

Soul Guardian Example Scenario Walkthrough

NOTE: I am in the process of converting all of the documents from Microsoft Word format to Google Docs. This one is complex and will take a while, so is not yet formatted into a Doc. Please forgive all the bad charts and maps. Someday, I'll get to it. In the meantime, I'm hoping it will be readable enough to be mostly legible as a walkthrough.

To play Soul Guardian, each player will have to create a character (or perhaps, more than one character). Let's walk through how to do that. We will be developing two characters. I would advise printing out two character worksheets, and writing in the values as we go. We will use these two characters in the game walkthrough.

On the top of each character worksheet, you will see the labels: "Name", "Maturity Level", "Type" and "Class". The character's name is one that the player (being yourself) will choose. Many times, I will wait to fill this out until I see some of the characteristics that develop when making the character. For example, one person saw that a character's angelic team was very good at range attacks, so he named it "Robin Hood".

For now, just write in "Charlie" in the "name" space on the first character sheet. You may use pen for the name, but write everything else in pencil, since it may change in the future. For the "Maturity Level", write "1". All characters start out at a maturity level of one. It takes a lot of playing to rise in Maturity Levels. It usually takes a couple of scenarios.

The "Type" field needs to be decided before we develop angels. Let's do that now. There are three different character types to choose from. Refer to the rules to get an understanding of the differences between the three character types.

Now that you've done that, I'll share some strategic hints. The Knight is initially the strongest of the character types. Pick one of these if you want to be on the front lines kicking some serious temptation butt! This matches a trend I have noticed in other role-playing games: The fighters start out strong; the magicians start out weak, but eventually, they more than make up for it. The third type of character, and initially, the weakest, is the Scholar. Since their main strength is applying scripture, you will probably want to use these more in the back lines. Don't underestimate this character type (it's my personal favorite). Their single angel usually doesn't do a lot of damage, but they get triple the scripture (memorizing scripture has tremendous impact in battling Temptations, and it brings in a ton of experience points). But, there's no doubt that at first, the Knight is going to be gaining more experience with those three angels clubbing away. For those of you who like balance, the second type of character is the Paladin. They are good for battling both with angels and scripture. Personally, I think the best thing to do is pick the one that fits your personality the best. When you and some friends are developing characters together, it's best to go for a mix of character types.

Let's make Charlie a Knight. Write "Knight" in the "Type" field. Now to pick out the character class. There are a lot of different classes, all of which have different effects in battle. For now, we will pick Indomitable, since it is easy to understand and is a good character class for a knight. For now, just write in Indomitable in the Class field.

That does it for the top. Let's look at the upper, left quadrant. These are the Character Strengths. Here, you see a table listing the nine character strengths (Love, Joy, Peace, etc), and for each one of these, three columns. These columns are "Strength", "Level", and "Experience". Let's work on the Strength column first. For each of these, we roll three D10s (a D10 is a ten-sided dice). (Shake, shake, shake) We roll an 8, a 2, and a 6. When we drop the lowest one (the 2), we are left with the 8 and the 6. Those add up to 14. Put 14 in the "Love" row and "Strength" column. Next we roll a 3, a 1, and a 10. Enter 13 for "Joy". Next, 5, 5, and 5. Put a 10 in for "Peace". 10, 10, and 10. Drop the lowest one (one of the 10s). Put 20 in for "Patience". Next, 9, 1, and 1. Enter 10 for "Kindness". 8, 7, 6 – 15 for "Goodness". 10, 6, 9, makes 19 for "Faithfulness". 7, 4, 2 makes 11 for "Gentleness". 1, 1, 2 makes . . . oh oh, that doesn't look good. Oh, but wait! There's something in the rules about bonuses for getting extra low rolls (2 adds 30, 3-4 adds 20, and 5 adds 10). Since you get a "3" for your top two dice, add 20. That's a lot better. Enter 23 in for "Self-control".

Now, enter 1 for every Character Strength row under "Level". All new characters start out as level 1 for every Character Strength. Leave the "Experience" column empty. At this point, here's what that section of your character sheet should look like:

Character Strengths	<u>Strength</u>	<u>Level</u>	<u>Experience</u>
Love	14	1	
Joy	13	1	
Peace	10	1	
Patience	20	1	

Kindness	10	1	
Goodness	15	1	
Faithfulness	19	1	
Gentleness	11	1	
Self-control	23	1	

Not bad! Charlie is pretty strong! As the rules state, the character strengths are your permanent hit-points (until you gain levels). Every time Charlie starts a new scenario, he will start out with these character strengths. During a scenario, Temptations are going to attack Charlie in a particular character strength. You must keep every one of these from going down to zero, because if one does, Charlie becomes tempted, and will be unable to complete the scenario. He will, however, be able to join in the next one. As Charlie gains experience in the different Character Strengths, he will gain levels. When he gains levels, the strength value of the Character Strength will go up.

Onto defense! The upper, right hand corner of the character sheet determines the 5 categories of defense that are available to Charlie. Let's calculate them. "Belt of Truth" is calculated by adding "Kindness" + "Gentleness" and dividing by 4 (rounding down). Hmm., $10 + 11 = 21$. 21 divided by 4 is $5 \frac{1}{4}$. Drop the fraction and write in "5" by in the "Belt of Truth" space. Breastplate of Righteousness = (Self-control + Goodness) / 4 (round down). $23 + 15 = 38$. $38 / 4$ (round down) = 9. Enter 9 by "Breastplate of Righteousness". Boots of the Gospel of Peace = Love / 2 (round down). $14 / 2 = 7$. Write 7 by "Boots of the Gospel of Peace". Helmet of Salvation = (Joy + Peace) / 4 (round down). $(13 + 10) / 4 = 5 \frac{3}{4}$. Write 5 by "Helmet of Salvation". Shield of Faith = (Patience + Faithfulness) / 4 (round down). $(20 + 19) / 4 = 9 \frac{3}{4}$. Write 9 by "Shield of Faith". Here's what this should look like:

<u>Defense</u>	<u>Armor Strength</u>
Belt of Truth	5
Breastplate of Righteousness	9
Boots of the Gospel of Peace	7
Helmet of Salvation	5
Shield of Faith	9

Interesting! An imbalance in the defense abilities. This will make the battles real nail biters!

Before we develop angels, all characters have to be developed up to this point, because picking angels is a cooperative (or competitive, depending on how you play it) event. Our second Character, we'll call "Rosebud". She will be a Scholar, and have the character class, Artisan. I'll "generate" the character up to this point for you:

Name: Rosebud Maturity Level: 1 Type: Scholar Class: Artisan

Character Strengths	<u>Strength</u>	<u>Level</u>	<u>Experience</u>
Love	8	1	
Joy	10	1	
Peace	13	1	

Patience	20	1	
Kindness	7	1	
Goodness	15	1	
Faithfulness	19	1	
Gentleness	16	1	
Self-control	6	1	

<u>Defense</u>	<u>Armor Strength</u>
Belt of Truth	5
Breastplate of Righteousness	5
Boots of the Gospel of Peace	4
Helmet of Salvation	5
Shield of Faith	9

Well, not quite as good as Charlie, but we have the guts to stick with her.

Note: Whenever a character gains levels in Character Strengths, these defense values will be recalculated. For example, if Charlie goes to level 2 in Love, he will add a D10 to his Love Character Strength, and consequently force the recalculation of his Boots of the Gospel of Peace defensive strength (since it's based on his Love strength).

Now that both characters are developed up to this point, we need to develop their angels. This is the most complex part of character development. After you go through the process, I'm sure you will ask the question, "Why did that have to be so complicated?" The answer is for game balance. I spent quite a bit of time trying to develop a system where most angels would be somewhat average, and that no angel would be completely without offense. Trust me, this was the simplest system that I could come up with. Anyway, since we have one Knight (who requires three angels), and one Scholar (who only requires one), we need to develop 4 angels. Pull out your Angel Development worksheet. You will be using the first 4 entries on it.

For each entry, there are seven things to roll for or calculate. For each one, I will both describe each one and show what needs to be done.

- ◆ First is Hand-to-hand effectiveness: This measures how well an angel can score a "hit" on a temptation (higher numbers are better). To determine it, roll a D10. (Shake, shake) We roll a 6. Enter "6" in the space by "H-to-H Effectiveness".
- ◆ Hand-to-hand damage: This tells how much damage an angel will contribute if a "hit" is scored on a temptation. Roll a D8. We roll a 4. Consulting the table in the angel development rules, this corresponds to "(1-6)/2". Write "(1-6)/2" in the blank by "H-to-H Damage". This means that when the angel "hits", to determine the damage done to the temptation, a D6 is rolled, and is divided by 2 (round down). So, a roll of a 6 will correspond to 3 points of damage to a Temptation. A roll of a 5 corresponds to 2 points, etc.
- ◆ Number of Hand-to-hand attacks per turn: This tells how many times an angel can attack per turn. Roll the D8. We roll an 8 (yea!). Write down . . . oh, wait, we need to modify this roll by the First Adjustment Factor. To calculate the First Adjustment Factor, take the previous Hand-to-hand damage roll and plug it into the First Adjustment Factor table (listed in the rules). The previous Hand-to-hand damage roll was a 4. The table says that "4" corresponds to a First Adjustment Factor of +0. Now, we can add this to the "Number of Hand-to-hand attacks per turn" roll we just rolled. Hmm., $8 + 0 = 8$ (sorry about the advanced math – try not to

strain too hard). We can now plug “8” into the “# of attacks per turn” table to get the final result. It is . . . “2”. This angel gets two attacks per turn! Write down “2” in the blank next to “# of H-to-H attacks”.

- ◆ Range effectiveness (the higher number you roll, the easier it will be for the angel to “shoot” Temptations): Roll a D10. (Shake, shake) We roll a 2. Pretty bad. This angel will have a hard time hitting anything! Write “2” in the blank next to “Range Effectiveness”. This is a good time when it’s very tempting to re-roll for a better number, or pretend that this angel doesn’t exist. Don’t do that! Take the bad with the good. Cheating here is exactly like learning all the cheat codes in video games – it takes all the challenge out of the game. Try to get witnesses to all dice rolls so that there will be no chance of temptation attacking ☺.
- ◆ Range damage: The concept is the same as Hand-to-hand damage, except this is for range attacks. Roll the D8. We roll a 6. This is modified by the First Adjustment Factor minus 1. Let’s see, the First Adjustment Factor was “0”. So our roll, minus the First Adjustment Factor, minus one, equals “5”. Checking the Range Damage table, this corresponds to “1 – 4”. Write “1 – 4” in the blank by “Range damage”. This means that when this angel “hits” on a range attack, you will roll the D4 to determine how much damage is done to the Temptation.
- ◆ Number of Range attacks per turn: Roll the D8. We roll a “2”. This will be modified by the Second Adjustment Factor. To figure this out, we plug the Range damage roll, after it’s adjustment factor, into the Second Adjustment Factor table. Hmm., our adjusted Range Damage roll (the number we finally plugged into the table to get “1 – 4”) was “5”. Plugging “5” into the Second Adjustment Factor table gives us “-1”. Now that we have the Second Adjustment Factor, we can adjust our original “Number of Range attacks per turn” roll. That was “2”. Hmm., “2”, adjusted by the Second Adjustment Factor (“-1”) is “1”. We can now plug this adjusted roll into the “Range # of attacks” table. “1” corresponds to “1/2”. Write “1/2” in the blank next to “# of Range attacks”. “1/2” means that if this angel makes a range attack, it will have to skip the next turn before making another attack (whether ranged or hand-to-hand), because one ranged attack takes two turns to make.
- ◆ Range: This shows how many squares (not diagonally) that the angel can “shoot”. Let’s roll the D10. We roll a 7. Write “7” in the blank by “Range”. This means that this angel can shoot up to 7 squares away.

Here’s what you should have so far on you Angel Development worksheet:

1. H-to-H Effectiveness (D10): 6 H-to-H Damage (D8): (1-6)/2 # of H-to-H attacks (D8 FAF): 2

Range Effectiveness (D10): 2 Range Damage (D8 FAF - 1): 1-4 # of Range attacks (D8 SAF): 1/2 Range (D10): 7

Now, wasn’t that simple? Not! Sorry about that, but like I said above, that was the simplest way I could guarantee angel balance. But, don’t worry! By the time you develop the other three angels, you will have this down (you may even be able to do this without looking at any of the tables). Let’s develop the other three angels.

- ◆ Hand-to-hand effectiveness: D10. We roll a 5.
- ◆ Hand-to-hand damage: D8. We roll an 8. This corresponds to “2-12” (which is achieved by rolling and adding together 2 D6s).
- ◆ Number of Hand-to-hand attacks per turn: D8. We roll an 6. Modify by the First Adjustment Factor. Plugging “8” into the First Adjustment Factor table gives us “-7” for the First Adjustment Factor. Modified roll is $6 - 7 = -1$. Plugging “-1” into the “# of attacks per turn” table gives us “1/2”.
- ◆ Range effectiveness D10. We roll a 10.
- ◆ Range damage: D8. We roll a 4. Modify this by the First Adjustment Factor minus 1. Modified roll is $4 - 8 = -4$. Plugging the “-4” into the Range Damage table gives us “None”. None!?!? This means that this angel has no range damage. Stop rolling for this angel and cross off the range line for this angel.

This angel looks like:

2. H-to-H Effectiveness (D10): 5 H-to-H Damage (D8): 2-12 # of H-to-H attacks (D8 FAF): 1/2

(Range statistics are crossed out).

Let’s do the third angel:

- ◆ Hand-to-hand effectiveness: D10. We roll a 10.

- ◆ Hand-to-hand damage: D8. We roll an 1. This corresponds to “None”. This angel has no Hand-to-hand attack abilities. Cross off the hand-to-hand line of this angel. Start rolling for the range.
- ◆ Range effectiveness D10. We roll a 4.
- ◆ Range damage: D8. We roll a 1. Modify this by the First Adjustment Factor minus 1. The FAF is “1” plugged into the FAF table = “+7”. Modified roll is $1 + 6 = “7”$. Plugging the “7” into the Range Damage table gives us “1-10”.
- ◆ Number of Range attacks per turn: D8. We roll an “8”. This will be modified by the Second Adjustment Factor. Modified Range Damage roll was “7”, which corresponds to a SAF of “-3”. Modified “Range # of attacks” roll is $8 - 3 = “5”$. “5” in “Range # of attacks” table corresponds to “1”.
- ◆ Range: D10. We roll a 10.

This angel looks like:

3. (Hand-to-hand statistics line crossed out)

Range Effectiveness (D10): 4 Range Damage (D8 FAF - 1): 1-10 # of Range attacks (D8 SAF): 1 Range (D10): 10

Finally, let’s do the fourth angel:

- ◆ Hand-to-hand effectiveness: D10. We roll a 1.
- ◆ Hand-to-hand damage: D8. We roll an 2. This corresponds to “0-1” (which is achieved by rolling the D4, making a roll of 0 or 1 correspond to “0”, and a roll of 2 or 3 correspond to “1”).
- ◆ Number of Hand-to-hand attacks per turn: D8. We roll an 1. Modify by the First Adjustment Factor. Plugging “2” into the First Adjustment Factor table gives us “+2” for the First Adjustment Factor. Modified roll is $1 + 2 = “3”$. Plugging “3” into the “# of attacks per turn” table gives us “1”.
- ◆ Range effectiveness D10. We roll a 9.
- ◆ Range damage: D8. We roll a 4. Modify this by the First Adjustment Factor minus 1. Modified roll is $4 + 2 - 1 = “5”$. Plugging the “5” into the Range Damage table gives us “1-4”.
- ◆ Number of Range attacks per turn: D8. We roll an “8”. This will be modified by the Second Adjustment Factor. Modified Range Damage roll was “5”, which corresponds to a SAF of “-1”. Modified “Range # of attacks” roll is $8 - 1 = “7”$. “7” in “Range # of attacks” table corresponds to “3/2”. This means that this angel can attack twice the first turn, and once the second.
- ◆ Range: D10. We roll a 5.

Our final angel looks like:

4. H-to-H Effectiveness (D10): 1 H-to-H Damage (D8): 0-1 # of H-to-H attacks (D8 FAF): 1

Range Effectiveness (D10): 9 Range Damage (D8 FAF - 1): 1-4 # of Range attacks (D8 SAF): 3/2 Range (D10): 5

Well, we’ve developed all the angels. Now it’s time to let the players choose their angels. To do this the player who controls Charlie will roll 3 D10s (for his three angels). The player who controls Rosebud will roll 1 D10. Charlie’s player rolls 6, 4, and 2. Rosebud’s player will roll 4. Charlie’s player gets to pick the first angel. Let’s take a look at the angels and their relative strengths. Here’s my take on them:

Angel 1: Not terribly bad, but not very good either. It’s hand-to-hand effectiveness is up there, and it does get 2 attacks per turn, but the damage is kind of low. It probably all adds up to average hand-to-hand abilities. The range ability stinks: Poor effectiveness, relatively low damage, with an additional penalty of having a slow attack rate. This will bring down your shooting average.

Angel 2: What a guy! I’d gladly sacrifice the range abilities for a 2-12 hand-to-hand damage. Too bad the effectiveness isn’t a little higher.

Angel 3: A great shooter! Ten range is a big bonus for those scenarios with large map areas. Once again, too bad the effectiveness isn’t a little higher.

Angel 4: Useless hand-to-hand abilities. It would have been better to have none at all. The range abilities are good, though. That nine effectiveness with 3 attacks every two turns is going to make up a little for the bad hand-to-hand abilities.

Looking at them all, my opinion is that angels 2 and 3 are the best, followed by angels 4 and 1.

Back to angel selection. Charlie's player gets excited and picks angel 2 right away. The second and third choices were a tie between Charlie's player and Rosebud's player. They roll again for the right to second choice. Third choice will go to the loser of this roll. Fourth choice will go to Charlie, who had the lowest roll of the original four rolls. Charlie's player rolls a 6 and Rosebud's player rolls a 1. Charlie gets second choice. Before we talk about Charlie's choice, let's talk a little more strategy:

You can play this angel picking game two different ways. You can just pick the best angels you can for yourself, or you can look at it from a team perspective. Picking the best angels for yourself may not be all bad, because your better characters will tend to be stronger (if you play with a few characters, it's nice to have one really good one). However, I do not condone recreating character after character just to get strong characters. This would defeat the point of the game. If you want your team to be at their best for the next scenario, you probably want to consider the team perspective.

Charlie's player, in this case, got all excited and picked what he thought was the best angel. Now that Charlie's player knows he's getting the second pick too, he decides to go with the team perspective (perhaps, he should have done this in the first place) and chooses to talk with Rosebud's player to see what would be a good angel for her to have. They decide that, although angel 3 is a great shooter, perhaps it would be best if Rosebud's angel should have both hand-to-hand and shooting abilities. So Charlie gets angel 3, Rosebud picks angel 1, and Charlie is left stuck with angel 4. (Personally, I think that Rosebud should have picked angel #3).

Now that everybody has their angels, there's one last complication. Rosebud can simply write down her single angel's abilities onto her character sheet. But, Charlie has to combine his angels into an angelic team. I'll explain how to do this with the hand-to-hand abilities first:

For damage, you write down all of the angels hand-to-hand damage abilities side by side on the damage line. In this case, write down, "2-12, 0-1". Whenever Charlie scores a hit, he will add both of these rolls together.

By the way, this wasn't the case for Charlie, but if you happen to have two different angels with the same damage numbers, say 1-6, you can combine them into one number – in this case, 2-12. Two 0-1's can combine into 0-2 (for you probability buffs, I'm allowing this even though I know that two 0-1's isn't actually the same as 0-2). Four 1-10's can combine into 4-40. Etc.

For number of attacks, you average all angels # of attacks with hand-to-hand abilities together, to the nearest sixth. In this case, Charlie's two angels that have hand-to-hand abilities have # of attack values of 1 and $\frac{1}{2}$. Averaging these together $((1 + \frac{1}{2}) / 2)$ is 3 attacks every 4 turns. So write in "3/4" in the # of attacks space. This means that Charlie will be able to attack the first, second, and fourth turns (in a four-turn cycle), but will not be able to attack the third turn. Refer to the rules for more number of attacks per turn examples.

Effectiveness is the average of the hand-to-hand effectiveness for those angels who have hand-to-hand abilities. In this case, it's $(1+5)/2$. Write "3" into the effectiveness blank.

So far, you should have:

Angels (offense)

Hand to Hand

Damage:	#Attacks/Turn:	Effectiveness:
<u>2-12, 0-1</u>	<u>$\frac{3}{4}$</u>	<u>3</u>

Let's fill in the range abilities of the angelic team:

The attacks per turn and effectiveness work the same as the hand-to-hand attacks. So Charlie's angels # of range attacks/turn = $(1 + 3/2) / 2 = "5/4"$. Write in "5/4" for # of range attacks. The effectiveness is $(9 + 4) / 2 = 6$ (rounded down). So write "6" for effectiveness.

The damage works differently for range. For ranged attacks, damage only comes into play for that certain range or below. In this case, Charlie's angels have a damage level of "1-10" at a range of 10, and a damage level of "1-4" at a range of 5. This means that at a range of 5 squares and below, if Charlie's angelic team scores a "hit", both damage rolls are added together for the damage. At a range of 5 to 10 squares, only the "1-10" damage roll scores at full strength (the "1-4" damage is rolled for "long range" damage – see the rules for details). Anyway, write down "1-4" in the range/damage table in the "5" column. Write "1-10" in the "10" column.

Finally, fill in the initiative modifier, which is the Faithfulness character strength, divided by 10 (round down), minus 2. In this case, Charlie's initiative modifier is $19 / 10 - 2 = -1$. Put -1 in the Initiative Modifier space.

Your entire angel section of your character sheet should look like:

Angels (offense)

Hand to Hand

Damage:

2-12, 0-1

#Attacks/Turn:

$\frac{3}{4}$

Effectiveness:

3

Range

#Attacks/Turn:

5/4

Effectiveness:

6

Initiative Mod (FA / 10 - 2)

-1

	<u>Range</u>									
D A M A G E	1	2	3	4	5	6	7	8	9	10
					1-4					1-1 0

Note: Both characters will keep these angel statistics until their Maturity Levels go up (which may take a few scenarios). However, their initiative modifier will be recalculated every time their Faithfulness levels up.

Finally, the lower part, entitled, “Class Effects”, is a place for the players to note the class effects they picked for their characters. Charlie is the “Indomitable” class. Referring to the rules, he is going to write the titles of the class effect into each space:

Class Effects

1	2	3	4	5	6
Double Effective	Double Damage	None	None	Cancel Effective	Half Rate

These class effects come into play with making attacks, and will be explained later as a part of the battle walkthrough in this document.

Rosebud’s angelic team statistics are much simpler. She just needs to have her one angel copied to her sheet. Here’s what her angelic team section looks like:

Angels (offense)

Hand to Hand

Damage:

(1-6)/2

#Attacks/Turn:

2

Effectiveness:

6

Range

#Attacks/Turn:

1/2

Effectiveness:

2

Initiative Mod (FA / 10 - 2)

-1

	Range									
D A M A G E	1	2	3	4	5	6	7	8	9	10
							1-4			

Class Effects

1	2	3	4	5	6
Random Scripture	All Memorize	Move All	None	Grumpy	One-time Loss

Whew! Let's talk about the lower, right quadrant of the character sheet. This is the Applied Scripture. You may notice that Charlie's angelic team is a lot more potent than Rosebud's. But, here in the Applied Scripture side of things, Rosebud is the powerhouse. Charlie gets one Applied Scripture point multiplied by Maturity Level gained. Rosebud gets three. The Maturity Level gained here at the beginning is "1", so that basically means that Charlie gets one Applied Scripture point, and Rosebud gets three. Applied Scripture points (ASPs) can be used to master Applied Scripture at a cost of one ASP per level of Applied Scripture. So, a level-1 Applied Scripture can be gained for one ASP, a level-2 Applied Scripture can be gained for two ASPs, etc. The rules state that you cannot gain Applied Scripture that is above your own maturity level, so both Charlie and Rosebud can only gain level-1 Applied Scripture.

The short of it is that, at this point, Charlie can choose only one level-1 Applied Scripture, and Rosebud can choose three. Take another look at the Applied Scripture rules, and then pull out the Applied Scripture list. The level-one Applied Scripture are Applied Scriptures #1 - #15. Remember, Charlie and Rosebud can only gain the Applied Scripture that they have the minimum requirements for (looking through them all, it looks like Charlie can use them all, and Rosebud can't use: #3 - Multi-defense, #5 - Healing, #8 - Self-control Defense, #9 - Love Defense, and #10 - Say it Again).

Before we pick Applied Scripture, let's talk a little bit about them. Assuming a character is able to use it, I think that the most versatile Scripture to apply is #10 - Say it again. You can use this to gain any level 1 Scripture (assuming that your character can meet the minimum character strength requirements to apply it). It takes a long time to apply, so it takes a little planning ahead to apply it. For example, if you come up against a bunch of Harpies (Peace attacking temptations), and you try to apply the Say it Again Scripture to gain the Peace Defense Scripture, it will take three turns to apply the Say it Again Scripture, and another turn after that to Apply the Peace Defense Scripture. There's a good chance that the angels would have taken care of the Harpies by then.

Another great Scripture is Healing. Memorized, this is a real life saver. Conqueror is also one of my favorites, followed by the multi-defense and multi-attack. As you gain Maturity Levels, you will want to get all of these. Note: I understand the Applied Scripture side of this game the least. I wouldn't necessarily blindly pick my favorites. I've seen attack and defense Scriptures used with

devastating results, gaining much experience for characters (in fact, I saw somebody gain 150 experience points by Applying a Patience Defense Scripture, and walking into a room full of Sprites).

OK, Charlie looks at the list of Applied Scripture and picks #5 – Healing. Since Rosebud can't use this one, this is probably a good idea. Write “#5 – Healing” in the first space under Applied Scripture on the Character sheet.

Rosebud is going to pick “#6 – Conqueror”, “#4 – Faithfulness Attack”, and “#14 – Multi-attack”. Write these three down in three separate spaces under Applied Scripture on the Character Sheet.

Finally! You've developed two viable characters to do battle. Now, you are ready to play. Next, we talk about actually playing a scenario. The Game Master is going to read through the scenario beforehand. The players are going to control Charlie and Rosebud.

This is an example scenario description, and will be what the Game Master will be referring to throughout the game.

***** Begin Scenario Description Example *****

Example Scenario: Long Day at the Office

By Bruce Hartman

Difficulty Level: 2 Beginning Level 1 Characters

Wandering Temptations: 15% every 5 turns. 1 = 1-4 Harpies, 2 = 1-2 Baddies, 3 = 2-8 skeletons, 4 = 2-8 Orcs, 5 = 1-3 Werewolves, 6 = 1-4 one-shot healing scriptures.

Note: This scenario is divided into time periods. Each room will be divided into events, starting with event 1, in room 1. Each event will have a start and finish, so that you will know when and where the next event occurs.

Introduction: Your group has just been hired to work as office help at Crankett Kitchen Appliances corporate headquarters. This is your first day on the job. A lady, named Joann Hornet, just gave you a short tour. “Mr. Crankett will speak with you in a few minutes. Please relax until then.” She shows you to your desks and goes through the opposite door that you came in. Looking around the room, you see four desks (you are at the two desks against the wall), and on the other side of the room, a small area with a copying machine and some other office supplies. (Put them in their desks in room #1 at the desks against the wall, and start in room #1).

- 1) Outer office. There are four desks, and a copy area across the room from the four desks. The small copier area is walled in by a five foot tall partition. In it, you see the combination copying machine / printer / fax machine, and two tables, with a stapler, a phone book. There's also a bulletin board on the wall. On the bulletin board (if they haven't taken it yet) is a small brochure in a foreign language. If they look at it at all, show prop A.

EVENT #1: Begins at the beginning of the scenario, and ends when they decide to enter the secretary's office.

There are two other people working at two identical desks. If you look at any of them close up:

- a) Barb Knutson: They see a woman, sitting at her computer, absorbed in typing. She has dingy brown hair, a plain face, and is somewhat squat. She has an unpleasant look on her face as she's typing. The first time they try to talk to her, she will say, “Barb Knutson. Sorry I can't talk right now. I have a deadline.” Every time they try to talk to her again, she will look annoyed and say, “Sorry I can't talk right now.” 2 Sprites will show up and attack.
- b) Ming Snow: They see a woman, sitting at her desk painting her fingernails. She's graceful, slender, and has long, lustrous, deep black hair. She's stunningly beautiful. They can't help but stare. For every female character, one Baddie attacks only the female characters. For every male character, two Fairies attack only the male characters. Once they beat off the Temptations, if they talk to her, she will give them a bright smile, and say, “Hello! I'm Ming Snow. You must be the new guys.” Just then, her phone rings. She says, “I'm sorry, but I am going to have to get this.” She picks up the phone and says into it, “Hi Ricky! How are you? (pause, giggle) I'm doing great! Just here working away. . . .” (She continues making light chatter until they enter the bosses office).

EVENT #4: Begins after they enter from Event#3, and ends once they get their little job from Barb.

Barb and Ming are sitting at their desks. Barb is still frantically working. Ming is reading a book. Just at that moment, Joann calls out, “Ming, Mr. Crankett would like to see you.” Ming gets up and starts walking towards them. She looks even better standing up than she does sitting down. (To the male characters) You feel weak in the knees. (To the female characters) You start comparing yourself to her.

Two Fairies will attack per male character; one Baddie per female character. Once you beat off the Temptations, you notice that she looks nervous – to the point of looking terrified. She drops her book next to you and disappears into Joann’s office. If they pick up the book and look at it, give them Prop B. Anytime after this, if they decide to translate prop A (the brochure) using the book, go to EVENT #AAA. Event #AAA can happen at any time after this (assuming they have the book), and won’t interfere with the other events.

After this, if they try to say anything to Barb, other than offer to help, Barb will say, “Sorry I can’t talk right now”. Each time they try again, Barb will look annoyed, repeat what she said before, and a Baddie will attack. If they offer to help, or ask what they can do, Barb will look surprised, and say, “Really? You want to help? Wow! OK, here’s the first thing you can do. Take this brochure, make 100 copies, and bring them to Joann, the secretary.” If they look at the brochure, it’s a sales brochure on the latest line of left-handed toasters.

EVENT #5: Starts when they bring the brochure to the copy area, ends when they bring the copies to Joann.

Once they try to copy the brochure, they will find that they are having a lot of trouble with the copying machine. They start to get embarrassed, and get a little hot. Three Sprites show up and attack. Once they defeat the Temptations, they cool down and fiddle with the copying machine enough to get it working. It takes 10 turns for the copies to get done. If they wait for one or more turns by the copying machine, and they haven’t taken the brochure yet, the brochure on the bulletin board will catch their eye. They will wonder what the foreign writing says. Once the 10 turns pass, their copies will be done.

EVENT #AAA: Starts when they desire to translate the message (assuming they have the book), ends at their desk after they translate it.

They realize that it will take a little time to translate the brochure and that the best place to do it will be at their desks. If they go to their desks, it will take 20 turns to translate it, otherwise, it will take 50 turns. Once they translate it (the turns expire), give them Prop C.

EVENT #7: Begins after EVENT #6, ends when they decide to try to translate the brochure. Once they decide to try to translate the brochure, go to event #AAA.

After 5 turns, Ming comes running out of her office, sits at her desk, and looks like she’s about to cry. If you talk to:

- a) Barb: The first time they try to make small talk with her, she will say, “Sorry I can’t talk right now. I’m almost done. Relax for a little while, until I’m done.” Every time they try to talk to her again, she will look annoyed and say, “Sorry I can’t talk right now.” A Road Buzzard will show up and attack. If they mention what they overheard, she will say, “Ming’s may be a lot prettier than me, but with the Shark swimming in these waters, she can have it!” If they ask her more about this, she will say, “Hey, you won’t be here very long before you know the score. I’d advise you to keep your head down, and mind your own business.” A Gnoll shows up and attacks.
- b) Ming: If you try to talk to Ming, she will wipe her eyes, try to smile at you, and say, “Hi, how can I help you”. They quickly look past her surface beauty, able to overcome Temptation. If they mention what they overheard in the office, Ming will almost cry, but force a smile, and deny everything (or try to cover for Mr Crankett). If they give back her book, she will thank them and put it on her desk. If they mention the foreign brochure, she will say that it’s the language of her grandparents, and she is just starting to learn it, but doesn’t know what it says. If they ask her what the note says, she will say, “I don’t know. I don’t understand the language yet.” If they ask her to use her book, she will say, “I’m sorry, I don’t have time right now. I’ll let you borrow the book if you’re interested.”
- c) Go in to talk to Joann: She will shoe them back out to the office. If they mention Ming, she will deny everything and shoe them back out to the office.

EVENT #BBB: Begins after EVENT #AAA and EVENT #7. Ends after they get fired.

Joann comes out of the office and starts making copies. Once they translate the scenario and have prop C, if they:

- a) Talk to Barb: She will say, “I’m done. Now I can talk.” She will make small talk now. Every time they ask about the brochure or about Ming, she will say, “I’d advise you to keep your head down, and mind your own business.” A Gnoll shows up and attacks.
- b) Talk to Ming: If they mention the brochure and say they may call, she will say, “No, please! Even though I’m living a nightmare here, I need this job.” A Skeleton Warrior will show up and attack.
- c) Talk to Joann: If they mention Ming or the brochure, she will deny anything is wrong. A Skeleton Warrior will show up and attack.
- d) If you go in to try to speak to Mr. Crankett, Joan will block your way and tell you, “Mr. Crankett cannot be disturbed. How can I help you?”
- e) Make the phone call to report the Sexual Harassment against Ming: Joann walks back into the office. Several minutes later, Mr. Crankett comes storming out the office, and yells at them, “You haven’t been here a day yet, and you had to go and make

trouble! Well, you're fired. Get out of here!" They are tempted to really tell him off, or worse. 2 Hobgoblins enter and attack. After they finish off the Temptations, they leave. Go to CONCLUSION #1.

- f) Mind your own business and finish out the day: At the end of the day, Mr. Crankett comes out, apologizes to you, and says that he has to let you go. He just doesn't have enough work for you. Go to CONCLUSION #2

2) Secretary's Office. There's a desk here with a computer on it, plus some filing cabinets on the far side.

EVENT #2: Begins when they enter the office. Ends when they enter Mr. Crankett's office.

Joann Hornet is a tall, thin, older lady, dressed in a conservative gray pant-suit. She is sitting at her desk typing something on her computer. When she sees them walk in she says, "Have you talked to Mr. Crankett yet?" If they answer, no, she will say, "Oh for Pete's sake! The man has a mind like a sieve!" She gets up, opens the far door, and shouts, "Mr. Crankett, your new employees are waiting for you!" They hear a mumble from within. Joann turns to them, and says, "Go on in."

EVENT #6: Begins when they bring the copies to Joann. Ends when they leave.

When they give Joann the copies, she thanks them. As they leave they hear Ming's voice coming from Mr. Crankett's office, "Please Mr. Crankett!". You hear a raucous laughter from Mr. Crankett, and his voice says, "What's the matter, honey?" Joann acts like she didn't hear anything. If you say anything, or try to enter Mr. Crankett's office, Joann will shoe you back out to your office.

3) Mr. Crankett's Office. There's a very fancy desk at the far end of the room, with some plush leather couches along each wall.

EVENT #3: Begins when they first enter. Ends when they leave.

Mr. Crankett is a large, grumpy looking man being guarded by a Big Baddie. He is reading a document on his desk. If you walk up next to his desk, or try to talk to him, the Big Baddie will attack. Once you defeat the Big Baddie, he will look up at you and say, "Ah, yes, I don't have time today to give you your formal assignments. Just go out and help the other two in whatever they are doing." He looks back down at his document.

CONCLUSION #1) As you leave the office, you feel like you did the right thing, but you wonder . . . for a couple of weeks, anyway. Two weeks later you see Ming at the local supermarket. She says, "I can't thank you enough for what you did for me. Later that day, Mr. Crankett fired me too. I was really mad at you for what you did. But, the next day, I got a call from the Equal Opportunity Association. After they talked to me about what happened, they said that they were going to investigate it and make sure it didn't happen to anyone else again. They told me that they could get me my job back, but, I told them no. I realize that I was wasting my talents there. So, I went and looked for another job, and a week later I found one. I couldn't be happier. You turned my life around. Thank you so much!" As she smiles at you, your knees go weak. Six Gluts attack . . . just kidding! You're over that. You each gain 30 experience in Love for making the hard choice.

CONCLUSION #2) As you leave for the day, you think about what Ming is going through. Her life is a living nightmare. Nobody else there was willing to help her, and now, you have decided that it's best not to interfere. Lose all experience in Faithfulness that you gained this scenario.

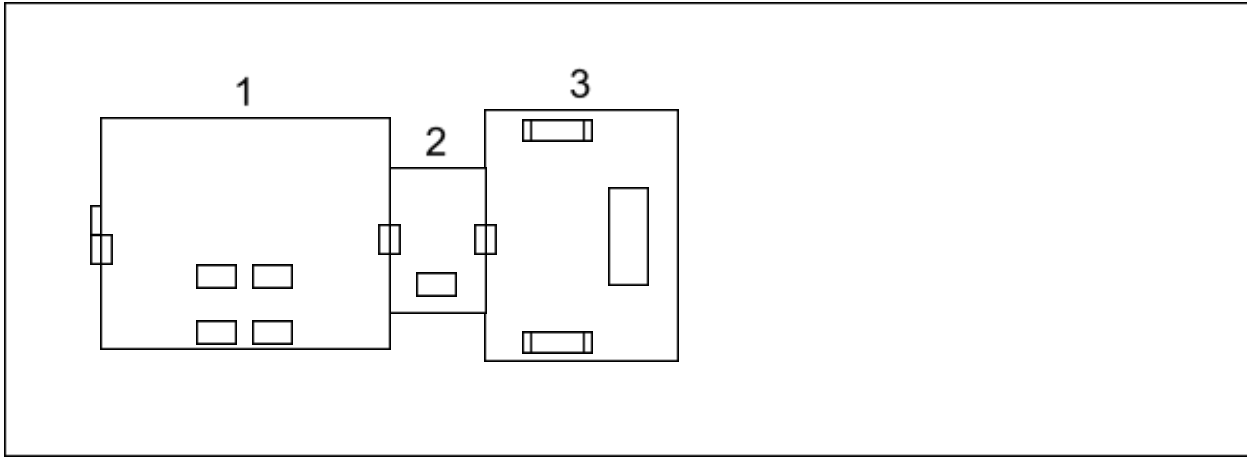
Props

Prop A:
Haxuon
Sarrasmen es'
iginst de loo, un
es' jos rong!
Tou ropet
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Prop B:
Northeastern
Bormanese to
English
Dictionary.
by
Yo Yo Sling

Prop C:
Sexual
Harassment is
against the law,
and is just
wrong! To report
incidences, call:
1 800 5552101.

Map Summary



***** End Scenario Description Example *****

The above scenario is an event-based scenario. An event-based scenario is one that has multiple things happen in a single map area at different times. Some scenarios only have one thing happen in a map area. Event-based scenarios are more challenging to handle as a Game Master. Before we start the example walkthrough, let's talk a little about the above scenario. Listed right under the title, is the difficulty level. In this case it's two beginning characters. That doesn't mean that you have to limit this scenario to only two characters. It means that you have to make adjustments for more or less characters. For example, if 4 beginning characters are playing (or 2 second level characters), double the number of all Temptations. Characters of different maturity levels can play together, but it's a little unfair to lower level characters, since the number of Temptations will be raised, and their characters will have a harder time not being tempted (i.e. losing). Also, if the characters are a higher level than the scenario difficulty level, you can promote the Temptations to the next level (for example, if the scenario description calls for 4 Goblins, adjust them to 4 Hobgoblins).

Under that is listed the chance of Wandering Temptations, and what types there are. Next is listed any special rules for the scenario. After that is the introduction, and then the area descriptions. Finally, there is a map area summary, which shows a bigger picture of what all of the map areas look like. Many times this is helpful for figuring out how the separate map area game boards are placed.

In a separate document is the map area game boards. These will be used during the game to show the positions of characters, tertiary characters, and Temptations. Instead of using these game boards, the Game Master is free to build her/his own. Here's an example of the game board document (these are a little smaller than usual):

***** Begin Game Board Document Example *****

assortment of the required dice. One of the players (we will designate the Player whose character is Rosebud) should get the Scenario Damage and Experience worksheet. The Game Master should be at the end of the table with her/his stuff hidden behind a partition. The Game Master should have the scenario description and game maps (and possibly her/his own set of Temptations, Applied Scripture, etc.), an assortment of dice, and some assorted figurines for Temptations and Tertiary Characters (I use figurines for these too). Since this is a walkthrough, fix the picture in your mind – the Game Master at the end of the table, with the players (in this walkthrough, two players) around the table. For this walkthrough, we will make the Game Master a female, the player controlling Charlie a male (whom we shall call Player one, or P1), and the player controlling Rosebud a female (whom we shall call Player two, or P2).

Player two (with Rosebud) will copy all of the character strengths from both Charlie and Rosebud onto separate entries on the Scenario Damage and Experience worksheet. Here’s what that looks like:

Scenario Experience and Damage Worksheet

Name: Charlie

	Copy from		
	Character	damage	Exp.
LO	<u>14</u>	_____	_____
JO	<u>13</u>	_____	
PE	<u>10</u>	_____	_____
PA	<u>20</u>	_____	_____
KI	<u>10</u>	_____	_____
GO	<u>15</u>	_____	_____
FA	<u>19</u>	_____	_____
GE	<u>11</u>	_____	_____
SC	<u>23</u>	_____	_____

Scripture Applied

Items Held

Name: Rosebud

	Copy from		
	Character	damage	Exp.
LO	<u>8</u>	_____	_____
JO	<u>10</u>	_____	_____
PE	<u>13</u>	_____	_____
PA	<u>20</u>	_____	_____
KI	<u>7</u>	_____	_____
GO	<u>15</u>	_____	_____
FA	<u>19</u>	_____	_____
GE	<u>16</u>	_____	_____
SC	<u>6</u>	_____	_____

Scripture Applied

Items Held

Now, the players have developed their characters, and have them in front of them, waiting for the Game Master to give the introduction. The Game Master looks at the scenario sheet and gives the introduction. Look at the introduction. You will see that the Game Master (the GM, from now on) will not read it word for word. For this, and every area after this, the GM will read (and quite possibly embellish) the portions that make sense. Notice the difference between what the introduction is, and what the GM actually says below.

GM: “You two have just been hired on as office help at Crankett Kitchen Appliances corporate headquarters. This is your first day on the job. A lady, named Joann Horner, gave you a short tour, and has shown you to your desks. She says to you, ‘Mr. Crankett will speak with you in a few minutes. Please relax until then.’”

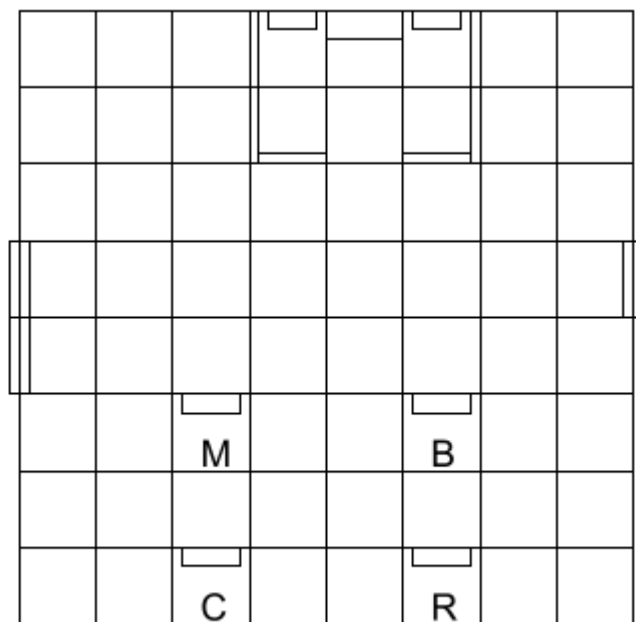
The GM is annoyed with the way the introduction is written, and makes a note to suggest improvements to the scenario designer via the Soul Guardian Web page. The GM decides that this is a good point to put down map area #1. She pulls out map area #1 and puts it down in front of the players.

GM: “Place your playing pieces down at these two desks – one per desk.” (GM points to the two desks closest to the wall).

Players: They place their pieces.

GM: Places two other tertiary characters at the desks in front of them.

Here’s what the game board looks like. There are four character pieces on the board. I am showing them the letters: C = Charlie, R = Rosebud, M = Ming, and B = Barb:



GM: “You are sitting at your two desks (points to the two rectangles at the bottom). Joann leaves you at your desks and walks through that door (points to the single door on the right). Looking around the room, you see two other desks, each one with a person at it (points to the two rectangles above), and on the other side of the room, a small area with a copying machine and a couple of tables.”

The GM has interpreted the introduction, keeping track of any notes in parenthesis. She sees that the introduction says to move on to Area #1. The GM looks at the Area #1 description, and give the appropriate description to the players. She also notices that they are at Event #1 and carefully reads Event #1.

GM: The GM decides that the characters are too far away to see what’s in the copying room. “You see that there is a copying machine in the copy area, but that’s all you can see from here. There’s two people at their desks in from of you. What would you like to do?” (Looks at players expectantly). (GM notes that this is the start of turn #1).

(Turn #1):

P1 (Charlie), speaking to P2 (Rosebud): “What do you want to do?”

P2, responding to P1: “Let’s talk to the people in front of us.”

P1, to P2: “OK, how about I take the one in front of me, and you take the one in front of you.”

P2: “I don’t know. I think maybe we should stick together.”

P1: “Alright. Go ahead.”

P2, to GM: “I am going to move.” She attempts to move her piece one square up.

GM: “Ah, you are sitting down. It will take you one movement point to stand up. And, do your really want to crawl over your desk?”

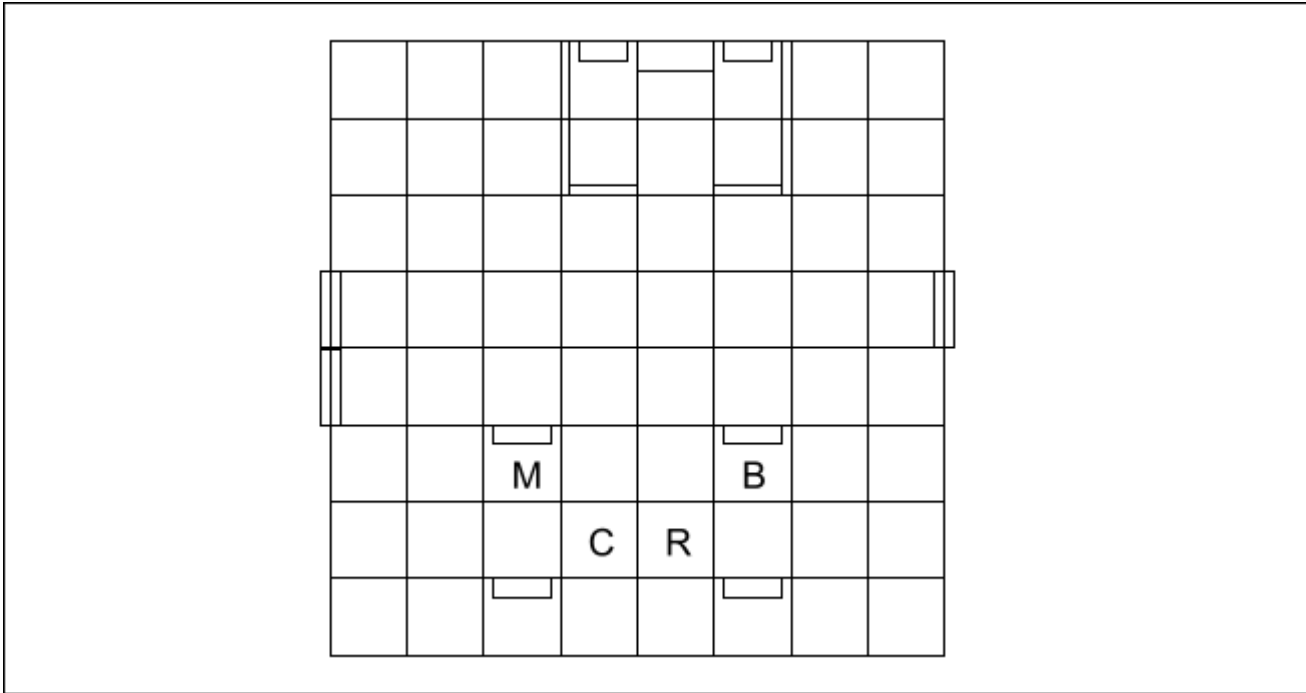
P2: “(sigh) OK, I will spend one movement point to stand up. One, two (she moves her piece one space to the left), three (she moves her piece up one).”

You can handle movement one of two ways. I usually handle it the way described here, which is letting everyone take their turn. Another way to handle it is to make all players describe their movement and move them all at the same time.

GM: (Looks at P1) “And You?”

P1: “I will get up for one, two (moves his piece to the right one space), three (moves his piece up one space).

This ends turn #1. The map now looks like:



(Turn #2 begins):

GM: “OK, you moved. Now what?”

P2 (Rosebud): “I’ll talk to that person (points to B)”.

GM: “The person whom you want to talk to is a little far away to talk to, but since you are looking at her, you notice it’s a kind of heavy woman with greasy hair.”

Notice how the GM has slightly changed Barb’s description. That’s the GM’s prerogative. Also, Rosebud is right next to Barb. I have no idea why the GM has decided Rosebud is too far away.

P2: “OK, I will move up one. One (she moves her piece up one). Now, can I talk to her?”

P1: “Wait for me (he moves his character up one too).

GM: “(To P1) OK. (To P2) Yes. In fact, now that you are a little closer, you can see the woman’s face. It’s not very pretty. She seems to be intent on working at her computer.”

P2: “I’ll say, ‘Hi, I’m Rosebud. What’s your name?’”

GM: “(To P2) That will take up the rest of your movement points. (To P1) Would you like to move further?”

P1: “No, I’ll stay here.”

GM: “(To P2) The woman says, ‘Barb Knutson. Sorry I can’t talk right now. I have a deadline.’”

(This ends turn #2). The board above looks the same, except Rosebud and Charlie are one space above where they are before.

(Turn #3 begins):

P2: “Hey, I’m new here. I think that you should make some time.”

GM: “Are you saying that to her.”

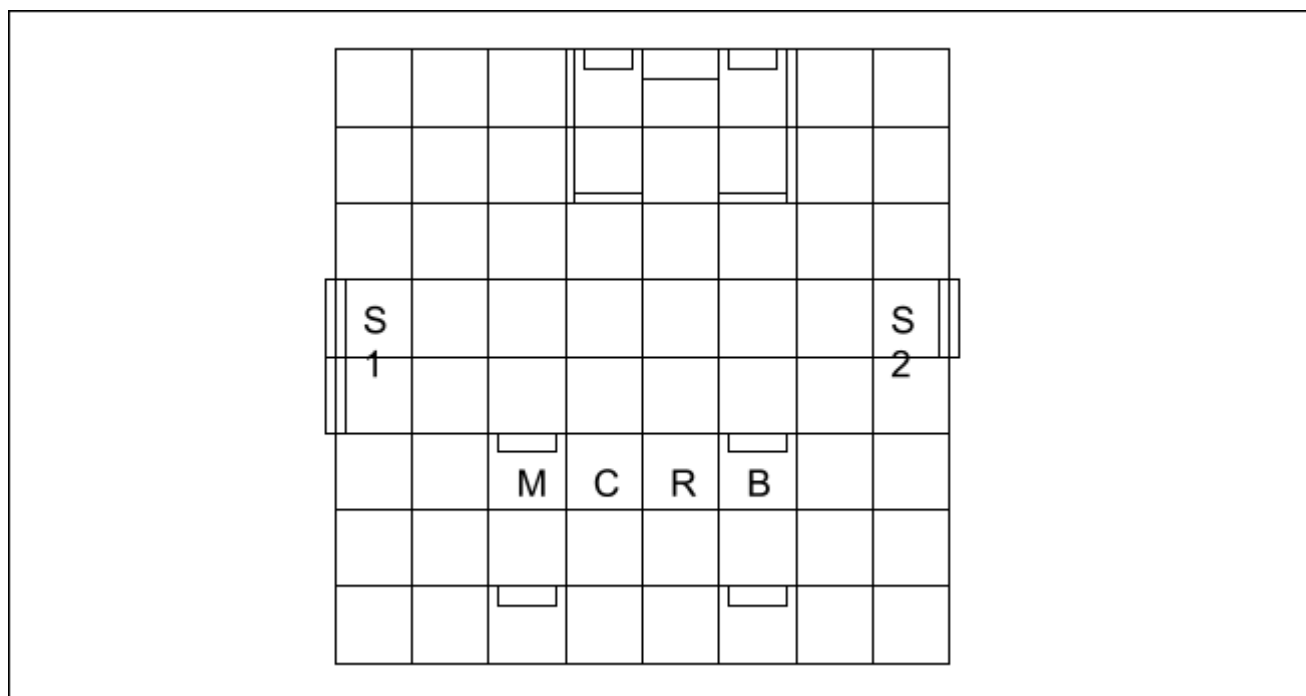
P2: “Yeah.”

GM: (Consulting the scenario description, EVENT #1) “Barb looks annoyed. She says, ‘Sorry I can’t talk right now.’ You feel yourselves fighting Impatience” The GM is saying this because she realizes that two Sprites, which are Patience attacking Temptations, are about to attack. “In fact, two Sprites, enter the room.”

(This ends Turn #3 on the Physical Plane, and starts the battle sequence on the Spiritual Plane).

The players check the list of Temptations to see what a Sprite is like. Here is what they see from the stats on a Sprite: 1. It attacks Patience. 2. It is Level 1 (“whew, we should be able to handle these”). 3. It has only one to two hit points. 4. Defensive Strength of only 2 (“this could be easy”). 5. Hand-to-hand effectiveness of 8 (“they are going to hit us a lot”). 6. Hand-to-hand damage is 0 – 1 (“even though they will hit us a lot, they won’t do much damage”). 7. Number of attacks equals 3 per turn (“ouch!”). 8. Movement is 12 squares (“wow, they are fast!”). 9. No range abilities. 10. They have an initiative modifier of +3. 11. They are flying creatures, and follow the flying attack rules.

The GM chooses to place the Sprites, each at a random entrance to the area. She rolls the 4 sided dice, deciding that a roll of 1 or 2 will be the left doorway, and a roll of 3 or 4 will be the right doorway. She rolls a 1, and places the first Sprite by the left doorway. She rolls a 4, and places the second Sprite by the right doorway. The map now looks like this, Sprite #1 being designated as “S1”, and Sprite #2 as “S2”.



The GM rolls the hit points for the Sprites. She uses the four-sided dice (in the same way). She rolls 2 and 3. Sprite #1 has one hit point, and Sprite #2 has two hit points. The GM writes this down.

GM: “Let’s roll for initiative (to determine turn order)”.

First, determine how many battle groups there are. Battle groups are divided up into friendly groups that are within three spaces of each other. Charlie and Rosebud are within three spaces of each other, so they form one battle group. The Sprites are not, so they form separate battle groups. The GM will roll for the Sprites, and the players will roll for themselves. They all roll ten-sided die. The GM rolls a 5 for Sprite 1, and a 10 for Sprite 2, P1 rolls a 1. P2 rolls an 8. Their initialization modifiers adjust the rolls to: S1 = 8, S2 = 13, P1 = 0, and P2 = 7. The turn order will be S1, S2, P2, and P1. Let’s determine surprise. S2 will go first and surprises Charlie and Rose because its modified initiative roll (13) is two or greater than their battle group’s highest modified initiative roll (7). S1, although it attacks before Charlie or Rose, does not surprise them because its modified initiative roll (8) is not two or more greater than their group’s highest modified initiative roll (7).

Besides rolling for initiative, each player will roll a D6 for their defense during the battle. P1 (Charlie) rolls a 4. Consulting his character sheet, he sees that his fourth defensive strength (Helmet of Salvation) is 5. P2 (Rosebud) rolls a 6. There are only 5 defensive strengths. Rolling a 6 allows her to pick her best one, which is Shield of Faith. That's a 9.

GM: "Here goes Sprite #2." The GM, rather than deciding that Sprite 2 will attack a certain person (which is certainly her prerogative), decides to make it random. She rolls the four-sided dice to see who will be attacked, deciding that 1 or 2 will be Charlie, and, 3 or 4 will be Rosebud. She rolls a 1. That's Charlie. "Sprite #2 goes after Charlie". The GM moves Sprite #1 three spaces to the right, and two spaces down on top of Charlie. By the way, since Sprites are flying Temptations, only floor-to-ceiling barriers are going to stop them. They can fly right over desks, partitions, characters, etc. (but not through area boundaries).

Since Sprite 2 has surprised Charlie (and Rosebud), the Sprite gets the surprise bonus, which means its attack effectiveness is doubled for the first attack. The Sprite's hand-to-hand attack effectiveness is doubled from "8" to "16". Notice there is no "16" on the to hit table. In this case half the attack effectiveness to 8, and half Charlie's defense. You can extrapolate the to hit number this way for any numbers. Look at the "8" row (the left side) on the to hit table. Charlie's defense for this attack is 5. However, we will look at the 2 and 3 column (the top) on the to hit table. Look where these cross, and you see that the number for the 2 column is "88", and the number for the 3 column is "80". The number that the Sprite needs to hit is the average of "88" and "80", which is "84". If there were more columns and rows in the table, the intersection of 16 effectiveness and 5 defense would be "84". Use that method to extrapolate numbers from the to hit table for values that don't fit (such as values greater than 10, or half values). The Sprite needs a "84" or less, on a D100 to hit Charlie.

Note: Once the Sprite attacks anyone in Charlie's battle group, it's surprise will be lost to that group for any subsequent turn.

To roll a D100 (0 – 99), the GM pulls two different colored (or different looking anyway) 10-sided dice out. For this example, one is red, and one is blue.

GM: "I am designating the red die as my higher order die".

The Sprite gets three attacks per turn. The GM rolls the dice for the Sprites first attack. The red dice is a 8, and the blue dice is a 6. The two dice are two digits for the numbers 0 – 99. In this case, the GM rolled "86". The Sprite needed a "84" or less to hit Charlie, so, it missed. The GM rolls for the second attack. The red is 2, and the blue is 8. "28" is less than "84", so the Sprite hits. The GM rolls for the third attack: red = 5 and blue = 5. A "55" for a hit. Two of the three Sprite's attacks hit, so the GM makes two damage rolls. The Sprite does 0 – 1 damage when it hits, so the GM rolls two four sided dice (1 and 2 = zero damage, and 3 and 4 = one damage). The GM rolls a 3, and a 4, which means both damage rolls did one damage apiece. Adding the damage rolls (1 + 1) together means the Sprite did two damage in Patience to Charlie.

Player #2 pulls out the Scenario Experience and Damage Worksheet, and, in pencil, not pen, writes "2" in the "damage" row, and the "PA" column for Charlie's character. That row now looks like:

PA 20 2 _____

GM: Sprite #2, being a flying creature gets to finish it's movement. It took 5 movement points to enter Charlie's square, and 3 more movement points to attack Charlie. It has 4 left, so the GM decides to fly it up 4 squares, to hide behind the partition.

GM: "Now it's time for Sprite #1". (The GM rolls the D4 to decide who is going to be attacked – 1 or 2 is Charlie, 3 or 4 is Rosebud. She rolls a 2.) "Charlie gets attacked again!"

P1: "Groan!"

GM: She moves Sprite #1 two squares down, and four squares left. Since the Sprite did not surprise Charlie and Rosebud, it attacks with its normal 8 hand-to-hand effectiveness (the left side of the table). Charlie is defending with a "5" (the top of the table). The intersection of this row and column is "66". The Sprite needs a "66" or less on the D100 to hit Charlie.

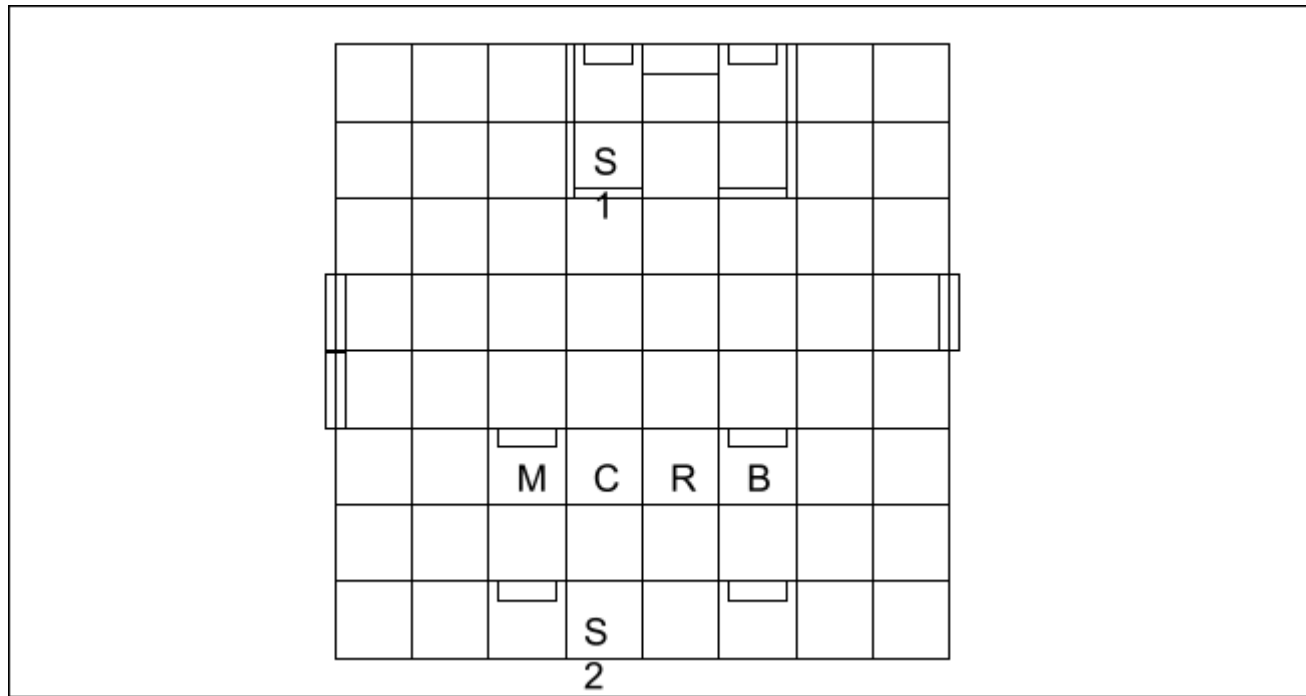
GM: "Red is first". (The GM rolls, red die = 7, blue die = 2, for a "72". It's a miss. For the Sprite's second attack, the GM rolls, red die = 3, blue die = 2, for a "32". A hit! For the third attack, the GM rolls, red die = 0, blue die = 0, for a "00". "00" is a critical hit, which means that damage is doubled. Two hits (one being a critical hit). The GM makes the damage rolls with the D4 (1 or 2 = 0 damage, 3 or 4 = 1 damage). For the first hit, the GM rolls a 4, which means 1 point of damage in Patience. For the second roll, which is the critical hit, the GM rolls a 2, which is 0 points of damage, doubled, which is still 0 points of damage. One point of damage plus zero points of damage equals one point of damage.)

Player #2 pulls out the Scenario Experience and Damage Worksheet, and adds another point of damage to the Patience row, under the Damage column for Charlie (she does this by erasing the “2”, and writing “3” – now you know why you should use pencil). Charlie’s Patience row now looks like:

PA 20 3 _____

Charlie can lose 17 more points in Patience before he becomes tempted, and loses the scenario.

GM: The Sprite moved six to Charlie, and made three attacks. That leaves three spaces to move. The GM moves Sprite #2 down two spaces and stops. The GM doesn’t have to use up all the Sprites movement points. The game board now looks like:



(Note: This battle is not taking any time on the Physical plane. The Turn count that the GM was using for Wandering Temptations checks has stopped.)

(Now, Charlie’s and Rosebud’s angels can counter attack):

GM: “OK, now it’s your turn. Go ahead, Rosebud.”

P2: “I will delay until after Charlie attacks.”

The rules allow for players to delay their attack. They may delay as long as they want to – up until they are the last player to act.

The rules for flying creatures say that only those angels, who belong to a character that has been attacked, can make a hand-to-hand attacks. The reasoning behind this rule is that only the Angels of the attacked character can reach the flying Temptation. You have to imagine that the character’s angel’s attack occurred during the Temptation’s attack. All other angels must use ranged attacks against the flying Temptations after the Temptations have expended their movement points. This simulates the speed and maneuverability of the flying Temptation (and adds to the interest of the game). In this case, Charlie’s angels have the option to make a hand-to-hand attack to one of the Temptations (or both, if he had more than one attack in that turn). Rosebud’s angel can only make a ranged attack against a Temptation that she can see (in this case, only the one who is not hiding behind the partition.

P1: Player #1 looks at his scripture, notes that he could apply his healing scripture now. But, since Charlie has 17 points of Patience left, and is in no danger, he decides to save it. Player #1 looks at Charlie’s angelic team’s statistics. Their hand-to-hand attack has only an effectiveness of 3. Their ranged attack has an effectiveness of 6, and has a little higher rate of attack. Charlie will definitely want to use his ranged attacks more often. In this case, though, Charlie is thinking about that sneaking Sprite behind the partition. “Rosebud, since that pesky Sprite is hiding behind the partition, I’m going to try to take that one out. This will leave the one in the open for you.”

Now I will mention character class effects. Whenever a character makes an attack against a temptation, s/he rolls the normal D100, but also rolls a D6 for character class effects. In this case Charlie's class is Indomitable. The rules list these effects for that class:

Indomitable (Physical Strength)

1. Double Effectiveness: The effectiveness of all the next attacks in that battle will be doubled (this can be cumulative).
2. Double Damage: A hit will double the damage of that attack.
3. None.
4. None.
5. Cancel Effectiveness: A miss will cause any effectiveness doubling from before to be cancelled.
6. Half Rate: A miss will half the attack rate for the rest of the battle (cumulative).

Whatever the D6 on the attack roll is, it will correspond to one of the effects above. Notice that the lower numbers are better than the higher.

Onto Charlie's attack:

P1: "I'm going to use a hand-to-hand attack against the first Sprite." Charlie checks his angel's hand-to-hand effectiveness, and sees that it is "3". The Sprites defense is "2". Checking the To-hit table ("3" on the left, "2" on top), Player one sees that he needs a "63" or less to hit. He pulls out his two 10-sided dice (his is yellow and green) and his 6-sided dice. "Yellow is first." He rolls a yellow die = 4, green die = 4, for a "44", and his a "6" on his D6. A hit. Also, check the class effect for "6". If Charlie had missed, his attack rate would have been cut in half for all the next battle turns. But since he did hit, he can ignore the negative class effect. Looking at Charlie's angel's hand-to-hand damage, player #1 sees that they do 2-12 plus 0-1. Since Charlie got a hit, player #1 pulls out 2 D6s for the 2-12 damage roll, and a D4 (1 or 2 = "0" damage, and 3 or 4 = "1" damage) for the 0-1 damage roll. His 2 D6s are "3" and "2". His D4 is "4", which means one damage. Three plus two plus one equals six damage total. Sprite #1 had one hit point. Charlie's angels have easily defeated the Sprite. In fact, normally, since Charlie's angels will do a minimum of 2 damage when they hit, and a Sprite has a maximum of 2 hit points, a damage roll wasn't necessary. But, we did it anyway for your benefit.

GM: "You have defeated the Sprite. It had one hit point. The Sprite is history." (Neither of the players knew this until now – although, they knew from the list of Temptations, that it only had one or two hit points).

The GM takes Sprite #1 off of the board. Player #2 gets ready to write the experience points down. Since Charlie has successfully warded off the Temptation, he will get experience in Patience (which is the Sprite's specialty). The experience points he gets is equal to the lower of the number of hit points the Sprite had, or the amount of damage he rolled, plus a possible bonus for vanquishing the Sprite. The Sprite's hit points was one. The vanquishing bonus is the Sprites total hit points, divided by 4 (round down). In this case, it's zero. Sorry Charlie! So, Charlie gets one experience point for his attack. Player #2 pulls out the Scenario Experience and Damage Worksheet, and writes "1" under the experience column, and Patience row. That row now looks like:

PA 20 3 1

GM: "Your turn, Rosebud."

P2: "I would like to walk up and attack the Sprite."

GM: "Sprites are flying creatures. You cannot attack them hand-to-hand, even if they are sitting right next to you. Remember that they are constantly in motion, and that their position on the game board is just an instant in time. If they attack you, you may respond with a hand-to-hand attack. Even then, your attack would occur when they were on top of you. That's why Charlie was able to attack the other Sprite, even though it was behind a wall. He didn't attack it when it was behind the wall. He attacked it when the Sprite was attacking him."

P2: "OK, OK, I'll take a shot at Sprite #2".

Lets discuss Rosebuds class effects. She is a Artisan. The rules state that the effects of this class are:

Artisan (Creative)

1. Random Scripture: A random scripture of the same or lower level as the Artisan, will be immediately applied for free. The Artisan will choose the results.
2. All Memorize: A hit will treat all scriptures applied by anyone during the battle as memorized. This will only occur starting the next turn and if temptations are still there.
3. Move All: A hit will allow the Artisan to place everyone in the room anywhere.

4. None.
5. Grumpy: A miss will make the Artisan grumpy and spend the next turn walking away from the nearest temptation.
6. One-time Loss: A one-time scripture will be forfeited by someone. The Artisan will choose which one.

Back to here attack:

P2: Player #2 looks at her Range statistics. Her angel only has a “2” ranged effectiveness, so normally, it would be better off attacking hand-to-hand. Worse yet, it only can make $\frac{1}{2}$ attacks per turn. If her angel decides to use its range attack, it will not be able to make any kind of attack the next turn, even if the Sprite attacks her next. But, because it’s the only attack she can make, Player #2 decides to risk it. Her ranged effectiveness is “2”, which corresponds to the “2” row on the To Hit Table (the left side). The Sprites defense is “2”, which corresponds to the “2” column on the To Hit Table (the top). The number to hit the Sprite is the intersection of the “2” row and “2” column. In this case, it’s “50” (or less). Player #2 prepares to roll her D100 (a white ten-sided die, and a black ten-sided die).

P2: “First is the white die.” She rolls a white = 6, black = 9, for a “69”, and a 6 on the D6. She misses and the class effect kicks in. (In this case, the negative class effect happens whether she hits or misses, because the 6th class effect doesn’t mention whether it happens only on a hit or miss). However, in this case no one has a one-time scripture to forfeit, so nothing happens.

One time scriptures are extra scriptures that can be picked up, either through class effects of various characters, or because scenarios have one-time scriptures described in the scenario (available for characters to pick up). A one-time scripture is sort of like a scroll (in other role-playing games). They are read and disappear. In the Soul Guardian universe, this is sort of like getting a timely reminder of a certain scripture – but is not one of the scriptures that you have in your arsenal.

(This ends the first round of battle. The game map looks exactly like before, except that Sprite #1 is missing).

GM: The GM decides once again to roll the D4 to decide which character gets attacked. This is done in the same way as before, so if you forget, go back a few pages for a refresher. The D4 roll determines that Rosebud gets attacked. “The Sprite goes for Rosebud.” The GM moves the Sprite one space right, and two spaces up, for 3 movement points so far.

GM: The GM looks at what the Sprite needs to hit: The Sprite’s “8” hand-to-hand effectiveness, on the left side of the To Hit Table, vrs. Rosebud’s defense of “9”, on the top, results in a “46”. The GM pulls out the D100 for the Sprite’s three attacks. Refer to above for exactly how she does this. She rolls a “21”, for a hit, a “99”, for a critical miss, and stops there. A “99” is a critical miss, which means that the attacker will not be able to move or attack anymore this turn or the next. Furthermore, the Sprites defense will be halved for the next turn. For the first attack, the GM rolls the D4, and the result is one damage to Rosebud.

P2: Player #2 pulls out her Scenario Experience and Damage Worksheet, and writes “1” in the “damage” row, and “PA” row for Rosebud.

(The game board looks like before, except the Sprite is now in the same space as Rosebud).

GM: “Since Rosebud only had $\frac{1}{2}$ attacks per turn, she cannot attack this turn. Charlie had $\frac{3}{4}$ attacks per turn.” Because the Sprite has faltered, it is now lying stunned at Rosebud’s feet. In this rare case, Charlie may attack hand-to-hand this turn, even though he normally wouldn’t be able to, due to the fact he wasn’t attacked by the Sprite this turn. “If you, Charlie, attack hand-to-hand again, you will not be able to attack next turn” (because of his attack rate).

P1: “What if I decide to attack at range? Can I do that?”

GM: “Ahh . . . , hmm, you made attack #1 in a 4 turn attack cycle (that’s the way you look at $\frac{3}{4}$ attacks per turn). Now, you want to switch to a range attack. Your range attack rate is $\frac{5}{4}$ attacks per turn. The rules states that if you switch your attack, you have to use the lower attack rate between hand-to-hand and range attacks for just the next turn. In your case, if you switch to a ranged attack, your attack rate will be $\frac{3}{4}$ attack for the next turn only. This will be your second attack in the four attack cycle. For $\frac{3}{4}$ attacks per turn, we use a four turn attack cycle to determine which turns you attack, and which turns you don’t. The rules state that, for less than one attack per turn, you skip the turn after the halfway point. In this case, you skip turn 3 on the 4 turn cycle. This means that you can attack the first two turns, rest the third turn, and attack again the fourth turn. Since this will be your second attack, you can attack, but you will not be able to attack the next turn, even if you want to make another range attack. Does that make sense?”

P1: “I’ll take your word for it. In other words, I can make a ranged attack, but will not be able to attack next turn.”

GM: “Right. Would you like to make a range attack, or would you like to stick to a hand-to-hand attack.”

P1: “Since my range effectiveness is so much higher than my hand-to-hand effectiveness, I’ll switch to the range attack.” Player #1 looks at the To Hit Table to determine what he needs to hit. His “6” effectiveness versus the Sprite’s halved defense, “1”, gives him a “86” to hit. He rolls the D100 and D6, and gets a “22” and “1”, for a hit. Class effects for a “1” on Indomitable says that subsequent attacks will be doubled for this battle (not that there are likely to be any). He looks at his character sheet, and sees that for damage he has a “1-4” under the “5” column, and a “1-10” under the “10” column. The Sprite is in the next square, and is easily within both ranges (the “5” and “10” from those columns), so he uses the D4 and D10 dice for his damage.

GM: “Wait, Charlie, this Sprite only has 2 hit points, and I noticed that you will do at least that much damage to it, so your angels vanquish it. You get 2 points experience in Patience.” (She removes the final Sprite from the game board).

P2: Player 2 records it on the Scenario Experience and Damage Worksheet. Charlie’s Patience row now looks like:

PA 20 3 3

(This ends the battle sequence on the Spiritual Plane. The game board looks like the same before without the Sprites. The GM starts her turn count over from one. This begins new turn #1 on the Physical Plane).

GM: “OK, with all the Sprites gone, what would you like to do.”

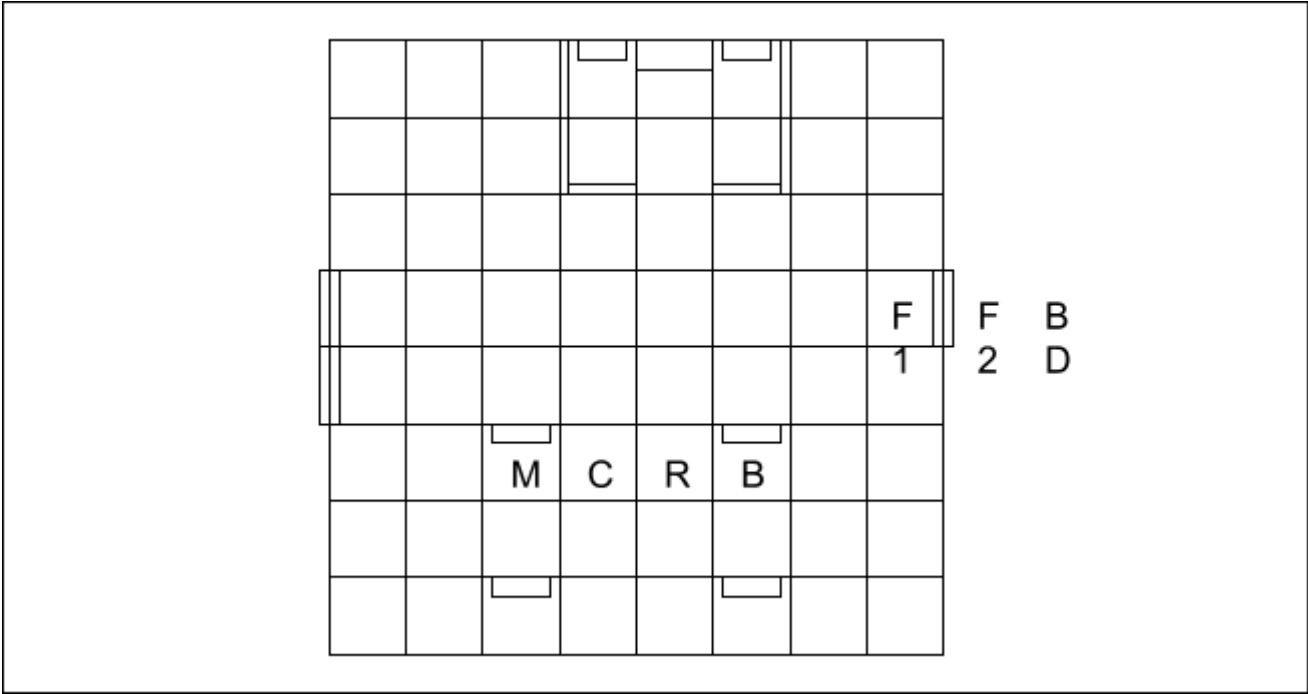
P2: (To P1) “Barb doesn’t seem like she wants to talk. Would you like me to try again.”

P1: “She didn’t seem receptive. What do you think of me trying this other person behind me.”

P2: “Go for it.”

P1: (To GM): “I turn and talk to this other person.”

GM: (Looks back at Scenario Description) “There’s another woman sitting at her desk. She’s doing her nails. You do a double-take. She must be just about the most beautiful woman you have ever seen. Her dark eyes captivate you. Her hair glows. You are just stunned. Charlie, two Fairies try to pollute your thoughts. Rosebud, a Baddie attempts to get you to make comparisons between yourself and this woman.” The GM randomly place the Temptations at one of the two entrances, using the D4 (one and two = left doorway, three and four = right doorway. She rolls “3”, “4”, and “4”. She places a Fairy in front of the right entrance, and the other Fairy and the Baddie off the map to the right (which will enter the room behind the first Fairy). The map now looks like):



(M = Ming, C = Charlie, R = Rosebud, B = Barb, F1 = Fairy #1, F2 = Fairy #2, BD = Baddie)

(This begins another spiritual battle on the Spirit Plane).

(Everyone checks out the stats on the Temptations. You should look too! You will notice that a Fairy is another flying temptation, very similar to the Sprites. The Baddie is a much slower moving Temptation, but has a lot of hit points, and has a much higher defensive strength.)

GM: “Let’s roll for initiative. There only two battle groups this time (because the temptations are within three squares of each other, and the players are within three squares of each other).” She rolls a 5, 6 and 8 (Fairy1, Fairy2 and Baddie). The GM checks the temptation list and notes that the fairy’s initiative modifier is +2 and the baddie’s initiative modifier is –2. The initiative rolls are adjusted to 7, 8 and 6 respectively.

P1 rolls a 5 and P2 rolls a 2. These adjust to 4 and 1 (because of their –1 initiative modifier).

GM: “The Temptations take you by surprise.”

The turn order is F2, F1, BD, C, R.

The players also roll their defense. P1 rolls a 3 (on the D6), which is Charlie’s third defensive strength (Boots of the Gospel of Peace), and is 7. P2 rolls a 6, and gets to pick her best defensive strength, which is Shield of Faith, which is a 9.

The GM rolls the hit points for the Temptations. The two Fairies have 1-3 hit points, so the GM pulls out a D6 for each of them (1-2 = one, 3-4 = two, 5-6 = three). The GM rolls a “1” and a “5”. Fairy #1 has one hit point, and Fairy #2 has three hit points. The Baddie has 2-12 hit points. The GM uses 2 D6s. He rolls a “5” and a “4”. The Baddie has nine hit points.

The GM read, in the Scenario Description, that the Fairies will only attack Charlie, and the Baddie will only attack Rosebud, so she won’t have to make a roll to determine which character the Temptations will attack. The Temptations did take the characters by surprise. This won’t mean much if the Temptations can reach the characters and attack them this turn, because then, the character’s angels can counter attack normally, and the temptations will lose their surprise. If the Temptations can only move, and can’t reach the characters this turn, this will mean that the characters hadn’t noticed the Temptations, and a new initiative roll will be made after the Temptations move. In this case, the Fairies have a movement of eight, which means that Fairy #1 can reach Charlie and get in one its two attacks before it is required to move away (read the battle rules for flying Temptations.) Fairy #2 won’t be able to attack Charlie at all (because it can’t reach him and have enough movement for the attack).

The GM decides that Fairy #2, even though it is first, will delay until after Fairy #1 has attacked.

GM: “The surprise roll doesn’t mean much because Fairy #1 is attacking you, Charlie. This is actually very lucky for you, because the Fairy will only be able to make one attack, as opposed to its normal two, and you will be allowed to counter-attack.” The GM moves the Fairy 4 squares to the left, and two down onto Charlie. This uses up six of eight movement points that the Fairy has, leaving only one movement point for an attack, and one movement point to make its required get-away.

The Fairy’s hand-to-hand effectiveness is doubled to “12” (because of the surprise bonus) and Charlie’s defense is “7”. “12” by “7” on the To Hit Table (or rather, “6” by “3.5”) is a “69”.

The GM rolls the D100 for the Fairy’s to hit attempt, and gets a “76” – a miss. Any attack, successful or not, will result in the battle group losing their surprise. Everyone in the battle group that turn will still be able to make surprise attacks, but once their attacks are over, their surprise is lost. The GM uses the Fairy’s last movement point to move it one square below Charlie.

Fairy #2 (which requires a movement point to move into the room) doesn’t have enough movement points to attack Charlie and get away, so the GM flies it 5 squares left, and two squares up, to hide behind the partition. Finally, the GM moves the Baddie two squares left, since it only gets two movement points. The game map now looks like:

			F				
			2				
							B
							D
			M	C	R	B	
				F			
				1			

GM: “You’re up, Charlie.”

P1: “I seem to do better shooting, so my angels will shoot at the Fairy who attacked me. Hm., my range attack rate is 5/4, so I get one attack this turn, and two attacks next turn, if I use range. I have a range effectiveness of 6, and the Fairy has a defense of 4. That gives me a 63 to hit. Not bad.” Player #1 pulls out the D100 and D6 and rolls a “99” and “3”. “Alright, who has messed with my dice (groan). Critical miss! And no effect on the Character Class effects roll”

P2: “It looks like that Baddie is moving pretty slow. I might just take a shot at that Fairy. My range effectiveness is 2. Pretty bad, but what can I do. I can’t attack anything hand-to-hand. The Fairy’s defense is 4. That means that I need a 25 to hit. Ugh! Here goes.” (Player #2 rolls the D100 for a “00” and the D6 for a “1”). “Yes! Critical hit! That means that I get to double my damage roll. Also, my class effect roll is 1, which means that a level 1 scripture is applied immediately for free.” The level one scriptures are numbered 1 – 15. She will roll a D20 and re-roll any 16 – 20 rolls, to get a random number between 1 and 15. She rolls a 13, which is Peace Attack. “Rats! That’s useless, since there is no Peace attacking temptations.”

GM: “I wish you could have saved that critical hit for a better time. The fairy has only one hit point.” (The GM removes Fairy #1 from the game board.)

Player 2 pulls out the Scenario Experience and Damage Worksheet and records the one experience point gained in Self Control for herself. Rosebud’s Self Control row now looks like:

SC 6 1

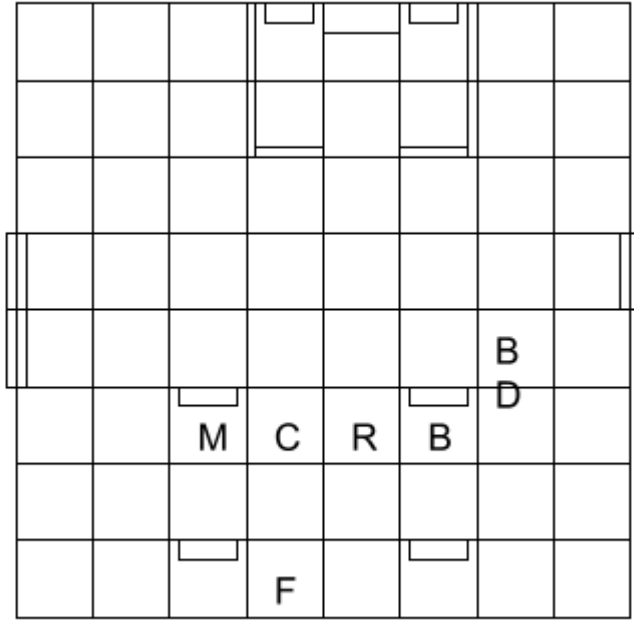
P2: “Six self-control!?! It’s a good thing that those things aren’t attacking me!”

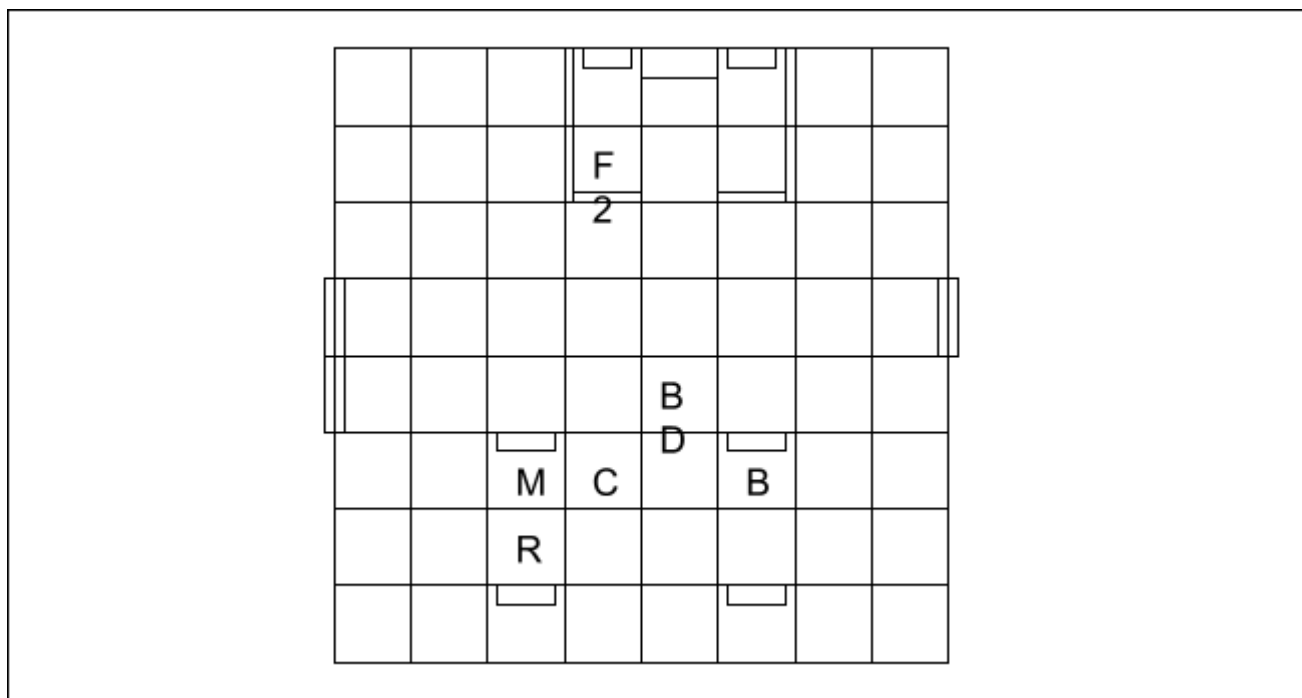
GM: “My turn. Fairy #2 goes after Charlie.” She moves the Fairy 4 turns down to Charlie.

GM: “The Fairy’s hand-to-hand effectiveness is 6, your defense is halved to 3 (because according to the rules, you round down on critical misses). The Fairy needs a 75 to hit you.” (The GM rolls the D100 twice. First roll is “59”, and second roll is “88”.) “Lucky, lucky you! Only one hit.” (The GM pulls the D4 out for the damage roll, and rolls a 1.) “Zero damage. You got off real light, buddy.” The GM moves the Fairy down 2 spaces to finish off its movement.

GM: “The Baddie blunders along another two spaces.” (She moves the Baddie one space to the left, and one space down.)

(The game board now looks like):





P1: “Hmm, I could attack the Fairy hand-to-hand, or shoot at the Baddie. Neither of us can shoot the Fairy since Ms. Smarty Pants over there keeps hiding it behind the wall. Since I can withstand a couple of attacks from the Fairy, I think I’m going to shoot at the Baddie. My six against the Baddie’s defense of eight gives me a to hit of 41.” (He rolls a “42” on the D100 and “5” on the D6). “Arggh! What’s the bad news on the class effect? Oh, it looks like it cancels any gains I made previously this battle on effectiveness. I haven’t made any gains, so there’s no effect.”

P2: “I’ll shoot also. My two against the Baddie’s eight gives me a 12 to hit. Yikes!” (She rolls a “98” on the D100 and a “2” on the D6). “My angel shoots one of Charlie’s angels in the seat (she’s joking)! Hey, but look at the class effects roll. It says that all scripture during this battle is treated as memorized.” (Normally, there’s bonuses for a character being able to quote their scripture without looking at it first – this is the memorization bonus).

GM: “Sorry! You only get that bonus if you had got a hit. You missed so no one is memorizing anything (unless they can quote it from memory of course). OK. Mr. Fairy flies down to roost on Charlie’s head again.” (She moves the Fairy down 4 squares onto Charlie.)

GM: “6 to 7 is once again a 45 to hit.” (She rolls two attacks, with a “66” and a “00”). “Critical hit.” (She rolls the D4 for damage, and rolls a 3). “One damage doubled is two damage for you.”

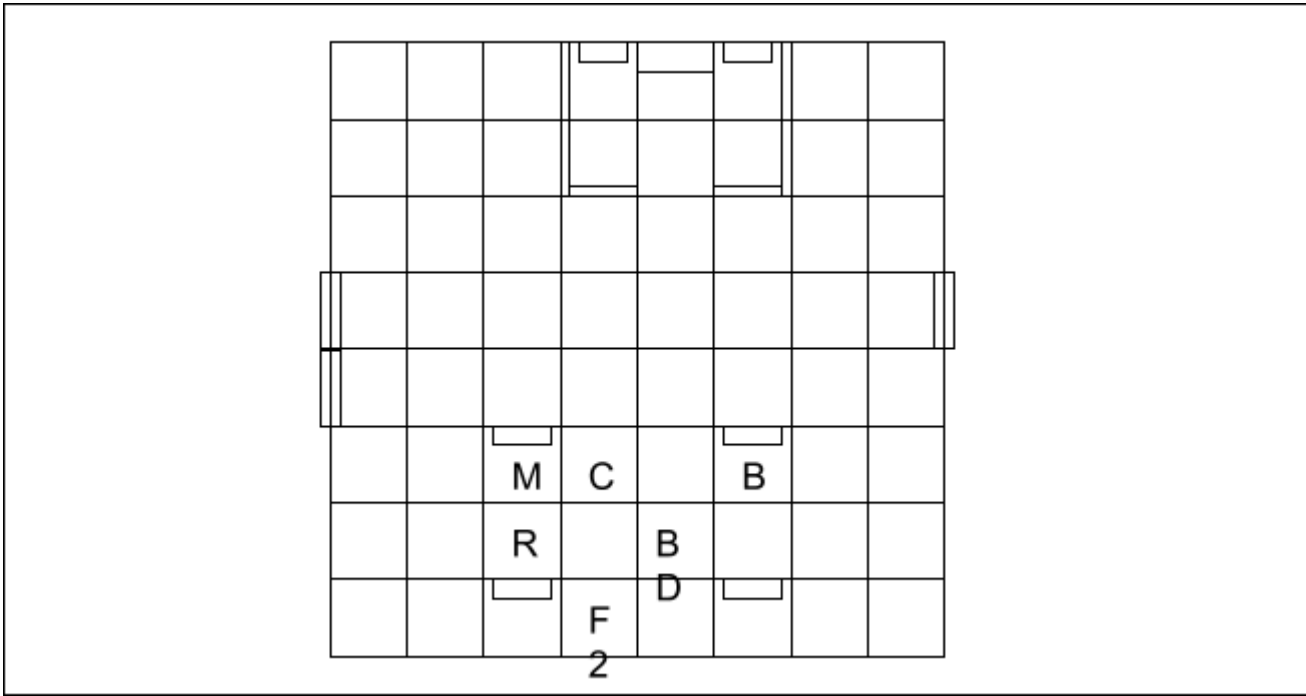
P2: (Player #2 records it. Charlie’s Self Control row now looks like):

SC 23 3 _____

P1: “No problem! I’m the king of self-control.”

GM: “A level 10 Pride Mantora comes out . . . just kidding. The Fairy parks itself.” (She moves the Fairy down two spaces). The Baddie lumbers some more.” (She moves the Baddie down two).

(The map now looks like):



P1: “No place to hide. You’re mine! I shoot at the Fairy.” (He needs a 63 to hit. He rolls a “39” on the D100 and a “6” on the D6.) “I stuck him, but the class effect roll is a six, which means my attack rate is cut in half. Oh wait, that only happens if I miss (whew!). The fairy is only two spaces away, so my damage is one to four AND one to ten.” (He pulls out the D4 and the D10, and rolls a 1, and a 4).

GM: “What can I say. You finally got rid of the pesky critter. It had three hit points, you get three experience points in Self Control.”

P2: (Player #2 records it. Charlie’s Self Control row now looks like):

SC 23 3 3

GM: “OK, nice shooting, Tex. Now we go on to Rosebud.”

P2: “Well, I can’t attack this turn, but I can move. My Goodness strength is 15, and my range is almost useless. I think I’ll move to the left one turn, and prepare to attack next turn.”

GM: “The Baddie moves in.” (She moves the Baddie two spaces to the left next to Rosebud. It doesn’t have enough movement points left to attack Rosebud.)

P1: “I’ll shoot the Baddie.” (He needs a “41”, he rolls a “41” and “1”). “He shoots, he scores! And look, my one on the class effects roll gives me double effectiveness for the rest of this battle” (He rolls his D4 and D10 damage rolls, and gets a “3” and a “5”). “Eight damage! Does that finish it off?”

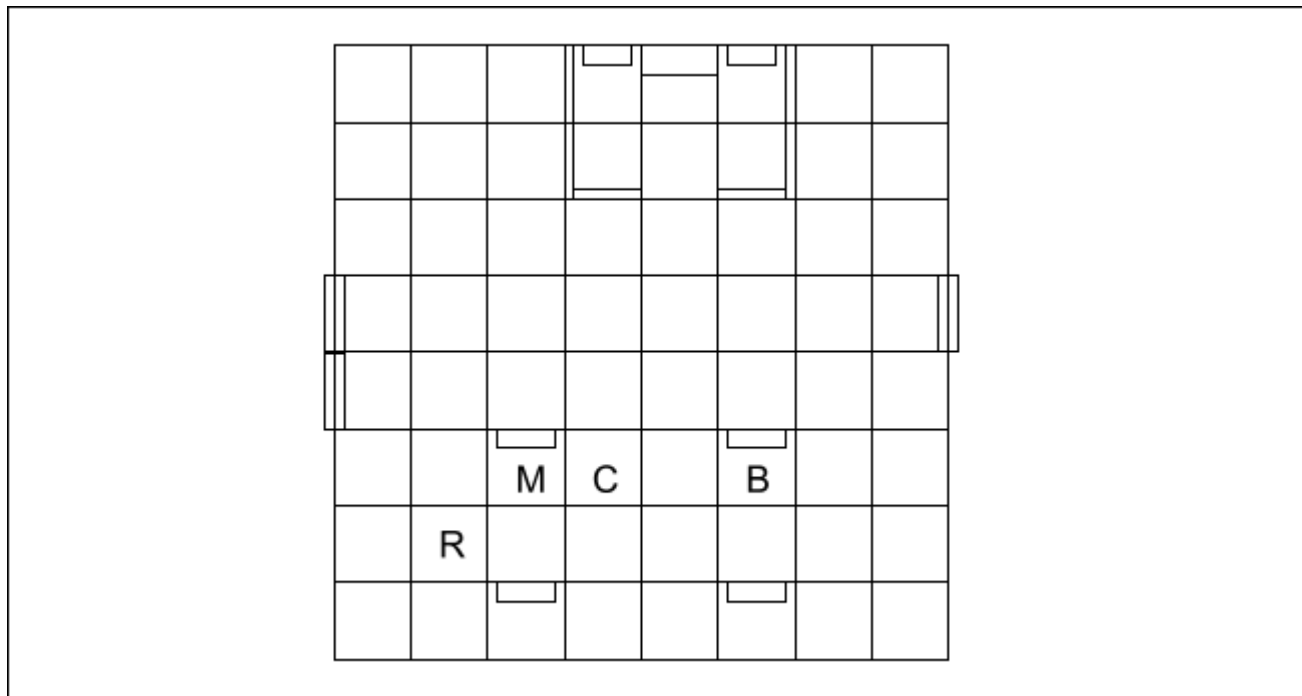
GM: “Sorry, no, but you do get eight experience points in Goodness, and a level 8000 Cockiness Monster attacks.”

P2: (Player #2 records it. Charlie’s Goodness row now looks like):

GO 15 _____ 8

(The remainder of the battle looks like this: Charlie shoots again, but misses (even with his effectiveness doubled), and gets another “1” on the class effect roll (which comes to nothing because he missed). Rosebud’s angel decides to attack hand-to-hand. She’s switching from range to hand-to-hand, so has to use the slower attack rate of ½. She hits with a “20” and her class effect roll is “3” (which means nothing happened). Her hand-to-hand damage is (1-6)/2, so she rolls the D6 for her damage. Her damage roll is a 5. Five divided by two, round down, is 2 damage. The GM tells her that the Baddie only had one hit point left, so she gets the one experience point in Goodness, plus the vanquishing bonus, which is the Baddie’s original hit points divided by 4. In this case, the vanquishing bonus is nine divided by four, round down, equals two. So Rosebud gets 3 experience in Goodness, which she records. Her Goodness row looks like):

(The Baddie is removed from the board. The battle is over. Back to the Physical Plane. The board now looks like):



(This is a sort of confusing point. I haven't really made my mind up. Now that the battle is over, and we are back to the action of the Physical Plane, do we move the characters back to where they were before the battle, or do we leave them in their current position. I have been playing that we leave them in their current position, but, if you decide to put them back when you play, I have no problem with this.)

(This ends the spiritual battle, and begins a new turn #1 on the Physical Plane)

GM: "You have won the battle in your mind. What would you like to do?"

P2: (To Player #1) "It seems like we keep getting attacked whenever we talk to anyone. Should we try to talk to her again?"

P1: "We were told that we won this battle. I'm thinking that we should try to talk to her. Would you like me to try again?"

P2: "Why not."

P1: (to GM) "I'll say to the lady, 'Hi, my name is Charlie, and this is Rosebud. We're new here.'"

GM: "She gives you a big bright smile, which makes your legs a little weak, and says, 'Hello! I'm Ming Snow. You must be the new guys.' Just then, her phone rings. She says, 'I'm sorry, but I am going to have to get this.' She picks up the phone and says into it, 'Hello . . . Hi Ricky! How are you?' She giggles. 'I'm doing great! Just here working away . . . yeah, me too! . . . Yeah, I would like to get together later this week . . . the opera? Sure! . . . The Temptation of the Opera? . . . That sounds great!' She talks on and on.

(Begin turn #2)

P2: "Great! This is really helpful. I'm going to go up to the copy room." (She moves her piece 2 spaces up and 1 space right).

P1: "I'll go with you." (He moves his piece one space up).

(Begin turn #3)

Note: At this point it may be better just to go to free moving and estimate the number of turns before rolling for wandering temptations. Here, the GM has decided to stick to 3 squares per turn movement.

(Player #2 moves her piece 1 space up and 2 spaces right. Player #1 moves his piece one space up).

(Begin turn #4)

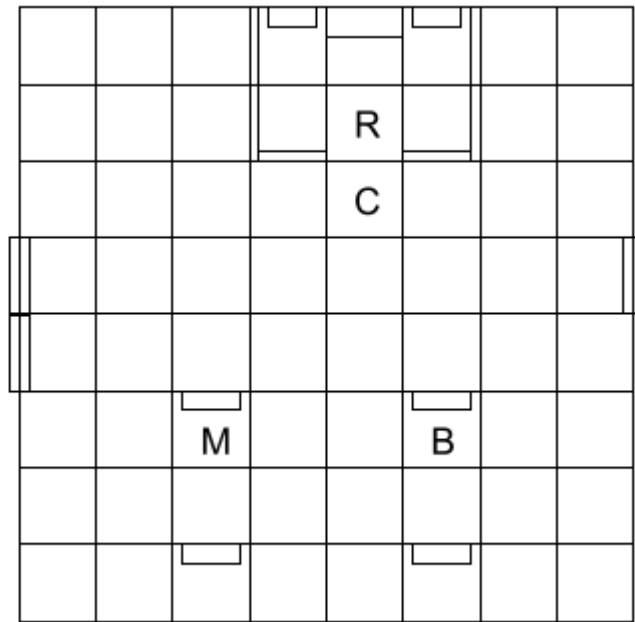
P2: (To Player #1) “A real gentleman!”

P1: “Gentleman Schmentleman! I’m letting you go ahead to tackle any Temptations hiding behind the partition.”

P2: “My knight in shining armor!” (She moves her piece up 2 spaces). “(To the GM) Do I see anything new?”

P1: “I’ll protect you . . . from the rear!” (He moves his piece 1 space right and 1 spaces up).

(The game board now looks like):



GM: You see in front of you a combination copying machine / printer / fax machine, and two tables. On the left table, you see a stapler, and on the right table, a phone book. There’s also a bulletin board on the wall on the wall above the left table. On the bulletin board is a small brochure.

(Begin turn #4)

P2: “I’ll grab the brochure.”

P1: “I’ll look at the phone book.”

GM: “You, Rosebud stretch your 15 foot long arms over to the bulletin board and take the bulletin. Charlie, you use your telescopic vision to view the phone book . . . Actually, you have to get closer to the items to do what you said.”

P2: “OK, I will move up to the left table and look at the brochure.” (She moves her piece one space to the left, and one space up.”

P1: “I will move up 2 spaces, and right a space, and look at the phone book.”

GM: “Charlie, you have used your movement points, so you will have to wait until next turn. Rosebud, you see this.” (The GM hands Player #2 the cutout that says “prop A”.)

P2: (She reads Prop A). “What’s this?”

GM: "It's obviously a brochure in a language you don't understand."

P2: "(To player #1) Can you make anything out of this?"

P1: "It's all Greek to me."

(Begin turn #5)

P2: "I'll move over a space by Charlie (she moves her game piece one space to the right), and look around to see if I can see anything else."

GM: "The combination copying machine / printer / fax machine looks like a completely ordinary combination copying machine / printer / fax machine, the phone book that Charlie is reaching for looks completely ordinary, but WAIT! The stapler, there's something special about it . . . no, wait, it's completely ordinary too."

P1: "OK, I pick up the phone book and flip through it."

GM: "In your initial cursory examination, you see nothing special about it."

(Five turns have passed since a battle. The Scenario Description (at the top) says that Wandering Temptations need to be checked for every five turns, with a 15% chance of them appearing. This means that if the GM rolls a 14 or under on the D100, Wandering Temptations will show up. The GM makes the dice roll in secret (behind her partition) and rolls a "25". No Wandering Temptations show).

P1: "Hey, what are you rolling dice for?"

GM: "That's for me to know and you to find out."

(Begin turn #1 – the turn count starts over)

GM: "I only assumed that you wanted to look at the phone book quickly. Would you like to take a few turns to examine it?"

P1: "I guess so."

GM: "How many turns?"

P1: "Five, I guess."

GM: "OK, this is turn one of your examination. You flip through the government section. It's pretty dry stuff." (To Player #2) "Would you like to do something while he's keeping busy?"

P2: "I think that I will go down and show the brochure to one of those two people."

GM: "It's still hanging on the bulletin board."

P2: "Can I remove it."

GM: "There's nothing stopping you. You will have to go get it."

P2: (She moves her game piece one space to the left, to in front of the bulletin board) "That's one to move. Two to take the brochure, and three to walk one space to the right." (She pulls out the Scenario Experience and Damage Worksheet, and under the row that says, "Items Held", under Rosebud's stats, she writes, "brochure").

(Turn #2)

GM: (To Player #1) "You flip through half of the residential section. Besides the excitement of recognizing a couple of names, it's pretty boring."

P2: (She moves her game piece three squares down).

(Turn #3)

GM: “You flip through the second half of the residential section. It’s getting more boring, except at the very end, you read the name, ‘Zzyzywyzenheimer’.”

P2: (She moves her game piece two spaces down, and one to the left. Her piece is right next to Ming’s desk.)

(Turn #4)

GM: “You get to the first half of the Yellow Pages. It’s a little better than the White Pages, but not by much. You wonder why the entries for Lawyers takes up so many pages.”

P1: “I think I will stop here. I’ve seen enough.”

GM: “OK, next turn you will be able to move.”

P2: “I will show the brochure to Ming.”

GM: “Ming seems kind of busy on the phone. She turns away from you as you approach.”

P2: “Did that use up my entire turn?”

GM: “No, I’ll give you another movement point.”

P2: “I’ll use it.” (She moves one space to the right, next to Barb’s desk).

(Turn #5)

P1: (Moves his piece one space to the left, and two spaces down).

P2: “I will attempt to show the brochure to Barb.”

GM: “Barb was working frantically. She sighs, looks at you and says, ‘Sorry I can’t talk right now.’ She looks irritated. Two Sprites show up and attack.” (The GM rolls for which entrances the Sprites come through. A “2” and “1” on the D4 means that they both line up at the left entrance).

(The map now looks like):

				C			
S							
1	S						
2							

There are two battle groups on the board: The Sprites (because they are within three spaces of each other), and the characters. The GM and the players make their initiative rolls. The GM rolls a “1” and “2” on the D10 for the Sprites (whose initiative modifiers modify the rolls to “4” and “5”). P2 rolls a “7” and P1 rolls a “6”, which modify to “6” and “5”. P2 will be first, but there is a tie between Sprite #2 and P1. Sprite #2 and P1 roll a tie breaker roll (although this will not modify their original initiative roll). Sprite #2 rolls a “2” (modified to “5”) and P1 rolls a “10” (modified to “9”). The final turn order is P2, P1, S2, S1.

The Players roll their defense for this battle. P1 rolls a “4”, which is his Helmet of Salvation, which is “5”. P2 rolls a “5”, which is her Shield of Faith, which is a “9”.

The GM rolls the hit points for the Sprites with the D4. Rolls of “3” and “4” give the Sprites two hit points apiece.

GM: “No one is surprised. Let’s battle, starting with Rosebud.”

P2: “I’ll take a shot.” She looks at her character sheet. With a range of 7, her angels can take the shot. Her angel’s range effectiveness of “2” vrs. the Sprite’s defense of “2” gives a “to hit” number of “50”. She rolls a “54” and “5” on the D6 and misses. Her class effects roll was a “5”, which causes her to be “grumpy” (if she missed her attack – which she did). She will need to walk away from the nearest temptation on the next turn.

P1: “I will shoot at Sprite #1.” (He sees that his angel’s range is 5 and 10, which puts him within range of the nearest Sprite. His angel’s range effectiveness is “6”, giving him a “to hit” number of “82”. He rolls a “22” and “2”, and hits. He class effects roll of “2” will double his damage for this attack. His damage roll is 1-4 plus 1-10, doubled, and since the lowest possible roll can be a pair of ones, he doesn’t roll – since the Sprites have a maximum of two hit points.)

P2: (Records Charlie’s experience. His Patience row now looks like):

PA 20 3 5

GM: She takes Sprite #1 off the game board. She rolls the D4 to determine who the Sprite is going to attack, deciding that 1-2 is Charlie, and 3-4 is Rosebud. Her roll of “4” makes it Rosebud. She moves the Sprite one space down, and four spaces over on top of Rosebud.

GM: She checks the To Hit Table. The Sprites hand-to-hand effectiveness is “8” against Rosebud’s defense of “9” results in a “to hit” number of “46”. The Sprite gets 3 attacks per turn, so she rolls three attack rolls: “79”, “47”, and “22” results in one hit. She rolls a “3” on the D4 for damage, resulting in one damage in Patience to Rosebud.

P2: (Records the damage. Rosebud’s Patience row now looks like):

PA 20 2 _____

The Sprite moved 5, attacked 3 times, and has 4 spaces left to move, so the GM moves it down 2 and right 2.

P2: She is grumpy because of her last class effect roll. Although this doesn't matter too much, since she wouldn't be able to attack anyway, because her range attack rate is $\frac{1}{2}$. Since being grumpy means that she needs to move away from the nearest temptation, she moves Rosebud diagonally up two and left two spaces. She can do this because moving diagonally takes 1.5 movement points (and she can move 3 total).

P1: Charlie's angels have an attack rate of $\frac{5}{4}$, so can attack twice this turn. Their range is 5 and 10. The Sprite is now 7 squares away. Charlie's angels can do 1-10 damage at a range of 10, and 1-4 damage at a range of 5. The rules state that angels can attack "long range" at up to double their range by dividing the damage roll by two. In Charlie's case, if the angel's hit, the 1-10 roll gets the full effect, since the range is 10, but the 1-4 roll must be halved, since the range is only 5. Charlie rolls the D100 and hits (and his class effect roll is "3"). His damage roll is D10="5" and D4="3". The total damage is $5 + (3 \text{ divided by } 2)$, which is $5 + 1 = 6$. This easily takes care of the Sprite, and Charlie's Patience row is now:

PA 20 3 7

(This ends the spiritual battle, and begins a new turn #1 on the Physical Plane)

(Turn #1)

GM: "OK, would you like to bug Barb some more?"

P2: "NO!"

P1: "I would like to."

P2: "No, you don't. What do you want to do? Nobody is talking to us, and we checked out the copier room."

P1: "Shall we try the door that secretary walked through?"

P2: "She told us to wait."

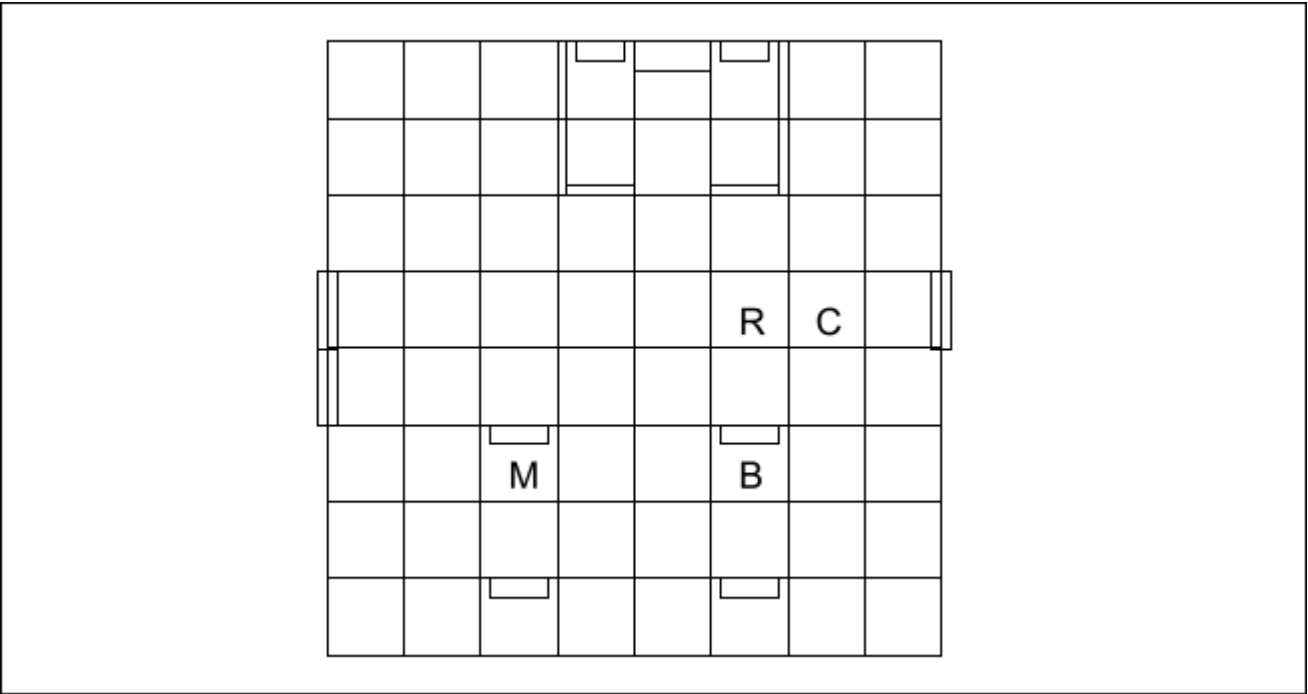
P1: "Yeah, but how long are we going to wait? We've been out here for about 50 turns." (To GM) "How long has it been, anyway?"

GM: "About 15 seconds. No, actually, it's been quite a while."

P1: "I'm busting down the door." He moves his piece down one, and two to the right.

P2: "Wait for me." She moves her piece three to the right.

(The map now looks like):



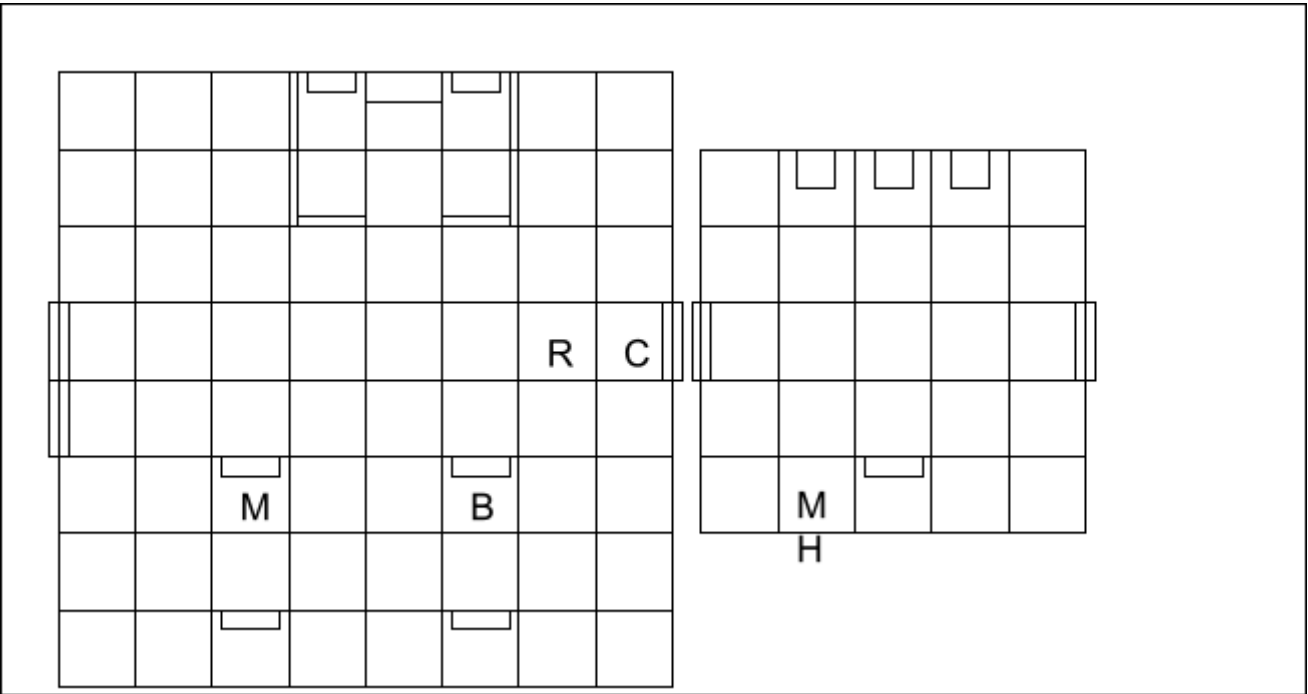
(Turn #2)

P1: Moves his piece over to the right one. "I'll knock".

P2: Moves her piece over one to the right.

(Turn #3)

GM: "You hear a rustle, and some foot steps come to the door. Shortly, Ms. Hornet opens the door. She says, "come in", and walks to her desk.



The GM places the other piece of the map next to the other, and moves Ms. Hornet one space right, and two down. The map now looks like:

(Turn #4)

The GM looks expectantly at the players.

P1: Moves his piece three to the right.

P2: Moves her piece three to the right.

GM: Moves the Ms. Hornet piece one space behind her desk. "Ms. Hornet sits down."

(Turn #5)

P1: Moves his piece one down to right above Ms. Hornet's desk.

P2: Moves her piece two to the right and one down, to one space to the right of Charlie.

GM: The GM belatedly realizes he should be reading the scenario description, and now consults it. It's too late to read it now, so the GM improvises. "Joann Hornet is a tall, thin, older lady, dressed in a conservative gray pant-suit. She says to you, 'Have you talked to Mr. Crankett yet?'"

P1: "No."

GM: "'Oh for Pete's sake! The man has a mind like a sieve!' She gets up, and starts walking towards the far door." (She moves the Ms. Hornet piece two spaces to the right). "Excuse me."

GM: The GM realizes this is the end of the fifth turn, so makes another wandering temptation check. She rolls a "23", which doesn't have any effect. "Do you take any action?"

(Turn #1)

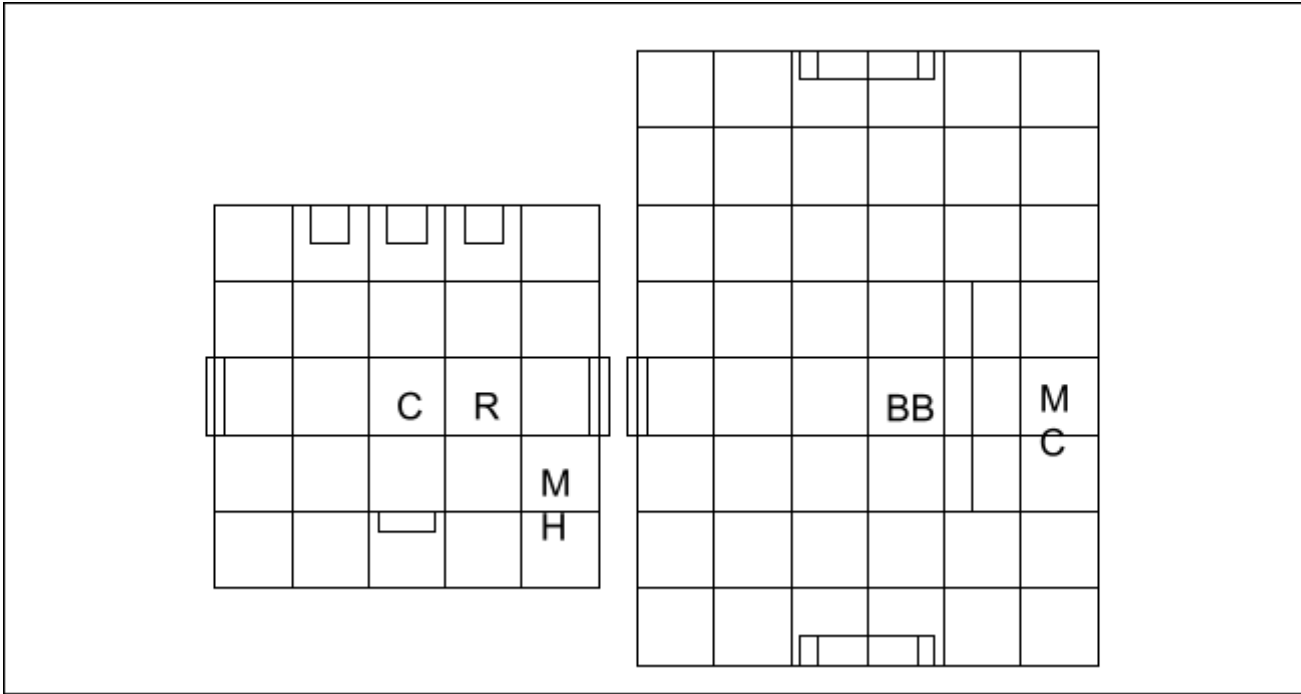
P2: "We will wait to see what she does."

GM: Moves the Ms. Hornet piece 2 spaces up to the door. "Ms. Hornet opens the door. Your turn."

(Turn #2)

Player #1 and Player #2 both move up one space, which places them left of Ms. Hornet.

GM: "Ms. Hornet shouts, 'Mr. Crankett, your new employees are waiting for you!' You hear a mumble from within. Joann turns to you, and says, 'Go on in.'" She moves Ms. Hornet one space down. The GM places room #3 on the table. The map now looks like:



GM: She realizes that event #3 is starting. So she reads the description for room #3. You see a big, grumpy looking man sitting behind a very large desk reading something. Directly in front of the desk is a Big Baddie. (Note: A guard is a temptation who doesn't move unless a character enters an adjacent space, or tries to talk with the person it's guarding.)

P2: "I guess we need to roll for initiative."

GM: "Actually, no. Your angels can see that the Big Baddie isn't attacking, but seems to be guarding Mr. Crankett."

P1: (to P2): "What do you want to do? Should we run up and attack it."

P2: "Let's look at the Temptation sheet to see what it is . . . WOW! Look at it's defense! Look at how many hit points it has! You can run up and attack if you want."

P1: "It looks like a Big Baddie indeed. But, look how slow it moves. Maybe we can stand back and shoot at it."

P2: "Do you think we even have to attack it? What if we walk around and talk to Mr. Crankett?"

P1: "It goes against my nature to leave any Temptation unturned, but I'm willing if you want to try."

(Turn #3):

P2: Moves her piece two spaces to the right, and up one.

P1: Moves his piece three spaces to the right.

GM: Moves Ms. Hornet back behind her desk.

(Turn #4. The turn count doesn't start over, because a spiritual battle has not begun):

P2: Moves her piece one space up and two to the right. (Note: If she would have moved three space to the right next to the Big Baddie, it would have attacked).

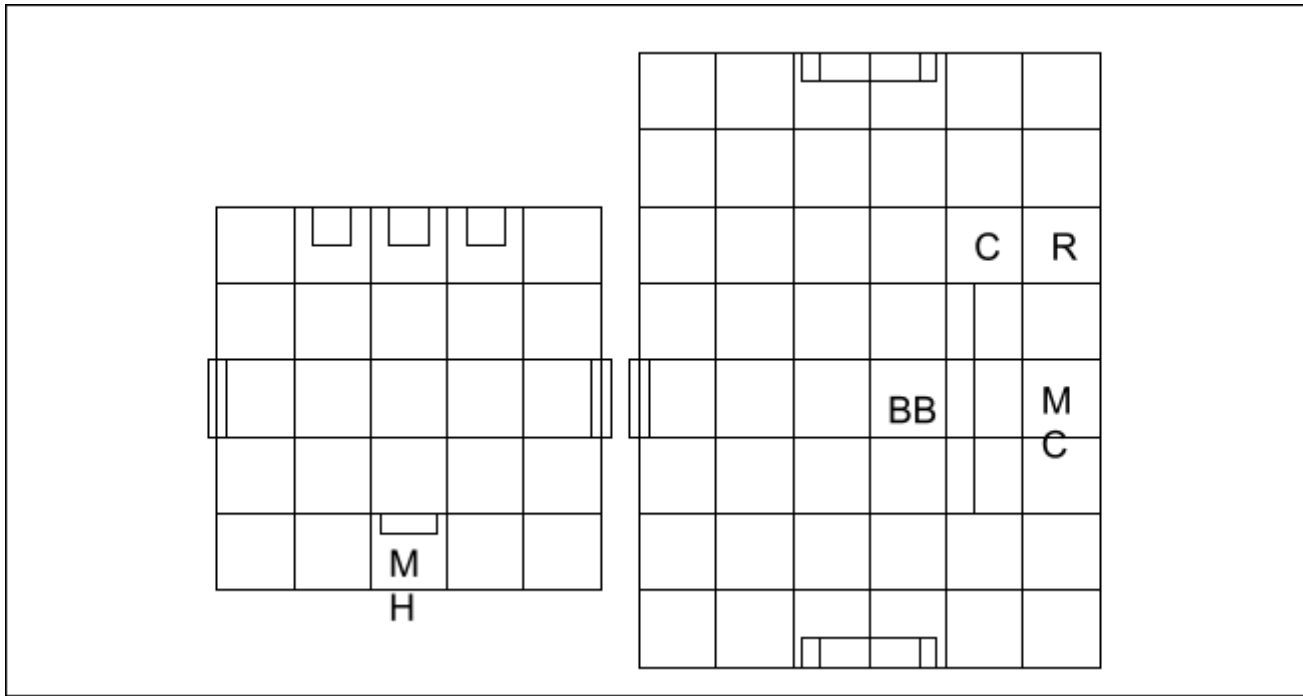
P1: Moves his piece one space up and two to the right.

(Turn #5):

P2: Moves three spaces to the right.

P1: Moves one space up and two to the right.

(The map now looks like):



GM: Makes the Wandering Temptation roll, and rolls a “12” on the D100. Wandering Temptations appear. The GM rolls a “3” on the D6, which means 1-6 Skeletons appear. She roll a “5” on the D6, which means 5 Skeletons appear. “You see some Skeletons start to enter the office.”

(I won’t go into detail. They roll for initiative and defense, and go on to defeat the Skeletons without taking any damage to themselves. Skeletons have an attack rate of ½. When I’m being a GM, I have the Skeletons make an attack one turn, and then just “sit” there the next, because I think of them as not very bright. But, if I wanted them to attack at their full potential, I would use them in a “leap-frog” attack, which means that I would attack with half the Skeletons the first turn, and on the second turn, I would have them get out of the way, so that any Skeletons who have not attacked, can in the second turn. During any of the battle with the Skeletons, if the players moved their angels/characters next to the Big Baddie, or if they decided to attack the Big Baddie, the Big Baddie would start to attack. We will assume they haven’t, and the Big Baddie is still standing there after the battle. Their love columns on the Scenario Experience and Damage Worksheet now looks like):

Charlie: LO 14 10
 Rosebud: LO 8 5

We will assume that they haven’t moved during the battle, so that the game board looks the same as it did before.

(Turn #1)

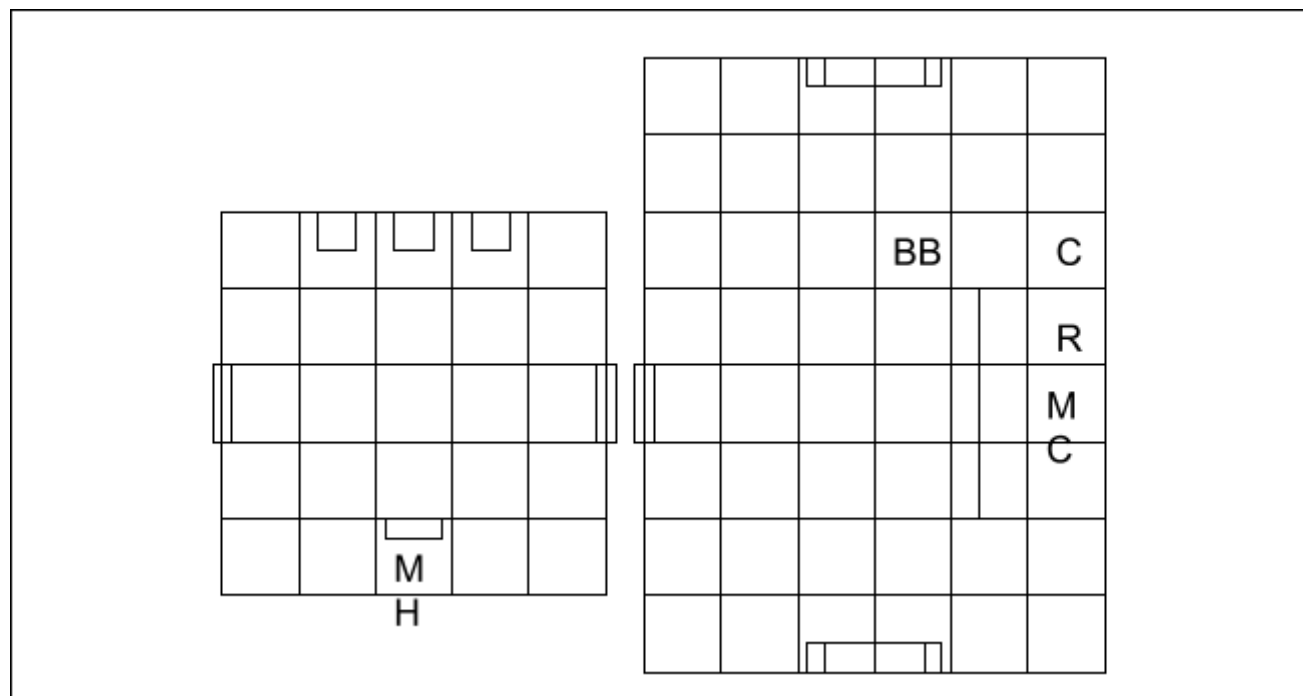
P2: Moves her piece down one next to Mr. Crankett. (Player one follows suit.) Player 2 says, “Excuse me Mr. Crankett. You called for us?”

GM: “Mr. Crankett slowly looks up at you. You can see that you distracted him. The Big Baddie starts to move.” The GM rolls the Big Baddie’s hit points, using 4 D6s. They add up to 12.

P1: “What about the roll for initiative?”

GM: “The Temptation guard automatically gets initiative when you disturb it.” She moves the Big Baddie up two spaces. “However, you should roll your defense.” This puts the turn order at BB, and after that, P1 and P2 can choose (since either one of them could delay until the other attacks – it would be ridiculous to roll for initiative at this point). P1 rolls a “3”, which is Boots of the Gospel of Peace – “7”. P2 rolls a 4, which is Helmet of Salvation – “5”.

The map now looks like:



P1: “I’ll shoot.” He consults the To-hit table, looking for the 6 (his range effectiveness) to 12 (the Big Baddies defense) to-hit number. There is no 12 on the table, so he looks for the closest ratio (1 to 2, 2 to 4, 3 to 6, 4 to 8 all work), and sees that he needs a “25” to hit. He rolls a “45” and “3” and misses (with no class effect).

P2: “I’m going to step up and fight hand-to-hand.” She moves her Rosebud game piece one square up, onto Charlie, and one to the left. Her one remaining movement point gives her the ability to make a hand-to-hand attack. She also needs a “25” to hit, and gets two hand-to-hand attacks per turn. For her first attack, she rolls a “79” and “6”, which is a miss, and has a class effect of losing a one-time scripture (which nobody has, so it has no effect). For her second attack, she rolls a “15” and “4” for a hit and no class effect. She rolls a 3 on the D6, which translates to 1 damage, giving her two more experience points in Goodness.

(Rosebud is right next to the Big Baddie. With a movement rate of two, there’s no way the Big Baddie can reach Charlie on this turn, since it can’t just walk through Rosebud’s angel. With this in mind, the Big Baddie will just attack Rosebud without moving, since it can’t possibly move and attack in this turn. Strategy tip for the GM: A smart GM keeps positioning in mind in battles. If a Temptation with 3 movement points attacked Rosebud and Charlie, it still couldn’t reach Charlie in that turn. But, if the GM moved it around to the square above Rosebud (and attacked her), in the next turn the Temptation has the opportunity to attack either character. This is an example of smart positioning in a battle.)

GM: “The Big Baddie attacks Rosebud. 6 (The Big Baddies attack effectiveness) to 5 results in a “56” to hit. The GM rolls a “59”, and misses.)

P1: “I’ll take my two shots.” He has 5 attacks per 4 turns for his range, so he gets two attacks this turn. He rolls a “56” / “3” and a “67” / “4” and misses with no class effects for either attack.

P2: She rolls a “00” / “5”, and a “99” / “3”, for a critical hit (no class effect because she hit) and a critical miss (no class effect because she didn’t hit). The critical miss doesn’t cancel out the critical hit, since it was rolled second. If she would have rolled a “99” the first time, she wouldn’t have rolled for her second attack. She rolls a “6” on the D6 for her damage roll, which results in a three, doubled to six, for the critical hit. She gets 12 more experience in goodness. (The Big Baddie now has 5 hitpoints left.

GM: Rolls the Big Baddies attack against Rosebud. Her defense was “5”, but is now “2” because of the critical miss. 6 to 2 on the To-hit table results in a “82” to hit. The GM rolls a “26” for a hit, and rolls a “4” on the D6 for damage. Rosebud gets 4 damage in Goodness.

P1: “Here I go again.” He rolls a “57” / “3” and misses with no class effect.

P2 can’t attack because of the critical miss on the previous turn. However her defense is now the normal “5”.

GM: 6 to 5 results in a “56” to hit. The GM rolls a “22”, for a hit, and rolls a 2 on the D6 for damage. Rosebud sustains another 2 damage in Goodness.)

P1: Still needs a “25” to hit, and rolls a “12” / “2”, for a hit and class effect of double damage. He rolls a 2 on the D4, and a 8 on the D10, for a total of 10, doubled to 20, damage. He gets the 5 remaining experience points, plus the 3 vanquishing bonus, all multiplied by the Big Baddies level, for a total of 16 experience points in Goodness.

Charlie’s and Rosebud’s Goodness rows now looks like:

Charlie: GO	<u>15</u>	<u> </u>	<u>24</u>
Rosebud: GO	<u>15</u>	<u>6</u>	<u>17</u>

GM: (Looks at the scenario description) “Mr Crankett says to you, ‘Ah, yes, I don’t have time today to give you your formal assignments. Just go out and help the other two in whatever they are doing.’ He looks back down at his document. Your pick up on his not so subtle cues that you are dismissed.”

(Turn #1)

P1: “Rosebud looks a little beat up. I’m going to try my Healing scripture on her.”

GM: Picks up the Applied Scripture worksheet and looks at #5: Healing. She notices that it takes a minimum of a “12” in Love to use it, which Charlie has (damage won’t affect this). She also sees that Charlie can use it two times per day, and that it will take 3 turns to take affect. The affect of meditating on this scripture is - Heals, for a particular target, one random damaged character strength for 3 points X love level of speaker. “OK. If you can repeat it from memory, it will have double effect.”

P1: Looks at the Applied Scripture sheet and reads #5 “I can’t. Come to me, all you who are weary and burdened, and I will give you rest.”

P2: Pulls out the Scenario Experience and Damage Worksheet and writes “#5X1” under “Scripture Applied”.

GM: “Alright, it will take effect on the third turn. In the meantime, what would you like to do?” (Since applying scripture doesn’t take any movement points).

P2: “We will leave.” She moves her game piece left two and down one. P1 moves his piece three to the left.

(Turn #2)

P2: She moves her game piece left two and down one. P1 moves his piece down two and one left. This leaves Rosebud right next to the door, and Charlie next to her.

(Turn #3 – Event #3 is about to end when they leave Mr. Crankett’s office)

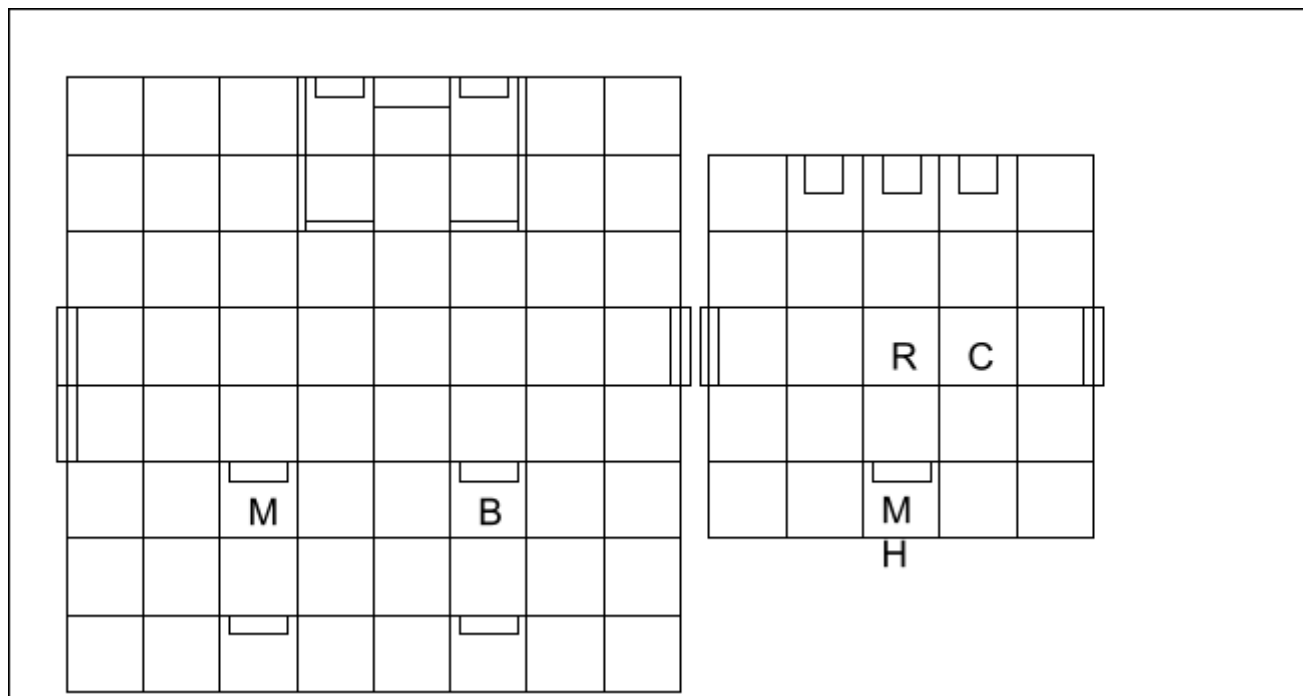
P2: (Moves into Joann’s office – three to the left, Charlie follows).

GM: “The Healing scripture fires. Roll the D4, Charlie, to see which of Rosebud’s damaged character strength this will heal.” (The healing scripture heals one random damaged strength for three points. In this case, a 1 or 2 will be Patience, and a 3 or 4 will be Goodness). Charlie rolls a “1”, which means that 3 will be subtracted from Rosebud’s Patience damage. Since Rosebud only has two damage, she just erases it. Charlie gains 20 experience points in Patience for applying this scripture (the Applied Scripture sheet tells that the person applying this gets 10 experience points multiplied by the number of damage points healed in the same character strength).

Charlie’s and Rosebud’s Patience rows now looks like:

Charlie: PA	<u>20</u>	<u>3</u>	<u>27</u>
Rosebud: PA	<u>20</u>	<u> </u>	<u> </u>

The game board now looks like:



GM: "You see Ms. Hornet busy at her desk."

(Turn #4)

P2: "Well, I don't think we want to bug her." She moves three to the left, into the next room. Charlie follows.

(Turn #5 - This begins Event #4)

GM: She takes a look at the scenario description. "You see Barb and Ming are sitting at their desks. Barb is still frantically working. Ming is reading a book. From behind you, Joann calls out, 'Ming, Mr. Crankett would like to see you.' Ming gets up and starts walking towards them. She looks even better standing up than she does sitting down. Charlie, you feel weak in the knees. Two Fairies appear and attack. Rosebud, you battle with jealousy. One Baddie attacks you."

(I won't describe the battle. It ends up with Rosebud taking two more damage in goodness, and gaining 4 experience in goodness. Charlie gains 4 more experience in Self-control.)

Charlie's Self-control now looks like:

Charlie: SC 23 3 7

And Rosebud's Goodness looks like:

Rosebud: GO 15 8 21

(Turn #1)

P1: "Hmm, Rosebud, your looking a little damaged in Goodness. How would you like a little shot of healing?"

P2: "You bet!"

P1: "Guess what I did? I memorized it now."

GM: "That would be fine, except you haven't memorized it for ten turns yet."

P1: "OK, I guess I'll wait."

GM: “Ming gets up and heads your way. You have successfully conquered temptation and gathered yourself together.” She moves Ming’s piece one space to the right, and one up (Ming took one movement point getting up). “What would you like to do?”

P2: We will stand here and watch what happens.

(Turn #2)

GM: “Ming continues your way. She sure it gorgeous, but you can handle it now.” She moves Ming’s piece up one and two to the right.

P2: “I guess we will get out of her way.” She moves Rosebud down one and one to the left.

P1: He moves Charlie one to the left and one down.

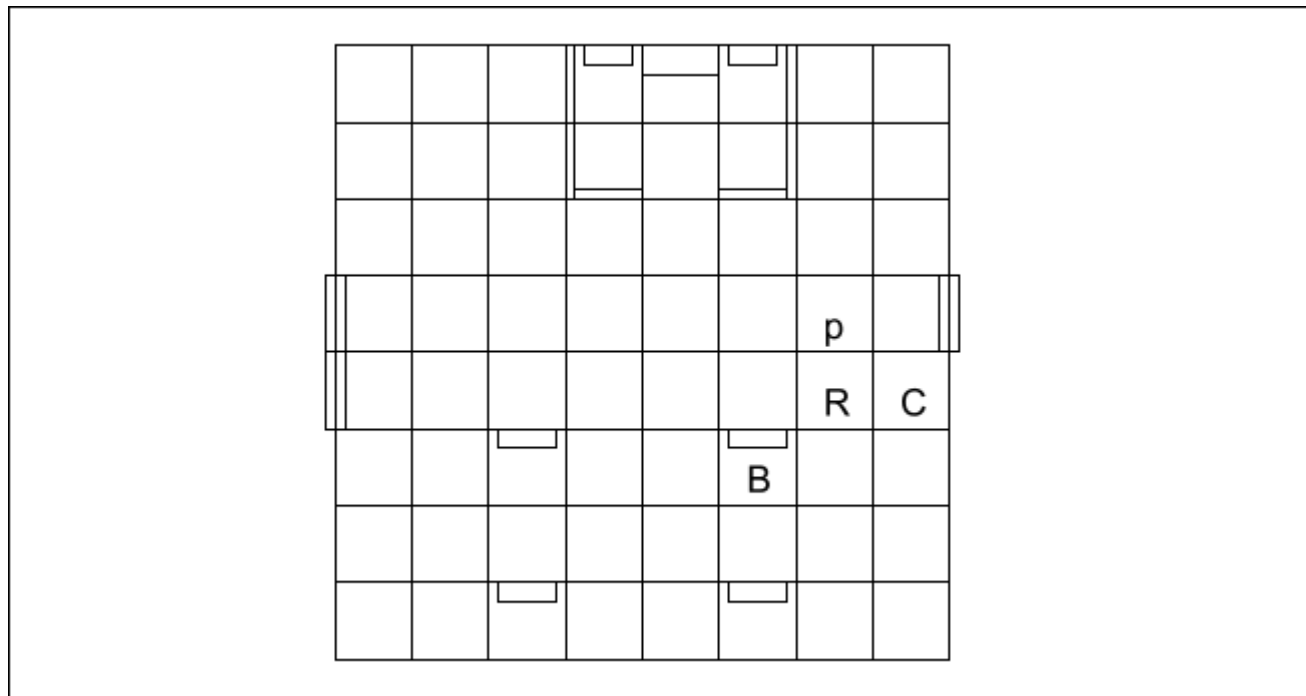
(Turn #3)

GM: “You notice that Ming looks nervous – scared even.” She moves Ming’s piece into Joann’s office. “As Ming passes you she drops a book she was carrying.” She puts a little piece of paper in the space above Joann, showing where Ming dropped her book.

P1: “Ming, you dropped your book.”

GM: “She looks back at you, but it looks like she didn’t quite understand what you said. She looked very distracted. She closes the door.”

(The game board now looks like):



* p = dropped book

(Turn #4)

P2: “I’ll walk up and pick up Ming’s book.” She moves her Rosebud piece up one. She also writes “book” under “Items Held” on the Scenario Experience and Damage Worksheet.

GM: She hands Prop B to P2.

P2: (To P1) “Hmm., what do you think of this?”

GM: “Before you show that to Charlie, you should be nearer to him.”

P1: Moves up one square and looks at the prop. “Uh, do you think this might have something to do with the weird message on the bulletin board?”

P2: “Hey! That’s right. I have that brochure right here. We will try to use the book to decipher the message.”

GM: “You give it a short look, and you can tell right away that this just well may be the key. However, you are standing up in the middle of the office. You are going to need a paper and pencil, plus some time to decipher it.”

(Turn #5)

P2: “We will head back to our desks.” She moves her piece 3 squares down.

P1: Moves his piece 3 squares down.

GM: Rolls for wandering temptations – a 16, no temptations.

(Turn #1)

P2: Moves down one square and one square to the left. She’s right in front of her desk.

P1: Moves down one square and one square to the left. He’s to the right of her desk.

(Turn #2)

P2: “We start translating the brochure.”

GM: She realizes that, according to the scenario description for this room, when they try to translate the brochure, they go on to Event AAA.

(Event AAA):

GM: “It will take a while. Like 20 turns.”

P1: “OK, we will take the time.”

GM: “OK.” She makes 4 wandering temptation rolls, one for each of five turns. The third time she rolls a “04”, bringing on some wandering temptations. She rolls a six (on the D6), which is 1-4 one-shot healing scriptures. She rolls a one (on the D4), which gives them one one-shot healing scriptures (#5). “On about turn 15, you see a little scrap of paper on your desk. You must have left it there earlier. On that scrap of paper is one of your favorite verses. It turns out it’s the healing applied scripture. This is something that you can use once.”

P2: (To player #1) “Do you want it, or do you want to give it to me.”

P1: “Hey, I already have this scripture as my normal repertoire. Why don’t you take it.”

P2: “Oops! I just remembered, I don’t have the Love strength required. You will have to take it after all.” Pulling out her Scenario Experience and Damage Worksheet, she writes, “1 #5 scripture” under “Items Held” under Charlie’s character.

P1: “Since you are so nice, I think that I’ll use it now. And I still have it memorized. Come to me, all you who are weary and burdened, and I will give you rest.”

GM: “Do you know the reference?”

P1: “Uh, no.”

GM: “Hmm, the rules don’t say anything about repeating the reference. It’s Matthew 11:28 by the way. I think that I’m going to make an executive decision and say that it’s not necessary to memorize the reference with it. Other people, I suppose, would disagree. But, when they are the Game Master, they can make that the rule. The Healing scripture will take affect in three turns. Since you are busy

translating, the three turns go by quickly. Charlie has finished meditating on the scripture. Memorizing it doubles all affects. So, now it will heal two random damaged character strengths for up to 6 points (since Charlie's Love level is one). Rosebud has only one damaged character strength, so this is the only one affected. If she had damage in three different character strengths, we would roll for which two would be healed."

Rosebud's Goodness now looks like:

GO 15 2 21

GM: "Charlie gets 10 times the number of points healed, in this case 60."

Charlie's Goodness now looks like:

GO 15 _____ 84

P2: Besides recording the experience points, P2 also indicates that Charlie has used the one-shot healing scripture, and crosses it out on the Scenario Experience and Damage Worksheet.

P1: "Wow! Sixty experience points?"

GM: "Hey, applying scripture can have a big effect". She makes the final wandering temptation roll, which fails to bring out wandering temptations. "OK 20 turns have passed." She hands them Prop C.

(Turn #1)

P1: (After reading Prop C – to P2). "Well what do you think this is about?"

P2: "I don't think we found this by accident. But we haven't seen anything yet."

P1: "Do you think we should call the number?"

P2: "We haven't seen anything yet."

P1: "I'm going to call." (To GM) "Do we have a phone nearby?"

GM: "There's one right at your desk."

P1: "I'll dial the number."

GM: "That will take a turn." (To P2) "Do you want to do anything in the meantime?"

P2: "Nope, I'll stay and watch, and put my head up to the phone so I can hear."

(Turn #2)

GM: (This is where the GM runs into trouble. She realizes that the scenario description is not very clear at this point. What event is she on now? She assumes that since Event #4, since they haven't done the required action to leave Event #4. But they aren't supposed to call the number until Event #BBB. She decides that they are calling too early. They haven't actually seen any harassment yet. So, she decides that they are calling too early, and don't have a case) (To P1) "Somebody answers." (Here, she uses a humorous voice for the person on the other end of the phone) "Harassment Hotline. How may I help you?"

P1: "Uh, yeah. Um, we saw your brochure and decided to call."

GM: "Is there a case of somebody being harassed?"

P1: "Well, there's a real pretty girl here."

GM: "Is she being harassed?"

P1: "Well, we haven't actually seen anything yet, but we guess that it must be the boss."

GM: “Have you witnessed any cases?”

P1: “Uh, no, not yet.”

GM: “Please feel free to call back WHEN YOU HAVE SEEN A CASE OF HARASSMENT. Click. The person hung up on you.”

P1: (to P2) “Now what?”

P2: “Hmm., this seems like a dead end. Mr. What’s His Name told us to go out here and help . . .

(This should give you a good idea of how the game is played. For the sake of brevity, we will add a couple of examples of applying scripture).

Example 1 - #4: Faithfulness Attack. Two Gnolls are attacking Charlie and Rosebud. Rosebud decides to meditate on her Faithfulness Attack scripture.

Rosebud: (Who has it memorized) “You shall have no other gods before me.”

The GM decides that the reference is not necessary for memorizing the scripture. The Faithfulness Attack takes two turns to fire, so Rosebud will have to wait until her next turn before the Faithfulness Attack Scripture takes effect. In the meantime, Rosebud’s angel can attack in the same turn (applying scripture does not interfere with angel attacks). On the next turn, the Faithfulness Attack fires. Rosebud has an original Faithfulness strength of 19, but she has taken 4 damage in Faithfulness. The damage she does to the Gnoll of her choice, is the Faithfulness strength she has left (15), multiplied by 4 because she had it memorized (multiplied by 2 if she hadn’t memorized it), divided by the level of the Gnoll (2). She does 30 damage to the Gnoll. Experience is calculated just like as if her angel had hit the Gnoll.

(Example 2 – #9: Love Defense. Two Skeleton Warriors are attacking a character named Bonzo).

Bonzo: (Who has it memorized) “I John 4:18a - There is no fear in love. But perfect love drives out fear.”

The Love Defense scripture takes effect in one turn, which means that it will take effect that turn. And since Bonzo has memorized the scripture, he is now immune to both the normal attack and special attack of the Skeleton Warriors for 20 turns, instead of the normal 10 turns. Besides the normal experience he gets for vanquishing the Skeleton Warriors, he also gets five experience points for every point of damage to Love that the Skeleton Warriors would have done to him. Note: If there are more than one possible character that the Skeleton Warriors can attack, the character they attack will still be determined at random. One character being protected by a defense scripture will not have an affect of whether a temptation chooses to attack or not. In fact, the temptation will not even be aware of whether a character is protected.

Example 3 - #6: Conqueror. Charlie and Rosebud are attacking two Hobgoblins. Rosebud has the Conqueror scripture memorized. She says it and targets Charlie. Since she is targeting Charlie, both she and Charlie will get experience points for any damage Charlie’s angels causes while he is under the influence of the scripture. If she had targeted herself, she wouldn’t get double the experience points. She would just get the normal experience points of whatever damage her angel caused. Had she not memorized the Conqueror scripture, this would have doubled Charlie’s angel’s effectiveness and damage for five turns. Since she memorized it, this quadruples Charlie’s angel’s effectiveness and damage for 5 turns. What this means is that Charlie’s angels are going to be a Temptation buzz saw for the next 5 turns, while both Rosebud and Charlie rake in the experience.

(As yet unexplained scenarios of play come up, they will be added to this document.)

In the meantime, let’s skip to the end of the scenario, in which both Charlie and Rosebud have accomplished their task of reporting Mr Crankett’s harassment to the proper authorities, and have shown love and care to another human being. They each get their 30 experience in Love. This is what the Scenario Experience and Damage Worksheet looks like at the end (after all the battles they have fought):

Scenario Experience and Damage Worksheet

Name: Charlie

	Copy from Character	damage	Exp.
LO	<u>14</u>	<u>2</u>	<u>40</u>
JO	<u>13</u>	<u> </u>	<u>14</u>
PE	<u>10</u>	<u> </u>	<u> </u>
PA	<u>20</u>	<u>3</u>	<u>57</u>
KI	<u>10</u>	<u> </u>	<u> </u>
GO	<u>15</u>	<u> </u>	<u>154</u>
FA	<u>19</u>	<u>4</u>	<u>49</u>
GE	<u>11</u>	<u> </u>	<u>30</u>
SC	<u>23</u>	<u>3</u>	<u>7</u>

Scripture Applied
#5X2

Items Held

Name: Rosebud

	Copy from Character	damage	Exp.
LO	<u>8</u>	<u>1</u>	<u>55</u>
JO	<u>10</u>	<u> </u>	<u>30</u>
PE	<u>13</u>	<u> </u>	<u> </u>
PA	<u>20</u>	<u> </u>	<u>67</u>
KI	<u>7</u>	<u> </u>	<u> </u>
GO	<u>15</u>	<u>2</u>	<u>51</u>
FA	<u>19</u>	<u>4</u>	<u>46</u>
GE	<u>16</u>	<u> </u>	<u>50</u>
SC	<u>6</u>	<u> </u>	<u>1</u>

Scripture Applied
#6X2 #4X1 #14X1

Items Held

First of all, all items collected during the scenario (such as one-shot scriptures) are forfeited (i.e. not recorded on the Character sheets). Let's now tally up the experience. Take the character sheets for Charlie and Rosebud, and add the experienced gained in each character strength to whatever they had before (both of them were new characters, so you will just copy these values over). Look at the rules for gaining levels. You can see that experience of over 50 earns level 2 in that character strength, and that experience of 150 earns level 3. Charlie has gained level 2 in Patience and level 3 in Goodness. Rosebud has gained level 2 in Love, Patience, Goodness, and Gentleness. For each level gained, roll the D10 and add them to that character strength. (Charlie rolls a "1" for Patience, and a "9" and a "10" for Goodness. Rosebud rolls a "5" for Love, a "2" for Patience, a "8" for Goodness, and a "6" for Gentleness. Add each of these rolls to the corresponding strength. All defensive values (on the right, top quadrant of the character sheet) were calculated using these character strengths. Since the character strengths changed, you have to recalculate the defensive strengths of each character. This is done in the same manner as described before.

Here's what their character sheets now look like:

Charlie (Character Strengths):

Character Strengths	<u>Strength</u>	<u>Level</u>	<u>Experience</u>
Love	14	1	40
Joy	13	1	14
Peace	10	1	
Patience	21	2	57
Kindness	10	1	
Goodness	34	3	154
Faithfulness	19	1	49
Gentleness	11	1	30
Self-control	23	1	7

This will cause Charlie's defensive strengths to change to:

<u>Defense</u>	<u>Armor Strength</u>
Belt of Truth	5
Breastplate of Righteousness	14
Boots of the Gospel of Peace	7
Helmet of Salvation	5
Shield of Faith	10

Rosebud's Character Strengths:

Character Strengths	<u>Strength</u>	<u>Level</u>	<u>Experience</u>
Love	13	2	55
Joy	10	1	30
Peace	13	1	
Patience	22	2	67
Kindness	7	1	
Goodness	23	2	51
Faithfulness	19	1	46
Gentleness	22	2	50
Self-control	6	1	1

This will cause Rosebud's defensive strengths to change to:

<u>Defense</u>	<u>Armor Strength</u>
Belt of Truth	7
Breastplate of Righteousness	7
Boots of the Gospel of Peace	6
Helmet of Salvation	5
Shield of Faith	10

Neither Rosebud nor Charlie has gone up to the next full maturity level (and it will probably take a couple of more scenarios to do so), and so their angel and Applied Scripture statistics will remain unchanged.

Lets see an example of what would happen to a character that did so. Here's the example of Bonzo. Bonzo has completed a couple of scenarios, so he had some experience under his belt. His Patience was even level 4. However his average character level was just a little under 2. He has just finished one more scenario, and after updating his character sheet (which was done similar to what was shown above, and won't be shown again here), his average character strength is now 2. This means that he gets both more angels and more applied scripture.

In this example, Bonzo is a Knight. Bonzo gets three more angels and 2 more applied scripture points. Bonzo can choose two level one scriptures or one level 2 scripture. He chooses #18 – Multi-Peace attack to add to his scripture repertoire. Bonzo, before he gained the new maturity level, just happened to have the same angel characteristics as Charlie. Before leveling up, Bonzo’s angels looked like:

Angels (offense) (at Maturity Level = 1)

Hand to Hand

Damage:

2-12, 0-1

#Attacks/Turn:

$\frac{3}{4}$

Effectiveness:

3

Range

#Attacks/Turn:

$\frac{5}{4}$

Effectiveness:

6

	<u>Range</u>									
D A M A G E	1	2	3	4	5	6	7	8	9	10
					1-4					1-1 0

Bonzo (with others watching) rolled up new angels. Since he is moving into level two, he can double all effectiveness rolls. They looked like:

1. H-to-H Effectiveness (D10): 10 H-to-H Damage (D8): 0-1 # of H-to-H attacks (D8 FAF): 1

Range Effectiveness (D10): 18 Range Damage (D8 FAF - 1): 2-12 # of Range attacks (D8 SAF): $\frac{1}{2}$ Range (D10): 8

2. H-to-H Effectiveness (D10): NA H-to-H Damage (D8): 0 # of H-to-H attacks (D8 FAF): NA

Range Effectiveness (D10): 16 Range Damage (D8 FAF - 1): 2-12 # of Range attacks (D8 SAF): $\frac{1}{2}$ Range (D10): 5

3. H-to-H Effectiveness (D10): 14 H-to-H Damage (D8): $\frac{(1-4)}{2}$ # of H-to-H attacks (D8 FAF): $\frac{1}{2}$

Range Effectiveness (D10): 8 Range Damage (D8 FAF - 1): $\frac{(1-6)}{2}$ # of Range attacks (D8 SAF): 1 Range (D10): 2

The average H-to-H Effectiveness of all the new angels is 12. Averaging this in with the average old angel effectiveness results in a new H-to-H Effectiveness of 7 (Average of 12 and 3).

The new angels H-to-H damages gets added to the old angels.

The new angels H-to-H # of attacks per turn average to $\frac{3}{4}$. Averaging this in with the old angel’s H-to-H # of attacks per turn results in 1 (average of $\frac{5}{4}$ and $\frac{3}{4}$).

The new angel’s average range effectiveness is 14. Averaging this in with the old angel’s average range effectiveness results in 10.

The new angel's average range # of attacks is 2/3. Averaging this in with the old angel's average range # of attacks is 5/6 (average of 2/3 and 5/4 to the nearest sixth – round down).

The new angel's range damages will be added to the table.

Here's Bonzo's new Angel statistics:

Angels (offense) (at Maturity Level = 2)

Hand to Hand

Damage:

2-12, 0-2, (1-4)/2

#Attacks/Turn:

$\frac{3}{4}$

Effectiveness:

7

Range

#Attacks/Turn:

5/6

Effectiveness:

10

	<u>Range</u>									
D A M A G E	1	2	3	4	5	6	7	8	9	10
		1-6/ 2			1-4			2-1 2		1-1 0
					2-1 2					

Now at a range of 8, Bonzo's angels, if they hit, will do 2-12 + 1-10 (at normal range) + (1-4)/2 + (2-12)/2 (at long range).

At a range of 5, Bonzo's angels, if they hit, will do 2-12 + 1-10 + 1-4 + 2-12. Bonzo now does an awful lot of damage.