

Soul Guardian

1. Premise

“God, please help me”, George murmurs, holding his head in his hands. “My boss is on my back again today, the kids have chicken pox, my wife and I fought again last night, and I just can’t seem to concentrate on your Word. My mind is racing and I can’t hear you. I just don’t know what to do.” Lifting his head, his eyes fall on the bible on the corner of his desk. It reminds him of the Sunday sermon - the only part that stuck in his mind. He whispers to himself, “Isaiah 26:3: You will keep in perfect peace him whose mind is steadfast, because he trusts in you.”

At that instant, unseen by George, his guardian angel strikes the final blow to a banshee that had been shrieking in George’s ear. Wailing its defeat, the banshee vanishes in a stench of sulfur. Wiping sweat from his face, the unseen angel looks affectionately at George. “Thanks, George, we really needed that!”

This is Soul Guardian, a new biblically based role playing game system. This document covers the rules for playing the Soul Guardian role playing system. (There’s also a separate document that goes through an example game walkthrough.) Besides these rules, to play Soul Guardian, you will need the following worksheets (don’t worry if you don’t understand the short descriptions – more will be described later):

1. Angel Development worksheet: Worksheet used to create angels for players.
2. Applied Scripture: List of bible verses that a player can learn.
3. Character sheet: Worksheet used to create a character.
4. Scenario worksheet: Worksheet used to keep track of items, experience, damage, etc., gained or lost during a scenario.
5. Temptations: List of temptations and their attributes.
6. To-hit table: Table listing “to hit” numbers based on attacking and defending abilities.

As hinted to above, Soul Guardian is not just a game, it is a game playing system, describing, in general, how to play Soul Guardian. Besides the rules and worksheets, there exists a continually growing list of scenarios. Each scenario can be thought of as a separate Soul Guardian game. A scenario description contains all the situations, rooms, tertiary characters, etc., that the players will encounter when they play the game. For now, remember that Soul Guardian is made up of its rules (and worksheets) plus its scenarios.

As in many role-playing games, there are two types of players. One player is called the Game Master, and everyone else is called a player. The Game Master is aware of the entire scenario map(s), all possible situations and tertiary characteristics that make up the scenario. During a scenario, the Game Master describes what the players see, and shows them the portion of the map that is within the players’ view. Think of the Game Master as the story teller. The players interact with the story that the Game Master is “telling”. They make choices based on what the Game Master tells them, and the Game Master tells more of the story based on the player choices.

Soul Guardian is played on two realms. One is the Physical realm, where players control the actions of their character (or characters), which includes, talking to scenario tertiary characters, manipulating items in the scenario, solving the scenario puzzle(s), and learning the scenario lesson(s). The other realm is the Spiritual realm, where players control the actions of their character’s guardian angels, battling the dark forces, whose goal it is to divert the characters from their mission.

Temptations represent the temptations we experience in everyday life. Whether they represent demons, or our own “evil desires”, the exact nature of what temptations are is left as a matter of debate to people with Higher Maturity levels ☽. In Soul Guardian, temptations live on the Spiritual realm (with angels), and are animated as creatures with particular powers to tempt a character. Temptations will only attack characters, and not attack angels. While temptations will be banished by angels in the course of a scenario, Applied Scriptures meditated on by a character have a devastating effect on temptations.

2. Glossary

Angel	Resides in the Spiritual plane (and normally invisible to anything residing on the physical plane). One of the player's main offensive weapons to battle temptations. If you are familiar with role playing games, this would be parallel to a character's main weapons (i.e. Sword).
Character	One or more people in the physical plane that a Player controls. A character is defined by his/her characteristics on the Character Development Worksheet.
Exact Line	Either: 1. Straight horizontal, vertical or diagonal line, or 2. Single squares that have the exact pattern of squares between them.
Game Master	The person who controls all circumstances, tertiary characters and events (everything outside of the Player's control) in a scenario.
General Line	See rules on Exact and General lines.
HPs	How many points a temptation has before they are banished.
Initiative	How quickly a character/angel team or temptation can react to new situations. This affects the order in which angels and temptations can attack.
Physical Plane	All characters and tertiary characters reside in the physical plane. The spiritual plane is mostly invisible to residents of the physical plane.
Player	A person, who is not the Game Master, playing Soul Guardian. A player controls one (or more) Character(s), and that Character's guardian angels.
Scenario	A game "instance" in Soul Guardian. Soul Guardian is a game system that describes the general rules of how the game is played. Think of a scenario as a sort of interactive story that is written according to the rules and premise of Soul Guardian. The Game Master is the story teller (who understands every aspect of the scenario "story"). The player is the story audience, who participates in the story and affects the final outcome of the story.
Spiritual Plane	Angels and temptations reside on the spiritual plane. Residents of the spiritual plane are well aware of the physical plane, and can do many things to effect residents of the physical plane.
Temptations	Residents of the Spiritual Plane, whose sole purpose is to battle against characters.
Tertiary Characters	People in a scenario, controlled by the Game Master, who interact with the Characters in the scenario.
Turn	Period in which all characters use up to their maximum movement points, and which all Temptations use up to their maximum movement points.
Wandering Temptation	Most scenarios will contain a chance of wandering temptations per time period. This rewards players who are efficient in their moves, and penalizes wasteful moves. As a bonus, it introduces a random element to a scenario that increases the replay value.

3. How to Play

To play Soul Guardian, you will need the following:

1. A printout of all the rules, worksheets, the scenario description of the scenario you are playing (for the Game Master's eyes only), and the scenario maps (for the Game Master's eyes only).
2. Dice from a hobby store. Per five people, the following minimum amounts and kinds of dice are recommended: 1 twelve-sided dice (1 D12), 10 ten-sided dice (10 D10s), 2 eight-sided dice (2 D8s), 6 six-sided dice (6 D6s), and 2 four-sided dice (2 D4s).
3. Pens, pencils, erasers and extra paper.
4. Optional: Instead of using the scenario maps (which contain the best of this game designer's artwork ☺), the Game Master can (and encouraged to) make her/his own game boards. The supplies can be easily purchased from a hobby store. One suggestion is to buy a large framed poster (with a plexi-glass top). Take the poster out of the frame, turn the poster over and draw a grid on the back. Re-frame the poster and use the plexi-glass as a dry-erase board. This creates a grid with a transparent dry erase board on it. The game master can use it to draw (partial) views of rooms (as the characters see them) along the grid lines and allows players to take notes (such as noting defense and initiative values for a battle). Use an assortment of figurines and, possibly, doll furniture, for tertiary characters and props.

Before a scenario is started, the following things should be done:

1. The Game Master should be familiar with the scenario materials before the game. **Important:** For a player, all of the fun of the game is not knowing what will happen next. Therefore, it is extremely important that a player does not see any of the scenario materials before the scenario starts.
2. The Game Master should cut out all the scenario areas (a good idea is to write the number of the map area on the back). (This won't be necessary if you created the dry erase board mentioned above).
3. The Game Master must have the scenario description and scenario maps placed in an area where s/he can see them (one end of a table with a divider works well). The Players sit in a place where they cannot see the scenario materials.
4. Each Player must have one or more of their own characters in front of them. If they have not developed a character during previous scenarios, each Player must develop one or more characters (see the rules on developing a character). (Alternatively, you can use the character creator at soulguardian.info).
5. The list of temptations, list of Applied Scripture, and the To-hit table is placed where everyone has access to them (it may be a good idea to have more than one). (The Angel development worksheet is only used for creating characters and is not needed during game play).
6. The Scenario Damage and Experience Worksheet is given to one player. This player will be designated the "book keeper", and will use the Scenario Worksheet to keep track of starting character strengths, damage to those character strengths, experience gained in each character strength, Applied Scripture used, and items picked up during the scenario.

The scenario materials include the scenario description and the scenario maps. The scenario description contains any special rules and instructions, chances and kinds of wandering temptations, an introduction for the Game Master to read to the players, and a description of each area that the players could explore. Each scenario includes area maps that the game is played on. Each area in a map is broken up into a grid. Each player controls one or more character pieces, and moves the pieces through the scenario map. The Game Master will move temptations and tertiary characters around the scenario map.

The Game Master sits in a place where the players cannot see the scenario materials (such at the end of a table with an obstruction to block the view of the players). Once the Game Master familiarizes her/himself with the scenario materials (as well as being proficient with these rules), the Game Master will begin by reading the scenario introduction to the players (and if called for, will place the first area down in the middle of the players). The players, at that time, will describe what action their character will take. Based on the character's actions, the Game Master will describe the results of those actions according to the description of the area. In most cases, the scenario's area description will not describe the results of every possible character action. In these cases, the Game Master will have to fill in the results according to the larger story.

For example, the players encounter a tertiary character. The scenario description says, "There is a sad looking boy here (Jimmy). If the players ask him what's wrong, he will say that he lost his mommy . . ." When the players approach the boy, the Game Master would say something like, "You see a sad looking boy standing in front of you." The players could describe any kind of action that their character will take, such as, "I will kick the boy", or "I will leave the boy and move on", or "I will speak to the boy". The Game Master must be prepared to make up the boy's reaction to anything the players might do or say. At this point, the Game Master will talk to the players as if s/he were the boy, and react to the players as if s/he were the boy. S/he may make up facts about the boy as s/he goes along. Examples might include, "The boy, being a black belt in Jujitsu, easily blocks your kick, and you end up flat on your back wondering why you would try such a foolish stunt. The foolishness of your stunt attracts 8 Hobgoblins . . .", or, "The boy looks up at you and gives you his attention."

Scenario maps are provided with each scenario. However, it may be better to build your own configurable maps (it's up to you). A game map "area" (or room) looks like a group of squares (sometimes having rough pictures on it – sorry, no artists have been used in the creation of Soul Guardian). One square represents a "space" where one character can stand. The entire group of squares represents the entire area. The outside edge of the area (usually, unless otherwise specified) is the boundary (or wall) of the area. Characters cannot see through this boundary (for example, characters will not be able see down a curved path). It's the duty of the Game Master to show only as much of an area that the characters can see (block the unseen part of the area with another piece of paper).

When the appropriate time comes to place the first map area in front of the players, they will place their character pieces onto the map, and follow normal movement rules thereafter. The Game Master will use the character's position on the map as a guide to what portion of the story s/he should tell. For example, the Game Master will be able to determine from the map whether the characters can see into the next area and obscure portions of a map area that the characters can't see. The Game Master will use the map to give an appropriate description of something based on distance. For example, if the scenario description says that there is a sign in the area, the Game Master will not automatically tell the players what the sign says. If their characters are not near the sign, the Game Master might say something like, "You see what looks like a sign in the distance," (showing them where on the map), "but you are too far away to read it."

Sometimes, the Game Master has to limit the actions of the players. There will be quite a few times that players will get silly and direct their characters to act in detrimental ways. "Judy here will pick up the axe and go on a rampage!" While the Game Master will do her/his best to fill in the story to cover as many player actions as possible, when extreme examples come up, the Game Master might say something like, "Judy thinks better of her action and puts the axe down."

It's very challenging being a good Game Master. It takes a special knack. A good Game Master will have the skills of an impromptu story teller, an actor, as well as being well aware of game balance. The Game Master may be forced to adjust the number of temptations to keep the game from being boring to advanced players, or to keep beginning characters from badly losing.

The main point of Soul Guardian (besides having a ton of fun) is to teach and/or learn Christian values. Each scenario is designed to teach a biblical truth(s), and the likely results of living according to that truth. The Game Master must keep this up most in mind. When possible, it's better if the Game Master is a committed Christ follower with decent knowledge of the Bible.

This has hardly given a complete view of how to play Soul Guardian. That will become clear as the rest of this document (or, at least, in future versions of this document ☺) and the Game Walkthrough is read. To really learn how to play Soul Guardian, it will probably be necessary to read through the game walkthrough document.

4. Overview of the Character sheet:

The Character sheet is divided up into five quadrants.

A. Quadrant 1 consists of the upper portion of the sheet. This consists of:

1. Name: This is the name the player will give his/her character.
2. Maturity Level: This is the total level of the character. Maturity Level = The average of all character strength levels (round down). The Maturity level only increases after a mission is accomplished. The Maturity level affects how many guardian angels a character has, and how many scriptures a character can apply (more on this later).
3. Character Type: There's three types of characters:
 - a) Knight: This type of character tends to be more action-oriented rather than studious. Being more of a front line person, God gifts this character with three guardian angels, but only one Applied Scripture point at Maturity level one. Each Maturity level gained will give the Knight three more guardian angels, and one additional Applied Scripture points per Maturity level achieved (so a Knight who gains a maturity level of 2 will get three more angels and two more Applied Scripture points).
 - b) Paladin: Having a balance between the Knight and the Scholar, God gifts this character type with two guardian angels and two Applied Scripture points at Maturity level one. Each Maturity level gained will give the Paladin two more guardian angels, and two additional Applied Scripture points per Maturity level gained (so a Paladin who gains a maturity level of 2 will get two more angels and four more Applied Scripture points).
 - c) Scholar: This type of character loves to study God's word, and is the wisest of the three character types. Even though God only gives this type of character one guardian angel, God has gifted her/his mind to be able to handle three Applied Scripture points at Maturity level one. Each Maturity level gained will give the Scholar one more guardian angel, and three additional Applied Scripture points per Maturity level gained (so a Scholar who gains a maturity level of 2 will get one more angel and six more Applied Scripture points).

4. Character Class: There are different types of character classes. This is optional. Beginners may want to choose "None". Class will have affects on the To-hit die roll. More will be described below.

B. Quadrant 2 is the upper, left corner of the character sheet. There are nine character strengths, each having the following attributes:

1. Strength: At a beginning of a scenario, this will tell how much a character can withstand attacks from temptations. For people familiar with role playing games, this is similar to hit points (except in Soul Guardian, there's nine categories of hit points). If a temptation manages to whittle a character strength down to zero (or below), that character becomes tempted, and is unable to complete whatever mission s/he was on.
2. Level: This will indicate at what level this character is at in a character strength. This is based on the amount of experience a character has gained in that character strength.
3. Experience: This is how much experience a character has gained in battling temptations, and completing missions. As a character gains experience, the level in that character strength will go up.

C. Quadrant 3 is the upper, right corner of the character sheet. These describe the five different defense levels a character has to defend against a temptation's attack.

D. Quadrant 4 is the lower, left corner of the character sheet. This describes the attributes of a character's guardian angels, and is one of the primary offensive weapons a character has against temptations. A guardian angel has hand to hand fighting attributes (which are used if an angel is adjacent to a temptation), ranged fighting attributes (which are used if an angel is not adjacent to a temptation), and initiative.

E. Quadrant 5 is the lower, right corner of the character sheet. This describes the scriptures that this character has learned to apply in her/his life. These scriptures, when meditated on by a character, can have powerful effects in the battle against temptations. This quadrant also contains the character class effects.

5. Specific Rules for Developing or Advancing a New Character

A. Character Strengths

1. The character strength is what a character gets at the start of each scenario. Damage inflicted during a scenario doesn't affect this number. Even if a character becomes tempted (i.e. one of her/his character strengths drops below one), it will not affect the character strength for the next scenario.
2. When a character is first being created, all character strengths get the two best D10 of three to start. For example, to determine the Love character strength, roll three D10s, add up the best two. A special bonus occurs if the two best dice add up to: If 2, add 30; if 3 or 4, add 20; if 5, add 10.
3. Experience in each character strength is earned by fighting temptations and/or applying Scripture. (For Applied Scripture, refer to the Applied Scripture sheet for experience earned). When a character's angel(s) does damage to a Temptation, that character earns one experience point for every HP (hit point) taken off a temptation, in the character strength affected by the Temptation, multiplied by the level of the temptation. The formula is: Experience earned (in a character strength category) = HP lost by a temptation X level of temptation. A bonus of $\frac{1}{4}$ total HPs of a temptation (X level of the temptation) is awarded to the character who vanquishes the temptation. Note that experience is earned for HP that is lost by a temptation, and not by how much damage an angel does. This only makes a difference when a temptation is vanquished. Then, the experience gained is only the remainder of what the temptation had (plus the vanquishing bonus).
4. Each character strength level starts at one. Levels (in each category) are awarded by amount of experience points in each category. The formula is: Level 2 = 50 exp, level 3 = 150 exp, level 4 = 450 exp, level 5+ = triple the experience needed for the previous level (ex. Level 5 = level 4 X 450 = 1350). New levels are gained only after a successful mission. If a character should level up, in a particular character strength, the player rolls a D10 and adds it to the particular character strength. This will happen every time a character levels up in a character strength. This is a big event, so make sure someone else witnesses your dice roll (and resist the "temptation" to re-roll low rolls).

B. Armor: (Recalculated after every successful mission/scenario)

1. Belt of Truth = (Kindness + Gentleness) / 4 (round down).
2. Breastplate of Righteousness = (Self-control + Goodness) / 4 (round down)
3. Boots of the Gospel of Peace = Love / 2 (round down).
4. Helmet of Salvation = (Joy + Peace) / 4 (round down)
5. Shield of Faith = (Patience + Faithfulness) / 4 (round down)

C. Gaining Maturity Levels: After a new Maturity level is achieved (or when a character is first created), a character gets more angels and Applied Scripture points (determined by the character type). Applied Scripture points can be cashed in for Applied Scripture. Applied Scripture-level 1 costs 1 Applied Scripture point. Applied Scripture-level 2 costs 2 Applied Scripture points, and so forth. A character can never apply Scripture that is a higher level than his/her Maturity level, although that does not prevent a character from applying special one-time Scriptures that sometimes can be found in a scenario – providing they meet the basic Applied Scripture requirements (see the section on Applied Scripture).

D. Angels (or offense):

1. Hand to hand damage: Add all individual damage abilities (ex. 6 angels have damage abilities of (1-4)/2, (1-4)/2, 1-6, 1-6, 1-6, 1-10; the entry into the damage line is: 1-4, 3-18, 1-10).
2. Hand to hand #attacks per turn – average of all angels with hand to hand abilities to the nearest sixth (round down). Ex: Al the Pal Paladin gets 2 angels per Maturity level. At Maturity level one, one angel gets 2 attacks per turn, the other gets 1 attack every 2 turns. Al's number of attacks per turn average to 1. At Maturity level 2, one angel has 2 attacks per turn, and the other angel has one attack per turn. Those angels average 3 attacks every 2 turns. However, when you average those angels with the previous angels, they average to 5 attacks every 4 turns. You can think of it as averaging all angels ($2 + \frac{1}{2} + 2 + 1$ divided by 4), or, if you forget what the original 2 angels number of attacks were (which in most cases, you will), you can average the new angels, and then in turn, average them in with the old angels (new's average = $3/2$ + old's average = $5/2$ divided by 2).
3. Hand to hand effectiveness – average of all angels with hand to hand abilities (round down) X Maturity level. Example: Al the Pal Paladin gets 2 angels per Maturity level. At first (Maturity level 1), their hand to hand effectiveness averages to 6, so total hand to hand effectiveness is 6. When Al the Pal gains Maturity level 2, he gets two more angels. Their effectiveness averages to 4, which doubles to 8 for being Maturity level 2. Now the old effectiveness is 6, the two new angels come in with their effectiveness of 8. These are averaged together to get a value of 7. The new hand to hand effectiveness is 7.
4. Range #attacks per turn – average of all angels with range abilities to the nearest sixth (round down). See hand to hand #attacks per turn for details.
5. Range effectiveness – average of all angels with range abilities (round down) X Maturity level (see hand to hand effectiveness example).

6. Initiative modifier – This is the modifier to initiative rolls before battle (described later). This is calculated after each scenario, if Faithfulness has been leveled up. The formula is FA / 10 – 2 (round down). For example, if your character’s FA = 8, your initiative modifier will be –2. If your FA = 20, your initiative modifier will be 0.
7. Range length and damage. Each angel’s abilities in these 2 areas are handled differently. Ex. If 4 angels have the following abilities: 1. Range 1, damage 1-6. 2. Range 3, damage 1-4. 3. Range 3, damage 1-6. Range 9, damage 0-1. Then 1-6 would be entered under 1, 1-4 and 1-6 would be entered under 3 (each in a separate box), and 0-1 would be entered under 9. Two of the same damage with the same range can be combined (two (1-4)/2 with a range of 4 = 1-4). Each angel is only effective in its range. Angels can attack up to double their range, but damage is only halved (rounded down).

E. Applied Scripture and Class Effects:

1. Applied Scriptures. This section is used to record which Scriptures your character has access to (has learned to apply).
2. Character class effects.

When creating a new character, the player will choose its class type. Class types provide two different abilities/effects:

During a battle, instead of using a normal attack, or on a turn where a character can’t attack (because they get less than one attack per turn), characters can use a special ability, called an affinity, which can give them bonuses to angels, themselves, or others. This effect takes place immediately. This can only be used during battles.

Additionally, Class types cause additional effects when making attacks on temptations. When the To-hit die roll (D100) is made, an additional D6 is added to the roll, which will have a unique effect. There are two class categories (“None” not counting as a class category), each containing class types. Players will choose one class type (from one category) for her/his character. The classes and effects are as follows:

- a) None: The character chooses not to have a class category and there will be no effects to attacks against temptations. There’s a slight disadvantage to not choosing a class type, but beginners may not want to complicate the game any more than it already is.
- b) Spiritual Gifts.

1. Judiciary (Wisdom).

Scripture gain: If the Judiciary is currently holding no one-time-use scriptures, s/he may take the turn to meditate. A random one-time-use scripture of the Judiciary’s maturity level or below (applied scripture 1 - n) will become available for the Judiciary to use. The Judiciary cannot pass the scripture to anyone else and no one else can use it.

Effects on the D6 are:

- 1). Scripture Addition: Cancels out Effect #6, or if Effect #6 is not active, the Judiciary may add one additional use to any of her/his scriptures.
- 2). Free Scripture: Cancels out Effect #6, or if Effect #6 is not active, and a scripture has not been applied this turn, the Judiciary must immediately use one of her/his remaining scriptures for free (will not count as using it).
- 3). None.
- 4). None.
- 5). Forced Application: A miss will suspend Effect #6 for this turn, and require the Judiciary to use one scripture (if one hasn’t been used this turn). This will count as normal usage.
- 6). Scripture Block: Cannot use applied scripture during this battle.

2. Sage (Discernment).

Cancel Curse: Meditating for that turn will cancel any negative effects on one character of the Sage’s choice from any temptations that have a level that is less than or equal to the character’s maturity level + 1.

Effects on the D6 are:

- 1). Auto-Hit: Turns a miss into a hit, turns a hit into a critical hit, and turns a critical hit into automatic hits for the rest of the battle.
- 2). Learn HP: Learn the hit points (remaining) of the temptation being attacked.
- 3). None.
- 4). Xfer HP: A miss will transfer all but one HP of a temptation (reducing the temptation’s HP to one) to the nearest same or higher level temptation. If there isn’t a nearby same or higher level temptation, the temptation’s current HP will double.

- 5). Temptation Heal: The Temptation attacked heals one hit point (times level) point if damaged.
- 6). Full Temptation Heal: The Temptation attacked heals all hit points if damaged (before taking damage).
3. Believer (Faith).

Turn Ordering: Meditating for that turn will change the turn order of the next turn for all characters and temptations to whatever the Believer decides.

Effects on the D6 are:

- 1). Damage All: A hit also causes half damage to all temptations in the current battle.
- 2). Damage Adjacent: A hit also causes half damage to all temptations adjacent (diagonally too) to the one hit.
- 3). None.
- 4). None.
- 5). Heal All: A miss will heal one hit point (times the temptation's level) to every damaged temptation.
- 6). Full Heal All: A miss will heal every temptation fully.

4. Forbearer (Mercy).

Heal Self: Meditating in a battle for a turn will completely heal a random damaged character strength on the Forbearer. No experience points will be rewarded.

Effects on the D6 are:

- 1). Free Heal: The nearest damaged character (random selection for ties) will heal 1 character strength points (times the level of the Forbearer) in a random damaged character strength. If applicable, the Forbearer will also heal the same amount in that character strength. The Forbearer will receive 10 experience points (times level).
- 2). Damage Siphon 1: The Forbearer will transfer 1 point of damage (times the level of the Forbearer) from the nearest character in a random character strength to her/himself. If transferring the damage would cause the Forbearer's character strength to go to zero, the Forbearer will be completely healed in that character strength. The Forbearer will receive 10 experience points (times level).
- 3). None.
- 4). None.
- 5). Damage Siphon 2: A miss will have the Effect as #2, except if the Forbearer's character strength goes to zero, she/he will be tempted and lose the game.
- 6). Damage Siphon 3: A miss will have the Effect as #5, except that for every point transferred, the Forbearer suffers 2 points of damage.

5. Trainer (Teaching)

Increase Movement: Meditating in a battle for a turn will allow the Trainer to increase everyone else's movement by 1 (cumulative).

Effects on the D6 are:

- 1). Friend Auto-Hit: A hit will cause the nearest person (the Teacher will choose in the case of a tie) that hasn't attacked yet that turn to get an automatic hit (a critical hit will cause a critical hit). Both the Teacher and the next attacker get the experience of the second attack.
- 2). Friend Free Attack: A hit will give the nearest character (random selection to break ties) a free attack (but otherwise not affect their attack rate or attack that turn). Both the Teacher and the attacker receive potential experience points from the attack.
- 3). None.
- 4). None.
- 5). Friend Switch: The nearest character (random selection to break ties) will switch places with the Trainer.
- 6). Friend No Attack: The nearest character (or all tied characters) who hasn't attacked yet will forfeit their attack that turn.

6. Helper (Helps)

Bezerker: Meditating in a battle for a turn will double the effectiveness and damage of one other character (of their choice), but will half their defense.

Effects on the D6 are:

- 1). Double up Others: A hit will double the effectiveness and damage of all people who haven't attacked that turn (but not that of the Helper). The Helper will also get the experience points for those attacks.
- 2). Move Friend: The Helper can move any one character 3 spaces (without affecting their normal movement).
- 3). None.
- 4). None.
- 5). Temptation Invulnerability: All temptations become invulnerable to the Helper except for the one that the Helper attacked. If the Helper vanquishes the temptation, her/his attack effectiveness is doubled for the rest of the battle (otherwise, if the temptation is destroyed by someone else, all the temptations are vulnerable to attacks, but no bonus is awarded).
- 6). Suffer Damage: A miss will cause the Helper to also suffer damage caused to all other characters during that turn.

c) Temporal Gifts.

1. Indomitable (Physical Strength)

Reflect: Meditating in a battle for a turn will cause hand to hand damage done to the Indomitable to be reflected double on the attacker (i.e. if the Indomitable takes 5 damage, her/his attacker will take 10) for the rest of the battle. Meditating again will cause triple the damage (then quadruple, then X5, etc). The indomitable will also gain normal experience for damaging the temptation.

Effects on the D6 are:

- 1). Double Effectiveness: The effectiveness of all the next character 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).

2. Thinker (Intelligence)

Get Hint: Meditating in a battle for a turn will result in receiving a helpful hint from the Game Master.

Effects on the D6 are:

- 1). Gain One-time: Gain a random one-time scripture (less or equal to the Thinker's level) – will remain after the battle.
- 2). Memorize: Treat all scriptures applied during the battle as memorized starting with the next turn, and only if there are temptations left to battle.
- 3). None.
- 4). None.
- 5). Lose One-times: A miss will lose all one-time scriptures gained during the battle (through effect #1).
- 6). No Scripture: A miss will lose the ability of any character to apply scriptures (this does not affect any other character's class abilities, and does not affect any scripture that has been applied on previous turns).

3. Athlete (Physical Grace)

Charge: Meditating in a battle for a turn will result in charging a non-flying temptation within 4 spaces of the Athlete's choice. This will knock back a non-flying temptation 6 spaces (to be stopped by a wall). If there are any temptations within 6 spaces in an exact line behind the targeted temptation, they will also be knocked back (to the space the originally attacked temptation would end). If the temptation, who is in the rear, hits a wall, they will suffer damage equal to the Athlete's hand-to-hand attack damage. If multiple temptations are hit, they will end up one space apart in a general line along the end of the charge. The Athlete will take 3 (of the 6 spaces) to come to a stop after hitting the temptation. If the Athlete hits a front temptation in a multi-temptation pileup due to the rear temptation hitting a wall before the Athlete can stop, she/he also does normal hand-to-hand damage to the front temptation, taking damage / 4 damage to her/himself. The Athlete gains experience according to the damage done. The Athlete can charge a flying temptation, but will miss the temptation (unless there are scenario rules in place that could affect this (such as low ceilings, and then the normal charge rules apply)).

Effects on the D6 are:

- 1). Attack Again: Take another attack.
- 2). Double Move: Double movement allotment for the next attack in the battle.
- 3). None.
- 4). None.
- 5). Switch Places: Switch places with the nearest temptation (the Athlete chooses in ties).
- 6). Critical Miss: If a miss, it's an automatic critical miss.

4. Craftsman (Builder)

Immobilize: Meditating in a battle for a turn will result in immobilizing all temptations for the remainder of the turn sequence. Flying temptations will be grounded and have their defense cut in half.

Effects on the D6 are:

- 1). Double Friends: A hit will double all character's effectiveness for the rest of the battle, but will half the Builder's effectiveness (cumulative). While this effect is in play, the Builder will receive all other's experience (with them).
- 2). Height Advantage: A hit will increase all characters height advantage for the rest of the battle.
- 3). Quadruple Damage: A hit will half the Builder's effectiveness the next turn, but quadruple the damage.
- 4). Height Disadvantage: A miss will reduce the height advantage (or increase the height disadvantage) of all characters for the rest of the battle.
- 5). Half Friends: A miss will double the Builder's effectiveness for the rest of the battle, but will half the effectiveness of all other characters (cumulative).
- 6). Explosion: A miss will cause all temptations of the same (or less) level as the Builder to explode and disappear. No experience will be rewarded for this. Furthermore, if higher level temptations are also present, all hit points from the exploded temptations will be added to each of their hit points.

5. Artisan (Creative)

Trade Places: Meditating in a battle for a turn will allow the Artisan to swap places of up to 4 characters and/or temptations.

Effects on the D6 are:

- 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 Some: A hit will allow the Artisan to move one temptation and one character up to 4 spaces.
- 4). None.
- 5). Grumpy: A miss will make the Artisan grumpy and spend the next turn walking away from the nearest temptation. S/he will not be able to take any other action.
- 6). One-time Loss: A one-time scripture will be forfeited by someone. The Artisan will choose who from among those who have one-time scriptures..

6. Rogue (Street-wise)

Charm: Meditating in a battle for a turn will allow the Rogue to charm one temptation that is at most one level higher (or less) than the Rogue. The Rogue will control the next action of the temptation during its turn.

Effects on the D6 are:

- 1). Surprise Attack: On the next turn, instead of moving, appear anywhere on the map (within line-of-sight), and when attacking any temptation from behind receive an automatic hit. Do double damage.
- 2). Sneak Attack: Receive the surprise attack bonus. After resolving the attack, move (required if possible) between 3-6 spaces away (including through temptations).
- 3). Rogue Switch: After resolving the attack, switch places with any one temptation on the board (required).
- 4). None.
- 5). Surrounded: A miss will place the Rogue in an unoccupied space that is closest to all temptations (Rogue will choose in case of tie).

6). Caught: All non-flying temptations, if they can, will target the rogue for their next attack.

6. Angel Development Worksheet:

A. Before a mission, angels are developed according to who is receiving them. All angels will be developed, plus an additional angel, and then be chosen by the characters. Each character will roll one D10 for each angel being received. The highest roll will choose an angel first, followed by the next highest, until all angels are chosen. If two characters roll the same number, they will roll again only to break the tie.

Example: 3 characters (a Warrior, a Paladin, and a Scholar) need to develop their angels. All of them get 6 angels total between them. They will develop 7 angels using the Angel Development Worksheet. To select which characters get which angels, each character rolls one D10 per angel that they receive. The Warrior rolls a 9, a 5, and a 1. The Paladin rolls a 5 and a 2. The Scholar rolls a 5. The Warrior gets to pick one of the angels from the Angel Development Worksheet. The next highest number is a 5, which, by chance, was rolled by each character. They break the tie by rolling those D10s again. The Warrior rolls a 4, the Paladin rolls a 9, and the Scholar rolls a 10. With this result, the Scholar has the second pick of the angel, the Paladin has the third pick, and the Warrior has the fourth pick. That took care of the original rolls of 5, leaving the original roll of 2 and 1. This leaves the fifth pick to the Paladin and the sixth pick to the Warrior. There will be one unchosen angel left.

B. Determining abilities:

1. Hand to hand effectiveness = D10
2. Hand to hand damage. Roll a D8. Use the following table to determine the hand to hand damage:

Roll	1	2	3	4	5	6	7	8
<u>Damage</u>	None*	None*	1-4	1-4	1-6	1-6	1-10	2-12

* This means that this angel has no hand-to-hand attack abilities. Cross out the hand-to-hand capabilities row for this angel, and don't use the hand-to-hand effectiveness of this angel in calculating the final average hand-to-hand effectiveness of the angelic team.

3. First Adjustment Factor (FAF):

Previous HTH Damage Roll	1	2	3	4	5	6	7	8
Adjustment Factor	+7	+7	+1	+1	0	0	-2	-7

4. # of attacks per turn. Roll a D8. This roll is modified by the First Adjustment Factor (maximum adjusted roll = 8, minimum adjusted roll = 1). Determine # of HTH attacks with the following table:

Adjusted Roll	<=2	3-6	7	8
# Attacks	1/2	1	3/2	2

5. Range effectiveness = D10.

6. Range damage. Roll a D8. This roll is modified by the First Adjustment Factor – 1 (maximum adjusted roll = 8, minimum adjusted roll = 1). Use the following table to determine the range damage.

Adjusted Roll	1	2	3	4	5	6	7	8
<u>Damage</u>	None*	None*	1-4	1-4	1-6	1-6	1-10	2-12

* This means that this angel has no range attack abilities. Cross out the range capabilities row for this angel, and don't use the range effectiveness of this angel in calculating the final average range effectiveness of the angelic team.

7. Second Adjustment Factor (SAF):

Adjusted Range Damage Roll	1	2	3	4	5	6	7	8
Adjustment Factor	NA	NA	+0	+0	-1	-1	-3	-8

8. Range # of attacks. Roll a D8. This roll is modified by the Second Adjustment Factor. Use the following table to determine the range # of attacks.

Adjusted Roll	<=2	3-6	7	8
# Attacks	1/2	1	3/2	2

9. Range (# of squares): D10.

7. Applied Scripture

A. Applied Scripture consist of the following:

1. Applied Scripture #
2. Bible verse
3. Character strength(s) requirements to apply. This is based on the character's original character strength, and not on the temporary character strength that a character has during a scenario. Example: If applying a particular Scripture requires a Love strength of 15, and a character had a love strength of 15 or more, that character will always be able to apply that Scripture even if her/his love has been damaged by temptations.
4. How many times per day it can be used. Only for inherent Applied Scripture – not for one-time use Applied Scripture picked up in scenarios.
5. How many turns it takes to meditate on it before the scripture's effect occurs (1 = happens that turn, 2 = happens next turn, etc.).
6. Normal Effect. If it comes into play for a particular Applied Scripture (such as one that does damage to a temptation) normal effect is based on the current character strength of a character, and not on the original character strength. Example: The character's goodness strength started at 15, but s/he has taken 5 points in damage in goodness during the scenario, leaving 10. The effectiveness of a goodness attack is based on 10, not on 15.
7. Experience in a character strength(s) for applying the Scripture.

B. Reading the Scripture has the normal effect. Quoting Scripture from memory has a double effect in all factors, including: Duration, damage, etc. Scripture must have been memorized for the previous 10 player turns before the Scripture is considered memorized.

C. Only one scripture can be applied at one time. For example, if a scripture takes two turns to apply, a character cannot apply a second scripture while waiting for the first one to fire.

D. Effects of Applied Scripture may include:

1. Inflicting damage on temptations.
2. Defending against attacks of temptations.
3. Helping a character strength (ex. Heal).
4. Helping an attacking angel.
5. Gaining help for a puzzle (a clue).
6. Inflicting a malady on a temptation.
7. Etc.

E. One-time-use Scriptures. Many scenarios have written Scripture that players can pick up and take with them. These are for one time use only – even if an Applied Scripture on the list of Scriptures says that it can be used more than once per day. Any character can apply one-time scriptures, regardless of their level, as long as they meet the requirements to use it.

8. Overview of Temptations:

A. Temptations have the following attributes:

1. Hit points: How many points of damage they can sustain before being vanquished.
2. Level: The level of the Temptation.
3. Character Strength(s) attack: What character's Character Strength this Temptation attacks (ex. Love).
4. Defensive Strength: How hard it is for angels to successfully hit the Temptation (matches the horizontal axis of the To Hit table).
5. Hand to hand effectiveness: How easy it is to successfully attack an adjacent character (matches the vertical axis of the To Hit table).
6. Hand to hand damage: How much damage a successful attack will cause to a character.
7. Movement: How many "squares" a Temptation can move per turn.
8. Range effectiveness: If the temptation is able to attack at range, this is how easy it is to successfully attack a character (matches the vertical axis of the To Hit table).
9. Range damage: How much damage a successful ranged attack will cause to a character.
10. Initiative Modifier: What to modify a temptation's initiative roll by (rolling for initiative is described in the battle section).
11. Special abilities: Some temptations have special attacks or abilities.

9. Map rules

- A. All map area boundaries are in place for characters, tertiary characters, temptations and angels. Angels and temptations cannot walk through walls or floors. Allegorically, these boundaries are in place in the Spiritual Plane.
- B. Under normal conditions, one character can fit in one square. Up to 4 characters can squeeze into one square, but there are penalties. Angels attacks, characters defense, noticing hidden objects, or anything else that involves a dice roll, are penalized by 1/number of characters in the square. For example if two characters in the same square have a helmet of salvation defense of 8, that will be reduced to 4 ($8 \times \frac{1}{2}$). If there were 4 characters in the square, the helmet of salvation defense would be reduced to 2 ($8 \times \frac{1}{4}$).
- C. When not in battle, characters can move freely ("I am going to go across the room to examine that sign"). During a battle, a character gets three movement points per turn. Moving to an adjacent square (not diagonally) takes a movement point. Moving to a diagonal square costs 1.5 movement points. Opening a door costs one movement point. Picking something small up costs a movement point. Outside of this, the Game Master must make a determination of how many movement points a character's actions take.
- D. There is no penalty for a character walking through a friendly occupied square (that is, occupied by another playing character). A character cannot move through a temptation.
- E. Moving up onto a platform (such as a table) that would change your elevation upwards (resulting in you getting a height advantage) takes 3 movement points. You cannot split this movement into multiple turns. (For a normal character, who would get three movement points, moving up onto a table would take one entire turn). Moving down in elevation takes 1 movement point. Movement up stairs is normal movement (because moving up one step would not give you a height advantage). Height advantage is only gained after a 30 inch elevation is gained over someone else. (It takes at least 3 steps up a staircase to gain height advantage, which is why movement up stairs is normal movement - it would still take 3 grid squares up a staircase to gain height advantage).

10. Battle rules

Soul Guardian is played on two planes (or realms): The Physical Plane and the Spiritual Plane. The Physical Plane is what characters “see”, and where they encounter physical objects and tertiary (or scenario) characters. Almost all of the “story” takes place in the Physical Plane. The Spiritual Plane is where all battles take place.

Soul Guardian simulates this battle on the scenario maps, and uses the scenario maps as allegorical boundaries for angels and temptations. The scenario maps are used to define limitations in movement for residents on both planes – characters, tertiary characters, angels, and temptations. In other words, just like characters, angels and temptations have to (allegorically, of course) follow normal movement rules (i.e., they can’t walk through an area’s boundaries).

A spiritual battle involves angels, temptations, and characters. The characters will not “see” the spiritual battle, but will experience it as a personal trial. Temptations will attempt to attack characters – their goal being to tempt a character. Should they succeed (by reducing any one character strength down to zero or below), the character will succumb, and will be unable to finish the scenario – they will lose interest, walking off to do their own thing. If a character succumbs, they are immediately removed from the scenario, receive no experience and immediately drop all items they have. They are welcome to come back in subsequent scenarios.

Angels try to vanquish temptations by attacking them, both hand-to-hand, and at distance. If a character’s angels manage to reduce a temptation’s hit points to zero, or less, they successfully vanquish the temptation (remove the temptation from the map). (Sometimes, a character will help out by applying certain scriptures).

To understand how a battle is played, refer to the example game walkthrough. In the meantime, here are the specific battle rules:

- A. During normal play, the character’s playing piece represents the character. The player moves the character around on the map (on the Physical Plane), and the angels follow. During battles, the character’s playing piece represents that character’s angelic “team” (since battles take place on the Spiritual Plane). An angelic team gets 3 action/movement points per turn.
- B. Allied team members (i.e. the players or group of temptations) can move through each other’s square. However, no one can move through a square occupied by an opposing team (that includes moving diagonally between two opposing players/temptations).
- C. During a battle turn, a character’s angelic “team” combines their attacks into either one hand-to-hand attack sequence, or one long range attack sequence. How many attacks an angelic team gets per attack sequence (or turn) depends on how many attacks per turn they get. For the angels to make a hand-to-hand attack, the character must be adjacent (diagonally is allowed) to a temptation. Otherwise, if the angels have the option of making a long range attack, they can.
- D. An angelic team’s hand-to-hand attacks take one (full) movement point each. A full attack sequence ends a turn (there’s no more movement after an attack). However, on a single turn, the angelic team is allowed to move before making their allotment of hand-to-hand attacks. Example 1: The angelic team belonging to a character, named Charlie, is allotted one hand-to-hand attack per turn (hence, one attack is a full attack sequence). Since Charlie’s angels are allotted three movement points per turn, they can move up to two squares before making an attack against an adjacent temptation. Example 2: Buster’s angels get two attacks per turn. These angels can move one square and make two attacks, or move two squares and only make one of their attacks (against an adjacent temptation). Example 3: Buster’s angels again get two attacks per turn. These angels make one diagonal move, but only have enough movement points for one attack, since each attack takes one full action/movement point.
- E. Characters and Temptations will have varying attack rates. Attack rates can be specified to the nearest sixth. An attack rate is specified as the number of attacks per number of turns (or x/y). For example, if a character (Charlie) has an attack rate of $\frac{1}{2}$, that means that he gets 1 attack every 2 turns. So every time Charlie makes an attack, he will have to skip a turn (or use one of his inherent actions) before he attacks again (in other words, Charlie can attack every other turn). Sometimes, the “y” value in the number of attacks per turn will be greater than 2 (such would be the case if Charlie has $\frac{3}{4}$ per turn, or 3 attacks per 4 turns). Obviously, Charlie cannot make three fourths of an attack in a turn. You handle this by putting Charlie on a “y” turn cycle (in this case, a 4 turn schedule). Charlie is going to attack three turns out of four. Now, you have to calculate which turn Charlie is going to miss. For attack rates of less than 1, the turn Charlie has to skip an attack is one more than the half-way point in the schedule (or for you more mathematical types, $y/2+1$, round down). In this case Charlie would have to skip the third turn. For attack rates of greater than one, the attack in which Charlie will be able to make 2 attacks, will be the turn at or before the halfway point ($y/2$, round down). So if Charlie gets an attack rate of $\frac{7}{6}$, Charlie will make one attack per turn, except for the third of a set of six attacks, in which he will be able to make two attacks.
 1. When an angelic team decides to switch between hand-to-hand and long ranged attacks, they must be at least able to make the same kind of attack the next turn. For example, if Charlie’s angels has a $\frac{3}{4}$ hand-to-hand attack rate, and they have made two attacks (on the four attack cycle), they would not be able to make another hand-to-hand attack the next turn. That means that they cannot make any kind of attack the next turn. If they normally could make the same kind of attack the next turn, use the lower of the hand-to-hand or range attack rates for the next turn.
 2. Example 1: Charlie’s angels have $\frac{3}{4}$ hand-to-hand attacks per turn, and 2 ranged attacks per turn. They have made one hand-to-hand attack so far, and are able to make a hand-to-hand attack the next turn. For their second attack, they would like to switch to a ranged attack. The hand-to-hand attack rate is the lower attack rate, so use that for their next ranged attack. They

will be able to make one ranged attack this turn, and must rest the next (because it's their second attack on a 4 attack cycle). On their fourth turn, if they don't decide to switch back to hand-to-hand attacks, they will get their normal 2 range attacks per turn.

3. Example 2: Charlie's angels have $\frac{3}{4}$ hand-to-hand attacks per turn, and $\frac{1}{2}$ ranged attacks per turn. Charlie's angels have made one ranged attack, have rested a turn, and for their third turn, would like to make a hand-to-hand attack. They must use the lower attack rate when they switch, so will get a $\frac{1}{2}$ attack rate on their hand-to-hand attack.
- F. An angelic team's ranged attack sequence takes up an entire turn. No movement is allowed before or after making a ranged attack.
- G. The Game Master controls the attacks of temptations. Normally, temptations will attack a random character that is within its movement/range, otherwise, it will walk/fly towards the nearest one. This is determined by dice roll. However, this decision is up to the Game Master (the game master may decide for whatever reason that the temptation will target a certain character). Example: A skeleton, who has a movement of 3, is within 2 spaces of 2 characters, and within 4 spaces of 2 other characters. A dice is rolled to determine which of the 2 characters (that are less than 3 spaces away) that it will attack. If a temptation has multiple attacks per turn, all characters within its range will be considered as an attack candidate, even if that temptation only has one movement point left to attack. A temptation with range attack abilities will attack any random character that is within their range, or if there is no one within their range, any character up to double their range.
- H. Initiative: To determine the order of attack for characters and temptations, each player and temptation rolls a ten-sided die (this is called the Initiative Roll). Each roll is then modified by the player's or temptation's initiative modifier. The Game Master rolls for the Temptations, and the players roll for their angels. The modified rolls are then compared and the higher modified rolls go first. (Note: At this point write down the modified rolls and who rolled it, in the order of priority – highest to lowest – this will be turn order). Ties are broken with subsequent rolls. However, the original roll is used for turn order.
 1. Delay: Any player may choose to delay their attack if they wish to. They do so by announcing that they will delay. At any point that they choose, they may announce that they are jumping in to attack. For example, the player who is first announces that they are delaying instead of attacking/moving. They watch the second angelic team/temptation attack and then announce that they are attacking now (they have the option to take their turn whenever they want at that point). However, if they do this, they forfeit their original turn order on subsequent turns. In the example above, the player, who originally had the right to attack first, delayed and decided to attack third. On subsequent turns, they must attack third, and not first. When their turn comes around again, if they choose to delay again (to say, fifth), they once again lose the right to attack third on subsequent turns.
 2. Surprise: To calculate whether any group of players or temptations gain a surprise bonus, first group any friendly players or temptations into groups if they are within 3 spaces of each other (and in line of sight of each other, and in line of sight of opposing groups). Compare the lowest modified initiative roll of each group against the highest modified roll of each opposing group (only include those that are within line of sight of each other). If the lowest modified roll is 2 (or more) greater than the opposing group's highest roll, that means that the losing group isn't paying attention and does not see that group of enemies. For simplicity's sake call the winning group the surpriser, and the loser, the surprised.
 - a) The surprised group cannot attack their surprisers the first turn, unless they are attacked first by them, and then only the individual character who was attacked can counter attack that same turn. Once the surpriser attacks anyone in a group, their surprise is lost, and anyone in that group can attack them on subsequent turns. On subsequent turns, if the surpriser has not attacked the surprised, another 10-sided die roll is made for each member of the groups. Once again, compare the lowest modified roll of the surpriser group against the highest modified roll of the surprised. To become alert again, the surprised roll must be greater than the surpriser. Otherwise the surprised cannot attack the surprisers on the subsequent turn. If a group of characters or temptations in a battle are surprised by every other enemy, the surprised won't even be allowed to move – allowing the surprisers to take multiple turns in a row (assuming they don't lose surprise).
 - b) Surprisers get the surprise bonus against enemies they have surprised (refer to the next section).
 - c) Example: Abe, Bob, and Chris (or, rather their guardian angels – the angels will be referred to by Abe, Bob, or Chris), who all have an initiative modifier of -1 , are fighting 3 Goblins, who have an initiative modifier of 0. Abe, Bob and Chris are all within 3 spaces of each other, and form one battle group. The goblins are not within three spaces of each other, and form three different battle groups. Abe rolls a 9, Bob a 5, and Chris a 1. Their rolls are modified to 8, 4, and 0. The Goblins roll a 10, a 6, and a 2 (their initialization modifier doesn't change the values).
 - Goblin 1 goes first, and is surprising the group of players because its modified initiative roll is > 2 higher than the highest initiative roll of the characters. Goblin 1 could attack any one of them (Abe, Bob or Chris), but decides to walk toward them for its turn.
 - Abe goes next, but his group is not surprising anyone, because his group's lowest roll is not ≥ 2 than any of the Goblin group's. Abe is surprised by Goblin 1 and cannot attack it. He can attack Goblin 2 or 3.
 - Goblin 2 goes third, and is not surprising the character group, or is not surprised by them (because his roll is not ≥ 2 of the highest character, and is not ≤ 2 of the lowest character). Goblin 2 could attack any one of them, and aims its attack at Bob.
 - Bob is next, and his surprise/surprised status is equal to Abe, since he is in the same group (which means he also doesn't notice Goblin 1). He decides to shoot at Goblin 2.

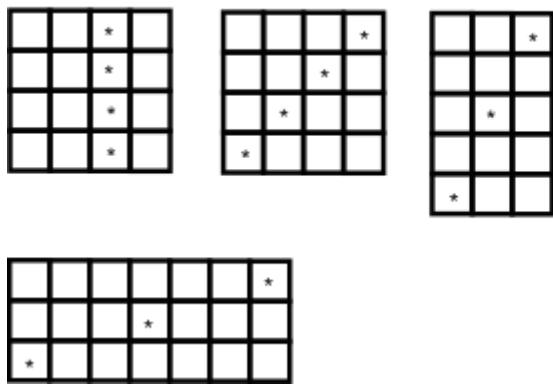
- Goblin 3 goes fifth, and it also is either not surprised or surprising. He chooses to attack Bob.
- Chris is last, and shares the surprise/surprised status with the group, and shoots at Goblin 3.
- On subsequent turns, the turn order will be the same, but subsequent rolls are made to see if anyone is still surprised. In this case, Goblin 1 will roll against Abe, Bob and Chris. If any of Abe's, Bob's or Chris' rolls are higher than Goblin 1, they will notice Goblin 1, otherwise, Goblin 1 would maintain surprise.

- I. Sequential attacks to the same target in one round get a +2 bonus to effectiveness.
- J. Rear Attacks and Surprise attacks: Normally, opponents face each other.
 3. If a character surprised an opponent (group), they get a bonus for their first attack. For melee attacks, they get double effectiveness. For ranged attacks, they get double damage (and normal effectiveness).
 4. If a character or temptation can manage to get directly behind an enemy already being attacked, they get the surprise bonus for the attack (instead of the bonus for attacking the same target in a round). For example (in a case where no one is surprised), Bob attacks a Goblin1 from the north. If in the same round, Chris can attack Goblin1 directly from the south, Chris gets the rear-attack bonus (which works just like the surprise bonus). To do this Chris must be opposite of Bob and attack after Bob has. For example, if Chris attacked from the south-east in the above example, he would not get the rear-attack bonus.
- K. Special rules for flying temptations: While ground-bound temptations attack from adjacent squares, a flying temptation must enter the same square to attack a character. Each attack costs a flying temptation 1 movement point, and the flying creature can fly away in the same turn for the remaining of its movement points. However, a flying creature must have enough movement points left to end its turn in an empty square. Example 1: A Sprite gets 12 movement points and 2 attacks per turn. It can move 5 squares into a square of a character, attack 2 times for a total of 8 movement points, and then move 5 remaining spaces to make its getaway. Example 2: There is a character within 10 squares of the Sprite. The Sprite moves 10 squares to get into the square with the character. The Sprite only has 2 movement points left, so it can only make 1 attack, and use its one remaining movement point to move a square away.
- L. Special rules for angels battling flying temptations: Because flying temptations are beyond reach of the much slower angels, an angelic team can only attack a flying temptation with range abilities (no hand to hand attacks). However, if the flying temptation has attacked a character that turn, the angels of the attacked character are in range, and may choose whether to attack the flying temptation with a hand to hand attack (or make a range attack against any temptation in their range).
- M. Flying temptations and Low Ceilings: If the scenario area description declares that there are low ceilings, any character's angels that have a temptation fly through their square can choose to attack it hand-to-hand.
- N. Locked in Melee: When a non-flying temptation attacks a character, it will lock up the angelic team in melee. This means that if a character has been attacked, that character's angelic team must use hand-to-hand battle abilities that turn (and cannot make a ranged attack). The angelic team can move away from the temptation, and/or make a melee attack against a different temptation – assuming that they have the movement to do so.
- O. Angels (or characters) can run up to 9 squares, but the following penalties apply for double the number of turns they run (the turns they run, plus that same number of turns after that): 1. The angels cannot attack a temptation. 2. The character cannot apply Scripture. 3. All the character's defense levels drop to 1 (multiplied by their overall Maturity level). 4. A wandering temptation roll will occur for every turn the character runs. Running is very risky!
- P. If any character strength drops to < 1, that character has been tempted and must drop out of the mission. A tempted character will lose all experience gained on that mission and drop all items carried. If a character is eliminated, the player may substitute another character with the same (or lower) Maturity level. That new character will not get any of the experience points collected by the tempted player, and will not be able to collect experience points for finishing missions, unless s/he is there when a new mission is received.
- Q. All characters or temptations with range ability can use them up to double normal range, with half effect (same to hit chance, but with half damage rounded down).
- R. When an angelic team (or a character) attempts to vanquish a temptation, a hit attempt (and, for characters, character class effects die roll) is first made (the hit attempt is made with a D100 and the character class effect is made with a D6). The To Hit table is consulted to determine the number needed to hit. A hit is achieved when the die rolled is equal to or lower to the number from the To Hit table (after any character class effects take effect). If a hit has been rolled, then the resultant damage roll is made. The left axis of the To Hit table is for the effectiveness of the attacker. The top axis is for the defensive strength of the character or temptation being attacked.
- S. At the same time the initiative roll is made, each character makes their defense roll with a D6. Rolls of 1-5 correspond to which defense number is in the character's defense table. A "one" results in the character's first defensive strength (Belt of Truth) being used. A "five" results in the last defensive strength (Shield of Faith) being used. A "six" results in the character being able to select the best defensive strength of the five. Record each character's defense strength by her/his name in the turn order notation. This will be their defense for the rest of the battle. When a temptation attacks a character, consult the To-hit table for the number needed for a successful hit. Use the Temptations hand-to-hand or range effectiveness (depending on which attack they are using) for the left axis

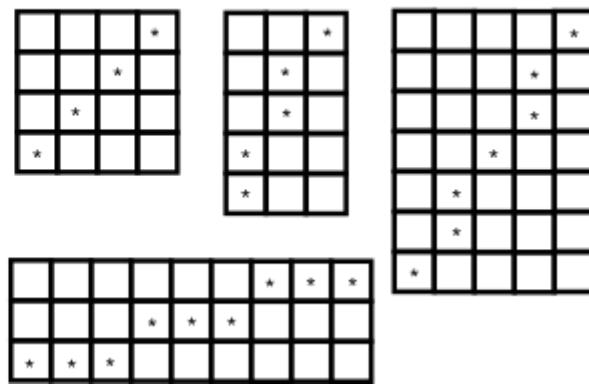
on the table, and the character's defense strength for the top axis. If the roll is below the To-hit number, the temptation hits the character and makes a damage roll. The damage the temptation does is described in the Temptations sheet.

- T Critical hits / misses FOR PLAYERS: When players attack, rolling below $\frac{1}{4}$ of what is needed to hit is a critical hit – the effect being that damage is doubled. Rolling a 00 will result in damage being X4. Rolling a 99 will cause an angelic team to falter, meaning that they will not be able to attack or move the next turn, and their defense will be halved for one turn.
- U. Critical hits / misses FOR TEMPTATIONS: Rolling a 00 will result in damage being doubled. Rolling a 99 will cause the temptation to falter, meaning that they will not be able to attack or move the next turn, and their defense will be halved for one turn. In addition, flying Temptations that perform a critical miss will be grounded for a turn, and vulnerable to hand-to-hand attacks.
- V. General and Exact Line: Some temptations (or angelic teams affected by certain applied scripture) will have special attacks that will be described in terms of either an Exact Line or a General Line. An Exact Line is either squares that are adjacent vertically, horizontally, diagonally, or have the same exact pattern of squares between them (see examples below). A General Line is similar to an Exact Line, except all the squares are connected in a pattern (see examples below).

Exact Line Examples



General Line Examples



- W. As long as characters are engaged in a battle with temptation, other wandering temptations will not show up. However, if all characters run away from a temptation (assuming they haven't surprised them), wandering temptation rolls resume.
- X. Keep track of experience and damage on the Scenario Experience and Damage Worksheet. After the scenario is over, copy results to the character sheet (only for "surviving" characters). Nothing is recorded for tempted characters.
- Y. Height Advantage. When an angelic team, or a temptation is fighting from a greater height (say, from on top of a table, or from higher stairs), the opponent at the higher level gets plus two added to their hand-to-hand attack effectiveness and gets one added to their defense.
- Z. Obstructions: Attacks made diagonally are allowed. However if an adjacent square between the attacker and defender is occupied by a wall, door or any other obstruction, the effectiveness for the to-hit roll is halved (due to space limitations).

11. Scenario rules

- A. Each scenario has a rate of wandering temptations during times when players are not in a battle already. Even though in non-battles, the characters are moving freely, roughly estimate how many turns they take to move around (based on each turn moving three squares). For example, a particular scenario has a 20% chance every 5 turns that wandering temptations will show. Normally, every fifth turn (or 15 spaces), a D100 is rolled to check for the appearance of wandering temptations. If the characters meet normal scenario temptations before their fifth turn since the last wandering temptation check, the count will start over and not resume until the last temptation has been vanquished.
- B. Each scenario has a list of which temptations will show up as wandering temptations, what the chances are of a particular temptation showing up, and what range of numbers of temptations might show up.
 1. Example: A particular scenario states that there's a 15% chance every 10 turns that wandering temptations will show. A D100 is used to check for wandering temptations (rolls between 0 – 15 will cause wandering temptations to appear. After 10 turns (since the last time The Game Master checked), the Game Master rolls a 14. This results in wandering temptations. The Game Master consults the scenario description for the list of wandering temptations, and notices there's 8 different varieties. The Game Master takes out a D8, and rolls a 6. Once again, checking the scenario description, the GM finds that 6 refers to 2-8 skeletons. The GM rolls 2D4s, rolling a 6. Six skeletons will attack the characters.
- C. Each character has a playing piece. Pieces can be moved simultaneously and in any order. Characters can cross over each other, but will observe penalties for ending in the same square as another character (see map rules).

12. Battle Rules (for Players) Cheat Sheet

- A. The character gets 3 movement / action points.
 1. Movement diagonally takes 1.5 points. (Movement between two adjacent temptations is not allowed).
 2. A hand-to-hand attack costs 1 action/movement point. The final attack made (i.e. if a player gets two attacks per turn, their second attack is their final attack) in a turn ends the turn, even if the player has action/movement points left to use (i.e., no movement is allowed after an attack).
 3. A ranged attack takes all of a character's action/movement points.
 4. Applying scripture takes no action points. All scripture effects are applied at the beginning of the player's turn. If "how many turns to take effect" is 1 turn, the effect is immediate. If 2 turns, the scripture will take effect at the beginning of that player's next turn.
 5. Switching from melee to range attacks has the penalty of using the lowest attack rate.
 6. Locked in melee: A character who has been melee attacked by a temptation cannot make a ranged attack that turn.
- B. Initiative
 1. Surprise occurs if everyone in one battle group has a modified initiative roll 2 or more than everyone in another battle group.
 2. Surprise is immediately lost if an attack occurs or if adjacent movement is made. (This means that the surprised group will be able to attack that turn).
 3. If surprise is not lost, new initiative rolls are made the following turn. Surprise may be maintained or lost depending on the rolls. The group that had surprise gets a +2 to subsequent initiative rolls (only if they maintained surprise). Only groups that had surprise may keep surprise on subsequent initiative rolls. Surprise cannot be gained against the same group that had previously surprised that group.
 4. Any character may choose to delay their attack to behind any other character or temptation. This will affect subsequent turn order.
- C. Battle bonuses/losses
 1. Surprise and rear melee attacks get double effectiveness (and normal damage).
 2. Surprise and rear range attacks get double damage (and normal effectiveness).
 3. Rear attacks can only occur when a character or temptation is being attacked from exactly opposite directions.
 4. Ranged attacks greater than normal range (but less or equal to double) have their damage halved.
 5. Subsequent attacks to the same target in a round of turns get a +2 bonus to effectiveness.
 6. Running: A character may run up to 9 spaces per turn. For that turn, and for every turn after that they run, they cannot attack and their defense drops to 1 (and they cannot apply scripture).
 7. Player Critical hits (< ¼ of to hit) is X2 damage. 00 is X4 damage. 99 is a critical miss.
 8. Temptation Critical hits: 00 is X2 damage. 99 is a critical miss.
 9. Height advantage: +2 to effectiveness, +1 to defense.
 10. Melee attack Obstructions: If a wall, door, or enemy is obstructing a diagonal attack, effectiveness is halved.
 11. Range attack Obstructions: If a wall or door edge is exactly on line of sight (center square to center square), effectiveness is halved.
 12. Characters or temptations in the same square get their attacks and defense halved per extra character in that square.
- D. Fighting flying temptations
 1. Ranged attacks can be made against flying temptations in the space they are at the end of their turn.
 2. Melee attacks cannot be made, unless the flying temptation has first attacked a character in that turn. Exception: Low-ceiling conditions – Any character can make a melee attack of a flying temptation that flew through their square, whether the flying temptation has attacked or not.