of more than one other Vampire at a time.
- 100 years after the Choice, the Vampire gives up the ability to stay out in the sun. From this time forward, the Vampire is totally a creature of darkness.
- 200 years after the Choice, the Vampire gives up the ability to learn human skills. From this time on, all the Vampire's skills must be chosen from Vampire and Blood-link skill sets.
- 300 years after the Choice, the Vampire gives up compassion. From this point on, a Vampire is unable to comprehend pity, affection, empathy, or any other emotion related to compassion.
- 400 years after the Choice, the Vampire gives up the ability to stay current. The Vampire becomes increasingly intolerant of new ideas, styles, and technology.
- 500 years after the Choice, the Vampire gives up the ability to learn new skills. From this point on, all a Vampire's skill choices are improvements on skills he already has.
- 600 years after the Choice, the Vampire gives up the need for company. From this point forward, the Vampire is a totally solitary creature.
- 700 years after the Choice, the Vampire gives up the last shreds of humanity and becomes an Ancestral.
- After 1600 years as an Ancestral, the Vampire is awake only 0.25% of the nights, etc.

Ancestrals gradually lose contact with the real world over time, becoming more and more wrapped up in their own minds. At each increase of self-immersion, the Ancestral gains 1 point of Strength, Coordination, Agility, Endurance, PSI, and Charisma and is awake and aware half as much as he was in the last stage. This tends to take the form of being awake for a stretch of years or months at a time, then going into deep sleeps for decades:

- After 200 years as an Ancestral, the Vampire is awake only 50% of the nights.
- After 400 years as an Ancestral, the Vampire is awake only 25% of the nights.
- After 600 years as an Ancestral, the Vampire is awake only 12% of the nights.
- After 800 years as an Ancestral, the Vampire is awake only 6% of the nights.
- After 1000 years as an Ancestral, the Vampire is awake only 3% of the nights.
- After 1200 years as an Ancestral, the Vampire is awake only 1% of the nights.
- After 1400 years as an Ancestral, the Vampire is awake only 0.5% of the nights.

VAMPIRE HIT POINTS

Vampires do not have a constitution, but their initial hit points are based on their human constitution. When they die and become vampires, they gain one hit point for every twenty points of constitution they had at death, rounding up any fraction. Then they gain one hit point every 25 years they are a vampire for the first one hundred years, thereafter gaining one hit point for every fifty years of being a vampire.

For example, a human with a constitution of 400 becomes a vampire. Once risen from the grave, he has 20 hit points. After 25 years as a vampire, he has one more for 21 hit points. After one hundred years, he has 24 hit points. After 200 years, he has 26.

BLOOD GAMES

Vampires are still attached to their humanity in strange ways when they are young. After their first few brutal feedings, they learn how to control themselves by playing games with their food. These games are learning experiences for the young vampires. Most vampires cease to be interested in blood games after 200 years or so. Vampires get bonus skills the first year they try a new game. Following are some examples of Blood Games:

Connoisseur:

A game in which a vampire picks a specific type of prey and only feeds on that prey such as brunettes, smokers, or even drug addicts. The bonus skills a Connoisseur learns are Stealth, Psychology, and Seduction.

Hero:

A hero protects the innocent and only feeds on the ones that are preying on the innocent. If a human is the victim of some crime, the Hero will try to save them, by feeding on the one that is trying to cause harm to them. The bonus skills a Hero learns are Streetwise, Intimidation, and Alertness.

Hacker:

This game is for those vampires that have a mastered computer skills. Hackers are able to hunt through the internet, setting up their prey to meet them in a certain locale and then feeding on them. The bonus skills a Hacker learns are Modus Operandi, Convince and Computer.

Raver:

Ravers mostly prey on teenage to young adults who go to parties, clubs and raves.

The bonus skills a Raver learns are Music, Engrace, and Entice.

Pacifist:

One of the hardest and most interesting game to play, the Pacifist basically refuses to accept what they have become and chooses to feed only on the blood of animals. The bonus skills a Pacifist learns are Husbandry, Focus, and Meditation.

Suit:

Suits live as humans in the high pressure worlds of business and finance. They feed on those they have financially destroyed. The bonus skills a Suit learns are Business, Finance, and Negotiation.

Bottom Feeder:

Bottom Feeders only feed on the homeless, runaways, bums, addicts, etc. The bonus skills a Bottom Feeder learns are Stealth, Survival, and Modus Operandi.

Star:

Stars feed on their own fans. They become athletes, musicians, artists and the like. The bonus skills a Star learns are Seduction, Streetwise, and Empathy

Academic:

Academics play at being teachers and professors, and feed on students. The bonus skills an Academic learns are History, Law, Business, and Charisma

Mystic:

The Mystic lives a life of wandering and denial, feeding only on those they come to like or even love. The bonus skills a Mystic learns are Empathy, Psychology, and Focus.

Turned:

The Turned see vampirism as a curse that won't ever let them die, though they will not kill themselves. They hunt and kill other vampires, feeding on them or just living off animal blood. The bonus skills a Turned learns are Stealth, Martial Arts, and Firearms.

BLOOD GAMES

DESTROYING A VAMPIRE

The main way to successfully destroy a vampire is by first staking them in the heart with an ash wood stake, then decapitating them. Immersion in Holy Water will also kill a vampire, as well as exposure to sunlight for older vamps, and, of course, immolation in fire. If done correctly the vampire will turn into dust, leaving only their clothes and belongings behind, along with any stakes or bullets lodged in the body.

BLOOD LINKS

Blood Links are the vampire's mystical skills that they gain through their unnatural way of being. These skills allow the vampire to do extraordinary things, and are based on both their PSI and their Blood Points. Their PSI rating is how many Blood Links a vampire can activate in a period of 24 hours. If a vampire has a PSI of 3 she is allowed to activate 3 Blood Link Skills in a course of 24 hours, by paying 2 blood points per Link skill activated.

FEEDING

Blood is what keeps vampires alive, and is what gives them their mystical powers. Depending on what type and size of animal - and humans are animals to vampires - there will be different amounts of blood. The rate and amount of blood that a vampire can drain is 3bp per round. Once they have fed - and vampires always feed to the death of their victim - they have to get rid of the body, usually by dumping it and trying to make it look like a normal murder by using the Modus Operandi skill.

Humans	15bp
Primates (apes)	12bp
Lions & Big Cat	30bp
Feline (cat)	3bp
Dog (small to medium)	5bp
Rodent	2bp

Note that a vampire's bite causes damage as an weaponless attack when used in a fight. Vampire bites don't disappear after a killing, the marks of the fangs stay on the victim until the body deteriorates. A victim may try to escape in which case it's an opposed strength roll. Usually this doesn't happen, as the victim of a feeding - as well as the vampire - feels wild ecstasy during the process because the vampire's fangs inject powerful drugs into the body. A vampire can drain 5 bp (Blood Points) per round.

YOUNG VAMPIRES

Young vampires have not yet thrown off their humanity, and may group together for a time. Older vampires hold themselves more aloof, and dislike having many other vampires in their vicinity. The only time a vampire ever has a group of more than two is when they are all young together. Sometimes an older vampire will "partner" with a younger one, but even this does not last very long. Vampires are like big cats - solitary animals - and the older they get, the more solitary they are.

BLOOD GAMES

VAMPIRE SKILLS

These skills are open to all vampires to learn. Many are available only to vampires. Roll 1d6 for row and 1d6 for column, or choose as you wish.

1	2	3	4	5	6
Training	Etiquette	Politics	Modus Operandi	Focus	Unarmed
Gymnastics	Leadership	Dodge	Bypass	Finance	Survival
Strategy	Psychology	Intimidate	Empathy	Computers	Melee
History	Sociology	Seduction	Bow	Negotiate	Converse
Folklore	Firearm	Law	Alertness	Stealth	Drive
Streetwise	Dodge	Melee	Firearm	Modus Operandi	Seduction

BLOOD LINKS

Skill	Duration	Modifier	Description
Burst of Speed	1 hour	Endurance	Vampires: Ability to make 3 times the normal number of actions per round. Cambions: Ability to take 3 more actions than normal per round.
Seem	1 hour	Charisma	Ability to create illusions.
Hide	1 hour	Endurance	Ability to fade from sight and lurk unseen in dimly lit areas.
Telepathy	1 hour	IQ	Ability to communicate mind to mind without speech.
Rapport	1 day	Charisma	Ability to control another body with or against the owner's will.
Command	1 day	Strength	Ability to control spirits.
Attract	1 hour	Charisma	Ability to attract or repel a creature from an object, area, or other creature.
Transfer	instant	Strength	Ability to directly transfer constitution points from a creature into the self at a rate of 32 points of constitution equalling one hit point. No bite is needed, only a single touch. No matter how many hit points a vampire takes, the victim always dies, and the vampire gets only enough hit points to reach his normal limit.

Blood Link uses are based on the vampire's available PSI points. Activating a Blood Link skill requires one entire round, and uses up one PSI point and two points of Charisma/Blood Points.

BLOOD GAMES

VAMPIRE SKILLS AND MODIFIERS

All Vampire Skills work on a set base of success at 45% at level+1 and +5% is added per level of skill. Each skill has a characteristic that modifies it's chance of success. It is usually modified by Physical stats such as: Strength, Coordination, Agility, Endurance, Charisma or mental - IQ. Physical stats are modified at a rate of 5% for every 2 points over 7 i.e., at 9, 11, 13, etc. Mental stats are modified at a rate of 1 point of IQ over 120. For example an IQ of 137, would give you a modifier of +17.

Skill	Modifier	Description
Bypass	IQ	Ability to use and bypass security devices.
Computer	IQ	Ability to operate computers, understand programs, and hack into networks.
Converse	Charisma	Ability to get your point across clearly in vocal form.
Dodge*	Agility	Ability to avoid blows, whatever their source.
Empathy	Charisma	Ability to understand the emotions of others.
Etiquette	Charisma	Ability to understand the nuances of proper behavior.
Finance	IQ	Knowledge of markets and money.
Firearm	Coordination	Ability to efficiently use guns.
Focus	Endurance	Ability to pay attention to one thing w/o distractions.
Folklore	IQ	Ability to know about mysticism, curses, magic, and other folklore.
Gymnastics	Agility	Ability to perform gymnastic moves.
History	IQ	Knowledge of past events.
Law	IQ	Ability to use, circumvent, and deal with law.
Melee	Strength	Ability to use hand-to-hand combat weapon efficiently.
Modus Oper- ands (M.O.)	IQ	Ability to make a feeding look like a murder or suicide.
Politics	Charisma	Ability in dealing with or influencing politicians and politics.
Seduction	Charisma	Ability to seduce people into doing what you want.
Stealth	Agility	Ability to avoid being detected.
Survival	Endurance	Ability to survive in harsh environments without outside help.
Tracking	IQ	Ability to track creatures, vehicles, and other objects which move on the land.
Training	IQ	Ability to train animals.

BLOOD GAMES

"GOOD" VAMPIRES

Vampires by their nature are not nice people. A vampire feeds on human beings by preference. Vamps can gain sustenance from animals, but derive no pleasure at all from drinking their blood. Vamps should be treated as drug addicts. Even if a vamp refuses to drink human blood, he is still addicted to the pleasures of it. A vamp who drinks only animal blood can be trusted only so far as the vamp's willpower holds sway over his instincts. When a vamp's willpower dips low due to injury or bloodlink skill use, he is at the mercy of his hunger. Such vampires are at best "not Evil" rather than "Good."

Pig or cow blood can be purchased at a butcher's. Stored human blood is the equivalent of animal blood in that it sustains the vampire but gives no 'kick.' Whole blood can be frozen, but freezing it more than once destroys too much of the cellular structure and thus the nutritional value. Vamps who refuse to drink from humans generally freeze the blood in small doses of 3-5 blood points each. This allows them to thaw only what they need without wasting. Usually vamps use sealed plastic bags which they can bite through at need.

Cambions are more iffy. They are less inclined to turn than a real vampire, but they are still rather untrustworthy. Of course no one can be fully trusted, even the self, but there are degrees of trust, and vamps and cambions are on the low end of the scale.



CREATING A VAMPIRE CHARACTER

A standard human character is created. If the Vampire is to be a young vamp, then the usual character creation rules should be followed. If the character has spent over 75 years as a vampire, then use the alternate method outlined below.

THIS SECTION MAY ALSO BE USED TO CREATE CHARACTERS IN THE FAR PAST

Follow the standard character generation rules until the age of 10. Then the character must choose a Apprenticeship followed by a Journeymanship. Choose an apprenticeship based on the character's money as well as prerequisites. Apprenticeships last for 6 years. The character gains one skill a year for those six years, and three of those skills are doubled. Journeymanships last for 6 years, and one skill is gained each year, three of which are doubled. After that, the character finds a profession and goes to work.

player option

Instead of doubling a standard skill, the player may choose to take one Social Skill (or one Organizational Skill if using that optional rule) along with the standard skill rolled or chosen.

DOUBLING ATTRIBUTE BONUSES

If a player chooses to double an attribute rather than a skill, that attribute may not be doubled again while attending the same school.



BLOOD GAMES

APPRENTICE- SHIPS

Apprentice Thief

A 6 year service where the student learns the rudiments of thief skills.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Convince, Goad, Endear, React, Adapt, Operate

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR+2	AGY+2	END	CHAR+2	IQ+5
Picking	Sneaking	Intimidate	Sleight	Negotiate	Streetwise

Apprentice Warrior

A 6 year service where the student learns the rudiments of fighting skills.

Prerequisites: STR 8 or higher, END 8 or higher

Waiver Roll: 15%

Cost: \$20,000

Social skills available: Convince, Goad, React, Adapt, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR	AGY	END+2	CHAR	IQ+5
Riding	Blade	Bow or Firearm	Brawl	Blade	Riding

Apprentice Smith

A 6 year service where the student learns the rudiments of forging and repairing skills.

Prerequisites: STR 10 or higher

Waiver Roll: 10%

Cost: \$30,000

Social skills available: Convince, Goad, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR+2	AGY	END+2	CHAR	IQ+10
Minerology	Repair	Focus	Melee	Blade	Mechanics

BLOOD GAMES

Apprentice Hunter

A 6 year service where the student learns the rudiments of hunting skills.

Prerequisites: AGY 8 or higher, COOR 8 or higher

Waiver Roll: 75%

Cost: \$10,000

Social skills available: Goad, Entice, Engrace, React, Adapt, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR+2	AGY+2	END+2	Bow or Firearms	IQ+5
Tracking	Snare	Training	Bow or Firearms	Observe	Analyze

JOURNEYMAN- SHIPS

Journeyman Thief

A 6 year service where the student hones thieving skills.

Prerequisites: COOR or AGY 9 or higher, or Apprentice Thief

Waiver Roll: 30%

Cost: \$5,000

Social skills available: Convince, Goad, Entice, Endear, React, Adapt

Skill Tables: roll 1d6

1	2	3	4	5	6
Melee	COOR	AGY	Blade	CHAR	Gymnastics
Picking	Sneaking	Intimidate	Sleight	Negotiate	Streetwise

Journeyman Thug

A 6 year service where the student hones intimidation and fighting skills.

Prerequisites: STR 10 or higher, or Apprentice Thief

Waiver Roll: 30%

Cost: \$10,000

Social skills available: Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	Melee	Firearm	END	Blade	Brawl
Brawl	Sneak	Intimidate	Sleight	Firearm	Streetwise

BLOOD GAMES

Journeyman soldier

A 6 year service where the student hones fighting skills.

Prerequisites: STR 8 or higher, END 8 or higher, or Apprentice Warrior

Waiver Roll: 15%

Cost: \$45,000

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	Firearm	Blade	END	Riding	Brawl
Alertness	Evaluate	Tactics	Survival	Gunnery	Organize

Journeyman sailor

A 6 year service where the student hones sailing skills.

Prerequisites: AGY 8 or higher, or Apprentice Warrior

Waiver Roll: 20%

Cost: \$15,000

Social skills available: Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Alertness	Course	Firearms	Gunnery	Gymnastics	Carpentry
Course	Blade	Repair	Astronomy	Flash	Brawl

Journeyman smith

A 6 year service where the student hones metalworking skills.

Prerequisites: STR 10 or higher, or Apprentice Smith

Waiver Roll: 10%

Cost: \$20,000

Social skills available: Convince, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR	Business	END	Sculpt	Repair
Construction	Melee	Repair	Mechanics	Minerology	Brawl

BLOOD GAMES

Journeyman Tinker

A 6 year service where the student hones inventing and construction skills.

Prerequisites: IQ 120 or higher, or Journeyman Smith

Waiver Roll: 10%

Cost: \$35,000

Social skills available: Convince, Endear, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
COOR	Mechanics	Sculpture	Analyze	Observe	Carpentry
Chemistry	Mathematics	Physics	Repair	Research	Construction

Journeyman Hunter

A 6 year service where the student hones hunting skills.

Prerequisites: END 8 or higher, or Apprentice Hunter

Waiver Roll: 35%

Cost: \$5,000

Social skills available: Goad, Entice, Engrace, React, Adapt, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Bow/Firearm	Climbing	Observe	Ride	Ride	Focus
Herbalism	Blade	Bow/Firearm	Survival	Sneak	Tracking

Journeyman Trapper

A 6 year service where the student hones tracking and trapping skills.

Prerequisites: none

Waiver Roll: None

Cost: \$0

Social skills available: Entice, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Tracking	Snare	Observe	Snare	Course	Sneak
Zoology	Survival	Meditation	Evaluate	Taxidermy	Swimming

BLOOD GAMES

PROTO ACADEMIC

A 6 year service where the student hones academic skills.

Prerequisites: IQ 120 or higher

Waiver Roll: 01%

Cost: \$100,000

Social skills available: Convince, Goad, Entice, Endear, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Analyze	Astronomy	Physics	Research	Biology	Sociology
Mechanics	History	Weather	Law	Mathematics	Zoology

JOURNEYMAN ARTIST

A 6 year service where the student hones artistic skills.

Prerequisites: COOR 10 or higher

Waiver Roll: 15%

Cost: \$20,000

Social skills available: Convince, Goad, Entice, Endear, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Painting	Meditation	Business	Observe	Psychology	Focus
Taste	Writing	Sculpture	Music	Negotiate	END

ANTIQUÉ PROFESSIONS

PIRATE

A profession of robbery and murder on the high seas.

Prerequisites: COOR 10 or higher, STR 8 or higher or Journeyman Sailor

Waiver Roll: 55%

Pay: \$4k start \$16k jump

Social skills available: Goad, Entice, React, Adapt, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Blade	Firearms	Drinking	Melee	Gunnery	Brawl
Climbing	Intimidate	Repair	Course	Stash	Weather

BLOOD GAMES

SOLDIER

A profession of waging war on land.

Prerequisites: END 8 or higher or Journeyman Soldier

Waiver Roll: 50%

Pay: \$3K start \$6k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Firearms	Gunnery	Melee	Blade	Brawl	Leadership
Survival	Focus	Flash	Drinking	Tactics	Strategy

CAVALRY

A profession of waging war from horseback.

Prerequisites: AGY 8 or higher, END 8 or higher or Journeyman Soldier

Waiver Roll: 15%

Pay: \$6k start \$12k jump

Social skills available: Goad, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Alertness	Observe	Blade	Firearms	Brawl	Flash
Analyze	Ride	Training	Leadership	Course	Intimidate

AUTHOR

A profession of writing and observing.

Prerequisites: IQ 100 or higher or Journeyman Artist

Waiver Roll: 15%

Pay: \$2k start \$10k jump

Social skills available: Convince, Goad, Entice, Endear, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Writing	Observe	Observe	Focus	Drug	Writing
Research	Psychology	Drinking	Streetwise	History	Analyze

BLOOD GAMES

Artist

A profession of creation in the visual and aural arts.

Prerequisites: COOR 10 or higher, Journeyman Artist

Waiver Roll: 15%

Pay: \$2K start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Alertness	Observe	Evaluate	Painting	Meditation	Taste
Drinking	Music	Carpentry	Psychology	Sculpture	Streetwise

Thief

A profession of breaking and entering and theft.

Prerequisites: COOR 9 or higher, AGY 9 or higher or Journeyman Thief

Waiver Roll: 25%

Pay: \$2K start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Streetwise	Gymnastics	Sneak	Evaluate	Picking	Melee
Forgery	Disguise	Stash	Observe	Law	Brawl

Highwayman

A profession of robbery and murder on land.

Prerequisites: AGY 9 or higher, STR 8 or higher or Journeyman Thug

Waiver Roll: 25%

Pay: \$4k start \$12k jump

Social skills available: Convince, Goad, Entice, Engrace, React, Adapt

Skill Tables: roll 1d6

1	2	3	4	5	6
Blade	Firearms	Riding	Brawl	Flash	Evaluate
Intimidate	Stash	Law	Survival	Training	Swimming

BLOOD GAMES

merchant

A profession of buying and selling.

Prerequisites: CHAR 8 or higher, IQ 100 or higher or Journeyman Thief

Waiver Roll: 15%

Pay: \$5k start \$10k jump

Social skills available: Convince, Goad, Entice, Endear, Adapt

Skill Tables: roll 1d6

1	2	3	4	5	6
Taste	Evaluate	Sell	Evaluate	Business	Negotiate
Psychology	Organize	Law	Alertness	Observe	Analyze

guardsman

A profession of protecting others and others' property.

Prerequisites: END 8 or higher, STR 8 or higher, Journeyman Thug

Waiver Roll: 35%

Cost: \$2k start \$4k jump

Social skills available: Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Blade	Firearms	Brawl	Melee	Intimidate	Survival
Alertness	Organize	Law	Drinking	Observe	Stash

hunter

A profession devoted to hunting and or fishing wild game.

Prerequisites: AGY 7 or higher, Blade or Bow or Firearms+1 or higher or Journeyman Hunter

Waiver Roll: 35%

Cost: \$1k start \$2k jump

Social skills available: Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Alertness	Bow	Firearm	END	AGY	Tracking
Focus	Observe	Ride	Snare	Sneak	Taxidermy

BLOOD GAMES

explorer

A profession dedicated to the exploration of strange and new lands.

Prerequisites: END 10 or higher or Journeyman Trapper

Waiver Roll: 15%

Cost: \$3k start \$6 jump

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Weather	Firearms	Sneak	Writing	Evaluate	Course
Linguistics	Organize	Climbing	Ride	Observe	History

professor

A profession of instruction and research.

Prerequisites: COOR 10 or higher

Waiver Roll: 15%

Cost: \$4k start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Instruct	History	Mathematics	Linguistics	Mechanics	Instruct
Biology	Chemistry	Physics	Focus	Research	Research

smith

A profession dedicated to construction of metal implements and weapons.

Prerequisites: STR 10 or higher, Smithing+1 or Journeyman Smith

Waiver Roll: 15%

Cost: \$5k start \$10k jump

Social skills available: Convince, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Smithing	Minerology	Mechanics	Analyze	Carpentry	Sculpture
Melee	Physics	Repair	Focus	Taste	Smithing

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TINKER

A profession of creative application of mechanical properties.

Prerequisites: COOR 10 or higher, IQ 120 or higher or Journeyman Tinker

Waiver Roll: 15%

Cost: \$3k start \$9k jump

Social skills available: Convince, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Smithing	Mechanics	Physics	Mechanics	Analyze	Chemistry
Firearms	Evaluate	Gunnery	Firearms	Research	Repair

ENGINEER

A profession dedicated to the design, repair, and maintenance of engines.

Prerequisites: COOR 10 or higher, Mechanics+1 or Journeyman Tinker

Waiver Roll: 25%

Cost: \$7k start \$7k jump

Social skills available: Convince, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Mechanics	Repair	Physics	Chemistry	Mechanics	Research
Writing	Organize	Observe	Mathematics	Analyze	Focus

NAVAL OFFICER

A profession dedicated to warfare and protection of commerce on the high seas.

Prerequisites: AGY 8 or higher, COOR 8 or higher or Journeyman Sailor

Waiver Roll: 35%

Cost: \$2k start \$4k jump

Social skills available: Goad, Entice, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Course	Driving	Astronomy	Swimming	Repair	Carpentry
Climbing	Flash	Firearms	Gunnery	Leadership	Weather

FICTION:
FINDING THE
ENEMY

At the operations room, the ensign greets Zak, giving him access to enter. "Anything I can get for you sir?"

"Hmmm... What is it, 0730? I ate at 0600. No, I should be fine for now. How about some coffee? Oh! And maybe a bagel - and could you add a fruit or two? Thanks!"

"No problem, sir! I'll secure the room."

Zak opens the file. Right on top, a vaguely familiar face stares up at him. It can't be, but it is! That old snake Radu Costanza, the vampire from Prague! He stares at the photo and thinks "No way! We can't take this thing down!" He jumps up and begins pacing, a sheen of sweat breaking out on his forehead, his palms moist and clammy. He frets, continuing to pace, until the ensign's voice pipes in over the intercom.

"Your refreshments, sir!"

He thanks the ensign at the door and takes the tray, then turns back to the table. As he does so, his mind also seems to turn to a more positive outlook. Knowing that he will have the best team of SEALs behind him, he thinks "Hell! We can do anything! I'll just have to figure out how later!"

He resumes scanning the file, studying the aerial shots of the Haitian villa and grounds, and the floor plan. The file also contains photos and comments on several trusted henchmen, which he peruses carefully.

The last two photos are of a pretty, young blonde woman. "My God!" He gasps. Although blurred and grainy, the images before him could be of his own mother! He scrambles for the appended comments - "Unknown Associate - no further information."

He recalls the words of Father Peter back in Prague. "Your mother was last seen with Radu, Zak, but her body was never recovered. I'm sorry, but no one knows what happened to her."

Zak stares at the photos, his stomach in knots, but he can't be sure one way or another. Overwhelmed with dread, he can't help thinking that if Radu had taken and turned her then, this very well could be her now. Will he have to destroy his own mother?

He pinches the bridge of his nose, praying that it won't be her. With effort, he is able to push those thoughts to the back of his mind. Slowly, he closes the file and forces himself to continue working, but his hands still shake.

playing the game

THE GAME

Blood Games is about courage, self sacrifice, and desperate heroism with no hope of reward. The Player Characters are people who have placed themselves in harm's way in an attempt to prevent a catastrophe from occurring, another Dark Age. The enemy, the creatures of the Dark, consider humanity as prey, a vast resource of walking food animals, waiting to be tapped. Humanity has grown fat behind the wall of the Nullity, their very incomprehension of their danger the best protection they have, but that wall is eroding, and some of the enemy have found their way inside. The Player Characters are thrown upon their own resources fighting to protect humanity while trying to keep their fellow men ignorant of their danger, for in that ignorance is the only possibility of their culture's continuing existence. If the world finds out what they are doing and disbelieves them, they will be hunted as criminals, but it would be far worse were they to be believed, for then the wall would be thrown over entirely and few would survive.

TASK RESOLUTION

Task resolution with this game is based on a modified percentage roll under a target number. That is a roll on percentile dice - 2 ten sided dice, one read as tens, the other as ones - where the total rolled, when modified by various factors, is less than or equal to a target number. The target number is based on your character's skill at the task, and to a lesser extent, your character's raw ability.

When situations arise where two characters are opposed, that is, doing something where success for one negates success for the other, the character which succeeds by the largest amount wins. For instance Sam and Dave are opposed, Sam needs a 45 or less for a success and rolls a 28, while Dave needs a 50 for a success and rolls a 30. Both succeed, but Sam succeeded by 17 (45-28) while Dave succeeded by 20 (50-30). Dave wins the opposed roll.

If you wish, the game is perfectly playable with a 20 sided die rather than percentile dice. If you multiply the result of your roll by 5, you will get a number between 1 and 100. It is a bit coarser grained, but perfectly effective.

CREATING A CHARACTER

This book contains all that is necessary to create a Blood Games character. In this game, you will continually be forced to decide between depth and breadth of knowledge. The deeper your character's knowledge, that is, the higher your plus rating in your skills, the better your character can use those skills. The broader your character's knowledge, the more skills you have to affect things. Your character will always be a compromise between depth and breadth. Your character will be truly unique, and there is no "better" character. Blood Games characters take some time to create, as they proceed directly from the life experiences and history of the character. Attempting to rush through character generation may result in mistakes and missed opportunities for the character.

CONSTITUTION

Constitution is the character's total ability to keep functioning. The constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten. The constitution has various levels which indicate how the character is doing:

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normal

The character is at peak condition, and functioning normally.

hindered

The character is hurting. Initiative, To Hit, Damage, Skill, and any other %d roll is at a penalty of 20.

unconscious

The character is slipping into unconsciousness. The character can be made conscious again by shaking or shouting, but any damage will make the character unconscious again. In addition, the character is also Hindered.

seriously wounded

The character is **really** hurting. The character becomes totally unconscious, cannot be totally woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

FORMULA FOR CONSTITUTION: STR+COOR+AGY+END TIMES 10

Normal Level is 100% of constitution,
Hindered Level is 75% of constitution,
Unconscious Level is 50% of constitution, and
Seriously Wounded Level is 25% of constitution.

When the character is between Hindered Level and Normal Level, the character is Normal. Between Unconscious Level and Hindered Level, the character is Hindered. Between Seriously Wounded Level and Unconscious Level, the character is Unconscious. Below Serious Wounded level, the character is Seriously Wounded. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

COMBAT

initiative

The combat system of Blood Games works on the assumption of a one-minute round. This is divided into 120 half-second segments called "initia-tives." Normal initiative is between 01 and 100 - with 01 going first, and is decided using a %d roll. Characters who are hindered or worse have a +20 penalty to their initiative, and thus may drop as far down as 120. During an initiative, the character may use a weapon and attack, use psionics/magic/ miracles, or perform a major action.

What constitutes a major action is necessarily left to the discretion of the GM, but certainly driving a vehicle, performing first aid, or moving long dis-tances are major actions, and these should give the GM some indication of the use of the term. Flying creatures will swoop and dive on non-flying crea-tures, so non-ranged weapons, such as swords or unarmed combat, will only affect the flying creature during the initiative it attacks, and the initiative

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immediately preceding and following the attack. Initiative can be withheld - that is a character may choose not to act on his initiative and use the initiative at any point later in the round.

During the one minute duration of the round, the character and her opponents are assumed to be maneuvering into position, dodging, parrying, moving into or out of cover, laying down suppressive (unaimed) fire, and other such moves. The character is not just standing there waiting to be hit. A character may always withhold initiative, that is wait to strike until the time of her choosing. A character withholding initiative may always strike before one who is acting in his turn, and if two opposing characters who are both withholding initiative decide to act at the same time, the attacks occur simultaneously. A character withholding initiative may always choose to act defensively instead of striking. With a successful strike check, any hit would be nullified.

Trading points between initiative, to-hit, and damage

Characters may trade percentile points between initiative, the to-hit roll, and damage. That is, a player may choose to take a penalty on initiative in order to achieve a better percentage to hit, or take a penalty on damage to increase the initiative, or take a penalty to hit to increase both hit initiative and damage. An initiative of 01 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the higher total goes before the others. The penalties and bonuses must equal each other - i.e. a bonus of -40 to initiative must be balanced by penalties to the to-hit roll and/or damage which equal -40.

For example: Bettina takes a +20 on her initiative roll. She rolls a 55, and the penalty brings her initiative down to a 75. On her initiative, her target number is 60% and she elects to raise that to 65%. She rolls a 63 and hits. Her damage would normally be a +15, but with the additional +15 left over from the initiative penalty, she does +30. She rolls an 82, which comes to 112 points of damage after bonuses are added.

Weapon mastery and splitting initiatives

Characters who have achieved **weapon mastery**, that is at least a +5 in that weapon skill, gain an extra attack each round with certain weapon types. The same holds true at every fifth level of weapon skill, i.e. +5, +10, +15, and so on. A character with a gun skill of +11 thus would have 3 attacks per round with any gun. These attacks should take place at intervals of 10 initiatives. Thus Penelope, a character with Firearms+11, has 3 attacks per round. For her initiative, she rolls a 54. If she is not hindered, she may perform an attack on initiatives 54, 64, and 74. This is referred to as 'splitting' an initiative. A character may opt to perform a small action on one of her split initiatives if the GM feels that is reasonable. For instance, Penelope uses her attack on initiative 54 to gain 50% cover behind a large boulder. Penelope may **not** use one of her three split initiatives to perform a major action, use PSI based attacks, or attack with a different type of weapon. These things take up the entire initiative.

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Ambush and surprise

If there is an ambush or surprise attack attempt, and there is no obvious surprise situation, each side rolls %d. The results are compared. If the dice are within 20 of each other, there is no surprise, and normal combat begins. If the attacker rolls more than 20 higher than the defender, the attacker has surprised the defender and gets an entire round (one minute) to attack without reply from the defender before normal combat begins. If the defender rolls more than 20 higher than the attacker, the surprise is bungled entirely, and the defender gets an entire round of attack against the attacker with no reply before normal combat begins. If an obvious surprise situation occurs, in the judgement of the GM, a full surprise round is given to the surprising party. If the characters achieve surprise, they should individually roll initiative on %d, and act from lowest to highest.

In initiative, player characters and enemies can talk out of turn, but remember there are 120 initiatives in a round and each initiative is half a second long, thus talking must be short.

psionics/magic/miracles in combat

PSI based attacks (Miracles, Magic, Blood-link skills, etc.) happen immediately, as soon as they are used. Characters may make gestures and say (or sing) words, and if so, the effect will happen immediately upon the successful conclusion of the final performance. If the character or enemy makes a physical psionic attack, such as pyrokinesis, the character or enemy makes a to-hit roll with %d versus the skill success target number. If the result is equal or less than the to hit roll necessary to hit that armor, damage is rolled, just as with any attack.

weapon damage

Damage is rolled as %d and added to the damage rating of the weapon. For example, a Katana has a damage rating of +50, thus the player rolls %d and adds 50 points, for a result between 51 and 150. If the damage rating is negative, the number is subtracted from the %d roll, with any negative result rounded to zero, so a weapon rating of -20 would have a result of 0 to 80 points. This number is subtracted from the character's or enemy's constitution.

Ranges

Ranges in Blood Games are given by weapon. A weapon's range rating is one of the following:

Point Blank - Within 2 meters. If a weapon is not given a range, that range is Point Blank. This is the range for all weapons that must be used held in the hand, like most blades and melee weapons.

Short - Between 2 and 10 meters. This is the default range for anything thrown, unless a specific range is given.

Medium - Between 10 and 50 meters.

Long - Between 50 and 250 meters.

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Far - Between 250 and 1000 meters.

Very Far - Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective, that is, at a penalty of zero. The next range higher is always at -40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next two range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that. Targets closer than this are impossible to hit with this weapon.

For example, Mike has a Firearms+5 and a COOR of 9. This gives him a base to hit percentage of 65% to hit "Skin" for gun weapons, modified up +5% for his coordination to 70%. Using an Auto Pistol, with a Range rating of "Medium", Mike hits targets with "Skin" armor at medium range at the nominal percentage, which is 70%. At "Long" range with this weapon, Mike has a -40%, or 30% chance to hit. At one step nearer, or "Short" range, Mike has a +5% or 75% chance to hit. At one more step closer, that goes up 5% again, to 80% at "Point Blank" range.

In a further example, Mike uses a Sniper Rifle, with a Range Rating of "Far." If the target (wearing "Skin" armor) is at Far range, Mike has a 70% chance to hit. If the target is at "Very Far" range, Mike has a -40% modification giving him a 30% chance to hit. At "Long" Range, Mike has a + 5%, or 75% chance to hit. At "Medium" range, he gets a further +5% to hit, increasing his chance to 80%. At "Short" range and closer, Mike cannot hit the target, as it is too close. If the target is further away than "Very Far", Mike cannot hit the target because it is too far away.

COVER

Cover is the use of obstructions to decrease the probability of being hit. Examples are hiding behind a rock, or firing from around a doorway. In Blood Games, cover is rated in 4 steps: 25% cover, 50% cover, 75% cover, and 100% cover. The effects of such cover are given below.

25% Cover - The target is behind a small rock or tree, or perhaps an obscuring curtain of cloth or leaves. If the shooter rolls a hit, a second roll against the cover is made. A roll of 25 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has no penalty to return fire.

50% Cover - The target is behind a low wall, or shooting around a doorway or a large tree, or something similar. If the shooter rolls a hit, a second, unmodified roll is made against the cover. A roll of 50 or greater is a true hit, anything else hits the cover. The target has a -25% penalty to return fire.

75% Cover - The target is in a well protected position, firing through a loophole or small window, or some similar situation. If the shooter rolls a hit, a second roll against the cover is made. A roll of 75 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has a 50% penalty to return fire.

100% Cover - The target is entirely behind some large, solid object, and cannot be hit. The target cannot return fire, as doing so will reduce the cover to a 75% rating at least.

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Cover should be adjudicated by the GM using the examples above.

HEALING

Healing can be accomplished several ways. With the psionic/miracle skill heal, the healing takes place immediately, in an amount determined by the healers skill level. Normal healing takes place over time, at a rate of 20 points a day. With drug or herbalism, the regimen boosts the rate of healing by another 30 points a day. The diagnosis skill adds a bonus of +20% to the success of the treatment, drug, herbalism, or surgery skills. The treatment and surgery skills add a bonus of another 30 points a day.

Certain types of healing, when used together, interfere with each other. For instance, surgery and treatment work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism, plus either surgery or treatment (+30). Normal healing requires a minimum of seven hours of sleep per night and non-strenuous work for the duration. Without both of these conditions being met, no healing will occur. Normal humans with the “healing” quirk may heal some, none, or all of a character’s wounds at the GM’s discretion.

POISON

Poison can be used in combat, and can be made by characters with the Drug, Herbalism, or Chemistry skills. The chance to make a poison is equal to the normal skill chance minus 20, thus if the character has a skill chance of 50%, the chance to make poison is 30%. Poisons made with the Chemistry or Herbalism skill have a minus 20% on their effectiveness, while poisons made with the Drug skill have a plus 20% on their effectiveness. Natural poisons used by creatures have a normal effectiveness. When a poison is created, roll %d and consult the following table or choose from the table:

POISON EFFECTIVENESS TABLE

Die Roll	Effect
-20 to 10	No Effect
11 to 20	-20 constitution
21 to 30	-50 constitution
31 to 40	-100 constitution
41 to 50	Automatic unconsciousness for 3d6 rounds
51 to 60	Automatic unconsciousness for 1d10 days
61 to 70	Reduce target’s constitution to one below Unconscious level
71 to 80	Reduce target’s constitution to one below Seriously Wounded level
81 to 90	Unconscious, with death in 1d6 rounds, unless healed
91 to 120	Immediate death

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ARMOR

Armor in Blood Games works to protect you from being hit. The classes of armor are:

Skin - The base condition. No armor, or very little.

Hide - An armor made from leathers of various sorts.

Ballistic - A somewhat tougher to hit armor, impact resistant and ablative.

Steel - This armor is made of steel, usually in links

CHECKS FOR TASKS WITH NO SKILL

There are several different methods used to determine the chance of success of a character who needs to use a skill he does not have. There are differences between the methods, and we can give some guidelines to follow:

- When a character is attempting a task for which there is an in-game skill, but the character does not have it, use a zero level skill check, where you roll the governing attribute plus attribute modifiers or less on %d. This is fine for difficult tasks, but for simpler tasks you will probably want to give a healthy bonus modifier of +5 to +20 at your discretion.
- When the character is attempting a task for which there is no in-game skill, but the character was employed in a profession that would have some call to use that skill or a related skill occasionally, use the Employment check method. You could just assign arbitrary numbers, or you could use something like governing attribute + 3X years spent in that profession.
- When the character is attempting a task for which there is no in-game skill, and the character would realistically not know much about the skill, use an Attribute Check at X1 - X4 depending on the ease or difficulty of the skill. Remember that Attribute checks have no modifier for high governing attribute.

A skill's Governing Attribute is the stat which most directly influences a skill, for example, AGY is the Governing Attribute for Climbing. High scores in the Governing attributes give bonuses to the skill chance.

Remember, if you feel that in the given situation a different check would be more suitable, go with your instincts. These are guide-lines, not hard and fast rules. We laid out these several methods to give GMs a choice, as we felt that the GMs, who know more about the given situation than we ever could, would be the best ones to decide.

WEAPONS AND SKILLS

The "Skill Required" column in the Equipment description refers to the skill required to wield the weapon effectively. Anyone can pick up a repeating rifle and pull the trigger, but it takes real skill to use it effectively. A person using a weapon uses it to hit at the lowest level of the appropriate skill unless their skill level meets or exceeds the skill required to wield the weapon effectively. For example, Margaret, with a skill of Firearms+1, attempts to wield a Winchester Model 94 rifle, which requires a skill level of Firearms+3. Margaret will be effectively Firearms+1 to hit while using this rifle until her gun skill is at least Firearms+3. At that point, Margaret can use the rifle to its full potential and has an effective skill of Firearms+3 with the Winchester Model 94.

Damage is pro-rated to the level of skill the weapon wielder possesses. For instance, a Winchester Model 94 has a damage rating of +25 and requires a skill level of Firearms+3. The damage is divided by the level and rounded down, so that the rifle has a damage rating of +8 in the hands of a person with a skill level Firearms+1 and a damage rating of +16 in the hands of a person with a skill level of Firearms+2, not reaching its maximum damage of +25 until the user's skill level is at least Firearms+3.

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To return to Margaret, our example from before, she has the following to hit and damage ratings at various skill levels:

At 15, Margaret gets Firearms+1, making her a Firearms+1. She uses a Repeating Rifle with a 45% chance to hit and a damage of +8.

At 18, Margaret gains a Firearms+1, making her a Firearms+2. She is still 45% to hit and her damage is now +16.

At 22, Margaret gains a Firearms+1, making her a Firearms+3. She is now 55% base to hit, and her damage is the full +25, which is the maximum damage with this weapon.

People with no skill in the appropriate weapon type hit at a base chance of the Governing Attribute as a % and damage is as if at skill level +1. The Governing Attribute for gun is COOR, so a character with a COOR of 7 and no skill attempting to use a Repeating Rifle will have a 7% chance to hit, and a damage of +8.

AUTOMATIC FIRE

Automatic fire weapons such as assault rifles, machine guns, and submachine guns can fire more than one bullet with each pull of the trigger. When using automatic fire weapons, there are three possible modes of operation:

single shot:

When using single shot mode, one bullet for each pull of the trigger. This is treated exactly the same as a normal rifle or pistol. Assault rifles and submachine guns can use single shot modes.

burst fire:

With burst fire, the weapon fires three rounds with each pull of the trigger. This gives the best compromise between ability to hit and damage. One roll of the dice is made. The first round is at -20% to hit, the second at -40%, and the third at -60%.

For example, Bob hits skin at 85%. He rolls a 35. The target number of 85 is dropped 20 for the first round for a result of 65, which is higher than the roll, so the first round hits. The second round fired is at -40, resulting in a target number of 45, which again is higher than the roll of 35. so the second round also hits. The third round is at -60, resulting in a target number of 25, which is lower than the roll of 35, so the third round misses. Assault rifles, submachine guns, and machine guns can use Burst Fire.

Full automatic (suppressive) fire

Full automatic fire is generally used to pin down the enemy in heavy cover, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal.

For example, a machine gun is pinning down a small group of three in a rock pile. They are safe as long as they stay under cover. If one of the three breaks

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cover, a roll to hit is made by the machine gunner. On a hit, 1d10 rounds hit the target. Damage is rolled only for one round, then multiplied by the number of rounds which hit.

If a machine gun is used against unsuspecting targets out in the open, cover rules are not used for the first round. This means on a hit 1d10 rounds hit the target. Full automatic fire is very useful against vehicles. Submachine-gun rounds cannot penetrate any armor, while machine gun rounds can penetrate light armor.

GRENADES

Grenades burst in an area of effect 10 feet (approx. 3 meters) in diameter. The character using the grenade picks a particular target. On a hit, the target suffers the grenade's standard damage. If any other character is within the area of effect, and the number rolled for the original hit would hit that other character with a -30 penalty, that character is also hit. Cover rules apply, but the cover must be between the character and the blast.

For example, Joe throws a grenade onto a group of three enemy in the wood. He has a target number of 65% with grenades, and hits the target with a roll of 20. The target number of 65 -30 is 35, which is above his roll of 20, so both other characters in the radius of effect are also hit. The trees provide some cover, so each of the three characters make cover rolls. The first roll, on the target, succeeds, as does the second, but the third cover roll succeeds. Thus targets one and two are hit by the blast, while a tree happens to be between 3 and the blast, and thus he suffers no damage.

Other area of effect weapons such as mines, molotov cocktails, artillery fire, etc. use the same process as above, varying in the radius of their area of effect and the damage suffered on a hit.

Area of effect weapons can be smothered at great risk. A character can throw herself on a grenade if within the area of effect. If she does, the character suffers 4 times the damage she would normally with no chance of cover. This does protect any others in the area of effect from the blast. Throwing oneself on a grenade is an act of great heroism, and few such heroes survive.

APPLICABLE SKILLS

In running a Blood Games session, you may find that for a given situation there are several skills which can be applicable. For instance, Jack, Jill, and Judy all need to get over a fence. Jack says he would like to use Dash to flip over it, Jill wants to use Gymnastics to vault it, while Judy wants to use her Climb skill to climb it. All these are perfectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

NON-WEAPON COMBAT

There are three non-weapon combat skills in Blood Games. They are - in order of increasing complexity - Brawl, Unarmed, and Martial Arts. The names are generic, and the specific variety is up to the character and GM. The styles each have special moves which can be used in place of the normal attack.

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BRAWL

BRAWL DAMAGE - %D + 1 PER LEVEL OF BRAWL SKILL, + 5 PER 2 POINTS OF STR ABOVE 7 (I.E. AT 9, 11, 13, ETC.)

The Brawl skill refers to informal bashing with fists and feet. All moves in this skill are strength based - hammer blows, jabs, roundhouses, smashes, etc. The Brawl skill is widely available, and is the most common type of non-weapon technique. The Brawl skill has two special moves:

Charge - This move allows double damage and a takedown (the opponent loses his next attack) of the enemy if successful, but if unsuccessful the character is himself taken down.

Found Weapon - This move allows the character to use any object he can lift as a defensive or offensive weapon. The GM must adjudicate the damage for a successful strike, but should never be less than the character's normal damage.

UNARMED

UNARMED DAMAGE - %D + 3 PER LEVEL OF UNARMED SKILL, + 5 PER 2 POINTS OF STR AND/OR COOR ABOVE 7 (I.E. AT 9, 11, 13, ETC.)

The Unarmed skill is taught only in military or police training. It is an abbreviated, condensed form of Martial Arts, focusing on strength and precision blows. The Unarmed skill has 3 special moves:

Takedown - This move allows the character to attempt a takedown of the opponent, which makes the opponent miss his next attack. It also causes half damage to the opponent.

Prone Attack - This move allows the character to make a successful attack from the prone position, such as after a takedown.

Disarm - This move allows the character to attempt to disarm the opponent. On a successful Disarm, the opponent must make a successful 2X Strength roll to hang on to the weapon, otherwise the weapon flies away in a random direction.

MARTIAL ARTS

MARTIAL ARTS DAMAGE - %D + 5 PER LEVEL OF UNARMED SKILL, + 5 PER 2 POINTS OF STR, COOR, AND/OR AGY ABOVE 7 (I.E. AT 9, 11, 13, ETC.)

The Martial Arts skill relies on a combination of strength, precision, and movement. The Martial Arts skill has four special moves:

Split Attack - This move allows the character to strike two opponents at once if they are within 6 feet (2 meters) of each other. Both attacks are for full damage, but must be rolled separately.

Takedown - This move allows the character to attempt a takedown of the opponent, which makes the opponent miss his next attack. It also causes half damage to the opponent.

Flying Strike - This move allows the character to make a leaping attack for double damage, but the two hit roll is halved (rounded down.)

Weapon Grab - This move allows the character to grab the opponent's weapon in mid strike, even bladed and edged weapons. On a successful roll, the character may attempt a 2X Coordination check to take the weapon away from the opponent's hand.

*GENERAL
KNOWLEDGE AND
LANGUAGES*

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

None means the character has no knowledge or only the most rudimentary knowledge of a situation.

Acquainted means the character has some knowledge, but that knowledge is sparse and incomplete.

Competent means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.

Fluent means that the character knows anything a native of the area or equivalent would know. Fluent does **not** mean the character knows everything.

These categories should be used for languages as well. The skill of linguistics is the study of languages from the inside, as it were, so that one skilled in linguistics can learn languages quickly from first principles, and can decipher languages because the roots of the language are known and the differences can be deduced. Most people cannot learn languages from these operational principles, they learn them from speaking. The GM should decide what languages the characters speak, and at what level of competence. A person with a Fluency in a language is automatically rated competent in any non-native dialect of that language, and is automatically rated as Acquainted in related languages.

For example, Fluency in Standard German means the person is automatically Competent in the Bavarian dialect and is automatically Acquainted with Dutch. This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - for example - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation. With Competence, the people involved can communicate normally, but many subtleties are lost. No one would mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

*CHARACTER
ADVANCEMENT*

Characters advance the same way they were created, year by year. An adventure is the central focal point of a year of the character's life. The character has adventures every year, but most of them are not played out. After an adventure or adventure arc is finished, the characters should complete the current year and receive a new skill. This can be gained in one of 3 ways:

The GM and Player jointly decide what profession the character has been following during the adventure - if necessary creating a new profession - and the Player rolls/chooses from the available skills as appropriate.

BLOOD GAMES

The Player asks the GM for a particular skill because the character has been conscientiously practicing it throughout the adventure. This may require the Player to enter - or even create - a new profession

The character used a particular skill a lot, or use of a particular skill was very important in the adventure, thus the GM decides that the character receives a new level of this skill.

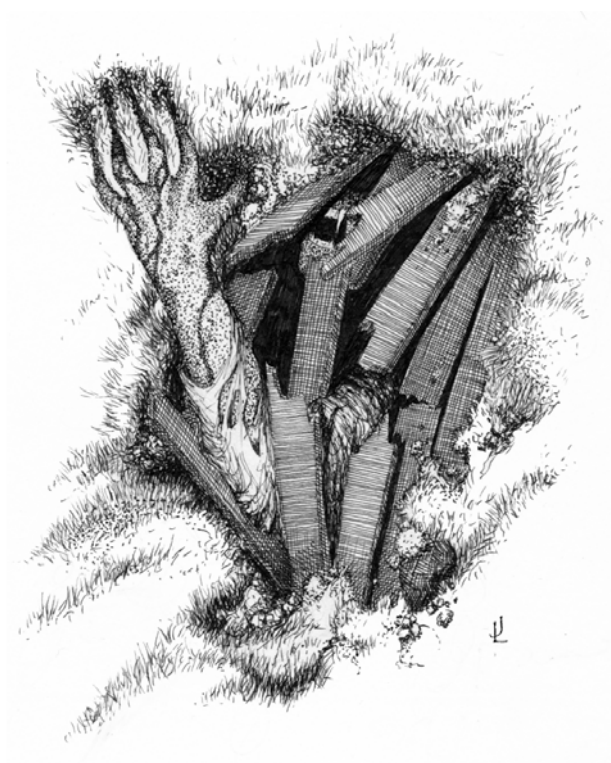
The GM may award more than one skill during the course of long and/or difficult adventures if the GM feels such an award is merited.

SENSES

Senses are described on a scale in which each number is twice as powerful as the one below it. 2 is twice as powerful as 1, 3 is twice as powerful as 2, etc. A rating of zero means that the sense is dull and not used much. Normal humans have senses as follows:

- Sight 5
- Smell 0
- Hear 1
- Taste 0
- Touch 0

Thus a normal human's sense of sight is 16 times as strong as her sense of hearing. Other creatures have very different senses. For instance, a dog's sense of smell would be ranked at 7. A hawk's sight is also a 7. A catfish has a touch rating of 4.



CREATURES

SUMMONED CREATURES

NOTE: UNDEAD AND SPIRIT CREATURES DO NOT GO TO UNCONCIOUS OR SERIOUSLY WOUNDED LEVELS AS LIVING CREATURES DO. INSTEAD, AFTER PASSING HINDERED LEVEL WITH IT'S -20 PENALTY, THEY CONTINUE ON WITH NO FURTHER CHANGE UNTIL THEY REACH ZERO CONSTITUTION, WHEREUPON SPIRITS DISCORPORATE AND UNDEAD BECOME HELPLESS FOR THE FINAL COUP DE GRACE.

salamander

A Salamander is a quasi-intelligent fire creature. It appears as a small (foot long) lizard with six legs, and it's body is burning hot, setting combustibles alight with it's mere presence. A Salamander is never harmed by fire, and can use Pyrokinesis at mastery as an attack. A penalty of -10% is applied to any attempt to Bind a Salamander.

STR: 3, COOR: 10, AGY: 15, END: 10, IQ: 60, PSI: 5,
 Constitution: 380
 Attack: Pyrokinesis+5
 Damage: 250
 Hit Skin: 70%

basilisk

A Basilisk is a quasi-intelligent stone creature. It appears as a large (3 foot long) lizard, and can move through stone and earth as if it were air. Stone, earth, and metal cannot harm a Basilisk, and it can attack with a poisonous bite. The bite causes painful convulsions and a kind of living rigor mortis until breathing stops within 6 hours, unless the antidote is applied within that time. A PSI of at least 4 is required to attempt to Bind to a Basilisk, and a penalty of -30% is applied to the attempt.

STR: 9, COOR: 13, AGY: 11, END: 10, IQ: 60, PSI: 0,
 Constitution: 430
 Attack: Bite+5
 Damage: +0, poison
 Hit Skin: 70%

Homunculus

A Homunculus is a tiny humanoid creature, appearing as a beautiful baby of about 8 months age, with large white feathered wings, and standing about 6 inches tall. A Homunculus is an intelligent, nimble, and dedicated spy, and can handle weapons as if it were human, so long as they are properly scaled. A scaled sword, for example, would do -20 damage. They are extremely agile in the air.

STR: 2, COOR: 15, AGY: 15, END: 3, IQ: 120, PSI: 0,
 Constitution: 350
 Attack: by weapon
 Damage: varies
 Hit Skin: 55%.

BLOOD GAMES

Imp

An Imp is a tiny (3 inch tall) scaled, tailed, bat-winged humanoid. It's tiny teeth are sharp and needle-like, and inflict a painful bite. They are nasty creatures and delight in tormenting those they are inflicted upon. Their main power is a mastery over telekinesis, allowing them to use objects as weapons. They may lift objects up to 100 kg (220 lbs) and move them at up to 25 KPH. More usually they will use small, sharp objects, or weapons, or even liquid and sand. They are not merely mischievous. Imps love to inflict pain and misery. A favorite trick of theirs is to hide and hit the object with stray books, vases, etc.

STR 1, COOR 10, AGY 15, END 5

Constitution: 310

Attack: by weapon

Damage: varies

Hit Skin: 65%

Hag

SPIRIT CREATURE

Hags are creatures with the unique ability to enter dreams. They live only in the Spirit World, and have no physical manifestation in the Material World. In the Spirit World, they appear as dead, lifeless but animated drowning victims, always female, and hideously ugly. The Wizard may use them in one of two ways - either to spy on a person's dreams, or to influence and control a person's dreams. If a person is being spied on, they will feel a watchful presence while dreaming, but will almost always forget this upon waking up. People being watched have a 5% chance of remembering the feeling of a watchful presence, plus 5% per level of focus. Hags can also be used to control the Object person's dreams, preventing rest, giving nightmares, or granting false visions as desired. Hags can only be affected in the Spirit World. Hags have a -25% penalty to any attempt at Binding them.

IQ: 100, PSI: 1, Spirit Constitution: 200

Attack: by controlling dreams

Damage: varies with effect desired.

Hit Skin: not applicable

BLOOD GAMES

Succubus/Incubus

SPIRIT CREATURE

Succubi and Incubi are minor devils, able to clothe themselves in flesh. They appear as lovely humans - Succubi being female while Incubi are male - whose only attack is seduction. Each successful seduction results in a drain of 1 point from all four physical stats.. The Object person is given unimaginable ecstasy in return, is thoroughly addicted to the act, and can see no ill results, no matter how obvious to others. To other people, the Object appears to be the victim of a wasting disease, losing health visibly after each seduction. If the Incubus or Succubus is defeated, the victim will recover health at one point of each physical stat per day while sleeping.. Succubi and Incubi are immune to normal physical attacks and do not ever use them against others. Succubi and Incubi have a -35% penalty to any Bind attempt.

STR: 7, COOR: 7, AGY: 7, END: 7, IQ: 100, PSI: 1,

Constitution: N/A

Spirit Constitution: 70

CHAR: 20

Attack: by seduction+5

Damage: Life drain.

Success 95% - 5% per level of focus of the victim.

Demons:

SPIRIT CREATURE

Demons are spirit creatures which live in the Spirit World. Demons have one defining power besides the individual powers they have, the power of Possession. Possession allows the Demon access into this world, taking over the body of the one possessed, and doing with it whatever the demon wishes.

The Demon must make an uncontested Possession roll each day it is in control of a body, a failure meaning the Demon must return to the Spirit World. Demons can be fought and harmed (and can fight back) while they are in the Spirit World, and if their constitutions are reduced to zero, they are *sealed* and unable to return to the Spirit or Material World for 1001 years.

Demons are the most perilous creatures for a Wizard to use, because they can possess a Wizard if he is not careful. When a particular Demon is first Linked by a Wizard, the Demon initiates a contest of wills with the Wizard. The Wizard first attempts to Dominate the Demon, and if this fails, the Demon in turn has a chance to possess the Wizard. Either one or the other must win, so if both fail, initiative is rolled, and the contest begins again, repeating until one side or the other fails. Subsequent attempts at linkage do not require this contest of wills, but either side may initiate it if they perceive a weakness in the other. The power of the particular Demon being linked to determines it's chances of resisting Domination or succeeding in Possession. Demons are insane by human standards, and those possessed by them do bizarre and sometimes horrifying deeds. Here are some particular Demons, with their general demonic type in italics following their name:

BLOOD GAMES

ARAMZAH'D FIRE DEMON

SPIRIT CREATURE

Spirit Constitution: 170

Possession Chance: 45%

Resistance to Domination: 28%

Powers:

Pyrokinesis+5 90% Hit Skin, 250 damage

Range: medium

Telekinesis+4 90% success, 10 kg weight 20 KPH

Range: Medium

PHAZAARON VAMPIRIC DEMON

SPIRIT CREATURE

Spirit Constitution: 270

Possession Chance: 70%

Resistance to Domination: 70%

Powers:

Transfuse+8 90% chance to hit, up to 40 spirit constitution points transferred to itself.

Range: point blank

SPIRITS:

SPIRIT CREATURE

On some occasions these are moments when a spirit might lend a helping hand, by either showing what to do and where to go, to even giving a vision that will help the hunters in their battle. These helpful spirits are either loved ones that have not yet crossed over due to not completing something or spirits who are lost and don't know how to find their way over. Other spirits are spiteful and harmful, and haunt locations to frighten people. Spirits do not have any physical stats or constitution, as they are non-material.

Spirits have the following abilities:

PSI: 5 IQ: 120

Spirit Constitution: 70

Resistance to Domination: 20%

Spirits can be captured by wizards and put to work as servants either in their original form on the Spirit World, or as part of a material creature such as a Gargoyle. When they become part of such a creature, most of their PSI is bound up into the making of the creature by the Wizard.

BLOOD GAMES

sylph

SPIRIT CREATURE

A Sylph is a spirit of the air. They have no bodies and manifest themselves as strong but localized winds. Sylphs can be summoned to bring winds and channel them in a particular direction. Sylphs cannot be successfully attacked, as even in the Spirit World they are bodiless.

nymph

SPIRIT CREATURE

Nymphs are female nature spirits, and there are many different types. They are immortal beings who can cross over from the Spirit World into the material world at will. Nymphs can clothe themselves in flesh, but this is no more than a convenience when dealing with humans. If attacked, a nymph will return to the natural world she came from, appearing to our eyes to melt into nothingness. The most important types of nymph are:

- Dryads - Spirits of the forest and woodlands
- Hamadryads - Tree spirits
- Nereids - Sea spirits
- Naiads - Spirits of rivers and lakes

Nymphs never harm anyone, and run from danger back to their natural home. The only way to kill a nymph is to destroy the tree or river or ocean she inhabits and calls home.

ghosts

SPIRIT CREATURE

Ghosts are the lost souls of those who have died who have never left the material world and gone beyond. Ghosts can trouble the living by their one true power which is fear. Ghosts can incite overwhelming fear in those who are close to them, which the Ghost uses at Fear+5. This attack is Psionic in nature, and can be resisted with a Test of Will or a Test of Faith. Most ghosts are totally invisible and cannot otherwise affect those on the material world, with the following exceptions:

- Spectres are Ghosts who can be seen. They are insubstantial, but are visible - especially in the dark. They can change their aspect in hideous ways, and thus their fear attack is at Fear+8.
- Poltergeists are Ghosts who can touch and manipulate items in the material world. They are themselves not visible. They can manipulate anything a normal human could manipulate.
- Wraiths are Ghosts which live half in the material world, and half in the Spirit world. They can be seen - especially at night - and can manipulate objects in the material world.

Ghosts can be exorcised in exactly the same manner as demons.

Ghosts have the following abilities:

PSI: 5 IQ: 120

Spirit Constitution: 70

Resistance to Domination: 30%

OTHER
CREATURES

NOSFERATU

Nosferatu are vampires who cannot escape for some time from their graves or tombs. Because they are unable to free themselves from their tomb they lose their sanity and become monsters, completely disfigured and the closest thing to an animal any vampire could become. They do not have feeling and care nothing for the life of others. They have the following abilities as minimum:

STR: 15 COOR: 14 AGY: 14 END:15 CHAR:0 IQ: 50 or lower.

Hit Point: 15 but can go up 1 point for every 5 years it has been trapped.

UNDEAD

They do not have any skills besides unarmed combat. They mainly use their strength and what cunning they have to track down prey and feed - always draining the prey dry. A Nosferatu's main concern is feeding - nothing more nothing less. They sometimes form packs, usually with an alpha male being the leader. They are truly nothing more than animals. Hunters and vampires alike hate Nosferatu, and will gladly do the world a favor by getting rid of these things.

SKEPTICS:

Skeptics are normal humans who have such a strong and complete disbelief in the paranormal that magic is almost impossible to perform in their presence. Skeptics stats vary, but they always have zero PSI. A Skeptic's powerful disbelief affects everything magical. Magical creatures avoid Skeptics, as their presence is painful. Any attempt to cast magical spells or perform any miracles, or any other use of PSI points, is at a -20, -50, or -99% chance of success, depending on the degree of skepticism.

Skeptics are physically normal or more likely a little below as many Skeptics ignore their bodies in favor of exercising their minds. A normal Skeptic would have a Constitution of 230-300, and probably a high (above 120) IQ.

SELKIES

Selkies are immortal creatures who can change shape between that of a beautiful human and that of a seal. Selkies actually can strip off their skins, revealing their human form inside. If a human can grab their skins while the Selkie is out walking, the human can force the Selkie to stay on land and marry them, even producing children from the union. Their stats are the same as a normal human's.

DYBBUK

SPIRIT CREATURE

A Dybbuk is a disembodied soul - a human who refuses to die. Dybbuks possess living humans exactly the same way that demons possess. Dybbuks may be displaced by exorcism or any of the other methods used in combatting demons. In every other respect, they are the same as a ghost.

BLOOD GAMES

Lycanthropes:

UNDEAD

Lycanthropes, commonly but erroneously called werewolves, are creatures who at one point were humans but became a creature of the night after they were bitten by another lycanthrope. They gain their power from the moon. The closer it comes to being a full moon the stronger they become. During the normal nights of the month they are simply clever animals. Lycanthropes have the tendency to run in packs, but a newly turned lycanthrope runs alone until welcomed into a pack. Due to the fact that they were once humans they have some human abilities such as Melee, and Unarmed, but in all other ways they are animals. During the night of the full moon and the 2 days before and after it, a normal lycanthrope will gain the ability to walk on it's hind legs and have the mentality of a human, but they still have the needs of an animal, such as hunting and feeding.

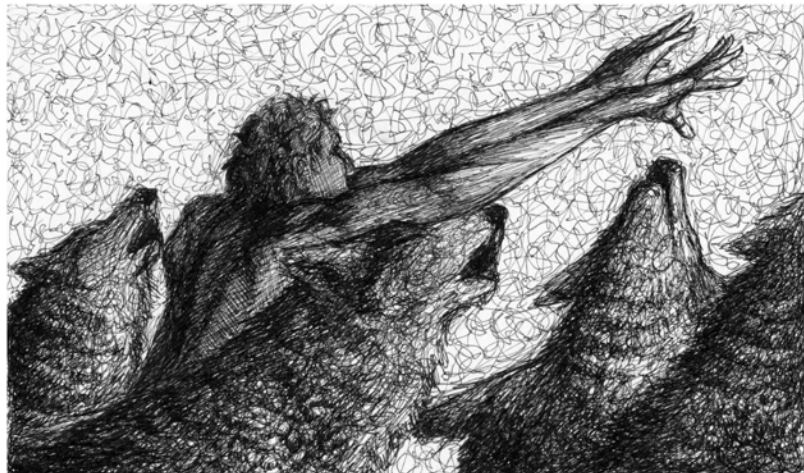
The following are the abilities of a lycanthrope at the full moon strength:
STR:18 COOR:16 AGY:16 END:17 IQ: 130
Constitution: 670

The following are the minimums of a lycanthrope during the 2 days before and after the full moon:
STR:12 COOR:10 AGY:10 END:11
Constitution: 290

Lycanthropes have the following skills:
Melee+5 and Unarmed+5

Unarmed damage is either +75 (2 days before and after) or +90 (full moon)

Lycanthropes are creatures of the night and of the wild. They rarely are seen in major cities but they are extremely dangerous where found. Lycanthropes care nothing for humans and vampires, they see them only as prey and food. If either a vampire or a human is bitten by a Lycanthrope they have less than a month to reverse the transformation. The means are usually through killing the lycanthrope that bit them originally. If this is not achieved then the character that is bitten becomes a lycanthrope themselves in the light of the new Full Moon. Silver weapons do an additional 15 points of damage to Lycanthropes.



BLOOD GAMES

Zombies:

UNDEAD

Zombies are creatures that have two thoughts in their heads - either hunger or destruction. If a human's brain is eaten by a zombie, the human will turn into a zombie. The only way to destroy zombies is either by fire or decapitation, other than that it still will try to do what is set out to do without cease.

The following are minimal stats for a zombie:

STR:12 COOR:5 AGY:5 END:7 CHAR:0 IQ:0

Constitution: 290

Zombies are also created by Wizards as servants - by animating corpses without using spirits, and dominating the zombies into submission. A zombie created when a human's brain is eaten is free willed and not under a Wizard's domination, Any zombies under a Wizard's domination when that Wizard is killed become free willed.

GARGOYLES:

Gargoyles are created by Wizards by animating stone with a spirit and dominating it into submission. Gargoyles were initially created by Wizards as guards, but when a Wizard dies, his creations are freed. Gargoyles are night creatures. During the day they are stone, but when night comes they turn into living creatures. While during the night they can be very powerful beings, when daylight comes they are helpless. They are very dangerous and even have a high enough PSI to cast spells if they are taught any. The following are minimal stats for a Gargoyle:

STR:18 COOR:15 AGY:15 END:18 CHAR:10 IQ:135 PSI: 1

Constitution:660.

Attack Unarm+5, 95% to hit Skin, Damage +50.

WIZARDS:

Wizards are spellcasters, esotericists who have found the formula for the Philosopher's Stone. These immortal men and women are extremely powerful and have the capability and the knowledge to do what they want.

Their minimal stats are as follows, others vary as normal humans:

END:10 CHAR:10 PSI:8 IQ:150

Skills Available: Focus, Research, Drugs, Sight, Domination, Apport, Phase, Channel, Animate, Command

Domination allows the wizard to control spirits by force of will alone. It is modified by END and costs one PSI point to use.

Apport allows the the Wizard to dissappear from one place and appear in another well known place instantaneously. It is controlled by IQ and costs one PSI point to use.

Phase allows the Wizard to pass through material objects as if they were not there. Phase is controlled by AGY and costs one PSI point to use.

Channel allows the Wizard to use the PSI points of another. It is controlled by STR and costs one PSI point to use.

BLOOD GAMES

Animate allows the Wizard to make inanimate objects move with the semblance of life while infusing them with captured spirits. Animate is controlled by COOR and cost one PSI point to use.

Command allows the Wizard to compel another to obey him. It is controlled by CHAR and costs one PSI point to use. Command may be resisted by a Test of Faith or of Will.

A Wizard's most feared attack is Domination. A Wizard using Domination can paralyze a spirit, sapping one of the will to fight or even turning one against its own side. They typically dominate a demon or two and retain them into service. Wizards also have Animate skills which allows them to create servants out of flesh (Zombies) or stone (Gargoyles). Wizards learn their magic through Hermetic, scholarly tradition of the Arcane arts. Their spells are always ancient, and are usually written in Latin or Greek. They make much use of circles of protection, naming, and calling on the powers of spirits and demons.

DEVILS

Devils are spirits which can take a form in the Material World. According to Christian theology, devils are angels which refused to submit to God, setting themselves apart from His authority. Like angels, devils have powers over specific things, with the power in proportion to their personal authority. Devils use these powers to reward their followers in payment for their souls - for the followers' rebellion against the light and against their own best interests as a species.

Their great power is of Temptation, of offering riches, sex, and power to humans in order to turn them away from the Light. A Test of Faith or a Test of Will is called for whenever a devil attempts to turn a human to the dark path, failure meaning the person has been Tempted beyond her means to resist. Devils may attempt three times to turn a human. If all three Temptations are refused, the human cannot be Tempted again. Devils cannot be harmed or killed, but they can be warded away with the proper rites. Here are some particular Devils, with their Powers in italics following their name:

ASMODAI *LUST, GAMBLING, VENGEANCE*

Asmodai generally appears as an older man. grey of hair and beard, with a seductive charm and wit. He is of the first rank of devils, a Prince of Hell, and can reward his followers immensely with his powers.

SHAX *SENSES, THEFT, HIDDEN THINGS*

Shax usually appears in the form of a stork. His voice is subtle and manipulative, and he is a great liar. Shax loves deceit for its own sake, loving best to pretend to be a wise counsellor, while twisting and maiming the truth. He is of the third rank of devils, a Grand Marquis.

BLOOD GAMES

Kimaris *WAR, TREASURE, DARKNESS*

Kimaris usually takes the form of a famous warrior of the past. He prefers to encourage the target to become a great warrior, like him. He often comes in dreams and visions and is of the fourth rank of devils, a Marquis of Hell.

Tammuz *GORGONE, FIREARMS, INVENTION*

Tammuz prefers to appear as a young man of great personal beauty. He particularly inspires invention of devices which harm other humans. He is a lesser devil, and his powers are small.

Djinn

SPIRIT CREATURE

Djinn are free agent spirits, much like humans. Some are good, some are evil, and many are sometimes one, sometimes the other. They are spirits of wind and fire and can call either to their aid, the power of the element being proportional to the personal power of the djinn. Djinn can grant wishes under specific conditions, and also have the powers of flight and free passage between this world and the Spirit World, sometimes carrying humans along with them. They have no form of their own, but can take the shape of animals or humans if they so wish. Many Djinn are religious, having converted to one of the Religions of the Book. Djinn cannot be harmed or killed.

Golem

UNDEAD

A golem is a creature created from clay and animated by the word of a Templar. A Golem is not initially very intelligent, but the longer they stay alive, the more humanlike they become, eventually desiring life and fearful of death. Golems are tremendously strong and tough, but become weaker as they age, losing one point of each physical attribute and gaining 4 points in intelligence every month they are in existence, until they die. Most Templars destroy any Golem they create before it gains intelligence, as a kindness, but several have escaped this kind fate and have died weak and gasping for breath in a year and a half's time. A Golem's initial Stats are 18 in each physical characteristic and 72 in IQ, and has 720 points of Constitution.

WEREWOLF

UNDEAD

A true werewolf is not a lycanthrope. There is no curse or disease associated with the true werewolf, as it is a voluntary matter. This is a power given to certain people committed to the Dark, who have removed their own heart in exchange for immortality and the power to change into a wolf as desired. The form they take is that of a real wolf, not a wolf-man, but very large and strong, and with human intelligence. Werewolves can be killed, but they will not die a natural death, as they never age. While in wolf form, they typically kill and eat humans for pleasure. While in human form, they gain satisfaction from wanton and vicious cruelties and tortures, both mental and physical. The statistics for a true werewolf are the same whether in animal or human form. All physical stats are at 11 and IQ is at 130, and their Constitution is at 440. They are not especially affected by silver or by a Test of Faith.

BLOOD GAMES

Lake and sea monsters

Lake monsters live in large, freshwater lakes - particularly deep ones. They avoid humans if at all possible, unless the humans are particularly ruthless in hunting them. They eat fish, and are reptilian in aspect, covered with scales and barbels. They attack by biting or by smashing with their long tails at Weapon+5. Sea Monsters are the same, but live in the open ocean. Their stats are:

STR: 25, COOR: 18, AGY: 20 END: 22 IQ:75 PSI: 0
Constitution: 850



BLOOD GAMES

WEAPONS

Weapon	Requisite	Caliber	Magazine	Damage	Type	Range	Cost
H&K Mp5	Firearm+2	9mm	40	+15	Kinetic	Shot	\$400.00
Armalite AR-180B	Firearm+2	.003 cal.	10	+20	Kinetic	Long	\$650.00
Rm 700 Sniper	Firearm+5	7.65mm	1	+25	Kinetic	Far	\$350.00
Winchester Model 94	Firearm+3	.30 cal.	6 shot	+25	Kinetic	Long	\$450.00
H.S. Victor	Firearm	7.65mm	8 shot clip	+20	Kinetic	Medium	\$75.00
S & W Model 22A	Firearm	.22 cal	10 shot clip	+15	Kinetic	Medium	\$300.00
S & W Model 10	Firearm	.38 cal	6 shot cyl.	+20	Kinetic	Medium	\$150.00
Colt 1911A	Firearm	.45 cal.	7 shot clip	+25	Kinetic	Medium	\$75.00
Katana	Blade+5	N/A	N/A	+50	Cut	Point Blank	\$500.00
Broad Sword	Blade+3	N/A	N/A	+25	Bash	Short	\$250.00
Sledge Hammer	Melee+1	N/A	N/A	+20	Bash	Point Blank	\$30.00
Wood Axe	Melee+3	N/A	N/A	+30	Cut	Short	\$45.00
Whip	Melee+3	N/A	N/A	+0	Bash	Short	\$50.00
Throw, Knife	Blade+4	N/A	N/A	+15	Cut	Short	\$30.00 ea.
Knife	Blade+1	N/A	N/A	+0	Cut	Short	\$10.00 ea.
CrossBow	Bow+2	N/A	1	+40	Arrow	Long	\$500.00
Hunting Bow	Bow+4	N/A	1	+25	Arrow	Long	\$350.00
Remington Model 11-87	Firearm+2	12 Gauge Shotgun	8 shot	+35/+20	Kinetic	Medium	\$350.00
Ithaca Classic	Firearm+2	16 Gauge	2	+35/+20	Kinetic	Medium	\$6,000.00
Grenade	Melee	N/A	N/A	+40	Kinetic	10 ft. R.	\$75.00 ea.
Napalm	Demolition	N/A	N/A	+60	Energy	20 ft R.	\$100.00/lb
C-4*	Demolition	N/A	N/A	+40	Kinetic	30 ft R.	\$70.00/lb

BLOOD GAMES

Weapon	Requisite	Caliber	Magazine	Damage	Type	Range	Cost
Flame Thrower	Firearm+2	N/A	Liquid Tanks	+60	Energy	Short	\$1,500.00

Caliber	Cost
9mm	\$.50
7.62/7.65mm	\$.35
.45mm	\$.15
Bolts	\$.75
12 GA Shells	\$.75
14 GA Shells	\$1.00
Liquid Tank 1 Liter	\$10.00

Both shotguns (Pump action and Double barrel) can either give a +35 damage with med to short range and a 5ft radius of effect, or a +20 damage with long range and a 10 to 15 ft radius of effect. Double barreled shotguns may fire both barrels on the same to hit roll if the player states so beforehand, but require reloading after both barrels have been fired.

* C-4: is an explosive plastic that needs a detonator to work. The detonator is included with the purchase of C-4 and should be used with extreme care.

Silencers for rifles \$250.00
Silencers for pistols \$150.00
Ammunition made out of SILVER X 5 cost
Melee weapons made out of SILVER X 5 cost

Note: Many of these weapons - particularly those in the shaded rows - are illegal unless the bearer is in the military or engaged in certain police functions, depending to a great deal on the local, state, and provincial laws in the player character's location. They are nonetheless available via the black market. To obtain these illegal weapons, the characters must either make a streetwise check or, at the GM's option, characters in certain professions may be allowed a profession check with a target number of 15 +5 per year in that profession +1 per point of IQ over 120. Characters rolling under the target number with percentile dice may find illegal weapons.

The weapons shown should be taken as examples. Prices vary widely, so a check at your local store or the internet should set you right. Use the preceding table as a guide for damage.

BLOOD GAMES

Skin	Hide	Ballistic	Steel
Cut Hits			
0	-5%	-10%	-15%
Arrow Hits			
0	0	-5%	-10%
Bash Hits			
0	-5%	-15%	-15%
Kinetic Hits			
0	-5%	-15%	-15%
Unarmed Hits			
0	-5%	-10%	-15%
Energy Hits			
0	0	-5%	-10%

This table modifies the percentage that a character has to hit an opponent. Depending on what the opponent is wearing, you would subtract that percentage from your hit roll. This table is used to create the hit table that is on your character sheet.

BLOOD GAMES

GAME MASTERING BLOOD GAMES

In this section, we will give some possibilities for giving your players an interesting gaming experience.

the real world

Blood Games is set in the real world - the one where we all live, work, and play games. To enhance the sense of realism, you can bring the real world into your game by setting it locally - right in your home town, or perhaps the nearest city. Use setting elements you and you players would be familiar with, such as the local schools or colleges, real pizza places and chinese take out joints, movie theaters you go to, the big abandoned warehouse on the river, up on the water tower, etc.

Use real people as extras - mutual acquaintances, friends, co-workers, fellow students, relatives of the players. By extras, we mean people who have small parts in the plot - don't make a player's real-life sister a vampire, that would destroy the illusion of reality, but if she works at the local diner, then the next time the players go there they should see her. Giving real-life people large parts in the plot is touchy, and not recommended unless you know exactly what you are doing.

Use the local paper. A bizarre and bloody murder? Perfect vampire story fodder. An unexplained disappearance? Perhaps the missing person has become a lycanthrope, or the victim of some other creature of the night. Strange behavior by locals? Demons could be possessing them. Local haunted houses could **really** be haunted.

building a blood games team

Blood Games teams are formed ad-hoc, not formally organized. Every one will be slightly different, based on what is menacing the locality, and who is available to fight that menace, but if there is no organization behind the fight against the Creatures of the Dark, how does a GM get teams together? There are a few tools which a GM can use to help prospective members find each other:

First, the activities of creatures of the Dark themselves create some of the conditions necessary for the formation of opposition. In other words, a lycanthrope gang, for example, operating in an area results in some survivors unable to 'explain away' the attacks as those of a pack of wild dogs. These survivors, armed with an awareness of the real situation, may resolve to combat it.

Second, the existence of a real God/Fate/Intelligence opposed to the Dark assures that some few from outside the area have heard the call, and thus are able to oppose it. Note that nowhere is this force assumed to be omniscient or omnipotent, merely aware and willing to send help. That help may or may not be enough. In fact, some non-path characters have a "direct line" to this intelligence, in the form of bizarre telephone calls, strange programs on television, or dreams.

BLOOD GAMES

Third, the internet abounds in crackpots, many with web sites. If a problem is broadcast through this medium, help may come from outside, and the sites dismissed by skeptics as further evidence of the general insanity of the web. Those with open eyes can see.

Fourth, personal acquaintances. The verbal web. The seven degrees of Kevin Bacon. Someone knows someone who knows someone who knows someone who may have similar interests.

Fifth, personal interests. Many activities and organizations serve to whet a persons desire for more occult activities by introducing them to Hermetic or mystical ideas. Such seemingly harmless activities as the Masons, prayer, role-playing games, reading, movies, and others have awakened in some a desire for a deeper understanding of these things.

BLOOD games play styles

Blood games facilitates some different playing styles from other RPGs. The nature of the character generation and character advancement mechanics allows the GM great freedom of movement in certain respects.

In Blood Games, it is a simple matter to move around in the lives of your characters, both backward and forward in time, due to the method of character generation. There are some interesting techniques for doing this:

FLASHBACK

In a flashback, the Player Characters play out something that happened in their private lives. You can choose any year of the PCs' lives and play it out based on what they were doing according to their character worksheets. The characters must survive, of course. Since the Blood Games engine rarely (almost never) results in random PC deaths, this is seldom a problem, but a little creative yet not obvious GMing can assure that the PCs survive, even if they don't exactly 'win.'

Why - if PCs almost never die - didn't we just make it a hard rule that they don't? After all, you **can't** kill a PC in a flashback! Our thought was that leaving death as a **possibility** encourages PCs to act like real people and not like comic book superheroes. Explicitly guaranteeing that PCs will not die from the outset invites this 'super-heroic' behavior.

Going back in time after the players have played for a while in the present isn't a difficulty because the players by that time have gotten used to playing their characters in a manner consistent with the possibility of death, and they don't change this play style during a flashback game or session.

Flashbacks can be just a scene, or even a long story arc. It can be played out for it's own purposes, or to illuminate something pertaining to the present. Think of the purposes a flashback is used for in the movies, TV or novels and let them be your guide.

Foreshadowing

Foreshadowing is more difficult than flashbacks. You as GM don't know what the Player Characters will do in the future, and neither do the players. The best way to run a foreshadowing session is to have the players move their characters forward in time to the point you want to play, but using new character worksheets which pick up from the present time. Foreshadowing can best be used as a warning or cautioning device in a story arc. In other words, this is the future if things go on as they are going now. This is a common literary device, but less often used in the cinema. At the end of the session, the new sheets can be discarded.

episodic play

Another play style you can use is structured as a series of interconnected episodes of one to three sessions apiece, all dealing with a continuing story arc. Each episode is the high point of a year in the lives of the team members. Play can go forward, backward, or skip around in time using Flashbacks and Foreshadowing.

generational play

The Episodic play style can be extended into the Generational Play style by using the players' ancestors or mentors, and looping far back into the past. For example, the story begins in the present day and continues on in episodic form. At a certain point in the story arc, play is looped back - not into the past of the Player Characters themselves, but into the lives of one of their grandparents (or magical mentors) during the Second World War, where demons sealed in the enlightenment were freed by barbaric acts during the war. The players would generate appropriate characters, each of whom would have some link - however tenuous - to the present day PCs, with the GM adjudicating appropriateness of skills - computers were not common in the 1940's, for example.

Play continues for a while - perhaps several game years - until the players are confronted with a problem whose roots lie back before the Nullity. The players create new generational characters - using the vampire character generation schools and professions this time - and play is off and running in Elizabethan England, or the wilds of America. The roots of the situation are uncovered, and play loops back to the 1940s. Once the situation is dealt with there, the play can again loop to the present day characters.

player characters widely varying in age and competence

The reason players are encouraged to make characters of about the same age is that it is a matter of competence. That is, PCs of higher age have more and better skills than younger PCs, though their physical abilities have deteriorated. If a GM and players don't care about this type of balance, then they should feel free to mix all ages together as the players and GM wish. The default tradition works to keep the players fairly well balanced, but is an artificial device in longer term play.

APPENDIX A: OPTIONAL RULES

OPTIONAL RULES

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

OPTIONAL RULE: SNIPING AND SINGLE SHOT KILLS

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the weapon is rated for Long or Far range **and** is in the proper range for the weapon **and** the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is either a death blow or a wound. If the adjusted number rolled to hit is 5 or less from the maximum, but still a hit, then the target takes the normal damage from the hit X2 (double damage.) If the adjusted number rolled to hit is 10 to 6 from the maximum, but still a hit, then the target takes the normal damage from the hit X3 (triple damage). Any other hit results in the target sustaining a lethal wound. For example: a sniper with gun+5 and coordination of 9 has a 70% chance to hit skin. The target is at long range and unaware of the sniper, and the gun is an auto rifle. A result of 70 or less on %d is required for a hit. If the number rolled is 66-70, the target sustains double damage from the hit. If the number rolled is 61-65, the target sustains triple damage from the hit. Anything above 70 is a miss, and anything 60 or below causes instant death to the target.

Sniping brings sudden death into the combat picture. Normally, Blood-Games Combat is bloody, but seldom lethal - excepting those that vampires win. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign. Here are some possible options:

Player characters and opponents can snipe: This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their character's necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe: This leads to a more open game. The player characters are able to snipe with impunity, but the GM can control the *conditions* for sniping. In other words, the player characters can snipe, but only when the GM says they can. This can satisfy the player need for tactical involvement but allows the GM to control things on a higher level.

BLOOD GAMES

*OPTIONAL
RULE:
COMMANDO-
TYPE ACTIONS*

Characters may attempt commando-type actions such as picking off a sentry by clapping a hand over the sentry's mouth while slicing his neck with a knife. If the character has an appropriate background this should be purely a question of the character's ability to sneak up on (sneak or stealth skills) or rush (flash skill) the sentry. If the sentry does not detect the approach of the character, or has no time to respond, the sentry should die. If a character without an appropriate background attempts it, roll at sneak, stealth, or flash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

*OPTIONAL
RULE: FAMILY-
BASED SKILLS*

The GM may elect to give from one to four bonus skills to players, based on their family life. For instance, if a character's mother is a Yoga Instructor and father is an Electronics Engineer, the GM might give the character computers, electronics, gymnastics, and meditation as bonus family skills. Granting of these skills is entirely up to the GM, and the skills given should be discussed between the GM and player, with the GM having final say. These skills are learned before age ten.

*OPTIONAL
RULE:
INTEGRATED
COMBAT
SYSTEM*

The Integrated Combat System is offered as an option for those who wish a more seamless, realistic system, as opposed to the rather stylized standard combat system.

As in the standard combat system, the chance to hit is 45% at level 1, plus 5% per each level of skill higher than +1. The Integrated Combat System is different in that all conditions are treated as straight modifiers to that basic die roll.

Weapons are given a skill rating in the equipment list. The penalty for using a weapon with a skill rating higher than the character possesses is a -5% penalty per skill level short of the skill rating. Example: Eugenia has blade+1 and wishes to use a sabre, which is rated at blade+3. She is thus 2 short of the skill rating, and gets a -10 to hit with her sabre.

A person without sufficient skill is a danger to herself as well as the enemy. Any miss which misses the target number by more than 60 will injure the wielder. For example Joseph has no skill with blades but picks up a sabre dropped on the floor during a combat. His strength is 11, so he has an 11% chance to hit with the sabre. If he rolls over 81, however, the sabre has turned in his hand and he will wound himself.

One need not be of any particular skill level to perform two or three actions in a given round. If a character wishes to perform 2 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +8, Example: Penelope wishes to strike twice in the same round with her sabre, and has the skill blade+3. Her normal to hit would be 55%, but she is 5 skill levels short of +8, so must pay a penalty of -25%, giving her a 30% chance to hit on each of 2 attacks.

If a character wishes to perform 3 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +12, Example: Penelope wishes to strike thrice in the same round with her sabre, and has the skill blade+3. Her normal to hit would be 55%, but she is 9 skill levels short of +12, so must pay a penalty of -45%, giving her a 10% chance to hit on each of 3 attacks.

Use of a weapon rated at a higher skill is at -5% per skill level short.

Penalty for two actions in one round -- 5% for each skill level short of 8.

Penalty for three actions in one round -- 5% for each skill level short of 12.

Any miss by over 60% counts as self-injury.

BLOOD GAMES

Some examples:

A person with blade+1 uses a katana(+5):

Chance to hit = $45\% - 20\% = 25\%$

Average damage with a katana hit = 100

Average damage per round = $25\% * 100 = 25$

Chance of self-injury = 15%

A person with a blade+1 uses a shortsword(+1)

Chance to hit = 45%

Average damage with a shortsword hit = 65

Average damage per round = $45\% * 57.5 = 29.25$

Chance of self-injury = 0%.

The low-skilled person will have no motivation to use too difficult a weapon. But they are not penalized excessively if they find that a difficult weapon is all that is available.

Another example:

A person with a blade+3 uses a shortsword(+1)

Average chance to hit = 60%

Average damage with a shortsword hit = 65

Average damage per round = $60\% * 65 = 39$

Chance of self-injury = 0%

A person with a blade+3 uses a katana(+5)

Average chance to hit = $60\% - 10\% = 50\%$

Average damage per katana hit = 100

Average damage per round = $50\% * 100 = 50$

Chance of self-injury = 0%

A person of intermediate skill gains little by using a high-skill weapon, but they aren't penalized.

A person with blade+5 uses a sabre(+3)

Average chance to hit = 70%

Average damage per sabre hit = 80

Average damage per round = $70\% * 80 = 56$

Chance of self injury = 0%

A person with blade+5 uses a katana(+5)

Average chance to hit = 70%

Average damage per katana hit = 100

Average damage per round = 70

Chance of self injury = 0%

It takes a skilled fighter to get much benefit from using the katana. Multiple attacks per round become a choice that is more reasonable with advanced skill, not an ability that is suddenly achieved at a particular skill level.

Example:

A person with blade +2 makes one attack per round using a katana(+5)

Average chance to hit = $55\% - 15\% = 40\%$

Average damage per katana hit = 100

Average damage per round = 40

Chance of self-injury = 0%

BLOOD GAMES

A person with blade +2 makes two attacks per round using a katana(+5)
Average chance to hit = $55\% - 15\% - 30\% = 10\%$
Average damage per katana hit = 100
Average damage per round = $2*(10\%*100) = 20$
Chance of self-injury = 30% per strike = 51% per round

The low-skilled individual does less damage and has a greater risk of self-injury when choosing to make two attacks per round.

A person with blade+3 makes one attack per round using a katana(+5)
Average chance to hit = $60\% - 10\% = 50\%$
Average damage per katana hit = 100
Average damage per round = 50
Chance of self-injury = 0%

A person with a blade+3 makes two attacks per round using a katana(+5)
Average chance to hit = $60\% - 10\% - 25\% = 25\%$
Average damage per katana hit = 100
Average damage per round = $2*(25\%*100) = 50$
Chance of self-injury = 15% per strike = 27.75% per round

At skill level +3, there is no overall advantage or disadvantage in terms of damage to the enemy in using multiple strike per round, and a significant risk of self-injury.

A person with a blade+4 makes one attack per round using a katana(+5)
Average chance to hit = $65\% - 5\% = 60\%$
Average damage per katana hit = 100
Average damage per round = $60\%*100 = 60$
Chance of self-injury = 0%

A person with blade +4 makes two attacks per round using a katana(+5)
Average chance to hit = $65\% - 5\% - 20\% = 40\%$
Average damage per katana hit = 100
Average damage per round = $2*(40\%*100) = 80$
Chance of self-injury = 0%

At this level of proficiency, making multiple attacks per round makes sense, increasing one's effectiveness by 33% .

A person with blade+5 makes one attack per round using a katana(+5)
Average chance to hit = 70%
Average damage per katana hit = 100
Average damage per round = $70\%*100 = 70$
Chance of self-injury = 0%

A person with a blade +5 makes two attacks per round using a katana(+5)
Average chance to hit = $70\% - 15\% = 55\%$
Average damage per katana hit = 100
Average damage per round = $2*(55\%*100) = 110$
Chance of self-injury = 0%

Now multiple attacks give a 58% advantage over a single attack per round.

BLOOD GAMES

A person with blade +6 makes one attack per round using a katana(+5)
Average chance to hit = 75%
Average damage per katana hit = 100
Average damage per round = 75
Chance of self-injury = 0%

A person with blade +6 makes two attacks per round using a katana(+5)
Average chance to hit = 75% - 10% = 65%
Average damage per katana hit = 100
Average damage per round = 2*(65%*100) = 130
Chance of self-injury = 0%

Now the multiple attacks have a 73% advantage over a single attack.

This method is more realistic than the standard combat system. In the standard system with its levels of mastery, going from skill+4 to skill+5 more than doubled one's effectiveness as a fighter, even though it implied only 25% more training. Now the transition is more gradual.

When using this optional combat system, there might be situations where a person of low skill might choose to perform two actions per round, e.g., run to a position and fire a gun. They would have very little chance of hitting anyone, but they could get to position and make the others keep their heads down.

Also, there may be times a person with a high skill might choose to make only one attack per round in difficult situations: e.g. armored opponents or at long-range.

OPTIONAL RULE: SUCCESS AND FAILURE

An unmodified roll of 00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01 is always a success.

OR

If a larger guaranteed success/failure zone is required, an unmodified roll of 96-00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01-05 is always a success.

OR

If playing with a d20 instead of percentile dice, an unmodified roll of 20 on the 20 sided die is always a failure, even if it should succeed, and an unmodified roll of 1 is always a success.

OPTIONAL RULE: PLOT POINTS

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any attempt, by anyone, an automatic success, or an automatic failure. These points should be used any time an action cannot fail, or must not succeed. The Plot point need not be used on the player's character. It can be used at any time on any character.

BLOOD GAMES

OPTIONAL RULES: ORGANIZATION- BASED SKILLS

If the GM wishes, character skill choices can be expanded by taking skills from various youth organizations rather than scholastic skills. These skills would be taken instead of rather than in addition to the normal skill choice. This opens up skills which may not be normally available to a given character. Some example organizations are listed below:

scouts (middle school)

Bow, Firearms, Climb, Adapt, Herbalism, Leadership, Observe, Course, Cook, Swim, Ride

scouts (high school)

Bow, Firearms, Climb, Adapt, Herbalism, Leadership, Observe, Course, Cook, Snare, Survival, Tracking, Weather, Swim, Ride, Alertness, Instruct, Organize

explorers (high school)

Bow, Firearms, Adapt, Alertness, Analyze, Astronomy, Biology, Climbing, Computers, Cook, Course, Flash, Electronics, Evaluation, Focus, Gymnastics, Herbalism, Instruct, Leadership, Minerology, Observe, Organize, Overdo, React, Research, Ride, Snare, Swim, Tactics, Taxidermy, Training, Treatment, Unarmed, Weather, Zoology

4H club (middle school)

Biology, Carpentry, Chemistry, Cooking, Husbandry, Ride, Training, Zoology

4H club (high school)

Biology, Carpentry, Chemistry, Construction, Cooking, Husbandry, Repair, Ride, Training, Zoology

martial arts (any age)

Martial Arts, Alertness, Blade, Flash, Engrace, Focus, Gymnastics, Tactics, Instruction, Intimidation, Meditation, Melee, Organize, Overdo, React, Sneak

the oy (any age)

Climb, Engrace, Focus, Gymnastics, Meditation, Overdo, React, Streetwise, Swimming, Unarmed

civil air patrol (high school)

Alert, Analyze, Computer, Course, Cryptology, Driving, Electronics, Focus, Law, Observe, Organize, Repair, Mechanics, Weather, Pilot

sports (middle or high school)

Alert, Flash, Focus, Engrace, Gymnastics, Intimidation, Psychology, Leadership, Organize, Overdo, React, Streetwise, Swim, Strategy, Tactics, Brawl, Blade

hunting/shooting club (any age)

Firearms, Bow, Track, Snare, Ride, Taxidermy, Alertness, Organization, Sneak



Blood Games - Character Worksheet

Character Design Worksheet

Family Skills:

Initial Stats:

STR ____ COOR ____ AGY ____ END ____
 CHAR ____ IQ ____ PSI ____ LUCK ____

Year by year record

Year	Employment/School	Skill Earned	Cumulative Skill	Promote?	Pay	P.D.
10	_____	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____	_____
12	_____	_____	_____	_____	_____	_____
13	_____	_____	_____	_____	_____	_____
14	_____	_____	_____	_____	_____	_____
15	_____	_____	_____	_____	_____	_____
16	_____	_____	_____	_____	_____	_____
17	_____	_____	_____	_____	_____	_____
18	_____	_____	_____	_____	_____	_____
19	_____	_____	_____	_____	_____	_____
20	_____	_____	_____	_____	_____	_____
21	_____	_____	_____	_____	_____	_____
22	_____	_____	_____	_____	_____	_____
23	_____	_____	_____	_____	_____	_____
24	_____	_____	_____	_____	_____	_____
25	_____	_____	_____	_____	_____	_____
26	_____	_____	_____	_____	_____	_____
27	_____	_____	_____	_____	_____	_____
28	_____	_____	_____	_____	_____	_____
29	_____	_____	_____	_____	_____	_____
30	_____	_____	_____	_____	_____	_____
31	_____	_____	_____	_____	_____	_____
32	_____	_____	_____	_____	_____	_____
33	_____	_____	_____	_____	_____	_____
34	_____	_____	_____	_____	_____	_____
35	_____	_____	_____	_____	_____	_____
36	_____	_____	_____	_____	_____	_____
37	_____	_____	_____	_____	_____	_____
38	_____	_____	_____	_____	_____	_____
39	_____	_____	_____	_____	_____	_____
40	_____	_____	_____	_____	_____	_____
41	_____	_____	_____	_____	_____	_____
42	_____	_____	_____	_____	_____	_____
43	_____	_____	_____	_____	_____	_____
44	_____	_____	_____	_____	_____	_____

Blood Games - Character Worksheet

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89					
90					

Blood Games - Vampire Character Worksheet

Character Design Worksheet

Family Skills: _____

Initial Stats:

STR ____ COOR ____ AGY ____ END ____
 CHAR ____ IQ ____ PSI ____ LUCK ____

Human Years

Year	Employment/School	Skill Earned	Cumulative Skill	Promote?	Pay	P.D.
10	_____	_____	_____	_____	_____	
11	_____	_____	_____	_____	_____	
12	_____	_____	_____	_____	_____	
13	_____	_____	_____	_____	_____	
14	_____	_____	_____	_____	_____	
15	_____	_____	_____	_____	_____	
16	_____	_____	_____	_____	_____	
17	_____	_____	_____	_____	_____	
18	_____	_____	_____	_____	_____	
19	_____	_____	_____	_____	_____	
20	_____	_____	_____	_____	_____	
21	_____	_____	_____	_____	_____	
22	_____	_____	_____	_____	_____	
23	_____	_____	_____	_____	_____	
24	_____	_____	_____	_____	_____	
25	_____	_____	_____	_____	_____	
26	_____	_____	_____	_____	_____	
27	_____	_____	_____	_____	_____	
28	_____	_____	_____	_____	_____	
29	_____	_____	_____	_____	_____	
30	_____	_____	_____	_____	_____	
31	_____	_____	_____	_____	_____	
32	_____	_____	_____	_____	_____	
33	_____	_____	_____	_____	_____	
34	_____	_____	_____	_____	_____	_____
35	_____	_____	_____	_____	_____	
36	_____	_____	_____	_____	_____	
37	_____	_____	_____	_____	_____	_____
38	_____	_____	_____	_____	_____	
39	_____	_____	_____	_____	_____	
40	_____	_____	_____	_____	_____	_____
41	_____	_____	_____	_____	_____	
42	_____	_____	_____	_____	_____	

Blood Games - Vampire Character Worksheet

Years as a Vampire

Years	Blood Game	Skill Earned	Cumulative Skill	Humanity Lost
5				Sex
10				
15				
20				
25				
30				
35				
40				
45				
50				Fellowship
55				
60				
65				
70				
75				
80				
85				
90				
95				
100				Sunlight
110				
120				
130				
140				
150				
160				
170				
180				
190				
200				Human Skills
210				
220				
230				
240				
250				
260				
270				
280				
290				
300				Compassion
310				
320				
330				
340				

Blood Games - Vampire Character Worksheet

Years as a Vampire

Years	Blood Game	Skill Earned	Cumulative Skill	Humanity Lost
350	_____	_____	_____	
360	_____	_____	_____	
370	_____	_____	_____	
380	_____	_____	_____	
390	_____	_____	_____	
400	_____	_____	_____	Fashion (Staying Current)
410	_____	_____	_____	
420	_____	_____	_____	
430	_____	_____	_____	
440	_____	_____	_____	
450	_____	_____	_____	
460	_____	_____	_____	
470	_____	_____	_____	
480	_____	_____	_____	
490	_____	_____	_____	
500	_____	_____	_____	New Skills
510	_____	_____	_____	
520	_____	_____	_____	
530	_____	_____	_____	
540	_____	_____	_____	
550	_____	_____	_____	
560	_____	_____	_____	
570	_____	_____	_____	
580	_____	_____	_____	
590	_____	_____	_____	
600	_____	_____	_____	Company
610	_____	_____	_____	
620	_____	_____	_____	
630	_____	_____	_____	
640	_____	_____	_____	
650	_____	_____	_____	
660	_____	_____	_____	
670	_____	_____	_____	
680	_____	_____	_____	
690	_____	_____	_____	
700	_____	_____	_____	Ancestral
725	_____	_____	_____	
750	_____	_____	_____	
775	_____	_____	_____	
800	_____	_____	_____	
825	_____	_____	_____	
850	_____	_____	_____	
875	_____	_____	_____	
900	_____	_____	_____	Awake 50%

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