

BELLUM MACH

Written by Abigail Maria Solo



ROLEPLAYING THE FEMINIST RESISTANCE

COMING FULL CIRCLE

My Death and Rebirth by Minerva Winters

My story starts the day I died. It's a tad cliché I know but it's actually true not just for me but for my sisters in the struggle to save this world.

But before we get to my story, let me tell you another one, a sad one.

Ever heard of Digahol Iowa? No you haven't, no one has, unless your from there and if you're from there and you're not me you're not reading this. Digahol is everything you should fear about small town life. It's a farm town and I have nothing against farmers or farming, I personally like food and I have the curves to prove it. But it's also a very insular town, with a population of just under six-thousand, the three non-white families are treated and viewed as if their zoo exhibits and are known with upmost respect as the Nigger-Johnsons, The Gomexies and the Chinks-Chans (who last name wasn't even Chan).



Like many a small town Saturday night is either football in the fall or party night for the teens at the lake . The lake where a sad chubby little girl named Tammy Winters was raped twice, one at age fifteen and once again at age sixteen.

But don't worry about Tammy, because according to the people of Digahol, Tammy got what she had coming.

Her family the Winters were farmers, they were struggling but not poor. Her father was a former local football star, her mother a respected lady who was always willing to help her neighbors and her five brothers, great athletes, popular and handsome. Tammy, the only daughter and the fifth to be born was different. She was short, dumpy, wore glasses, listened to nigger and devil music and was cursed with the one thing population of Digahol could not tolerate, intelligence.

Being smart wasn't easy for a girl in a town where the internet could be found in only two places, the school library, the local library, where cell phone service was so spotty most people just had land lines and where any technology created after the microwave oven was seen as "New Fangled". Yes, so amidst, a town full of racist, god-fearing luddites was born a girl who would have graduated from high school at the age of thirteen if the Digahol Iowa school system had bothered creating a gifted student program. Instead she was forced to sit in class bored and berated from the ages of five to sixteen.

Now, while Tammy was pretty much persona-non grata among her peers, she was loved by her family, protected by her brothers and cherished by her spinster aunt who encouraged Tammy to be Tammy. . However, being a girl , who outsiders treated like trash can warp a person and as smart as she was, the fifth child of the Winters didn't exactly treat her family well, especially as a teenager. Hate and hormones turned her into a self destructive rebel. She slept with boys who despised, drunk to much, did drugs, screamed a lot and thought cutting herself was a worthy pastime.



Still despite being a what she was and acting out how she saw fit she knew Digahol was not for her and the day after graduating first in her class and being denied a valedictorian speech she left Digahol swearing to never return again.

New York City, is no place for a sixteen year old girl with a bag full of clothing , 34 dollars in her pocket, half a pack of cigarettes and no friends or family. Tammy learned several hard lessons her first year in "The Big Apple". She learned how to beg, how to steal and how ignore the pains of hunger that rumbled in her stomach. Roaming the streets with teenagers like herself that slept in abandoned house, ran from the police and got high sniffing glue in central park she knew her life would be a short one but still the freedom she found here was better (at least in her mind) than the one she had in Digahol.

Now, a lot of people talk about hitting rock bottom, about that point in one's life where you have reached your lowest point and you have to make a decision, stay there or rise above it. For Tammy it was when she sold her body for food at the tender age of eighteen and was beaten and raped by three men who thought twenty dollars meant they owned her. It was two days of horror that actually motivated her , not to get out of her current situation or to return home but to end her life.

Tammy looked in the mirror and saw a shadow looking back, a shadow she hated and wanted to destroy.

How would she do it? Steal some sleeping pills?, hang herself, slit her wrist, jump of a bridge or just walk into traffic. A stout atheist she had no delusion about a "next life" , but rather just wanted her current life to end. So Monday morning in June Tammy winters stole some sleep aids from the local drug store and consumed them all in a crack house near the docks. Two days she woke up in the psychiatric wing of a local hospital, strapped to the bed with the name Jane Doe on her charts.

Three weeks later she managed to escape from her "prison", hell bent on finishing her life by any means, She would keep her date with the Reaper. Now before we go any further I feel I need to tell you, Yes I was Tammy, I was this pail little mousy white girl in glasses, no one gave a second look at . And hindsight being twenty-twenty I could have made some extra money Cosplaying Velma from Scooby-Doo if I wasn't a self destructive junky. But , instead I found myself sleeping on the streets, plotting my early end. The only positive thing to come out of that tragedy was that the doctors at the hospital assured me that I wasn't pregnant , so I wouldn't be killing me and an unborn baby.

So yeah, rock bottom, suicidal and alone when not sleeping where I could I made may way to the Central Library where like a lot of the homeless hid from the weather and police, but unlike a lot of my downtrodden brothers and sisters I also used my time there to read and on the internet. It was there I saw that fourteen year old girl was killed in for witchcraft in the suburbs of Omaha . Burned as a witch in the 21st century, in an American suburb it was unthinkable and it shocked me. Shocked me so much it consumed my thoughts, it replaced my self hate and I like many others started to chant on the streets "Avenge Ashley".

During one of the protests I met a some people who helped me. They gave me food, money, pointed out some good shelters and the greatest gift of my life up to then, a book.

"The Chants of Circe". ragged, stained and reeking of weed and bourbon this book

spoke of Circe, the witch from the odyssey not as just an enchantress but as a goddess, seer and rebel who fought for the rights of her sisters against the brutality of a powerful Patriacracy. It told the story of a girl from a fishing village who was actually a goddess it talked about how Circe found her true calling and how through her you (the reader) could do the same.

I was still an atheist. I didn't believe in God, Santa Claus or Superman and FYI at the time I placed them all in the same category. But still here I was with this book, my life marginally better and a mind that was once again curious and aching for knowledge. So against my better judgment and my logical mind, I prayed to Circe, I confessed my sins and my fears.

The confessions helped, having a goal sated me and while I didn't know it reading that book was the first nail in Tammy's coffin. Not long after that prayer, while walking in the central park I found a wallet, in it was fifteen hundred in cash and credit cards, Despite my reprieve from darkness, I was still no angel and saw my ill gotten gain as a chance, so I sold the credit cards and ID. to a guy I knew for a few hundred dollars and took it and the money , got a place at a pay by the day motel, got myself cleaned up and enrolled at the community college. I of course thought the prayers were just my own personal therapy at first, they made me feel better, less alone and more focused. For me Circe was a character in a book that I... Tammy felt kinship with and talked too at night.



Then came the day Tammy died.

The greatest truth, the most spectacular truth of all is to be born again, to be truly born again, you must die. The morning I died I cheated death first. I was walking along a street in Greenwich Village heading for my favorite coffee shop. A cab driven way to fast, by a man whose name I never knew turned the corner and its tire blew, it flipped, hit another car, catapulted into the air and was about to land on me. I was dead, I saw it, I felt it, then it all stopped, space, time and existence. And I was there first there looking at the cab inches from me, then sitting across from this tall auburn haired woman with perfect tanned skin, who dressed in a black tunic, leather pants and black boots.. We were in that coffee shop I told you about and outside its street facing window the window was *the city, frozen in time and me, about to die.*

She.. It... was Circe, tall perfect, voice like honey and eyes as green as the sea. She told me I was special and that she had heard my prayers. That I was being tested before being tapped for the most important mission of all. I was to be her priestess and that the world that I knew, its history and its present were a lie created by a creature she called "The Old Garden Snake".

So If a strange exotic lady who looked equal parts, Greek, Indian and North African told you she was your goddess what would you say? What questions do you ask? I just sat there dumbfounded and slack jawed as she told me that I had to die to be reborn. that the final part of my journey towards priestess hood, the final act of commitment would be me doing what I tried to do before.

The rite was simple, a silver knife, a bath tub, candles, a full moon and drop of Circe's blood in the tub where I slit my wrist and bled out hoping against hope I was right and I wasn't dreaming the days previous events. So, about 10pm that night Tammy Winters died, and Minerva Winters was born.



Minerva was my nickname on the streets and in the clubs I would beg myself into hoping some guy would buy me a drink and get close enough for me to steal some cash out of his pocket while he thought I was giving him a hand-job. It was a name I felt kinship too, it wasn't Tammy it was the façade of the cool, witty girl I played when I needed too, the person I wish I was.

So, yeah I died and as all of you reading this knows, when you die your life passes before your eyes, the best and the worst of it plays out before you as your brain shuts down, your heart stops and you die. But instead of moving on to the next world or ceasing to be, in this case I found myself merged with the all knowing, all feeling, all loving Goddesshead, I felt its love for all of humanity, it's fear of the Serpent, it's ability to forgive and its lust for vengeance. I felt for the first time as if I was where I belong, where I needed to be and loved unconditionally, It's something we all feel right as we're tossed back into our bodies as they are renewed and rebuilt.

I thought when I woke up I would be a supermodel, but you see the idea of the supermodel is a lie of the snake, physical beauty and perfection comes in all shapes and sizes. I was me, but not me, I was curvy, still needing glasses and still as pale as an Nordic ghost. My brown hair was gone replaced by naturally purple hair, my favorite color, a color I shared with my eyes. I no longer felt tired or sluggish, I felt alive, I had new lungs, new liver, new heart and a new brain sharper than ever.

I was a Maga, a Demi-goddess in the flesh and beyond all of that and the joy of a new life I felt something else.... I felt magic.

Circe was my Patroness, I was her daughter just as much as I was my mortal mother's daughter. Her power didn't just flow through me, it was a part of me. If I had to describe what magic feel like thing of it as if the endorphins you feel from laughter and love are always on, it's a steady very subtle high that never ebbs and explodes when we releases it. That's why we smile when we use magic, because for us magic is joy.

So there I was a fully armed priestess of the Goddesshead, with more power in my pinky finger than a grenade and while I expected to be given a grand and glorious mission in the name of the Circe and her sisters instead I was sent to the ass end of Texas (El Paso) to rescue what at first I thought was the most morally reprehensible person I've ever met, my roommate Selene.

The Goddesshead isn't some benign deity who rewards only the justice. She knows that every army needs a sword and some times the best swords are those that like to be bloody. Selene Cruz was a young woman from a dirt poor family. Her father made a living as a day laborer her mother stayed at home unable to find work due to a medical condition. Selene loved trouble and was near fearless and had a particular hate for the often brutal El Paso Police who shot and killed her cousin on a routine traffic stop.

So it came to the surprise of no one when Selene found herself on the run after spray painting "Pigs" on multiple police cruisers. That after being arrested, she was handcuffed and beaten, but instead of taking the beating Selene grabbed he gun of a careless policeman and shot her attackers and killed four policemen before being tasered, beaten and shot herself.

Less than a year later she was on death row. The laws of humans and the will of the Goddesshead are not the same. Poverty, hopelessness and brutality had turned Selene into what she was, she was a victim of the society of and when she saw no

other way out like me she had made up her mind to die. This time however she took four men with her who upon research turned out to be known for their brutal tactics and case after case of suspects dying during arrest. Thus any sympathy I had for them vanished. Further investigation revealed the men were members of the ultra right wing snake backed "truthkeeper" organization and that "Black Viper" was in charge of training the police to deal with "borderer incursions"



That's the "The Old Garden Snake" works, it corrupts an organization and that organization it's members and soon that corruption spreads. It's on that mission I learned sometimes you have to cut out the "cancer" to save the body. I came in posing as an idealistic lawyer. A little bit of magic made the ruse believable but the serpent's men knew I was coming or at the very least sensed me there and attack. Like I said I was new, I was green and I had never been shot at. In the end I failed to reach Selene. The first time.

But I had a plan to save her as I was saved. But instead of being reborn in water, she would be reborn in fire. Knowing I couldn't get in to see Selene thanks to Black Viper guards and their minions I magic the mind of the Prison doctor and sent him out to poison Selene. Well not poison so much as induce a coma, have her declared dead and as per her wishes, her body cremated. Part of the poison was a drop of my blood, flush with the power of Circe. And hopefully her blessing.

Everything worked out without a hitch up until the point Selene, rose from her ashes like phoenix and start setting everything on fire. Thankfully during the chaos I managed to rescue her and get both of us back to New York City.

And so my story started and so has yours, I hope it's not as "exciting" as mine, I'm more at home turning slum lords into slugs than being out on the front lines battling snake men and Nazi-super soldiers., even though I seem to find myself doing that too. Thankfully I have a coven at my side as I'm sure you do too. Our war is a hard one and it's one full of hard decisions and sacrifice. So be careful out there and if you need any help you have my email address. Till my next time., give them hell sister!





BELLUM MAGA

ROLEPLAYING THE FEMINIST RESISTANCE

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DISCLAIMER

Sadly (at least from my point of view) nothing in it is real. So please, I don't want to hear about people claiming it to be so, starting Maga Covens and so forth on the news despite the fact it would be really cool publicity. Seriously, don't do that!

DEDICATION

This book is dedicated to the women who were persecuted for being different, for being smart, for loving outside the norm and for standing up for their rights and the rights of others.

This book is dedicated to the women who were burned, shot, stabbed, beaten raped and murdered for their belief in equality and their rights as a member of the human race.

We are here because of what you are done, we fight inspired by your struggle and we say without shame and without fear, "We are woman, hear us roar!"

CONDEMNATION

This book is us saying, "fuck you" to the sexist, racist, gay bashing right wing ultra conservative, luddite assholes that's trying to turning our world into a white man's paradise.

WWW.FACEBOOK.COM/BELLUMMAGA/

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This book uses the supernatural for setting, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Recommended for ages 18+

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The hope of the new millennia is dead, replaced by a world that is slipping back into the dark ages. Ignorance, Racism, Misogyny, Poverty, Intolerance and fear of progress are the norm now.

The Patriarchy fears it's past and has clamped down on every voice of rebellion and change. Murders in blue kill without impunity, rape culture rises on and off line and the politicians have convinced the masses that they have a say and that they can prosper in a world designed to keep poor, poor and the rich, rich.

But, there is hope, the Goddesshead has reawakened and she is not pleased, not pleased at all. Here agents, the Maga have been tasked to take back the world by any means necessary.

Maidens are you ready to fight, You are the newly awakened, You bath in the blood of our mothers and now find yourself with power that staggers the imagination.

Mothers are you ready to nurture the oppressed and punish the wicked? The Earth needs protecting from corporate greed. Your forgotten children need protecting, your daughters taught to be strong.

Crones are you ready to lead again? You lost your way and slipped between the cracks of history. You must now put your once great powers to use again against the ignorance and self righteousness that hung, burned and drowned you.

A new moon rises, Artemis's unblinking eye guides us. A new day dawn and Amaterasu shows us the path to a better world. Yamaya guide our hearts, Athena make us wise and Circe bring us change.

Time to woman up!

Minerva

High Priestess Circe

the Convocation at the Crossroads.

WHAT IS BELLUM MAGA

Bellum Maga is a pen and paper role-playing game that takes the real life unrest of today and place it a fantasy setting where the Maga (Witches, Priestess and warriors-women of the Goddesshead) battle the Patriarchy and its dark allies for the minds body and souls of the people of Earth..

IS THIS A FEMINIST GAME?

Yes, There is no hiding that but that's okay as most other RPGs are full of male fantasies, vapid female characters and racial prejudice. I know a lot of you are thinking that's not true, but it is if you really look at it.

That's not to say men and boys can't play this game. Nor is it saying this game has any agenda other than having fun in a different kind of universe. One where the ladies are taking the lead and bringing right-wing-conservative-racist-luddite leaders and their followers to task.

ONCE UPON A TIME

The world of Bellum Maga is based on two premises That History is a lie and that Fairy Tales are real.

At the beginning of human history women were in charge, they were the priestesses, magicians and warriors that helped build civilization.

CHAPTER 1: BEGINNINGS

Part of that rise was because humanity revered the Earth and that merging of earthly energy with feminine energy awakened the Goddesshead.

The Goddesshead is an aspect of the creation spirit, linked to earth and all life on it, It's what grants females their intuition, the ability to create life and more. The Goddess head is also what grants some women supernatural power to protect the world and occasionally test the world.

The Goddesshead helped make the world a paradise for all of those who lived on it for millennia. Sadly that universal time known as , "The Pax Majestrix" came to an end when some 5000 years ago man known as Cain grew jealous of the power of the women and made a deal with a power being the Maga (the favorites of the Goddesshead) had captured. Rex Anguis a being of discord and destruction also called , the great serpent told Cain he would bring an end to the reign of the, Goddesshead if he was freed.

Cain did as his master asked and Rex Anguis engaged the Goddess head itself and while it could not destroy it, it could occupy it. and so the two battle and the power of the Maga started to weaken as the Goddesshead used it to try to cage the serpent who was growing more and more powerful as mankind feed it with war, greed, intolerance and ignorance.

The Maga thinking themselves abandoned did what they could to survive, some choosing to die to add their power to the goddess head to help it, others choosing to hide or live as best they could among humanity

It was during this time that the Maga was vilified becoming in many cultures the dark Sorceress, the evil queen and the demoness. This era would go on till Magas became little more than myths.

Recently however things have changed Rex Anguis found itself at least partially caged at what many thought is the height of his power thanks to a wave of outrage of women when a young girl was burned at the stake by a Midwestern town some two years ago.

The newly empowered Goddesshead returned to see her world in turmoil under the thumb of the a Patriarchy created by her foe. The old rituals were rediscovered and once again , Old Maga were revitalized new ones created and the war for hearts and soul of the world began anew.

NEW TO TABLE TOP ROLE-PLAYING?

Table top Role-playing uses books like this one, the imaginations of the players and the game runner know as the Game-Mistress to create a story where dice rolls and the actions of players determine the outcome of in game scenarios.

Thank of it like fan-fiction or playing pretend with roles for creating characters and determining the outcome of situations.

And the really good news is all you need to play is this book, copies of the Character sheet in back, pencils or pens and some dice (Six sided)

BASIC RULES OF PLAY

Bellum Maga has a rules chapter that will cover in detail how rolls work in the game, but for those wanting the basics now , it works like this.

Make a character-

The first few chapters after this one covers that.

Choose who's going to be the Game mistress -

Who's going to play the non player characters, design the scenarios and be the bastion of rules enforcement

Start rolling dice-

On this game rolls to determine if something works or not are based on rolling a number of six sided dice equal to a an **attribute** or an **attribute+a Skill** (Or bonus or minus).

To punch a person is Muscle +Battle. So if your Agility is 3 and Combat Battle Skill is 3 you roll 6 dice.

Rolls a 1-3 on a die= is a failure.

Rolls a 3-6 is a success.

You need to roll a number of successes equal to a set number, or against another roll.

Example: to Dodge you roll Agility , Agility+ Instinct or Agility + Battle attribute and you need to roll equal to or more success than what was used to hit you.

Roll all 1's? This is Flub, you do this and something bad happens to the offending character.

Roll all 6's, This is a Crit and something good happens .

LEXICON

While playing this game you will run across a few words that may not be familiar to you. Here you'll find definitions of many of those terms.

Attributes: Character statistic that represent that characters most basic abilities.

Crit: When PC or NPC rolls all sixes on a roll. A Crit is the best possible roll in the game and can only be achieved if at least 2 dice are rolled

Difficulty: A number of rolls needed to succeed on an action (Usually uncontested)

Flub: When a PC or NPC rolls all ones on a rolls. . Flubs are the worst possible roll in the game and can only be achieved if at least 2 dice are rolled

Goddesshead: The sentient force aspect of creation that protects the earth and all things on it.

Gamemistress: The person who runs the game, acts as referee, decides the scenario , places the NPCs and helps keep the story organized and moving forward.

Health: How much damage a character can take before they die.

Initiative: The start of combat where characters and the Gamemistress (representing NPCs) decide who goes first by making an inactive roll (Agility+Brains).

Maga: Women powered by the Goddesshead.

Mana: The mystical energy of a character can be use to activate gifts and talents.

NPC: Non-player character: A character in the game controlled by the Gamemistress.

PC: Player character, a character controlled by a character

Round: hen everyone in a combat situation in game who can do something has done something is a considered a round.

The Patriacracy: The current system of government created. The Maga are trying to over throw the Patriarchy

Victim: The target of a gift, talent or combat skill.

CHAT: Magicalmavens. com



Rhymeswithwitch: What the hell is going on with the "Old ladies"? Why don't she just gank the snake and make our lives easy?

Webmistress Minerva:
She moves in mysterious ways.





Prettyhatemachine: I Heard she can't. Not until we clean house some.

HothoneyloveL: I don't even clean my own house.
[#thatswhatboyfriendsarefor](#)





Rhymeswithwitch: What is this cleaning you speak of?
[#lookingforcleaningboy](#)

Webmistress Minerva:
I know, Even with magic you keep your part the apartment like a pig sty.





Rhymeswithwitch: You worship Circe, I thought pigs were your thing.

HothoneyloveL: Doesn't take a magic mirror to see where this is going.
[#circeslaugh](#)



[Rhymeswithwitch](#) has left the Chatroom



Webmistress Minerva:
Sigh, she never learns.
[#roomategoesoink](#),
[#donttaunthappyfunminerva](#)





Maga are a diverse lot. They come in all braces, nationalities and with all manner of attitudes.

Character creation covers the rule for players (and Gamemistresses) to create Unique Maga as PC's and NPC's. The process presented here is designed to be both easy and robust.

Once a character is created their experiences in game will allow them to "Level up" Leveling up allows a character to improve attributes, talents and more making them even more diverse and powerful.

STARTING CHARACTER CREATION STEPS

Creation is divided up into the following steps:

1. Path: The path represent the type of Maga a character is and grants basic abilities , skills and more. . Is she a wise Priestess,

powerful Furie or savvy Diva. There are seven paths designed to represent the different of character play and character concept.

2. Patroness: while every Maga is empowered by the Goddesshead each one has a Goddess that they revere more than any other. That Goddess grants them unique abilities and knowledge's in return for their service and also requires the Maga to perform certain acts in their name.

3. Benefit/Drawbacks: While each Path comes with a set of basic talents. Maga also have unique advantages that set them apart . Also, Maga are far from perfect and posses mental, physical magical difficulties that make their life more interesting

4. Knowledge: Skills gained through education and experience explained as well as how to use each and all skills in detail.

CHAPTER 2: CHARACTER GENERATION

5. Gifts: All Maga can use Gifts from the Goddesses, how they do so and what gifts they know are determined here.

6. Swag: Many Maga use both normal and magical equipment as the serve Goddesshead and live their incredible and adventure filled life. Swag covers a variety of equipment types and their uses.

STARTING CHARACTERS AND LEVELING UP.

When making a beginning character the player needs to have in their mind a concept, What kind of Maga would they like to play? Is she combat oriented? Or does she use stealth guile? What drives here, is it the power? The need to help others or righting a past wrong.

The player must also know what are the limits on making a character. Maga are extremely powerful when compared to a “normal” person but they are not all powerful.

Staring characters are limited in how powerful they can be as most have just gone through the ritual of rebirth or just had their old power levels restored.

STARTING PATH POINTS

Path Points are used to raise starting attributes, raise and purchase new skills purchase starting gifts, swag and talents.

With Path points a character stops being a average and becomes something exceptional.

All characters start the game with 30 Path Points

LEVELING

As characters participate in game they will increase in power by earning Favor (See Gamemistress Chapter 3). Favor represents exactly how please the Goddesshead is with the character. Once an amount of Favor is reached the character “Levels up”. In game characters have no idea this is happening, they just feel more confident and powerful one day.

When a character levels they receive a set of bonuses they can add to different aspects of their character, they may receive a boost in attributes, new skills, new gifts and even new talents. The only thing that does not change is their Goddess.

LEVELING UP

LEVEL	FAVOR	BONUSES
1	N/A	N/A
2	30	+1 to an attribute +3 skill points + 2 gift levels +1 Mana
3	60	+1 Benefit Points Level 2 Patroness ability
4	90	+1 to an attribute +4 Skill Points + 3 gift levels +1 Mana
5	120	+1 Benefit Points Level 3 Patroness Ability
6	150	+1 to an attribute +5 skill points + 3 gift levels +1 Mana (Mana returns at a rate of 1 an hour now.)
7	200	Level 4 Patroness Ability +2 Mana +1 Spirit 1 Gift a character knows becomes a Legendary Gift.
8	250	+1 to an Attribute +6 skill points +4 Gift levels +1 Mana Character now heals a Level an hour
9	300	Level 5 Patroness Ability +2 Mana May add one “Boost” to a gift at no mana cost
10	350	+7 Skill Points +5 gift levels +2 Mana May add two “Boost” to a gift at no mana cost

LIMITS

A staring character has yet to reach anywhere near their full potential. Starting characters thus limited in how high some of their abilities can be.

Starting Attributes: Limited to a five.

Starting Skills: Limited to a five levels.

Starting Gifts: limited to the Path level +2

Starting Swag: No Swag can be worth more than 5 points.

ATTRIBUTES

Attributes represent are the basic physical mental and spiritual abilities of a character. How strong they are, how fast they are, how smart they are represented in these abilities

In Bellum Maga attributes have levels ranging from 1 (Below average) to 10 (Goddess like).

Each of the 8 attributes have many uses and a few even provide bonuses.

ATTRIBUTE LEVELS	
LEVEL	EXAMPLE
1	Below Average
2	Average
3	Talented
4	Olympic Level
5	Super Human
6	Superhuman
7	Superhuman
8	Demi Goddess
9	Demi Goddess
10	Goddess Like



MIGHT

Might is how strong a character is and how much damage they can do in hand to hand combat with the Battle skill.

MIGHT					
LEVEL	MAXIMUM LIFT	MAXIMUM JUMP VERTICAL	MAXIMUM JUMP HORIZONTAL	BONUS TO THROWING RANGE	BASE HAND TO HAND DAMAGE
1	50 lbs	1 foot	3 feet	0	1 dice
2	100lbs	2 feet	6 feet	0	2 dice
3	300lbs	3 feet	15 feet	+5 feet	3 dice
4	1000lbs	5 feet	25 feet	+10 feet	4 dice
5	1 Ton	6 feet	30 feet	+15 feet	5 dice
6	2 Tons	8 feet	35 feet	+ 20 feet	6 dice
7	4 Tones	10 feet	40 feet	+25 feet	7 dice
8	6 Tons	15 feet	50 feet	+30 feet	8 dice
9	8 Tons	20 feet	60 feet	+40 feet	9 dice
10	10 Tons	25 feet	70 feet	+50 feet	10 dice

AGILITY

Agility covers everything from speed to dexterity. Those with high agilities tend to be fast and nimble.

AGILITY			
LEVEL	BASE COMBAT MOVEMENT	RUNNING IN COMBAT	OUT OF COMBAT RUNNING
1	10 feet	25 feet	4 mph
2	15 feet	40 feet	8 mph
3	20 feet	50 feet	15 mph
4	40 feet	60 feet	25 mph
5	50 feet	70 feet	30 mph
6	60 feet	80 feet	40 mph
7	70 feet	90 feet	50 mph
8	80 feet	100 feet	60 mph
9	90 feet	120 feet	70 mph
10	100 feet	150 feet	80 mph

CHAPTER 2: CHARACTER GENERATION

FITNESS

Fitness determines many things about a character, including how long they can perform at maximum physical exertion before becoming fatigued, how much sleep they need to normally and how fast they heal.

FITNESS			
LEVEL	MAXIMUM EXERTION TIME	MINIMUM SLEEP TIME	HEALING TIME PER-LEVEL
1	1 Minute	10 hours	1 day
2	3 Minutes	8 hours	12 hours
3	5 Minutes	7 hours	8 hours
4	10 Minutes	6 hours	4 hours
5	15 Minutes	4 hours	2 hours
6	20 Minutes	2 hours	1 hour
7	30 Minutes	1 hours	1/2 hour
8	40 Minutes	1/2 hour	1 minute
9	50 minutes	0 hours	30 seconds
10	1 Hour/	0 hours	10 seconds

BRAINS

Intellect is very important to Maga unlike a lot of humans the value intelligence over many other attributes. Intelligence dictates ability to learn quickly as well as perception

* Bonus Starting Skill levels can be used to raise a skill or pursue a new skill up to the maximum starting level.

BRAINS	
LEVEL	BONUS STARTING SKILL LEVELS*
1	0
2	1
3	2
4	3
5	4
6	5
7	6
8	7
9	8
10	9

ALLURE

Allure is a character's general charisma and forcefulness. Allure can be an inner beauty, a dominating personality or a the ability to manipulate and persuade.

People with High Allure can attempt to use Allure based skills on multiple victims at a time and can have multiple victims in their thrall.

ALLURE		
LEVEL	MAXIMUM SKILLS ROLL VICTIMS	MAXIMUM THRALLS
1	1	0
2	1	1
3	2	2
4	3	3
5	4	4
6	5	5
7	7	7
8	10	10
9	15	15
10	20	20

RESOLVE

In a world of magic, demons and discord it's resolve that keeps a character going and represents general willpower

RESOLVE	
LEVEL	HORROR LEVEL A CHARACTER CAN IGNORE.
1	0
2	0
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

* Some situations or so terrible characters must make a roll not to run, break down or go a bit mad.

SPIRIT

A character's spirit is their mystical strength. It determines a character's magical strength, defense, and how it generates and regenerates mystical energy.

Spirit is also important to Maga as it determines how fast they regenerate mana as well as starting mana.

SPIRIT		
LEVEL	TIME TO REGENERATE ONE MANA POINT	STARTING MANA
1	None	2
2	None	5
3	2 Hours	10
4	1 Hour	15
5	1/2 an hour	20
6	1/2 an hour	25
7	15 minutes	30
8	10 minutes	35
9	5 minutes	40
10	1 minute	50

LUCK

Luck represents how well things tend to go the character's way. Characters can use luck as an extra die for any roll. Once a luck die is spent, it's gone for 24 hours.

PATH

The Path represents the most common Maga types and is where players get their basic structure for their characters. The 7 Paths have the following parts.

Description: Includes Path description and colorful commentary by Selene, a very opinionated young Maga.

Attributes: Basic starting attributes for the Path. Attributes can be raised by Path points. Cost: 1 Past Point per point an attribute is raised. Maximum attribute for a starting character is 5.

Knowledge: These are skills the characters gain for free. All these skills are at level one but may be raised up to three for one point per raise in level.

Talents: Starting Talents for the Path. Most of these talents will remain unchanged for the character for their game life.

The Path types are:

Ariadnian: Mistress of magic and technology.

Diva: Stylish and talented Muse specializing in manipulation.

Domina: A Maga with a love of causing misery and destruction.

Furie: Mystic warrior and sword of the Goddesshead.

Harpy: High flying broom jockey Maga.

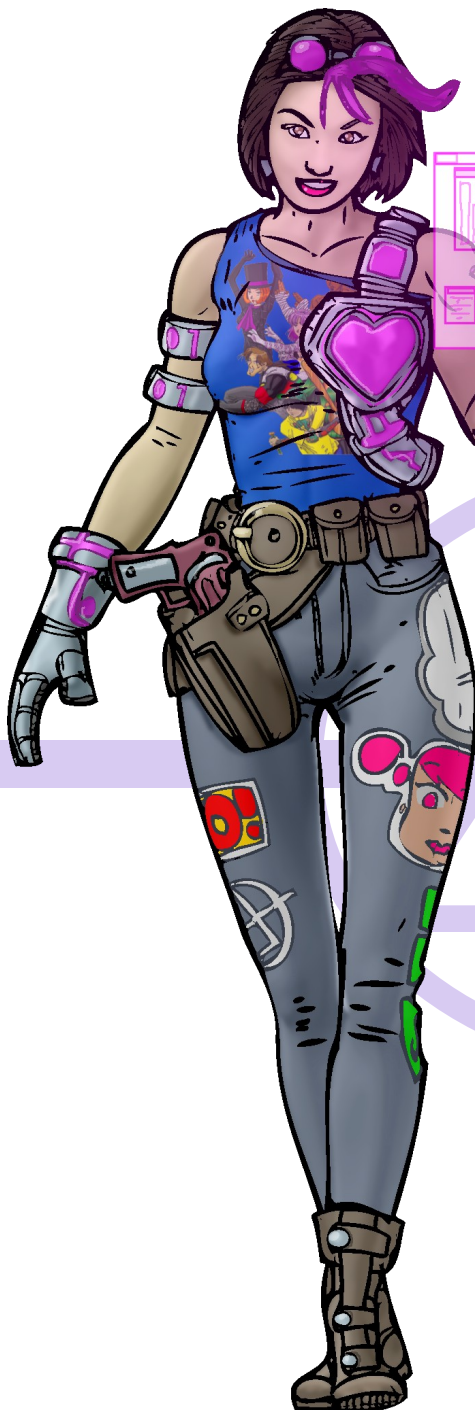
Priestess: Powerful and wise this Maga can channel power few can.

Regina: Having lived hundreds of years this Path has taken advantage of their near immortality.

Succubus: Creatures of the night these Maga live off the life force of others.



ARIADNIAN



I love my smart phone, I love my television, I love all those cool gadgets and geek stuff yet personally I don't know how it works. Yeah I can reduce a city block to ash with a snap of my finger, but ask me to upgrade a laptop and I'm lost.

Thankfully I have friends in nerdy places, and that friend happens to be a Ariadnian. If the Regina embraces the past the Ariadnian embraces a future full of cyber gifts, techno familiar and spirit back up drivers. The Humans thought they had us beat when it came to technology... buzz wrong again asshole.

Ariadnians more than any other Maga respect humans the most, Human ingenuity for them is something to immitate and advance on instead of something to laugh or look down at. Ariadnians merge magic with technology creating future technology today for the good and occasionally ill of the world.

Starting Attributes

might

2

fitness

2

allure

2

spirit

3

agility

2

brains

3

resolve

2

luck

2

Starting Knowledge

Arcane, News, Magic, Observation, Technology and Science

Starting Talents

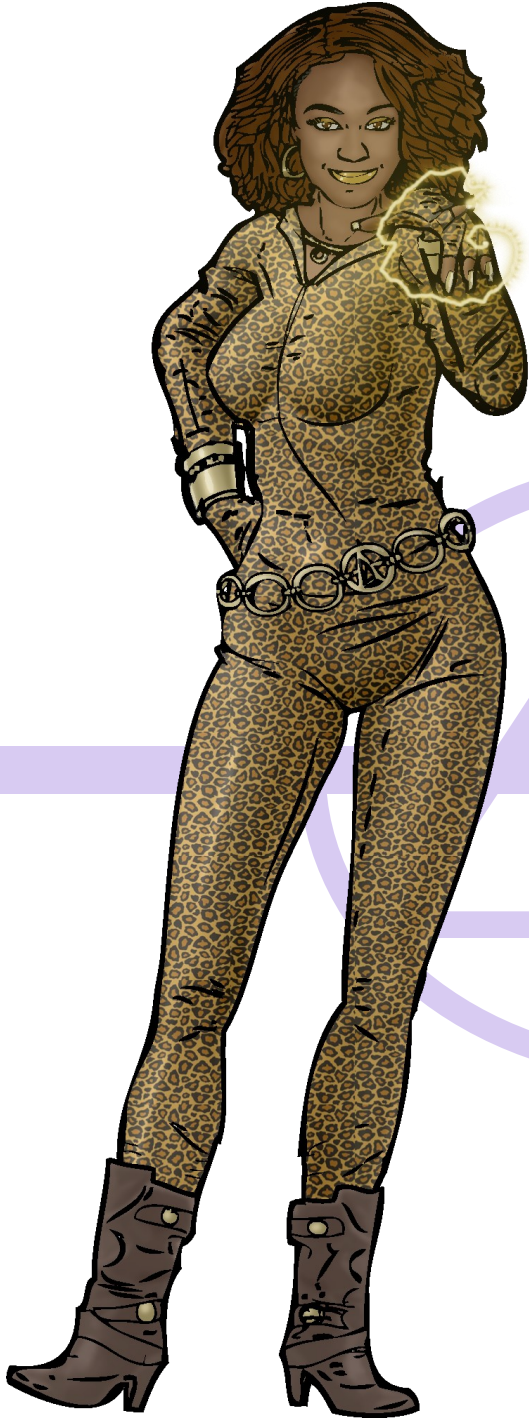
Cybermancy: The Ariadnian can spend a mana point use any piece of electronics with a circuit bored in her line of site for 1 minute per her Spirit Attribute. She can also use a mana point to see wireless signals and read them in mid air as well control the strength of any wireless signal at rage allowing her to increase it's abilities up to twice it's maximum or shut it down.

Imbue Technology : The Ariadnian can imbue a normal item with magic allowing for a gift to go off if that item is used. Ariadnians use this ability in a variety of ways including enhancing guns, setting up protection gifts that go on command and even healing gifts that activate when the Ariadnian falls uncurious. To Imbue an item the Ariadnian must know they gift they are casting and make the item with a rune and spend 1 mana point. + the gift M They then set the perimeters on one the gift activates. The Gift works once activated but may be instantly recharge for one mana point.

Sorcery Code: The character can use Electronics to replace the component for any rite or ritual. The rite instead of involving drawing circles or sigils is a program written in the electronic device.

Techno-magic: The Ariadnian gain 2 Dice when using magic on Modern electronics or mechanical devices to improve or enhance them. They can spend a point of Mana to add a dice to rolls involving repair or using modern technology. Up to three mana points can be spent this way a roll.

DIVA



Divas seem to like the reputation that their frivolous ,and self absorbed. In fact most Divas go out of their way to come off as self absorb and capricious. After all they aren't called Divas' for nothing.

The truth is Divas do care, emotions are their "bread and butter" be it controlling them , sensing them or feeding off them. The whole "I'm all that matters" thing is for some a defense mechanism because they truly have to focus on not feeling as all of them are natruual empath's.

The Divas can be master manipulators, loving counselors or caring healers who either embrace their empathic nature or lock it away behind a façade of narcissism that would make a reality TV star blush. Artistically talented and charismatic the Diva specializes in magic that alters the mind and senses.

Starting Attributes

MIGHT	1	AGILITY	2
FITNESS	2	BRAINS	2
ALLURE	3	RESOLVE	3
SPIRIT	3	LUCK	2

Starting Knowledge

Arcane, Craft, Magic, Performance and Persuasion

Starting Talents

B.S. Detection: Diva know when there being manipulated and gain +2 dice to resist skills, abilities and gifts that would control or manipulate their thoughts or emotions.

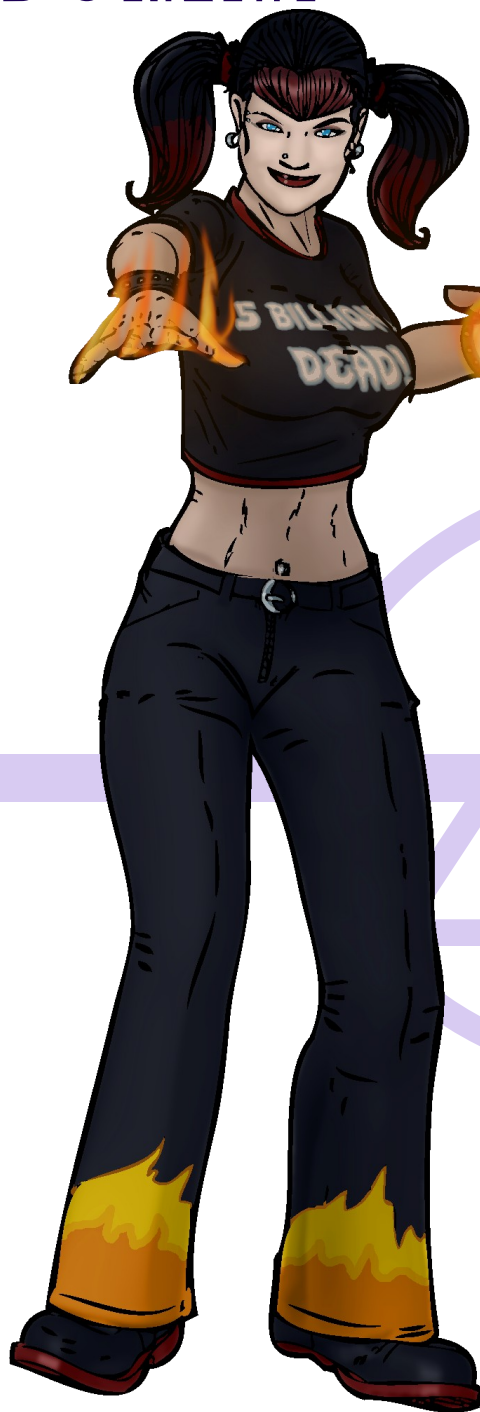
Empath: The Diva can read the emotions of anyone they can . They will know instantly what the person is currently feeling, if they are telling the truth and what emotion they have felt the moist recently. The victim of this power may try to resist using resolve or spirit vs, the Diva's spirit or allure (GM or characters choice.) The Diva may spend a point of Mana to extend her Empathy to anyone she knows or knows of regardless of distance.

Magic Mastery: When casting Gifts that control the mind, manipulate the senses or involve mind reading ,Divas add two die to gift casting roll and cannot flub. They may also use a point of Mana to add 1 extra dice to the roll. Up to three dice may be purchased.

Muse: Masters of arts and performance The Diva may use 1 point of Mana to add 1 extra dice to an art or performance roll. Up to three dice may be purchased.

Siren Song: The Diva may chose to cast a gift with her singing voice. When dong so she may divide up her Gift casting die to effect multiple people . However her dodge dice (Agility or Agility+ appropriate skill) is also halved due to the focus placed into the song.

DOMINA



As a Domina I'm a tad bias when it come to us because let's face it.. We're fucking awesome! No, we really are, oh, you don't think so... Ok. Try saying that while you're inside out and on fire.

Okay, I'm kidding... sort of. Domina have a rep to uphold as he baddest Maga around. Yeah we know they name conjure up images of leather, whips and all manner of kinks but that's not what we're all about. We're about showing the patriarchy and their pawns just how much power they don't have by showing them the power we do have.

Domina revel in their power and the chaos and destruction it can cause. This makes them the last Maga you want to piss off and the mystic blunt instrument in the cause of God-desshead. Bossy and Confident to the point of arrogance they wield magic with the sadist glee of a pyromaniac with blowtorch.

Starting Attributes

MIGHT

2

FITNESS

3

ALLURE

2

SPIRIT

3

AGILITY

2

BRAINS

2

RESOLVE

2

LUCK

2

Starting Knowledge

Arcane, Battle, Magic, Persuasion and Ruse

Starting Talents

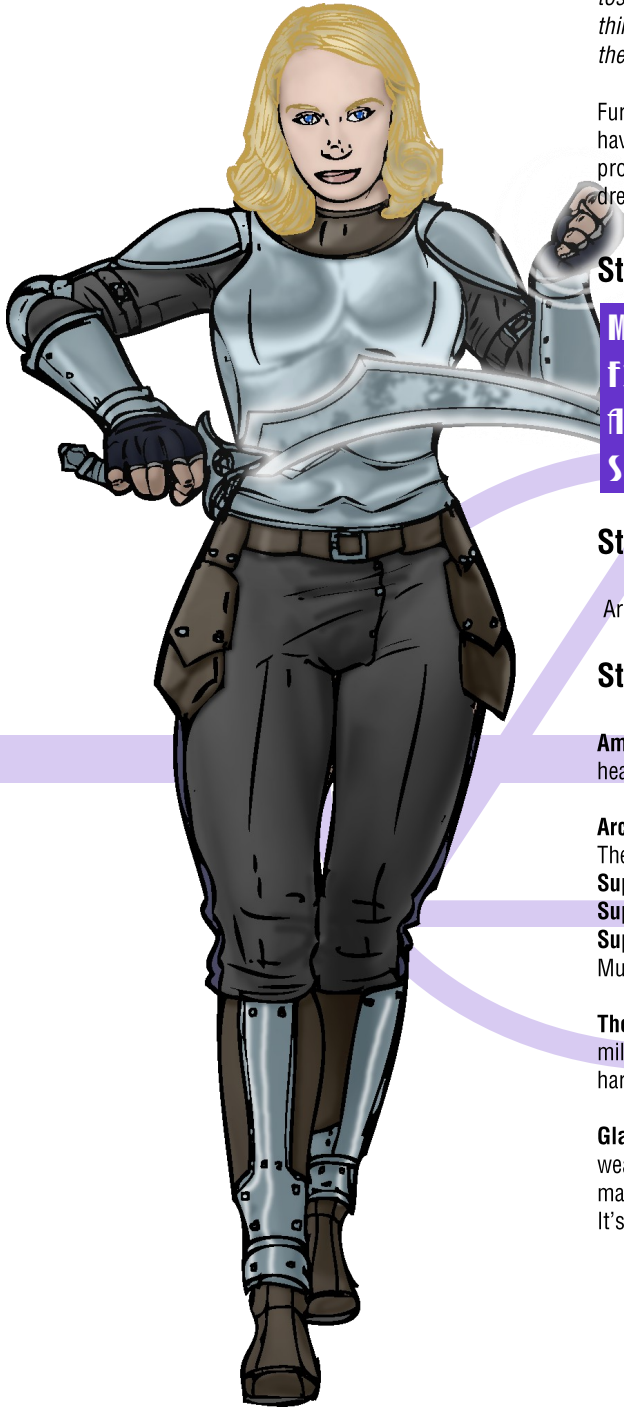
Dominate: Anyone currently intimidated by a Domina loses -2 dice to rest gifts and allure skill rolls. The Domina may spend a Mana point to augmenting a n intimidation s it acts like a gift The intimidated stays intimidated for one hour per the Domnia's spirit attribute and the character must make a resolve roll to disobey the Domina. A Domina can have up to 1 victim under domination per rank of (allure+spirit) at a time.

Defiance: Domina are nearly fearless and gain +2 Dice to Resolve or Spirit to resist abilities, gifts and skills that would frighten or intimidate them.

Magic Mastery: When casting Gifts that cause pain, damage or humiliation he mind, manipulate the senses or involve mind reading, Domina add two die to gift casting roll and cannot flub. They may also use a point of Mana to add 1 extra dice to the roll. Up to three dice may be purchased.

Some Pain, Some Gain: Anytime a Domina damages a victim they may spend a mana point to restore 1 level of Health. The Domina can also use this ability to take a bit of the escaping essence of a living target they have killed to gain 1 Mana point back. Gaining a mana point this ways does not cost Mana. Spirits of the dead killed by a Domina are also vulnerable to her magic and are -2 die to resist be summoned, controlled and used by her.

FURIE



I will cut you If my magic goes wonky and I can't teleport a hungry bobcat inside your chest cavity., I will get medieval on your ass.... Just not' at the level of a Furie.

If Maga had jocks they would be Furies. These ladies can cast gifts too but they can also toss cars and shrug off bullets. Minerva tried to explain the how's of it to me once but I think I fell asleep. All I heard war goddesses favorite, protectors and shit like that and there was something about Athena too.

Furie are the chosen protectors of Maga and the oppressed. Magical super soldiers they have been enhanced to be better stronger and faster. From eco-warrior women that protect the environment, to vigilantes that take care of the abusers of women and children the Furie is a one woman army in service of the goddesses and her moral code.

Starting Attributes

MIGHT
FITNESS
ALLURE
SPIRIT

3
3
2
2

AGILITY
BRAINS
RESOLVE
LUCK

3
2
2
1

Starting Knowledge

Arcane, Athletics, Battle, Magic and Survival

Starting Talents

Amazon Fury: Furies can spend 12 power point to ignore minuses to rolls due to lost of health as long those rolls involve combat.

Arcane Athlete: The Furie can use magic to enhance themselves in and out of combat. They can spend one Mana point to do the following one of the following

Super Speed: The Furie's agility increases by two levels for 1 minute.

Super Stamina: The Furie's stamina increases by two levels for 1 minute.

Super Strength: The Furie Might increases by two levels for 1 minute. Multiple points of mana can be applied to grant up to all three abilities.

The Call: The Furie can spend a point of mana to find those in immanent danger in a 1 mile radius or to know someone or something they are sworn to protect is about to be harmed. The Goddesshead uses this ability to also contact the Furie for missions.

Gladius: The Furie can create for one point of Mana a single type of Melee (Hand held) weapon or Long Bow (Choose type at character creation). This weapon ignores all non-magical armor (It ignores 2 levels of magical armor) and does +2 Dice worth of damage. It's also can be re summoned if destroyed.

HARPY

I like my feet firmly on, Mother Earth, The thought of zooming about on a broom or carpet at hundreds of miles an hour make me sick to my stomach. That's why I respect the Harpies, they do all of that and they make it look cool,

Even the Maga need an air force and though many of us can fly, The Harpies has turned flying into an art. They do it with such skill a lot of us just leave the skies to them knowing the "Old ladies", knew what they were doing when they blesses those sisters with the need for speed.

Harpies where born to fly, or at least reborn to fly. Fearless fliers that zip about on broom or carpet at breakneck speeds they rule the skies with the speed of a jet fighter and the grace of a ballerina. Granted an innate understanding of air currents and acrobatic is by the goddess head they use their abilities to bring the fight against the Patriacracy to the skies.

Starting Attributes

MIGHT
FITNESS
ALLURE
SPIRIT

2
2
2
2

AGILITY
BRAINS
RESOLVE
LUCK

3
2
2
3

Starting Knowledge

Arcane, Athletics, Battle, Drive and Magic

Starting Talents

Boost: The Harpy can spend a point of Mana to double their combat and non-combat flight speed. This boost lasts for two combat rounds in combat and one hour out of combat.

Have Broom will Travel: The Harpy stats the game with a free Level 3 transport (see Character Generation-Swag-Transport) this Transport can be augmented Path-Points. The Transport chosen must be a broom or a carpet and be able to fly.

Need for Speed: The Harpy can spend a point of mana to instantly accelerate to maximum air speed or a dead stop. The Harpy also games +1 to dodge while in flight. Harpies also can cast gifts on brooms with no minuses to roll rolls regardless of speed or situation.

Three Point landing: The Harpy can spend a point of Mana to take 1/2 damage from any fall or crash on her broom or carpet.

Wing and a Prayer: For one mana point the character can repair their broom or carpet. The item being repaired cannot be in use while it's being repaired.



PREISTESS

The Priestess may talk about living in balance and doing the will of the goddesses, but trust me they are the first ones to start turning people into things when they get their “panties in a bunch”. We call it fun, they call it “Instant Karma”.

The Priestess see themselves as something special because the “Old Bitches of the crossroads” speak to them and give their mojo a little extra umph if they need it. Okay that might make them special, but personally I rather not have voices in my head telling me what to do.,

Priestesses are tapped by one or more members of the “Goddesshead” to act as their voice on earth. Rare but well respected among the Maga they help or harm depending on their whims goddesses (And themselves) Known for being know-it-alls their knowledge and blessings can be helpful their friends and a terror to their foes.

Starting Attributes

MIGHT
FITNESS
ALLURE
SPIRIT

1
2
2
4

AGILITY
BRAINS
RESOLVE
LUCK

1
3
3
2

Starting Knowledge

Arcane, Magic, Observation, Persuasion and Scholastic

Starting Talents

Avatar of the Goddesshead: The Priestess can spend one point of Mana to connect to the power of the goddesses themselves. When they do this their eyes glow their voices become more forceful. They may also access one of the following abilities:

Power: The character's Gift Dice increases by one and gains a free 1 point Amp.

Voice: The voice of the is so full of power that they gain +2 to Allure rolls for one minute.

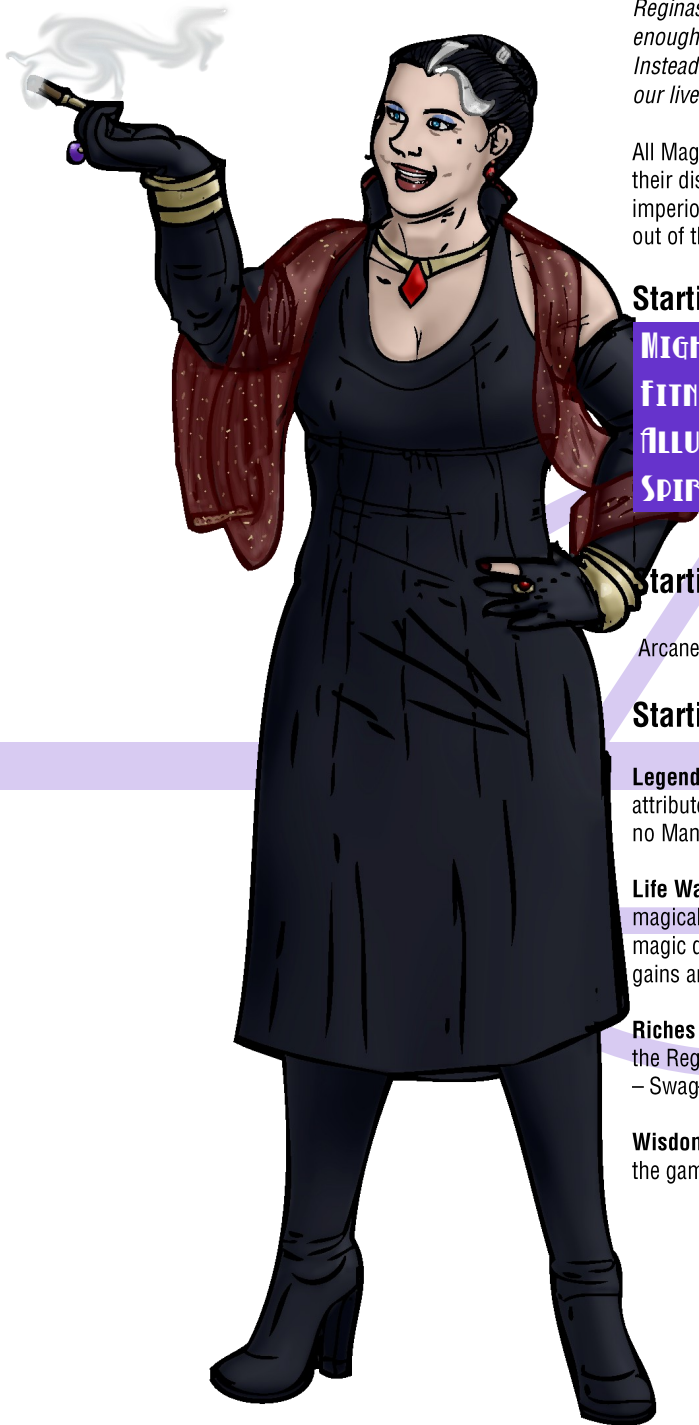
Wisdom: With connection to the goddess comes great knowledge, the character gains +2 to all Brains based rolls for one Minute.

Coven Leader: Any ritual lead by a priestess gain one extra die and cannot flub. The Priestess also gains the following Rites for free; Commune Rite, Coven Rite and Opening Rite,

Favorite Daughter: The Priestess' sacrifice as their voice on earth is often rewarded by the goddesses. The Priestess can ignore one action a day would normally have them lose Favor.

Miracle: The Priestess can call for their goddesses help with a phrase (examples: Hecate Help me!, Gaia is good, Yemaya's Will it" and spend a point of Mana. Their next roll cannot Flub and will Crit if all Dice save one are 6's. The point of Mana may be spent after dice are rolled.

REGINA



Darling , I once ruled half of Europe in secret for a hundred years, Ever heard of Cinderella's fairy godmother? That was me.... And my favorite , Disney needs to tell my side of the story.

Reginas I'm sure you already know if you ever met one are Maga who have lived long enough and well enough to think they have the right to run things and tell us what to do. Instead of doing us a favor and dying andf joining the Goddesshead they stay here and make our lives miserable by talking about the good old days .

All Maga have the potential to live thousands of years, and a few actually have. They have at their disposal the skill and knowledge of the great magical women of legend. Haughty, and imperious they can be anything from an overbearing but loving mother to a wicked queen out of the Grimm Brother's worse nightmares.

Starting Attributes

MIGHT	1	AGILITY	1
FITNESS	1	BRAINS	3
ALLURE	2	RESOLVE	3
SPIRIT	4	LUCK	3

Starting Knowledge

Arcane, Antiquity, Magic, Ruse and Savior-Faire

Starting Talents

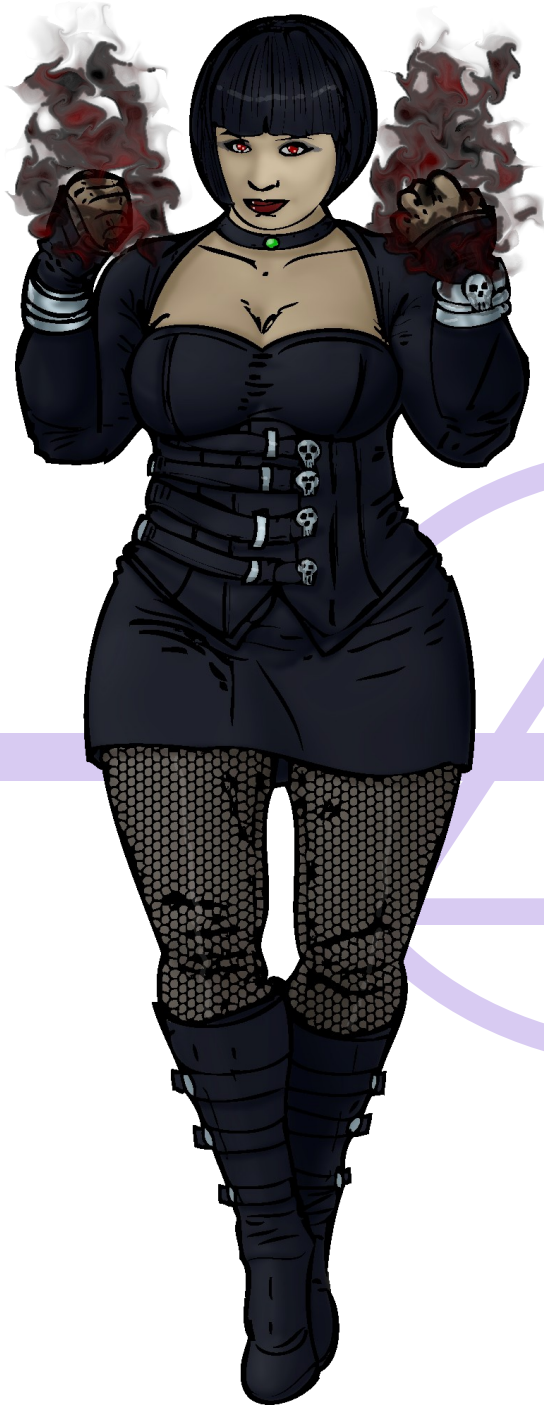
Legendary Gift: The Regina chooses one Gift she knows. That Gift is used as if her Spirit attribute was one higher. She cannot flub in use of that Gift and if the Gift Crits she spends no Mana using it. .

Life Ward: The Regina has done more than continuing breathing to stay alive. She's placed magical rite after rite upon herself to make her harder to kill. The Regina ignores one die of magic damage and two dice of normal damage. When resisting death with a Fitness roll she gains an extra die also.

Riches of the ages; Shrewd Investment, rich Ex-lovers and a perhaps taxing peasants has left the Regina well off. She starts the game with 3 free levels in Lifestyle (See Character Creation – Swag– Lifestyle.)

Wisdom of the ages: The Regina has accumulated lots of knowledge in her life and starts the game 5 extra knowledge points to distribute in skills.

SUCCUBUS



Succubus are touched (in a good way) by one or more death goddess . The resulting connection turns them into life stealing she devils addicted to the life force and apparently the color black . True fact, A lot of people think the “Suck-Butts” have to get laid to steal your energy, That’s not true, however doing it that ways sounds like a lot of fun.

I’m not a racist, but I have to tell you ,Succubus.. Succubi...whatever , are not the kind of people I like to hang around. They tend to be either like druggies looking for their next fix and tned to look at you like their next buffet.

The Succubus are not demons , but rather Maga dedicated to the Death bringer aspect of the Goddesshead that lives off the life force of others. Their need to eat and the craving that comes with not eating dominates their lives . This is why they tend to be equally part morbid as death is nothing to them and hedonistic as they find great pleasure in the experience of draining another’s soul.

Starting Attributes

MIGHT	3	AGILITY	2
FITNESS	2	BRAINS	2
ALLURE	3	RESOLVE	2
SPIRIT	3	LUCK	1

Starting Knowledge

Arcane, Battle, Magic, Persuasion and Ruse

Starting Talents

Fly: Succubus can spend a manna point to fly for up an hour out of combat or for an entire combat. Out of combat they can fly at up to 200mph in combat the fly at X2 running speed.

Soul Eating: The Succubus can through physical contact drain a victim of their very life force reducing them to a handful of dust upon death . If a party is willing to have the Succubus touch them the Succubus need not make a Battle skill roll. Otherwise they must make an attack to use Soul Eating.

A victim of Soul Eating must make a Spirit+Fitness roll vs. The Succubi’s Spirit If Tte Succubi win she drains them of 1 Level of Health, 1 point of mana and the victims Spirit and Fitness lowers by one. For every successful roll above the one needed the Succubus drains 1 more of each of the above. The Succubi can used the drained Health level and Mana to restore her own and those drained by a Succubus are -2 to resist her gifts and any Allure based skill of the Succubi till they are fully restored. (See Health Gamemistress Chapter)

Thrall: Thralls are normal people who assist the Maga either by choice or for “other reasons”. The Succubus starts the game with three ranks of Thrall. This may be used for multiple Thralls or a single very powerful Thrall.

Vampireic: The Succubus have abilities similar to vampires and are often mistaken for them by the uninformed. They do not need to eat normal food or breathe. While sun light doesn't bother her silver and holy items do. They are -2 to fitness to resist that damage.

COMMON MAGA ABILITIES

Maga have access to many supernatural abilities through their Paths and other abilities. And while those abilities make each Maga unique there are a few they share.

Divine Spark: Maga live a very long time and age slowly. A maga ages 1 year for every year equal to her spirit x Level attribute. That means a Maga with a Spirit of 5 and a Level of 2 ages 1 year every 10 years. Maga are also immune to human disease and can heal completely from any injury that doesn't instantly kill them.

Earth Child: The earth protects its favorite daughter. Maga are immune to natural intense heat or cold and can ignore natural weather extremes. This allows them to see normally in fog, not get drenched wet in a thunderstorm or slip on ice.

Maga Sense: Maga cannot hide from each other, a Maga can recognize another Maga on site and feel her presence within 100 yards per her spirit attribute. There are gifts that can hide a Maga from this sense.

Magic sense: Maga know when magic is in use and spend a Mana point and can make a Spirit roll (need one Success) to pinpoint its use within 100ft per her spirit attribute.

Gift Knowledge: All Maga have access to the "Vex" Gifts. A starting Maga cannot purchase a gift with a total gift level higher than their Path Level+2.

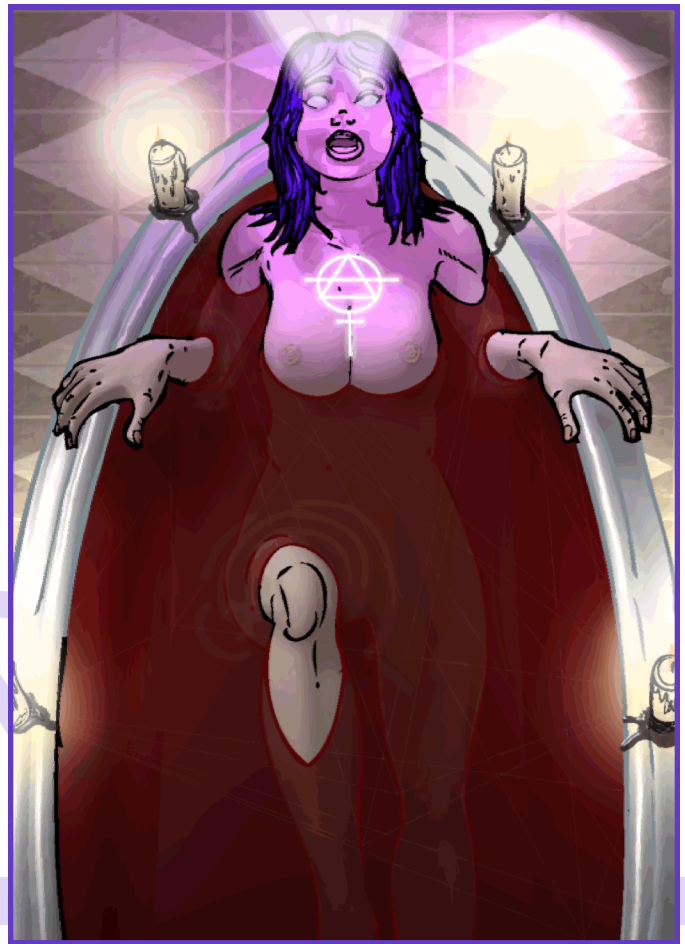
PATRONESS

The Goddesshead takes on many forms and has many aspects. In the past these aspects were worshipped as goddesses by many people.

THE RITUAL OF REBIRTH

Potential Magas are chosen by the a Goddess aspect and shepherded through the ritual of rebirth by them. In the ritual the future maga is placed in a pool of some sort and a drop of Divinity in the form of a drop of blood is added to the pool. The woman in the pool then must cut herself and bleed out into the pool, mixing of her blood and the Divine blood mixes and dissolves the human and recreates it as a Maga.

Part of that Divinity comes from a specific Goddess aspect that chose the would-be Maga and it's that Patroness acts as the Maga's guide, mission giver and occasional friend.



PATRONESSES AND PATHS

Their Goddesses choose their charges wisely. In some cases that means that some Paths are limited to the Goddess that acts as their Patroness.

Diva: Any but War

Domina: Any but Healing

Furie: Any but Love

Priestess: Any

Regina: Any

Succubus: Any but Light

Ariadnian: Any

PATRONESS ABILITIES

Each player must pick **a single Patroness** for their character. The Patroness grants special abilities, bonuses to the character and requires them to perform specific acts or avoid specific situations. Maga gain access to their Patroness abilities at level 1, 3, 5, 7 and 9.

The Patroness aspect ability grants a variety of abilities and have the following common outline:

Type: This is the type of goddess that chose the Maga and her area of expertise.

Description: Description of the Patroness

Names: The goddesses have many faces, These are some of the name that particular goddess aspect is known by.

Patroness Abilities: These special abilities and bonuses are gifts from the character's Patroness for loyal service. Gifts gained by Goddess abilities must be gifts at levels the character can currently cast.

Pledge: What the Goddess expect out of the Maga, failure to follow a pledge result in a potential lost of favor. When a Pledge is ignored or broken the character may if the Gamemistress chooses lose a point of Favor.

Cats

Names: Bastet, Skemet and Freya

This Patroness represents the most sacred and most magical animals, cats. Maga tend to see cats not as just pets but friends and family.

Patroness Abilities:

Level 1: The character gains a Level 1 Familiar (cat) and make talk and understand the language of cats. All Cats considers the character the clowder (Group) leader.

The character two of the Claws of Sekmet gifts for free.

Level 2: The Maga can see at not as well as day

Level 3: The character takes half damage from falls

Level 4: The character can spend a Mana point to grow 2 inch long claws that do 1 (1 Dice) of damage and ignore 2 levels of armor.

Level 5: The character can spend a Mana point to turn herself into a normal house cat. In this form the character can speak and cast gifts for +1 mana points to the gifts normal mana cost.

Pledge: Protect cats, Do not do if others will do for you. Be as a cat in grace and cleanliness.

Change

Names: Circe, Eris and Estsanatlehi

The goddess of change are all about new things and experiences and hate stagnation.

Patroness Abilities:

Level 1: The character knows when something has been altered by magic with a touch. All **Circe's Laugh** Gifts use one less Mana point. (Minimum of one Mana point)

Level 2: The character can see the true form of anything and anyone that has been changed and gains +1 Dice to gifts to change them back.

Level 3: The character form cannot be altered easily. Here Spirit is considered two higher when resisting gifts that forcefully change her form.

Level 4: All the Maga's gifts that alter form are hard to undo. Such gifts require 2 extra dice of success to break.

Level 5: All the characters gifts that transmute are permanent at no extra mana cost.

Pledge: Seek change, be change and do not be afraid of no things.

Creation

Names: Yemaya, Mut, Yemoja, Yhi, and Papatuanuku

Maybe the oldest of Goddesses,. The goddesses of creation embrace creativity and bringing new ideas into the world.

Patroness Abilities:

Level 1: The character can touch anything made of matter and know one interesting fact about it. All **Yemaya's Will** Gifts use one less Mana point. (Minimum of one Mana point)

Level 2: +2 dice to rolls involving creating something in the form of art, music or building something unique.

Level 3: Cannot not a roll involving any form artistic or engineering creativity.

Level 4: May spend a Mana point to create instantly something the character needs. This item cannot be weapon, weigh more than a pound and cannot have any moving parts. The item vanishes after one hour.

Level 5: May spend a Mana point to create something from nothing for one hour. The thing created is at most equal to a level 2 Thrall or Artifact.

Pledge: Spread creativity, Inspire creativity Show your art/skill do not hide it.

Darkness/Night

Names: Lilith, Yohaulticetl, Artume, Ratri and Nott

Goddesses of the dark are a secretive lot that do their deeds after the sun set.

Patroness Abilities:

Level 1: The character can see in darkness normally. All **Nights of Nix** Gifts use one less Mana point. (Minimum of one Mana point)

Level 2: The character can control her own shadow and shape it into the shadow of other things.

Level 3: The character can increase the darkness of an area up to not struck by sunlight. The area can be no more than 30feet by 20 feet.

Level 4: the character can spend an attack point to attack a targets shadow and not them. Character uses the spirit instead of their agility to dodge.

Level 5: The character can spend a magic point to animate a shadow turning it into a level 3 thrall for one hour. This costs 1

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mana point.

Pledge: Embrace the darkness and keep the secrets of yours and others.

Death

Names: Hela, Kore, Mictecacihuatl, The Morrígan, Izanami-no-Mikoto, and Kalma

Death goddesses get a bad rep, while not evil they are rarely



welcomed as they represent ending of things .

Patroness Abilities:

Level 1: The character can see if death is near for someone . All **Calls of Kali** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character can see ghosts and spirits

Level 3: The characters can interact and even harm ghosts and spirits as if they were physical beings.

Level 4: By spending a point of mana, The Maga can stave off death for herself or another for up to an hour.

Level 5: The Maga can temporarily raise the dead as zombie for up to an hour by spending one Mana,

Pledge: Accept Death and do not fear it.

Healing

Names: Corn Woman , Airmed, Serket, Aegle and Eir
Healing goddesses wish to help heal those who are hurt and promote healthy living .

Patroness Abilities:

Level 1: The character can look at a person and know their general health. All **Blessing of Blue Corn Woman** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The Maga can grant a target +1 dice to Fitness to fight off disease with a touch.

Level 3: The Maga can grant a target +1 dice to Fitness to fight off Poison with a touch.

Level 4: The Character can spend a spend a Mana point to heal

herself or another 1 point.

Level 5: The character can spend 1 point to cure any disease in a 500ft radius.

Pledge: Heal the land, Heal the sick. Bring hope to the hopeless.

Hunting

Names: Artemis, Sekmet, Banka-Mundi, Pinga, Skaol and Devana

Goddesses of the hunt are competitive and though they kill, they respect the creatures they hunt and hate those who kill for sport

Patroness Abilities:

Level 1: The character speaks and understands the language of animals. All **Arrows of Artemis** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: +2 dice to Investigate Rolls. Due to increased senses.

Level 3: Cannot flub ranged combat rolls.

Level 4: May spend a mana point to know the general location of a single magical being within 1 mile.

Level 5: May spend one Mana point to change into a normal "alpha" predatory animal. In this form they cannot use any other abilities but can speak . This change lasts up to an hour per Mana point spent.

Pledge: Protect animals. Don't not be wasteful. In life always be the hunter never the hunted.

Knowledge

Names: Athena, Isis, Seshat, Lakshmi, Nidaba and Saga

The so called "Nerd Goddesses", love to learn and love to teach. For them knowledge is the ultimate power.

Patroness Abilities:

Level 1: The character can raise one free Intellect (only) based skill of their choice. All **The Incants of Isis** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character can speak any language

Level 3: The character can read any human language.

Level 4: The character can temporarily for one Mana point gain a skill at 3 they don't have for one hour.

Level 5: For one Mana point the Patroness grants the character access to knowledge on a person , place of thing they are touching

Pledge: Seek and spread knowledge and destroy ignorance.

Light/Sun

Names: Amaterasu, Gnowee, Ekhi, Étaín, Xihe and Arinna

Sun goddesses see light as something that not only illumines the world , but something that warms the soul and brings truth by removing shadows.

Patroness Abilities:

Level 1: The character can look directly in to bright lights and is immune to bright flashes. All **Alms of Amaterasu** Gifts use

one less Mana point . (Minimum of one Mana point)

Level 2: The character can increase normal light up to the brightness of a flash light and focus and aim it as such.

Level 3: As long as there is some light in an area the character can see normally

Level 4: The can add Sunlight to any ability or gift for one Mana point granting it +1 Die of Damage . For creatures with a sun allergy the attack is now considered Sunlight. This effect last for 1 minute.

Level 5: For one Mana point the character creates a small baseball sized floating sun that will light bathe up a 50 foot area in sunlight. The mini sun lasts 1 hour and can be used as a one use ranged attack with Line of sight range and a damage dice equal to half the character's Spirit.

Pledge: Light the way, reverse the sun.

Love

Names: Aphrodite, Xochiquetzal, Clíodhna, Hathor, Rati and Oshun

Love (and Lust Goddesses) want to play matchmaker for the world. Love goddesses enjoy romance, sex and everything that goes with it.

Patroness Abilities:

Level 1: The Maga gain the Stunning Talent for Free All **Aphrodite's Arts** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character knows if two people within her line of sight are in love and the state of their relationship.

Level 3: The character gains 1 extra dice to Allure rolls when dealing with someone they are attracted too.

Level 4: The character always looks perfect no matter the situation or her environment.

Level 5: Once a day the Maga can assume the form of a person's true love or dream lover. This form can be either male or female. The Maga knows basic information about their new form (Name, birthday likes/dislikes). This ability lasts for one hour and cost 1 Mana Point.

Pledge: Believe in love, Have many loves, Be loved

Magic

Names: Isis, Hecate, Coyolxauhqui, Kamrusepa Lilith and Oya Magic Goddesses understand the supernatural better than anyone and the connections all things have. Whimsical enigmas their moods and faces change quickly.

Patroness Abilities:

Level 1: The character gains 1 free level of Spirit. All **Lilith's Lost Lamentations** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character's regains mana points as her Spirit was 1 higher.

Level 3: The character ignores a point of Magical damage

Level 4: The character cannot flub gifts

Level 5: The character cannot flub the magic skill

Pledge: Magic is life, Study your lore , Study your power

Nature

Names: Gaia, Ashanti, Nerthus, Bhūmi, Nikkal, Pachamama and Umay

The ladies of life itself, Nature Goddesses see value in all life and the beauty in all things and wish to protect from those that would harm it.

Patroness Abilities:

Level 1: The character knows the weather in their area without error. All **Mysteries of Mother Nature** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character can cause a natural storm to stop for up to an hour.

Level 3: The character can move through nature at full speed regardless of the terrain

Level 4: The Character can imbue a piece of fruit with Nature's power for one Mana Point: Eating that fruit restores one Mana point. Imbued plants hold their magic for 1 hour.

Level 5: The character can increase or decrease the severity of a storm for up to an hour for one Mana point., they cannot control the storm or what it affects.

Pledge: Defend and avenge nature

Trickster

Names: Apate, Ārohirohi , and Mohini

The Trickster wants to have fun, show those in power how little power they have. Preferring guile over fists and seems to smile all the time.

Patroness Abilities:

Level 1: The Maga always wins a tie roll. All **Hecate's, Helpful Hexes** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character's lies are -1die to see through or detect.

Level 3: The character cannot flub a dodge

Level 4: The character always has at least one Luck Die to roll.

Level 5: The character can spend a mana point to create from a drop of her blood an exact, fully cloth lifeless copy of herself.

Pledge: Have fun, take nothing seriously and make others laugh.

War

Names: Brigantia , Bellona, Durga, Wadjet, Pele and Brigantia Protectors and Fighters the War goddesses know sometimes you have to get bloody to maintain order and to keep those you care about safe.

Level 1: The character can sense conflict or chance of it granting her +1 dice to detect surprise attacks. All **Viva la Victoria**

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Gifts use one less Mana point . (Minimum of one Mana point)

Patroness Abilities:

Level 2: The character non magical damage does an extra dice of damage.

Level 3: The characters magical damages does an extra dice of damage.

Level 4: The Maga cannot flub non-magical attacks.

Level 5: The Maga and her allies are +1 dice to hit a target and dodge die to the characters tactical skills. This cost 1 mana point and lasts for a full combat.

Wraith

Names: Lyssa, Nemesis, Idrani and Sekmet

The Goddesses of wraith seek vengeance against slights real or imagined and anger aggression with destruction.

Patroness Abilities:

Level 1: The character gains the Flaw temper and is +1 Dice to damage when angry. All **Bellona's Baleful Blights** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2:-6: gains +1 Dice to Damage when angry each of these levels.

Pledge: Make them pay!

Women

Names: Hera, Atahensic, and Frigg

The goddess of women seek to protect their daughters from cruelty and abuse by any means.

Level 1: The character knows if a woman is in trouble within 1 mile. All **Hera's Prying Eye** Gifts use one less Mana point . (Minimum of one Mana point)

Level 2: The character can sense if a man in her line of sight has harmed a woman

Level 3: The Character instinctively know how to deliver children and can do without fail.

Level 4: When attacking men who have wronged women the character can spend a point of mana to do 1 extra Die of damage.

Level 5: The character can mark a man who has wronged a woman. All women know then men has hurt women and do not trust him this cost one point of mana and lasts till then man asks the woman he has wronged forgiveness.

Pledge: Protect women and yourself from the transgressions of men



KNOWLEDGE

Knowledge is learned information represented as skills. This can be information gained through education, life experience or physical training. When creating a character players should consider their creations background, template and history when choosing skills.

BUYING SKILLS

In Bellum Maga skills are purchased with Path points. A single level in a skill costs 1 Path point. Starting skills can have a up to three levels.

USING SKILLS

When s a skill is used the Gamemistress decided exactly how it's used is it Contested or un-Contested.

Contested Skill Rolls

Skills that effect another character require in most case a contested roll. A contested roll is where the character using the skill rolls against the character they are using the skill on.

Example: Selene is trying to intimidate a group a militia members. Her player rolls Selene makes her eyes glow to make a point (Spirit +Intimidate). The Militia member resists with his Resolve. Selene needs to roll more successes to intimidate her victim in order to intimidate him.

Selene Rolls 4 successes the Militia member 2. Selene wins and the Militia member cowers in fear.

Un-Contested Skill Rolls

When characters use a skill, they must first understand how difficult the situation is. The Gamemistress must describe the situation and assign a difficulty rating to the action. The difficulty of the roll is the number of successful rolls on a D6 needed to do the deed.

The player then rolls a number of dice equal the Skill + the associated attributes. Some skills can use multiple attributes.

Example: Diagnosing a medical probing is Brains+ Medicine skill while removing a bullet from a friend without causing more damage is Agiilty+Medicine.

To determine the number successes needed we've provided these examples.

UN-CONTESTED DIFFICULTIES

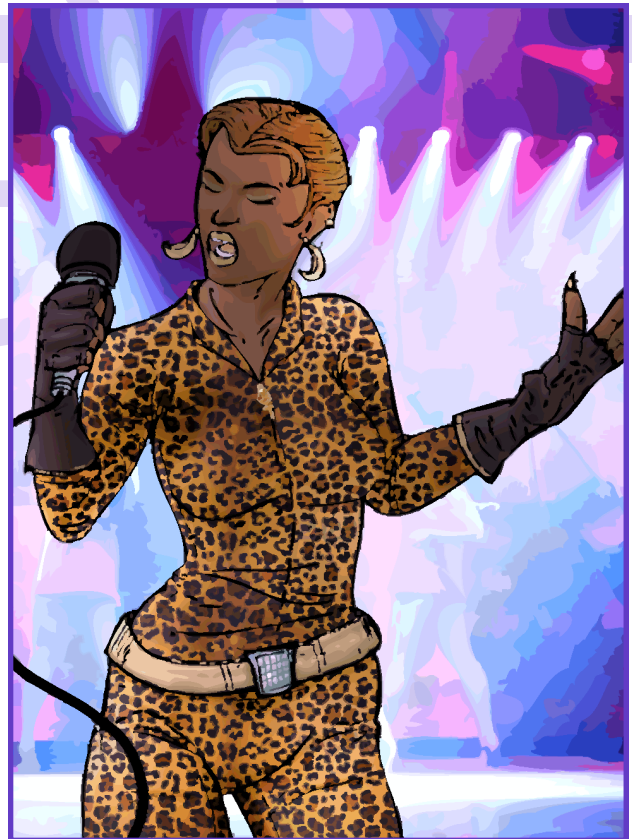
DIFFICULTY	SUCCESSSES	EXAMPLE
Simple	1	Leaping over small log
Mundane	2	Leaping over a sofa
Tricky	4	Leaping over a fence
Extreme	6	Leaping across the space between two buildings.
Extraordinary	8	Leaping over a moving car

The Gamemistress has the final say on what attribute is used with a skill in any given situation.

SKILL LEVELS AND THEIR MEANINGS

Characters skills can tell the players and Gamemistress a lot about them. In game gaining a level in a skill takes dedication and hard work and what a character focuses can go a long way towards figuring out who the character is.

SKILL LEVEL	EXPERTISE LEVEL
1	Beginner
2	Trainee
3	Adept
4	Accomplished
5	Proficient
6	Skilled
7	Instructor
8	Expert
9	Preeminent
10	Paragon



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SKILLS LISTING

All skills are formatted as follow for ease of use and understanding

Name: Name of skill

Attributes: Attributes that are commonly associated with the skills for rolls.

Contested Attributes: Most common attributes used to contest the skill

Description: Description of the skill.

Skills

Antiquity	Management
Arcane	Medicine
Art	News
Athletics	Observation
Battle	Performance
Crime	Persuasion
Domestic	Ruse
Drive	Savior Faire
Instinct	Scholastics
Languages	Science
Law	Survival
Magic	Technology

Antiquity

Attributes: Agility, Brains and Allure

Contested Attributes: None

Antiquity is an understand the history and lives of previous generations. Those with this skills know dates, people and places of note from the past (Brains), can operate antiquated equipment (Agility) and even speak and act in a manner operate to the time (Allure).

Arcane

Attributes: Brains and Resolve

Contested Attributes: None

Understanding the complexities of the supernatural and magical world isn't easy. Arcane represents a characters knowledge over everything from the ecology of monsters, magical symbols, Leyte lines and more (Brains)

Arcane can also be used to resist the sanity crushing mystical events and creatures that Maga may encounter (Resolve)

Art

Attribute: Brains and Allure

Contested Attributes: Brains

Art covers almost every form of creative expression and an understanding of it's methods and histories. A character can use it to draw or sculpt (Brains), or they can talk about it or teach it (Allure).

Athletics

Attribute: Muscle, Agility and Fitness

Contested Attributes: Muscle, Agility and Fitness

Athletics represents over athletic ability. Characters with this skill have

either in the past or present maintained strict physical training. Athletics is commonly used for using rolls involving running (Agility), jumping feats of endurance (Fitness). This skill also comes in handy for feats of strength like breaking, bending and lifting things (Muscle)

Athletics when used for competition (like running a race) uses a contested skill. Otherwise it's usually a Un-resisted skill roll

Battle

Attribute: Muscle and Agility

Contested Attributes: Muscle and Agility

Combat are more than just gifts for a maga. More than a few of them are trained in hand to hand combat and know how to take care of themselves with a variety of weapons.

Punches, Kicks (Agility), Grappling (Muscle) are just a few of the attacks covered by this skill. An Ax swinging Giantess (Muscle), fencing sophisticate (Agility) can also use this skill as can a bow-woman or gunslinger (agility)

Dodging attacks also require a Battle+Agilty roll,, more on that and other uses of this skill will be explained in the **Gamemistress chapter** as most contest rolls involving Battle is considered combat.

Crime

Attribute: Agility, Allure and Brains

Contested Attributes: Agility and Brains

Knowledge of the criminal world as well as the skills needed to exist in it are all part of this skill.

Crime while perfect for someone with a shady past can be useful to a member of law enforcement. Knowledge of criminals, their history and modus operandi can make police work extremely easy (Brains)

Being able to talk the talk and walk the walk among criminal and being streetwise can make surviving and some areas and gaining needed information a breeze (Allure)

And knowing how to pick locks, and pick pockets and can be both helpful and lucrative (agility)

Domestic

Attribute: Brains and Allure

Contested Attributes: Resolve

Knowledge of dealing with situation around the home isn't as trivial as many think. Cooking (Brains), Design (Allure) are all part of this very complex skill.

Drive

Attribute: Brains and Agility

Contested Attributes: Agility

While called drive this skill covers everything steering a cat to piloting a helicopter, plane or broom (Agility). High speed chases and dogfights use this as a contested skill while severe weather may involve a un-contested roll.

Navigation and use of other instruments (Brains) gives extra variety and unexpected variety to Drive.

Instinct

Attribute: Brains and Agility

Contested Attributes: Agility

Instinct is innate knowledge and awareness that allows for quick reaction and astute awareness.

Instinct can be use to know if a person is lying (Brains), account for the bad felling before a surprise attack (Brains) and even allow you to dodge and react quickly on an intuitive level (agility)

In Combat one way to dodge is by using an Instinct + Agility toll .

Languages

Attribute: Brains

Contested Attributes: None

The character can speak extra language other than his native tongue, per level this skill is taken.

This skill also gives the character a chance to understand languages they do not know by comparing senate and structure of languages they know as well as body language (Brains).

Law

Attribute: Brains and Allure

Contested Attributes: Brains and Resolve

The character knows the basic ins and outs of legal system and government (Brains). They can also argue with some ability in court (Allure)

Maga rules and regulations are also covered in this skill as are the laws of other beings .

Management

Attribute: Brains and Allure

Contested Attributes: Brains

Management isn't just running a business (Brains), it's understanding people and how to get the best out of them from a position of leadership.

Running a Coven (Allure) and Tactics and battle (Brains) are all good uses for this skill. Characters with Management can make a Management roll as an action in combat. Every success removes a failure die from the rolls of an ally.

Using management in that manner counts as an action in combat.

Medicine

Attribute: Brains ,Agility, Allure and Spirit

Contested Attributes: None

Medicine allows the character to stabilize the wounded Brains), Perform surgery (Agility) heal the injured (Brains) and diagnose illness (Brains) . Characters can also give proper treatments for poisons and disease and use advance medical equipment if its available. Such a equipment can help make rolls easier.

Medline also covers the healing of the mind (allure) and not only traditional medicine but holistic medicine (Spirit) .

Detains on the uses of Medicine to heal and stabilize will be handled in greater detail in the **Gamesters Chapter**. However for those of you wishing to learn the basics please take note.

Stabilizing a character requires a total of 4 Successes +1 for every point of damage taken beyond the dying health status. Both the injured character and the helper with Medicine count their successes toward that total.

Healing a Wound takes an amount of successes equal to the amount of Health the character has lost +1 If the character has taken lost four Health to heal a level of health will take 5 successes. Only one level health can be healed this way at a time.

Normal medicine cannot heal magical damage, that takes magical healing magic, normal healing or a Holistic Medicine roll.

News

Attribute: Brains

Contested Attribute: None

Characters who keep track of local and world wide going on and gossip understand the importance of news. The News skills allows the character to know things they normally wouldn't and to make rolls to discover those things.

They may happen to know there an uptick in missing persons or that a person they suspect of hunting endangered creatures is the son of a powerful Senator. The difficulty of a news role is based on how hidden the information is. The Gamemistress decides on the exact news the character knows.

Magic

Attribute: Brains and Spirit

Contested Attributes: Spirit

Magic is the understanding of supernatural laws, energies and how they are put to use in gifts potions and other workings. When casting a gift or even breaking one a characters uses Magic (Spirit in a contested roll (vs. a victim) or an uncontested roll (inanimate object or the level of a gift they wish to undo.

Magic can be used with the Magas ability to detect magic and other Maga (Brains) and for other forms of magic such as making potions and artifacts (Brains).



Uses of this ability will be explained in more detail in the **Character creation -Gifts**.

Observation

Attribute: Brains

Contested Attributes: Brains and Agility

Noticing things that hard to perceive or hidden becomes far easier with this skill. Observation allows a character to investigate for clues with ease (Brains), Notice people using hiding or stealth (Brains) and using the eyes and other senses to track (Brains)

Performance

Attribute: Brains, Agility and Allure

Contested Attributes: Brains and Agility

Performance is more than just singing (Allure), Dancing (Agility) or using a music instrument (Brains). Performance has other uses and can be competitive (Dance off) and require contested Performance skill rolls of the same kind or just a single performer trying to entertain (Uncontested skill roll).

Other types of performances like Acting (Allure), Juggling (Agility) and Gaming (Brains or Agility) are also covered by this skill and can be used to flesh out a character and her hobbies.

Persuasion

Attribute: Allure, Brain and Muscle

Contested Attributes: Resolve

When most people think of persuasion they think of using one's charisma and charm to talk a person into doing what you want (allure) or using logic to make a good point so they will at the very least consider your opinion (Brains)

Persuasion can also be used for strong-arm intimidation (Muscle) and even seduction (Allure). And even though this skill uses a lot of Attributes for rolls only one really comes into play resisting it and that's resolve.

This skill may also be used to train animals. In that case a series of three Persuasion rolls vs. the Animals resolve is needed to break a bad habit or to teach them a new trick.

Gamemistresses and Players should remember a character under sway of Persuasion while open to being told what to do, isn't under mind control. They will not hurt themselves and will have a hard time doing things against their own personal code of conduct or beliefs.

Ruse

Attribute: Agility, Allure and Brains

Contested Attributes: Brains

Ruse is the skill of subterfuge and deceit. When a character lies (Allure), uses a disguise (Brains) or attempts to hide or move stealthfully (agility) they are counting skill.

The Ruse skill can also be used to contest any Ruse skill usage of the same type. Other skills like Instinct and Observation can also be useful in breaking a Ruse such as using Observation to Contest a Ruse-stealth or using Instinct to detect a Ruse-Lie.

Savior Faire

Attribute: Allure and Brains

Contested Attributes: None

The character with this skill has a great understanding of high society and complicated social situations (Brains). Knowledge of who's who in high society (Brains), greetings for various nobility and royalty and even proper etiquette (Allure) are part of this skill.

Scholastics

Attribute: Allure and Brains

Contested Attributes: None

Scholastics covers skills such as reading, writing and mathematics as well as other basic academia not covered by other skills. A general catch-all skill aimed to represent at least some education. It has many uses including doing geometry to figure out the proper incline of a broom dive-bomb run (Brains) Reading something quickly and retaining the information (Brains) and even teaching what a character knows (allure)

The difficulty associated with Scholastic rolls comes from the obscurity of the information the character is dealing with, or wish to know.

Science

Attribute: Brains

Contesting Attribute: None

The Maga has at least a basic understanding of physics, chemistry, botany, biology, geology and cosmology. The character depending on their level in this skill maybe able to perform scientific experiments, apply forensics to a crime scene or even use advanced scientific equipment. Knowledge deals more with the useful applications of science.



Survival

Attribute: Brains

Contesting Attribute: None

The character loves the outdoors and can resist environmental extremes (Fitness) better than most, find food and water (Brains) and even build a shelter (Brains) in the wilderness. The Difficulty of survival is based on how extreme the environment is the character is currently in.

Technology

Attribute: Brains

Contesting Attribute: Brains.

Building, repairing and operating advanced electronics and mechanics are not easy. This skill allows a character to do just that. Use of this skill also includes hacking. Difficulty for hacking is based on the complexity of the equipment or hacking (which can also be contested) involved.

BENEFITS AND DRAWBACKS

Even before becoming a Maga the character was most likely special in some way, The Goddesshead doesn't just pick anybody to be their representative on earth.

Benefits and Flaws represents what makes the character "human" as it covers not only what makes them great but their disadvantages.

PURCHASING BENEFITS AND FLAWS

A character uses Path points to purchase benefits and gain Path points from flaws.

Benefits cost between 1 and 2 Path points and a character can start the game with up to 5 points of benefits. They may also chose to take up to 5 points of Flaws, these flaws in turn grant them more Path Points to spend.

As a character increases in level due to Favor with the Goddess head they will gain points to buy new Benefits. Those same Points gained can also be used to buy off flaws.

Requirements

Some Benefits come with a requirements that character must meet to take that Benefit. This may limit some Benefit to specific paths or for those with specific attribute totals

BENEFITS

Benefits are talents and abilities that enhance the character. It may be anything from being attractive to an actual supernatural power.

Benefits once purchased can not be changed and Players should really consider what benefits fit their character. Benefits are formatted as follows:

Name: Name of Benefit

Require: Any Path or other type of requirement

Cost: Cost

Description: Descriptions and bonuses/abilities granted by the benefit.

Benefits

Agile	Likeable	Quick Recovery
Athlete	Medium	Scrappy
Brilliant soul	Natrual Flight	Sharp Eyes
Dark Soul	Night Vision	Smite
Elemental Blessing	Past Life	Stunning
Famous	Personal Wards	Succubus Shaping
Fairy	Plague	Transgendered
Fast Healer	Polyglot	Wealthy
Focus	Prophetess	Well Educated
Leader	Psychic	Worshipped

Agile

Requirement: Agility of 3 or higher

Cost: 1

The character moves quickly and with grace. The they cannot flub rolls involving the agility attribute. s and gain +1 dice to Dodge.

Athlete

Requirement: Agility, Muscle and Fitness of 2 or higher.

Cost: 1

The character works out regularly and treat their body as a temple. The characters physical fitness makes Walking, Running, Health recovery and Maximum lift is one attribute point higher. Thus if their Muscle is two they their maximum lift is that of someone with a muscle of three.

Brilliant Soul

Requirement: Not useable by Domina , Succubus or Patroness (Dark)

Cost: 2

The Brilliant Soul has an inner light and effervesce that brightens all around them. The Brilliant Soul can spend a point of mana to grant an ally +1 Dice to a roll. The character gains +1 Dice to resist magic involving dark, night or shadows.

They and are also so full of life and love that if their first Allure attribute rolls against a victim is +1 dice as long as they are good natured and joyful.



Dark Soul

Requirement: Not useable by Domina , Succubus or Patroness (Dark)

Cost: 2

The Dark soul lives life in a perpetual shadow and darkens the lives of those around them with her general moroseness . The Dark Soul can spend a point of mana to grant a foe -1 Dice to a roll. The character gains +1 Dice to resist magic involving light and sun.

They and are also so dark and brooding first Allure attribute rolls against a victim is +1 dice as long as they are intimidating and angry.

Elemental blessing

Requirement: None

Cost: 2

The Maga energies are touched by one of the primal elements. This not only grants her abilities aligned to that element but also affects her personality as well. The available elements are Air, Earth, Fire, Ice, and Water.

Air: An air Maga is flighty and whimsical. They can spend a point of mana to not breathe for an hour, take half damage from falls as they tend to fall slower. They may also spend a point of mana to make a small breeze from any direction for up to a minute.

Earth: Stubborn and direct, those aligned with earth can ignore a point of damage. When standing on the ground, their hand-to-hand damage does an extra dice, and they are +1 to Resolve when resting Persuasion.

Fire: Fire Maga are passionate with powerful tempers. The characters can spend a mana point to take half damage from fire or heat; they may also spend a mana point to produce fire on their fingers and hand for up to a minute; this fire adds +1 Dice to hand-to-hand attacks. Fire may also spend a mana point to add fire to any gift causing it to do +1 Dice of damage.

Ice: Those blessed with ice are distant and pessimistic. The characters can spend a mana point to take half damage from ice or cold. They may also spend a point of mana to cover an area no larger than 5ftX5ft in a thin coat of ice.

Lastly, the Maga of Ice can, as an attack, touch a foe and chill them for 1 Mana. A chilled foe is -1 Die to all rolls for one minute or until they are warmed by magic.

Water: Water Maga have a tendency to switch between serenity and instability. Water grants the character the ability to breathe water, swim under water as fast as they can walk or run, and speak the language of the fish and sea living mammals. These creatures are -1 Die to resist the Water-Maga.

Famous

Requirement: None

Cost: 1

The character, for some reason, be it talent, hard work, or circumstance, is famous. This celebrity makes them very popular and grants them +1 Dice to Allure rolls against those that know who they are. They also gain one free level in lifestyle (See Character creation-Swag-Lifestyle).

Fairy

Requirement: Any Path but Furie, Succubus, or Ariadnian.

Cost: 2

The Fairy was touched by the wild magic and glamour of the Goddesshead. This left the character a tad... Touched. The Fairy can see the Fairies' creatures living in the woods and world and is considered one of them. She may spend a point of mana to turn invisible for a minute or teleport 5 feet. She's also gained 1 Free level of the Art and Perform skill.

Fast Healer

Requirement: None

Cost: 2

The character magically heals faster than others. Instead of healing 1 Health level naturally (Based on her Fitness score), she heals 2. Harmful potions and poisons also last half as long.

Focus

Requirement: None

Cost: 1

Focused Maga keep their eyes on the "Prize" and never relent. Focus Maga may spend a Mana point to add +1 to a Resolve roll. They also never take minuses to rolls due to distractions.

Leader

Requirement: An Allure of 2 or higher and a Management of 2 or higher.

Cost: 1

The leader was born to take command and is the heiress to Boudicca and Saint Joan. The Leader can spend a point of mana to grant all Allies in 50 feet +1 to either their rolls to attack or their rolls to Dodge in combat. For 1 combat round. When this power is activated, those affected must choose their bonus.

Likeable

Requirement: None

Cost: 1

Likeable characters find themselves loved by those around them and making new friends easy. Likeable characters gain +1 Dice to their first Allure rolls against a victim as long as they are affable.

Medium

Requirement: None

Cost: 1

The character finds the veil between life and death far more transparent than others. She can see ghosts and may spend a point of mana to interact (and if need be, attack) them as if they were solid.

Natural Flight

Requirement: None

Cost: 1

The character can fly without the use of a gift. The character may fly in combat at twice their normal movement and fly outside of combat at up to 100mph. While in flight, they are immune to the rigors of such travels.

Night Vision

Requirement: None

Cost: 1

The character is blessed with the eyes of a cat and can see at night and darkened (but not totally dark) areas, as well as she can in day.

Past Life

Requirement: None

Cost: 1

The character remembers her past returns from the Goddesshead. The character gains a free rank in Antiquities and can spend a mana point to gain a skill for a single roll that she does not have. This skill's level is equal to her spirit.

Personal Wards

Requirement: None

Cost: 1

This industrious Maga has cast several long-term gifts on herself that provide protection. The Maga ignores point of all damage and gain free Die to stabilize if she starts dying.

Plague

Requirement: None

Cost: 2

The Maga, if needed, can be wrathful and smite her foes with various annoyances such as boils or stinging insects. The range of this ability is

line of sight. Doing so cost a point of mana and lasts for 1 hour, with each type of plague has a different result.

Boils: The target is -1 Dice to her Allure

Dizziness: The character is -1 Dice to agility

Sickness: The character is -1 Dice to their Fitness.

Stinging Insects: The character is -1 Dice to their Brains

The victim of Plague can resist its effects if they win in a Spirit vs. Spirit contest with the attacking Maga.

Polyglot

Requirement: None

Cost: 1

Polyglots can tap into the Goddesshead and instantly learn any to speak any language. And while they cannot read any language they do gain free level in Languages to help them do so.

Prophetess

Requirement: None

Cost: 2

The Prophetesses powers are a blessing and a curse. As a Blessing she knows when trouble is going her way and gains +1 Dice to rolls to avoid Surprises and to Dodge. The downside is the Goddesses head senses her vision of possible the futures (The Gamemistress decides what the visions are and when they come)

The Prophetess access to the loom of fate comes in handy when using gifts that allow here to divine the past present or future. Such Gifts can never flub for her.

Psychic

Requirement: None

Cost: 2

The Maga's mind is enhanced by her connection. She can use a Mana point to move up to her ResolveX10lbs in weight at a range of ResolveX5feet. She may also uses a Mana point to read the current thoughts of a target if she succeeds in a Resolve vs. Resolve contest with her would be victim.

Quick Recovery

Requirement: None

Cost: 2

The Maga connections to the forces of magic are uncommonly strong. She we recovers 2 mana points instead of one based on her Spirit attribute. Even more amazingly anytime she's at 0 Mana she can uses Health levels as mana, subtracting a level of health per mana point she wishes to use.

Scrappy

Requirement: Muscle of 2 or higher and Battle of 2 or higher.

Cost: 2

This Maga loves a good fight and isn't afraid to bloody her knuckles. The Maga gains +1 Dice to Hand to Hand damage, To dodge and to resist Hand to Hand o damage. If a Scrappy character ties during an initiative roll, they automatically go first on that initiative.

Furies that take Scrappy also find their Arcane Athlete ability duration doubled.

Sharp Eyes

Requirement: None

Cost: 2

The character notices things few do and with greater detail. Sharp Eyes grant +2 to rolls involving noticing visible clues detecting hiding foes.

Characters with sharp eyes cannot flub rolls involving searching or observing with their eyes.,

Smite

Requirement: Any Patroness but Healing can take this ability

Cost:2

The character is full of the destructive energy. For a Mana point they can release this energy doing their Spirit in Damage up to their Spirit x5 feet in range. The attack takes the form of lighting fired from the characters hand or eyes.

Stunning

Requirement: Allure of 2 or higher

Cost: 1

The character is drop dead gorgeous even if she's a conventional beauty or not. The Character cannot Flub an Allure based roll. The character gains +1Dice to all Allure based rolls against those attracted to her gender.

Succubus Supreme

Requirement: Path-Succubus

Cost: 2

Succubus has mastered her Soul draining. Instead of just reducing a target she kills to dust with her drain she can do "other" things to them. These new results cost a Manna point to enact.

Gem: The corpse drain person's body turns to a jewel that if swallowed by the Succubus grants her access to a single skill of her victim for one hour as well as their memories.

Transfigure: The body can be transformed into a single common inanimate object (i.e. Chair, rug or cooking pot) without moving parts by the Succubus. The Transformation is permanent.

Zombiefy: The drained victim turns into a zombie under the succubus control. This Zombie is considered a Level one Thrall and counts towards the character's Thrall total.



Transgendered

Requirement: None

Cost: 2

The character was either once a pre or post operation Transgendered man before being tapped by the Goddesshead. After their ritual of rebirth they find themselves not only powered by Feminine magic but with access to unique abilities because of their situation.

The character can for one Mana point switch back to their full functioning male form for up to an hour. In this form they have no access to path powers, Patroness Powers or gifts but gain +1 to their Muscle and Fitness.

In their normal form they are now Totally female but can at will alter their genitals to that of male or female at will. She also can look at a person and know their sexual orientation.

Succubus with this ability maintain their Soul drain power in any form and refer to their male form as an Incubus.

Wealthy

Requirement: None

Cost: 2

The character was born into or through luck or hard work achieved a financial success. The character gains 3 free levels of Lifestyle for free (**See Character Generation-Swag-Lifestyle.**) The Character will continue to gain Lifestyle increases as he goes up in level (+1 lifestyle at level 5 and 10.)

Well Educated

Requirement: Brains of 2 or higher

Cost: 1

A well educate has taken time to either pursue higher education or become at the very least well read. Character cannot flub an Brains attribute roll of any type. The character also can raise their Scholastic and two other pre-existing Brain derived based skills by one.

Worshipped

Requirement: Allure of 2 or higher and a Spirit of 4 of higher

Cost: 2

The Maga has gathered a group of humans that worship here as a divine being. The character gains access to 1 more mana point per two levels of Thrall and Contact accumulates (the Thralls and Contacts represents here followers)

The Maga also gains access to the prayers of heir followers and at the start of each game day her player rolls D6 on a 6 a Follower is being extremely devout and the Maga gains an extra point of Luck. The character gains one free level of Thrall or Contact to start her congregation.



FLAWS

Flaws are problems both physically, emotionally and mystically the Maga suffers from. While players are not required to give their Maga, Flaws, doing so will help flesh her out as a character.

The other bonus for Flaws is that each one grants points that that can be used to increase a characters other abilities. That means a 1 point flaw gives you +1 Path points to spend. A starting character can have up to 5 points in Flaws.

All Flaws are formatted as follows.

Name: Name of Flaw

Require: Any Path or other type of requirement

Cost: Cost

Description: Descriptions and bonuses/abilities granted by the Flaw.

Flaws

ADHD	Liability	Sadist
Archaic	Maiden	Slow Recovery
Bad Sight	Misandrist	Superficial
Clumsy	Mystic-addiction	Susceptibility
Combat Freeze	Overconfident	Unhinged
Crone	Pacifist	Unlucky
Diffidence	Poor	Vengeful
Dubious	Plus-sized	Viridis-cutis
Fragile	Prejudice	Warrant
Iconoclast	Rage	Zealot

ADHD

Requirement: None

Cost: 1

The character suffer from hyperactivity and the inability to stay focused. This makes learning and staying alert on a mission difficult. The character is -1 Die to initiative and is limited to 4 instead of 5 levels for starting skills.

Archaic

Requirement: None

Cost: 1

Common among Regina, Archaic characters live in the past and find using technology difficult. This could be a personal choice or because they are from a tribal society. These Maga are -1 dice to rolls involving working with technology and cannot start the game with the Science or Technology skill.

Bad Sight

Requirement: None

Cost: 1

The character has bad site and even through they wear glasses/contacts there vision isn't perfect. All rolls involving observation or fine visual detail are at -1 dice with glasses and -2 without.

Clumsy

Requirement: None

Cost: 1

This maga isn't the most graceful of ladies. The character suffers from a lack of agility and can never have an Agility above 2 while they have this flaw. The character is also -1 Dice to her Dodge.

Combat Freeze

Requirement: None

Cost: 2

The character isn't used to bullets and gifts whizzing by her head and tends to freak out in combat. While in combat the character cannot run or walk for the first round and after that all movement is halved. On round one the character is -2 to all her Dice rolls, after round 2 She's at -1 to all her Dice rolls.

Crone

Requirement: None

Cost: 2

Some Maga received their rebirth after they were in the prime and others like Regina have just aged be it slowly over time. of their life.



So called "Crones" are not as physically fit as the "youngsters". Their Muscle, Agility and Fitness determined abilities like Max lift, Healing rate and Running speed are determined as if those attributes are one lower. And unless they are a Furie those attributes are limited to a maximum of three.

Diffidence

Requirement: None

Cost: 1

Low-self-esteem is rare in a Maga, after all being the hand of the Goddesshead does wonder for one's ego. The characters 1 Dice to resolve to resist skills, abilities and gifts.

Dubious

Requirement: None

Cost: 1

There is something shady and off-putting about this character that makes them less than trustworthy. If the character is using Allure to elicit a positive response/reaction that roll is -2 Dice the first try and -1 Dice on the following tries.

Fragile

Requirement: None

Cost: 2

The character is a "delicate little snowflake" and bruises easily and bleeds a lot. The character's Fitness is limited to a two and if they are hit by more damage than their Fitness they take an extra dice of Damage. Also the character loses a Dice when trying to stabilize after they start dying.

Iconoclast

Requirement: None

Cost: 1

A dozen piercing, multi pastel colored hair and more tattoos than any two sailors are nice, but they make the character stand out and even to notice and find. The Iconoclast suffers from -1 Dice to rolls involving moving stealth and Hiding. Also if they are being sought after by foes witnesses will remember them with ease (if a roll is needed that roll is at +1 Dice)

Liability

Requirement: None

Cost: 1

Having friends and family as support is normally a good thing. But when your fighting the agents of the "snake" and the Patriacracy those people can be used to manipulate a character.

The liability is a normal loved one (decided upon by the Player and Gamemistress) the character must look after and keep safe from their foes. The Gamemistress decides how the Liability is used in game.

Maiden

Requirement: None

Cost: 2

"Teenage Maga" may sound like sitcom but occasionally the Goddesshead picks a Teenager for their champion. The Teens (age 13-17) lack experience and the tempering quality of age. Maidens cannot have a Resolve above a two and cannot have a starting skill higher than 4. Their age also makes them far respected even among other Maga. They receive -1 Dice to all Allure rolls when dealing with Adults 18-40 and -2 Dice to the same roll for adults over 40.

Misandrist

Requirement: None

Cost: 1

The hate of males is actually not that common among Maga despite the fact most of their foes are sexist males. The Misandrist has a true hate for the "hairier sex" and must make a successful Resolve roll not to treat them like an inferior being. If that male has done something to earn that anger the Resolve rolls takes two successes instead of one and the Misandrist will attempt to kill or worse the male if they fail the roll. Also keep in mind the Misandrist can also choose not to make the roll and just unleash her ire on the victim with glee.

Mystic-addiction

Requirement: None

Cost: 2

Those with Mystic-addiction tend to use magic as much as possible,, why pick something up when you can levitate it. When the character Mana points are low however they suffer physically . When their Mana Points is at half or less they are -1 Dice to all rolls and find it hard to focus. If their Mana Points reaches zero they take a point of damage and are now -2 to all dice rolls as they suffer from headaches, the jitters and general weakness.

Overconfident

Requirement: None

Cost: 1

Being a “demi-goddess”, is more than enough to make one over confident. The Overconfident character tends to be arrogant and embrace her “inner Goddess “ in a way that borders on megalomania. Over Confident characters must make a Resolve roll to back down or retreat in Combat. They also don’t take losing well so when they fail a roll they are -1 Dice on their Next roll.

Pacifist

Requirement: None

Cost: 1

Peace may be the goal of the Maga and the Pacifist take that idea to heart. The Pacifist deplores violence and will use it only as a last resort. The Pacifist must make Resolve roll to harm another sentient. And even if they do they are -1 Dice to harming any self-aware being.

Plus-Sized

Requirement: None

Cost: 1

There is nothing wrong with being a larger than average lady (It’s all about the Bass ladies) . Still being Plus-sized comes with a stigma among humans under control of the Patriacracy an also while you may be strong and Fitness you might not be as swift as you like. The Plus sized maga is -1 dice to Allure roll when dealing with members of the Patriarchy and those under it’s control. Their walking and running speeds are also calculated as if their Agility was one level less.

Poor

Requirement: None

Cost: 1 (2 for Regina)

Having magic powers doesn’t make you rich, it just makes being rich easier. The Poor character has very little money and no or a very low paying job despite her skills (You can thank the Patriacracy for that.). The character cannot purchase levels in lifestyle and all bonuses levels in lifestyle are lost.

Poor characters live in cheap housing , are homeless or crash on a friends sofa. They eat only the cheapest food and have only the basic clothing and amenities. The total points a character can spend on a single piece of swag is 2 instead of 5 for straining characters with this Flaw.

Prejudice

Requirement: None

Cost: 1

Most Maga against racial or ethnic prejudice but occasionally even enlightened Maga suffer from one of the greatest corruptions of the Serpent.

Prejudiced characters choose a race or Ethnicity that consider inferior. That character is -1 Allure Dice when dealing with that group and must make a Resolve roll to help those there prejudiced against.

In the world of Bellum Maga Prejudice can be applied to magical beings such as ghosts, vampires, demons and others.

Rage

Requirement: None

Cost: 1

Anger leads to hate and hate leads to someone being tossed into the nearest volcano. A Mage with temper issues is a danger to herself and others. The character If attack must make a Resolve roll or fight with abandon not caring about friends or collateral damage as they try to end their foe. The character can try each combat round to gain control but each time it becomes harder (-1 Dice to the roll the second round, -2 the second round and so on).

Sadist

Requirement: None

Cost: 1

The sadist loves to see others suffer. Most think all Domina are Sadist, that’s far from the truth, however they suffer from this Flaw more than other Flaw. The Sadist must make a resolve roll not to humiliate or harm a foe. If they do Harm or humiliate a person they must make a resolve roll at -1 die to stop. Sadist rarely kill the victims of their cruelty as dead victims can’t be “played” with.



Slow Recovery

Requirement: None

Cost: 2

The character for some reason recovers Mana points slower than normal. They recover Mana points as if their Spirit was one Point lower normally also if the character health is half or less they recover no Mana points at all.

Lastly the character's Maximum Mana Points is two less. So If they would normally have ten, it's now eight.

Superficial

Requirement: None

Cost: 1

Superficial characters are what most Diva pretend to be. They focus on beauty, style and the trivialities of life. Superficial characters are -1 Dice to all rolls if they are not at their best as far as cleanliness and appearance. They must also make a Resolve roll to do something that would ruin their look.

Susceptibility

Requirement: None

Cost: 1 or 2

Maga's supernatural nature occasionally open them up to problems others don't have. Character with susceptibility are vulnerable to an attack in some way. The 1 point version makes the character resist damage from that attack at -1 Fitness dice, the damage at least one point of the damage will make it through. The 2 point version turns the substance into something the targets magic cannot affect. Also if they characters hand and body is bound natural versions of the substance they cannot use Gifts, or Patron-ess abilities

The Susceptibilities Maga can suffer from are as follows.

Fire: This includes Iron and Iron alloys

Iron: This includes jade of all color.

Jade: This includes pure silver and alloys.

Silver: This includes pure silver and alloys.

Unhinged

Requirement: None

Cost: 1

The character's grip on reality is tenuous at best and some would say she's as mad. The character's action are erratic and bizarre causing her to need to make a resolve roll to follow plans or do as she's told. In times of crisis like combat or a life and death situation the character roll a single dice (D6), on a Six they are totally oblivious and think something else totally unrelated is going on.

Unlucky

Requirement: None

Cost: 2

Things never seem to go the way of this character. This could be past life Karma or just plain bad luck. The Unlucky character has 0 Luck points and can never crit.

Vengeful

Requirement: None

Cost: 1

Hell really hath no fury like a Maga scorned. The vengeful Maga will rarely

let a slight go unpunished, in fact to do so she must make a Resolve roll. If she fails she will make it her job to make the victim of her vengeance pay be it by magic or mundane means.

In combat the Maga must make a resolve roll not to attack anyone but the person who has wrong, injured or targeted her.

Viridis-cutis

Requirement: None

Cost: 1

While rare, sometimes the ritual or rebirth has a side effect and the Maga is reborn with oddly colored skin (Green being the most common color). Those with this affliction must use disguise or magic to live normal lives and even then it's not easy



Characters with viridis-cutis are -2 Allure Dice when dealing with normal humans and tend to be treated as freaks and outcasts by them.

Warrant

Requirement: None

Cost: 1 or 2

The character has committed a crime and is being sought for punishment. This may be a crime against the Patriacracy, a powerful Maga or an organization.

The 1 point version is for crimes where the character if caught would be punished but not killed. The 2 point version is for a capital offense and if the character is caught they will be killed on site or eventually executed.

The Gamemistress should use Warrant to make a character's life difficult and have agents of the person or organization hunting show up or at least effect the characters life once a in game week.

Zealot

Requirement: None

Cost: 1

The Zealot has a cause that they believe in so much there are fanatical in their following. This could be anything from the protection of the environment, the destruction of the Patriacracy or a political ideology.

Zealots must make a resolve roll to ignore their fanatical beliefs and one not to attempt to harm those they see as betrayers or enemies of the cause.



GIFTS

The energy of the Earth and creation of the Goddess head grants power to a Maga that staggers the imagination. The gifts magas can use while not all powerful (A Maga could not sink a continent) is defiantly goddess like in the right hands.

WHAT ARE GIFTS?

Gifts are changes in nature, thought and reality caused by a Maga's will and power. A gift can be learned from a book, teacher of the Goddesshead.

To cast a gift a Maga connects her energy (Spirit) with the energy of whatever she's casting the gift on. She then uses her knowledge to (Magic skill) to cause a specific change. This can be anything from telling air molecules to accelerate till the burst in the flame or tell gravity to stop working.

PURCHASING GIFTS.

All Magas can cast gift, but they can only do so with gifts they know. Gifts are Purchased with Path points. Gifts normally cost a number of Path Points equal to their level. What gifts a character are limited by a variety of things, the chief among them is the character's Level. A character can never purchase a gift with a higher level than their Path level +2.

A character's Patroness may offer discounts on some Gifts. Regardless of the discount it will always cost at least 1 Path point to purchase.

Example: Selene is first level, thus she is limited to gifts with levels of 1, 2, and 3.

TYPES OF GIFTS

In Bellum Maga there are two categories of gifts that covers all gifts in the game.

Cants: Quick gifts that can be used in combat.

Rites: Gifts that augment other gifts, they take time to set up, making potions and magical artifacts involve rites.

USING GIFTS.

To cast a gift the player of Gamemistress must know the character's gift dice. That's the number of dice equal to the character's Spirit+Magic. When casting a gift that's the maximum amount of dice that can be rolled for a gift by that character's Player (or the Game Mistress).

When casting a gift (Normally) the character must remain still and focused (-2 to dodge dice) and cannot be moving (Doing so decreases casting dice by -2). Some Paths (See Character Creation- Paths -Harpy) can ignore that under certain situations.

The character's controller can also choose to amp a gift. Amping a gift adds improvements to it but subtracts dice.

Example: Selene wants to interrogate an agent of a crooked politician. To do so she uses the “Binds or Torment” but wants to add the Amp, “Increased Damage” which has subtracts –2 to the gift Dice. Selene has a Spirit of 5 and a Magic of 5 granting 10 gift dice. The amp subtracts 2 from the gift giving her a total of 8 dice.

MANA POINTS

The characters total magic points is based on their Spirit (see Character generation-Attributes– Spirit)/ Every time a gift is cast it costs a number of magic points equal to its level normally.

Some Amps can reduce the Mana-point cost of a gift but a gifts cost can never be reduced to less than one.

Example: Selene doesn't want to pay the full 3 points for the Binds or Torment” and decides to lower the cost with the Amp “Lower mana cost 1” that lowers the mana cost by one but now here Gift dice for are 7.

Flubs, Crits and Mana Points

When a character rolls all 1's or all 6's on a roll the result effects the gift.

If they Flub (all 1's) the gift costs +1 mana . In the case of crit the gift costs 1 less mana point (but can still be no less than one).

If the Flub takes more mana than the character has left all then the character loses a level of life.

RESISTING GIFTS

Once the total Gift dice is calculated and rolled. The dice are rolled. The victim of the gift gets to resist .

Living creatures (and undead/spirits) can use their Spirit to resist rolling a number of Dice equal to their Spirit. Objects and things without Spirits roll one Dice to resist, Maga resisting gifts can add in their Level to their roll to resist magic.

The gift works if the Gift Dice has more successes than the roll to resist it. In the case of a tie the win always goes to the victim.

Example: Selene rolls 7 dice, her rolls are 1,3,3,4,4,4,5 that's 6 successes. The Agent rolls three Dice and rolls 4,5,6. Selene wins the contest and the gift is cast.

Flubs, Crits and Resisting

Flubbing a Resisting rolls doesn't make the resulting gift worse. Critting however can save you especially if you have a low spirit. If you Crit on a resisting roll the gift against you fails regardless of the Gift Dice roll. Even if the gift-user Crits , a critting victim still resists.

Unresisted Gifts

Gifts that have a willing subject or are aimed at the Maga (Range self) require no resisting roll but do require at least one success.

MULTIPLE GIFTS AND GIFTS PER COMBAT ROUND

Normally a Maga can only cast one gift a combat round. However if she's powerful enough she may choose to split her gift dice over multiple targets. A Gift Dice can be split over as many targets a player of Gamemistress wishes.

Example: Selene wishes to cast Fire ball at multiple targets. Her 10 Gift dice can be divided over 10 targets with her rolling one dice for each or any combination of dice as long as the total for the combat round doesn't exceed her available Gift Dice maximum (Normally 10).

AMPING

Maga can use their knowledge of magic to change a gift in various ways making them unique and more versatile. Amping a gift can improve a gift, but it also makes casting the gift harder.

As was discussed earlier Amping up takes Gift dice away from the casting of a gift , lowering the chance of a success. The risk vs. reward is a big part of magic in Bellum Maga as the characters can do awesome feats of sorcery , yet the chances of those feats succeeding are not always the best.

Amps should always be applied to a gift before Casting Dice are rolled.

Maximum Amping

A character's gift can not use as many Amps as they choose. They are limited to one Amp per level. The exception being Regina who may use one extra Amp.

Types of Amps

There are many types of Amps available, Each gift in its descriptions has Available Amps: These are the Amps that can be used with the gift. Some gifts also have unique Amps.

The Game Mistress has final say on what Amps can be used with what gifts as some Amps are ripe for abuse.

All Amps are formatted as follow

Name: Name of the Amt

Cost: Cost in Gift Dice to use .

Effect: How the Amp augments the gift.

Amps

Boundless	Phased
Condition	Quick Rite
Decreases Mana points	Radius
Flawless	Robust
Ignore Component	Short Ritual
Increase Damage	Speedy
Menacing	Subtle
Mobile	Timer
Multiply	Tricked
Permanente	Unstable

Boundless

Cost: 1

Boundless removes the gifts range allow the Maga to cast the gift on anyone as long as they know that person's name and can visualize them regardless of range.

Condition

Cost: 1 per condition

The gift can be set to turn on or off based on a specific condition such as true loves first kiss or if the victim attacks. Multiple conditions can be added for multiple Amps.

Decreases Mana points

Cost: 1 per -1 Mana Points

The Mana points used to cast the gift is decreased by one. This amp may be purchased multiple times but the Amps may never be decreased to less than 1.

Flawless

Cost: 1

While this gift can still fail it cannot Flub.

Ignore Component

Cost: 1 for the first component, two for the second.

Some Rites and rituals require special items to work. This allows the Maga to ignore one or more of them.

Increase Damage

Cost: 1 per Dice of damage added

This Amp increases the damage of a Gift by one Dice. Up to three dice of Damage can be added to a gift.

Menacing

Cost: 1

This gift is cast with such malice that the victim of it is intimidated and is -1 Dice to all rolls against the Maga casting it for 1D6 minutes.



Mobile

Cost: 1

Gift may be cast while moving negating the named for the Maga to stand still while casting it.

Multiply

Cost: 2

This gift can effect as many people as the character has Gift Dice -2. Gifts cast with Multiply are cast as if the character's Spirit is 2 lower and mana cost is 2 higher.

Permanente

Cost: 2

The gifts duration is permanent until the casting Maga Releases it's undone by another Maga.

Phased

Cost: 1

This gift passes harmlessly through other people and things to strike it's target.

Quick Rite

Cost: 1 halved, 2 quartered

The time to cast a rite is decreased. For -1 Gift Dice it's decreased by half, For -2 it's decreased by three quarters.

Radius

Cost: 2 or 3

The Maga's gift affects everyone in a range 5 feet across per Spirit rank of the Maga. The gift can be place a specified target as the center or the Maga herself. The maga can a effect everyone (-2 gift Dice) or specified victims (-3 Gift Dice) while ignoring others. Radius and Boundless cannot be used in conjunction.

Robust

Cost: 1 per level of robustness.

This gift is hard for anyone other than the original casting Maga to undo. Undoing the Gift takes one extra success per -1 Gift Dice.

Short Ritual

Cost: 1 halved, 2 quartered

The time to cast a ritual is decreased. For -1 Gift Dice it's decreased by half, For -2 it's decreased by three quarters.

Speedy

Cost: 1

The Gift is cast with ease and ignores the need to focus (and the -2 Dice to dodge).

Subtle

Cost: 1

The gift is cast without a visual energy exchange or sound. This makes it extremely hard to trace the gift non-magically. Observations roles to trace the gift back to the Maga are at -2 dice.

Timer

Cost: 1

The Maga can set the gift to activate or deactivate after a specific amount of time. This can be seconds, minutes, hours days months or even years.

Tricked

Cost: 1

While most gifts are resisted by a targets Spirit, this Amp allows the Maga to chose another resisting attribute (Muscle, Agility, Fitness, etc.).

Unstable

Cost: 1

The Gift's specifications can be altered for as long as the gift is active. Gifts that specify choose and element or form can have those elements and forms altered if the gift is still active.



Example: Circe's Laugh turns the unstable target into any animal up to 100lbs. With Unstable the Maga can turn that person into whatever form within those parameters they wish for the duration of the gift at will.

CANTS

Casts are gifts that work quickly via the energy and will of a single Maga. Cants are the most used and of all Gifts and the ones closely associated with magic.

Using Cants

Cants are cast just like all other gifts using Gift Dice, They are resisted the same and require an amount of magic points based on their level.

For a Cant to work normally the victim of the cant must be seen by the casting Maga and the maga must be able to perform at the very least basic gestures like waving their hand or pointing.

Cants Listing

Each type of Cant draws their power from a goddess aspect of the Goddesshead. A characters Patroness abilities may grant bonuses from gifts of a specific goddess.

All Cants are formatted as follows.

Group: Name: Name of the group of gifts the Cant falls under.

Group Information. game information on the group of gifts

Name: Name of The cant

Level: Level of the cant. You cannot purchase cants that exceed your Path Level +2

Range: While most are line of site, If you can see the victim and clearly make them out without mistake a few cants have other ranges like Touch (Must touch the target.)

Duration: How long the gift lasts. Most damaging gifts do recovery damage, The damage remains until healed in some way, others last a set amount of time based on the casters Spirit.

Description: Description of the Cant.

Cants

Vex	Gothel's Ghastly Games
Alms of Amaterasu	Hecate's Helpful Hexes
Aphrodite's Arts	Hera's Prying Eye
Arrows of Artemis	Lilith's lost Laminations
Athena's Aegis	Ms. Sadie's Sorcery
Bellona's Baleful Blights	Mysteries of Mother Nature
Bless of Blue Corn Woman	Nights of Nix
Call of Calypso	The Calls of Kali
Circe's Curses	The Incants of Isis
Demeter's Domain	Viva la Victoria
Gaia's Gates	Yemaya's Will

CHAPTER 2: CHARACTER GENERATION

Vex

When a Maga is reborn the Goddesseshead grants her a set of basic gifts known as vexes. These gifts are the foundation of her mystical abilities.

Clean

Level: 1

Range: Spirit x1 feet

Duration: Spiritx1 hour

Cleans does as it says and cleans a single item ,animal or person.

Glamour

Level: 1

Range: Touch

Duration: Spiritx1 hour

Through simple illusion the maga can alter the clothing and hair and style of herself or another for the duration of this gift.

Glimmer

Level: 1

Range: Spirit x1 feet

Duration: Spiritx1 hour

This gift conjures from nothing a normal harmless item with electronics/ moving parts or food weighing less than a pound.

Guiding light

Level: 1

Range: Spirit x10 Feet

Duration: Spiritx1 hour

This gift creates a flash light effect from the Maga's finger or talisman . The light is the equivalent of a normal flash light.

Prest-o-change-o

Level: 1

Range: Spirit x10 Feet

Duration: Spiritx1 hour

This gift changes an inanimate object weighing less than a pound into something harmless without moving parts or electronics.

Strike

Level: 1

Range: Spirit x10 Feet

Duration: Recovery

The victim of this gift struck by a bolt of energy from the Maga's finger or eyes and takes 1 dice of damage.

Triage

Level: 1

Range: Touch

Duration: Permanente

This gifts heals 1 level of Damage. Triage also instantly removes the effects of alcohol and most mood altering drugs.

Whim

Level: 1

Amps: Flawless, Mobile , Robust, Speedy and Subtle

Range: Spirit x10 Feet

Duration: Spiritx1 hour

The Maga can increases their Allure by one die.

Alms of Amaterau

The great sun goddesses grants to the Maga the abilty to create and control light be it as a weapon or as a tool of subterfuge.

Bend Light

Level: 2

Range: Spirit x2 feet

Duration: Spiritx1 minute

This gift bends lights around the Maga or a victim rending it invisible. The victim can be as tall and wide as the gifts range and once covered it's -1 dice per Sprit of the casting maga to observe visually/see.

Blinding Light

Level: 2

Range: Liner of Sight

Duration: Spiritx1 minute

A bust of bright light temporarily blinds a victim with eyes . The blind victim is -3 Dice to all rolls involving sight. On a Crit this increases to -6 Dice. Blinding light also works on cameras but only half as well.

False Image

Level: 2

Moving: The Image may move and act as if it's alive.

Range: Line of Sight

Duration: Spiritx1 minute

This gift produces an static image up to Spirit x3 feet tall and wide. This image can be of anything.

Golden Orb

Level: 1

Range: Spirit x10 feet

Duration: Spiritx1 minute

The golden orb created is a small sun the size of a baseball that can cast light up to it's range. The orb floats and can move up to it's maximum range away. This sun acts like sun light illuminating its area and even damaging those vulnerable to sunlight.

Searing Light

Level: 3

Range: Line of Sight

Duration: Recovery

This bolt of solar energy does 1 dice of damage per the casting Maga's spirit to any target. If a crit is rolled on this attack it also blinds the victim.

Solar Flare

Level: 4

Range: Line of Sight

Duration: Recovery

Solar Flare is the improved form of searing light doing the exact same damage as the original gift with the added benefit it lasts 1 minute per spirit of casting Maga and can do damage to the same or another target.

Stunning Pulse

Level: 1

Range: Spirit x1 feet

Duration: Spiritx1 minute

This gift produces a blinking pulse of light that causes the victim to have an epileptic seizure. For the duration the victim cannot move (-4 dice to dodger) or communicate coherently.

Aphrodite's Arts

Aphrodite is known for her gifts of love and lust. Yet there is more to her than that as she was as much a heart breaker as a heart taker.

Crave

Level: 1

Range: Liner of Sight

Duration: Spiritx1 minute

The victim of this gift craves a thing, be it an object (Not People) , food or a situation (Monetary or political power). The want for the thing is so powerful they must make a Resolve roll not to seek it for the duration of the gift. While under the gift the character is also -1 Dice to all rolls not having to do with what the crave.

Dominate

Level: 3

Range: Liner of Sight

Duration: Spiritx1 minute

The gift takes over the mind for the duration of the gift. The Maga can make her Pawn do whatever she wish through verbal or mental command. The Pawn can resist orders that could lead to their injury or Death with a Resolve.

Love

Level: 2

Range: Liner of Sight

Duration: Spiritx1 minute

This gift causes a another a person to fall in love with another living thing. The nature of this love varies based on the Maga as it can be sweet amorous love or lust.

Necessity

Level: 1

Range: Liner of Sight

Duration: Spiritx1 minute

The Maga know what the victim of this gift wants most in the world. Be it person, thing or something less physical the Maga will know it.

Scorn

Level: 2

Range: Liner of Sight

Duration: Spiritx1 minute

The Maga causes a person to hate another person. The level of hate is up to the Maga as it can be a firm dislike or homicidal fury.

Visage

Level: 1

Range: Liner of Sight

Duration: Spiritx1 minute

The person under this gift become beyond beautiful. Their Allure increases by 1. Anyone wishing to harm must make a Resolve Roll to do so for the duration of the gift.

This Gift is incompatible with the Permanente Amp.

Amp-

Kiss of Aphrodite: If the Gift is cast as part of a kiss the Duration changes to SpirtX1 hour.

Artemis's Arrows

The arrows of Artemis are some of the most destructive gifts on the planet. Channeling the power of a Maga into bolts of pure mystical energy fired from the casters fingers or eyes they are the go to gift for the combat minded daughter of the Goddesshead.

Black Arrow

Level: 6

Range: Liner of Sight

Duration: Recovery

Black energy from the Magas eyes or fingers strikes the target. If the target fails to rest they drop dead and their very soul is erased. They cannot be healed or brought back to life. Their corpse however can e animated as a non sentient undead (Zombie)

Flame Arrow

Level: 2

Range: Liner of Sight

Duration: Recovery

This fiery attack (Called Fire ball by the gaming Maga) does 2 Dice of damage per Spirit level of the Maga. Like fire it spreads on contact and causes flammable objects to burn for D6 minutes. Water will not extinguish this magical fire.

Green Arrow

Level: 3

Range: Liner of Sight

Duration: Recovery

This blast of green energy does 2 Dice if damage per Spirit level of the Maga and removes one mana point of the victim per level rank of the Maga.

Ice Arrow

Level: 2

Range: Liner of Sight

Duration: Recovery

This blast of ice does 2 Dice if damage per Spirit level of the Maga. The Victim of this gift is coated in ice and Must make a roll Muscle roll vs. the Damage Dice of the gift to move. Ice Arrow can also be used to coat a surface in ice making it slippery and hard to traverse.

Red Arrow

Level: 4

Range: Liner of Sight

Duration: Recovery

The Red arrow not only brings destruction but pain. The gift causes 2 Dice if damage per Spirit level of the Maga. Living being struck by it are overcome by pain causing them to make a Resolve roll to do anything other than scream in pain.

Silver Arrow

Level: 5

Range: Liner of Sight

Duration: Recovery

The Silver Arrow takes the form of silvery energy that does 2 Dice if damage per Spirit level of the Maga. It also weakens the victim lowering the characters Muscle, Ability and Fitness by 1 level per 2 Spirit ranks of the casting Maga.

Athena's Aegis

The Goddess of war knows not only how to fight but how to defend those loyal to her. These gifts represent that side of the patroness of the Furie and those who battle in her name.

Great Aegis

Level: 5

Range: Self or Touch

Duration: Spiritx1 minute

The Maga or another person whom she touches is protected from all Non magical damage while under this gift. Magical damage is halved and all rolls to resist negative effects increase by +2 Dice.

Phalanx Shield

Level: 4

Range: Line of site

Duration: Spiritx1 minute

This shield creates a wall up to Spirit x1ft tall and wide. All damage against the wall is -1 Dice per Spirit rank of the casting Maga. The Wall itself has 5 Health Levels per Spirit of the Maga. Once cast the wall cannot be moved and will remain till destroyed (A of all health) or removed by magic.

Reinforce

Level: 1

Range: Line of site

Duration: Spiritx1 minute

This gift Fitnesses inanimate objects up to Spirit x1 feet tall and wide, increasing their health by one and allowing them ignore 1 Dice of damage per Spirit of the casting Maga.

Safeguard

Level: 2

Range: Self

Duration: Spiritx1 minute

An invisible barrier protects the casting Maga. They ignore 1 Dice of damage per Spirit of the casting Maga. Once per casting of this Gift an incoming attack's damage can be reduced to one damage Dice.

Shield Maiden

Level: 2

Range: Touch

Duration: Spiritx1 minute

An invisible barrier protects the person this gift is cast on Maga. They ignore 1 Dice of damage per Spirit of the casting Maga. Once per casting of this Gift an incoming attack's damage can be reduced to one damage dice.

Wisdom's Shield

Level: 2

Range: Self or Touch

Duration: Spiritx1 minute

Wisdom's wall causes all Resolve rolls and Rolls to resist harmful gifts to be increased by 1 Dice per 2 levels of Spirit of the caster. Thus, If a Maga has a Spirit of 4 it grants a bonus of +2 Dice.

Amp-

Rebound: If the Attacker Flubs an attack it's returned to them doing it's normal damage.

Bellona's Baleful Blights

The goddess of cruelty and combat brings a new meaning to the term "Cruel and usual ". The go to gifts for many Domina , the "Baleful Blights" are not for the weak of heart or pure of soul.

Baneful Word

Level: 1

Range: Line of Sight

Duration: Spiritx1 minute

The Maga curses the victim , If the Target does not resist all damage done by the Maga to that cursed character is increased by 1 Damage Dice per Path level of the Maga.

Binds or Torment

Level: 3

Range: Line of Sight

Duration: Spiritx1 minute or rounds of combat

Binds of leather, bladed chains, hooks, barbs and wire erupt from the ground to hold a target. If they fail to resist they take 1 Dice of damage the first round/minute of damage, 2 dice the second round/minute and so on up to a maximum of the Maga's Spirit. The victim also cannot move or speak , they can attempt to break free with a Muscle contest vs the cruising Maga's Spirit.

Ever-Pain

Level: 4

Range: Line of Sight

Duration: Spiritx1 hour

The target gains an immortality of sorts. They can not die. They however cannot heal, regenerate or regrow lost limbs. They also become extremely sensitive to tactile stimuli. A mere touch can cause an agonizing bruise (-1 Die to all rolls and the character's is always considered bruised.

Face of Mercy

Level: 2

Range: Line of Sight

Duration: Spiritx1 hour

The targets, eyes, nose and ears vanish. The skull is altered so those parts are replaced by smooth skin and bone. The target loses the ability to see, hear and smell. The character biology is also altered so they no longer need to eat or drink.

Gag

Level: 1

Range: Line of Sight

Duration: Spiritx1 minute

The target's mouth vanishes and is replaced by a smooth piece of skin. The bone structure under the nose is one complete and solid mass. The targets vocal chords also vanish. If this gift is made permanent the target no longer needs to eat.

Maim

Level: 3

Range: Line of Sight

Duration: Recovery

The Maga can instantly sever any physical member except the head. The "limb" literally tears off doing D6 Dice in damage.. The removed limb cannot be regrown in way other than magic. This gift also never does enough damage to kill.

Damning Word
Face of Mercy

Level: 7

Range: Line of Sight

Duration: Spiritx1 Day

The Damning words sends the target to a pocket dimension. This pocket dimension is a hell of the Maga on design. While in this dimension the target cannot affect the real world and are constantly tortured. When they return they lose permanently D6 Fitnessness Resolve due to the severe nature of the torture. The Characters Fitnessness and resolve can never be reduced to less than 1.



Blessing of the Blue Corn Woman

Blue Corn (or Corn Woman to some) woman is an aspect revered for her kindness and healing spirit. For those wishing to hope into the world she's a powerful and protective patroness.

Feed

Level: 1

Range: Touch

Duration: Spirit x 2 hours

The victim of this gifts has no need to eat or Drink during the duration of this gift In fact they are always full and hydrated during the duration.

Fertility

Level: 1

Range: Touch

Duration: Permanente

Target land up to 100ft per Spirit level radius will become extremely fertile yielding twice the normal amount of food on the next harvest. The plants effected are immune to poison and disease for the next year.

Grace

Level: 2

Range: Touch

Duration: Permanente

The target is healed 1 health level per Spirit of the casting maga. Grace also instantly stabilizes the dying, however when stabilizing it doesn't heal.

Renewing

Level: 2

Range: Touch

Duration: Permanente

This Gift cures all known human poisons and disease. It also grants +1 Dice to resist magical poison and disease for one day.

Return

Level: 3

Range: Touch

Duration: Permanente

This powerful blessing removes the harmful physical effects of any gift including deformities and transfigurations.

Restore

Level: 2

Range: Touch

Duration: Permanente

This gift restores broken inanimate objects . The item can be upto 100lbs per Spirit of the caster and even larger things can be restored in parts.

Rising

Level: 8

Range: Touch

Duration: Permanente

The Maga can return from the dead any person or animal as long as that spirit wishes to return and the Maga has at least 1% of that person. The rest of the person must be molded from fresh red clay. Once the sculpture is done that person can be returned to full health and levels.

Amp-

Range: Touch healing gifts gain the range, line of sight.

Calls of Calypso

The Island Goddess has gone by many names and her followers invokes them all to call the willing and unwilling into service.

Bind

Level: 2

Range: Line of Sight

Duration: Spirit x 1 minutes

The Maga can bind a magical creature (Not another Maga) into service for the duration of the gift. The Creature will do whatever the Maga wishes but can make a Resolve roll to resist doing anything that will harm it.

Call Aspect of Lilith

Level: 10

Range: Line of Sight

Duration: Spirit x 1 minutes

This gift of legend call forward a 40 story tall aspect of Lilith (see Background—Creatures—Aspect of Lilith), The creature will do as the summoning Maga wishes for the duration of the gift after that it may stay D6 minutes doing as it pleases (Usually destroying it's surrounds and the Maga who would dare summon it)

Call Elemental

Level: 3

Range: Line of Sight

Duration: Spirit x 1 minutes

The Maga calls an Elemental (see Background—Creatures—Elemental) to do her bidding for the Gifts duration. The Summoned creature do anything the Maga asks except harm the environment as they are small aspects of Nature itself.

Call Valkyrie

Level: 3

Range: Line of Sight

Duration: Spirit x 1 minutes

This gift summons a Valkyrie (see Background—Creatures—Valkyrie) capable warrior to aid the Maga. The Valkyrie are minor Aspects of the War goddesses and while they will help for as long as they are summoned they are not under the control of the Maga.

Exorcise

Level: 2

Range: Line of Sight

Duration: Spirit x 1 minutes

This gift send back spirits aspects and other summoned beings back to where they came or where they belong if the summoned being fails to resist.

Call Spirit

Level: 2

Range: Line of Sight

Duration: Spirit x 1 minutes

This gift either call forward a spirit known by the Maga or the closest random spirit to serve the Maga (see Background—Creatures—Spirit).

Amp:

Hard To Banish: The Summoned creature must be exorcised twice to be forced to leave the service of the maga.

Circe's Curses

Circe is the good time goddess and one with a sense of humor. Most of this humor involves turning people into animals, a act that is perfectly fine for the Maga wanting to teach life lessons to those in need of them.

Chimera

Level: 3

Range: Line of Sight

Duration: Spirit x 1 minutes

The Maga can turn a person into an animal human hybrid. The person size remains gains up to +2 Muscle, Fitness and Agility depending on the form as well as the animals special abilities (Fly as a bird, swim as a fish, etc decide by the Gamemistress.) The transfigured characters coloration and skin changes to match their new form as does their head and they can never pass for human.

Circe's Gift

Level: 1

Range: Line of Sight

Duration: Spirit x 1 minutes

The victim gains part of an animals anatomy by no special abilities. This could an animals tail,, hooves or even face. The deformity lowers their Allure by 12.

Circe's Laugh

Level: 3

Range: Line of Sight

Duration: Spirit x 2 hours

This gift turns the target into an animal that weighs less than 100lbs. The animal is submissive towards the Maga that altered them and must make a Resolve roll to harm or disobey them.

Self-Shape

Level: 3

Range: Self

Duration: Spirit x 2 hours

The Maga can turn herself into any animal that weighs less than 100lbs. In that form they cannot use gifts but can change back and forward at will for the duration of the gift and gain access to the animals ability.

Amp

Bigger (1 Dice): The Maga can alter herself or victims into animals weighing up to 500lbs per Spirit level.

Increased Duration (1 Dice): The Transfiguration lasts Spirit x 1 Day.

Song of Circe (1 Dice): A Transformed victim forgets their humanity and becomes a loyal pet of the Maga.



Demeter's Domain

The Goddesses of Nature are mad and they're not taking it any more. Demeter's can magic can grant both beauty and destruction and as nature is defiled more and more it tends to lean more towards destruction.

Blight Rot

Level: 1

Range: Touch

Duration: Spirit x 1 minutes

This gift kills one plant of any size reducing it to dust. It also destroys totally anything made of wood, the wood destroyed can be as much as SpiritX 2 feet in height and width.

Dryad

Level: 3

Range: Self or another Willing

Duration: Spirit x 1 minutes

The willing victim of this gift s infused with natures energy. There skin turns green and they gain a level of Agility and Fitnessness. They can speak the language of plants and gain the following abilities;

- May spend a Mana point to merge wit a tree and instantly travel and step from another tree up to 100 miles away.
- May spend a point of mana to draw strength from a tree and heal D6 health on herself.
- Grown thorny claws grant +2 Die for in Hand to Hand combat damage.

Grow

Level: 3

Range: Radius Spirit x 5 feet across.

Duration: Spirit x 1 minutes

The character can cause all plants in an area to become full grown instantly. She may also shape he planets she grows and even have them grow out and attack (Doing 1 Dice of damage per 2 Spirit levels. After the gifts duration the Plants return to normal (Their original mature state)

Maga with this abilty should invest the seeds of planets they wish to grow.

Nature's Wraith

Level: 2

Range: Touch

Duration: Spirit x 1 minutes

The Maga can animate a Tree turning it into a minion. This minion can move (slowly), Attack and defend and will do the bidding of the Maga.

Vines

Level: 2

Range: Line of Site

Duration: Spirit x 1 minutes

The Maga can cause vines to grow and entangle/hold anyone or anything on or within 20ft of the ground. The vines victim of the vines can resist the gift by ability or muscle but if they fail are held in place and cannot move unless they make another Muscle roll to resist the gift (they gain one free try every round or minute)

Talk to Trees

Level: 1

Range: Self or Line of Site

Duration: Spirit x 1 minutes

They victim of this gift may talk to and understand the language of plants.

Gaia's Gates

In the great matriarchy of old the earth held mystic gates that could transport those who knew how to activate them across . Gaia has grant her daughters access to the old gates in return for their service.

Blockage

Level: 1

Range: Sprit x 100 feet (radius)

Duration: Spirit x 1 minutes

No one but the Caster of this gift can teleport in or out witin the rage of this gift. The Caster knows if someone is trying to enter but not from where or who/

Disappear

Level: 2

Range: Self

Duration: Spirit X1 Hour.

The Character can vanish into the gate system and wait. She doesn't travel but rather views the world from inside the system. While there she cannot be harmed by anyone outside the Gate system.

Intercept

Level: 1

Range: Sprit x 100 feet (Radius)

Duration: Spirit x 1 minutes

The Maga can redirect nearby Gaia's Gates to her or within this gifts range. The Character knows for as long as this gift is active if a gate is being used and can command it to open witin her range if she wins a Spirit vs. Spirit contest with the Gates user.

Short Cut

Level: 1

Range: Self or Willing other in Line of sight.

Duration: Spirit x 1 minutes

The character can move their normal walking or running movement instantly without travel between the points in between as long as they are touching the ground or something made of stone. This movement may be horizontal or vertically.

Teleport

Level: 3

Range: Self or Willing other in Line of sight.

Duration: Spirit x 1 minutes

The character can transport from one point on the earth to another. The maximum range is SpiritX5 miles . The character can transport only to places they can see or places they have been to. A Flub with Teleport sends them to a random place in their teleport range.

Aim

Attack (2 Dice): The gift can be used against an unwilling target. The gift is resisted normally.

Blind (2 Dice): The character can a teleport to a place they have never been to or seen. All they need is an address or know someone where they wish to be.

Long Distance (2 Dice) : The teleport range is now SpirtX1000 miles.

Portal (1 Dice): The character can take up to 1person per her Spirit level along with her.

Wide Lane (1 Dice) : The character can teleport herself and any vehicle she's in.

Gothel's Ghastly Games

Gothel is "the" Regina, and when she joined the Goddesshead after her death her stories and legends allowed her to become more than just the "wicked queen" of all fairytales, but an aspect in her own right.

Animate

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

The Maga may grant an inanimate object 1 level of Brains and Resolve and the semblance of life. The item can move if it has limbs or equivalents (like chair legs or the carved limbs of a puppet). The new life can weigh up to Spirit X 50lbs and will possess the properties of whatever it is (A Stove can produce fire, etc). The object is inclined to do what their creator says but can disregard a command with a Resolve roll

Broom of flying

Level: 1

Range: Touch

Duration: Spirit x 1 hour

The Maga enchants a normal broom. Allowing it to fly and carry her and up to her spirit X 50lbs. The Broom will fly at a maximum non combat speed Spirit x 25 mph and twice the character's running speed in combat. The Broom will also float to the caster's hand if called and even sweep the floor as long as it stays in line of sight of the caster..

False Death

Level: 1

Range: Self or Willing other

Duration: Spirit x 1 hour

The Maga can make herself or a willing victim appear dead. In this state they are aware and can revive at any time, but need not breathe, eat or sleep and can appear to have a grisly wound or cause of death.

Sensory Sprites

Level: 1

Range: Line of Sight

Duration: Spirit x 1 minute

This gift though simple has lots of uses. The Maga can make sounds, smells and tastes appear and range. While all are harmless they can if used correctly be very helpful and even distracting (-1 dice to a roll or rolls) if the Gamemistress allows.

Sleep

Level: 2

Range: Line of Sight

Duration: Spirit x 1 hour

The Maga places a victim to sleep. While asleep the victim can only be awoken if they take more damage than their Fitness. While asleep they also cannot move and tend to be stiff as a board with breathing so shallow on first glance they appear dead.

Toad or Frog

Level: 3

Range: Line of Sight

Duration: Spirit x 1 hour

The Maga turns a single victim into a common toad or frog. Unlike other animal transformation gifts this one instantly erases all memory from the victim of ever being human.

Hecate's Helpful Hexes

Hecate like Gaia is one of the three primal Goddesses, from them the others goddesses did rise. Hecate represents magic itself as well as fate and darkness which makes her curses both well used and feared.

Cripple

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

The Maga can cause a limb or sensory organ on the character to sense working properly and become deformed and withered.. Depending on the limb it can cause up to -1 Dice per 2 spirit of the character's to related rolls (crippling an arm will cost minuses to rolls involving using that arm like Battle skill rolls)

Cursed fate

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

This spell causes the victim to experience all manner of bad luck. The victim is -1 dice to all rolls per 2 Spirit Levels of the caster and cannot use Luck for the duration of the gift. If the character flubs a roll something will happen to cause them to take 1 health level of damage while this gift is active.

Death Curse

Level: 5

Range: Line of sight

Duration: Permanent

This curse or curses as some call it dooms a victim within 24 hours if they miss their resistance roll. The only way to stop the doom is to kill the caster or have the gift removed. The nature of the doom varies from person to person. The common theme is it will look like an accident (Even if the accident is improbable).

Hexcraft

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

Hexcraft allows the Maga to curse a person with minor afflictions like flatulence, loss hair, odd skin color, boils or useless extra eyes and ears, limbs other deformities. The character will suffer -2 all Allure rolls while under the afflictions and suffer the stigma of their repulsiveness.

Liar's Mark

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

The victim of this gift takes 1 health level of damage if they lie. This damage cannot be reduced by a Fitness roll or non-magical defenses. The damage itself is seen as open wounds appearing on the character with each lie.

Loss

Level: 1

Range: Line of sight

Duration: Spirit x 1 hour

The character cannot find something (car-keys, a document, gun, etc) they really need for the duration of this gift.

Hera's Prying Eye

Hera is always watching as she protects those she care about and so are her daughters. The ability of "sight beyond sight" is the gift of this goddess and while not flashy it may be one of the greatest gifts a Maga can have.

Closed Eye

Level: 1

Range: Self, Willing other or Spirit x 10ft radius.

Duration: Spirit x 1 hour

While this gift is active no one can view the area or person this gift is used on. Be it magic or technology the area being viewed will show nothing or blurry distortions and all sound will be equally distorted or negated.

Eye of the Future

Level: 4

Range: Self or touch

Duration: Spirit x1 minute

The character may look Spirit x 1 day into a possible future of herself, a person she's touching or the general area she's in. Such futures can be changed and the Gamemistress should feel free to be as vague as she wish describing it.

Eye of the Past

Level: 3

Range: Self or touch

Duration: Spirit x1 minute

The character may look Spirit x 1 day into the past of herself, a person she's touching or the general area she's in.

Eye of Truth

Level: 1

Range: Line of sight

Duration: Spirit x 1 hour

This gift reveals hidden things within range including things that are invisible, or hidden. It will also reveal the true nature of things in altered forms and even present spirits.

Open Eye

Level: 2

Range: Spirit x 10 miles

Duration: Spirit x1 minute

The maga gains a form of clairvoyance and can observe anything she likes with the range of the gift. She can see, hear and even smell with their range. The Maga may if she knows where she wishes to look go directly there or can take some time (and Observation rolls) to find what she's looking for.

Warrior's eye

Level: 2

Range: Self or willing other

Duration: Spirit x1 minute

Sensing danger the character gains +1 Dice per 2 Spirit to Dodge and initiative.

Amps:

Long Distance (2 Dice) : The gifts range is now SpiritX1000 miles.

Deep Look (1 Dice) : The time you can look back or forward in the future is doubled.

Lilith's Lost Laminations

Often vilified, Lilith is a Patroness of many of the Succubi and mistress of dark magics that can bend and break the soul.

Astral Travel

Level: 2

Range: Self

Duration: Spirit x 1 hour

The Maga can make her spirit leave her body to travel invisibly throughout the world. While in this form she can watch and hear, see spirits and the energy of others but cannot use any abilities or gifts.

In Astral form she can fly at Spirit X 100 mph and pass through none magically protected structures, She can spend a Mana point to be seen for up to a minute but cannot at any time interfere with the physical world.

Destroy Spirit

Level: 7

Range: Line of Sight

Duration: permanent.

If the victim of this spell fails to resist they die and their very soul is destroyed. A being with a destroyed soul spiritually ceases to be and cannot be resurrected.

Exchange Spirits

Level: 3

Range: Line of sight

Duration: Spirit x 1 hour

The Maga can exchange her spirit with another person or exchange the spirit of two targets placing her or others minds in different bodies. During the exchange Magic, Brains and Resolve are also switched with all other attributes remaining the same for the body. Memories and abilities also switch.

Purge Soul

Level: 4

Range: Touch

Duration: Spirit x 1 Minute

The soul of the victim is purged of any supernatural connections for the duration. Minions of the Serpent, The Possessed and even Maga will find they are no longer able to use any mystical abilities for the Spells duration and are considered mere mortals.

Soul Shield

Level: 1

Range: Self or willing other

Duration: Spirit x 1 hour

While this Gift is active the character gains +1 Dice per spirit rank to resist attacks against their soul/Life force including the touch of a Succubus.

Spirit Drain

Level: 3

Range: Line of sight

Duration: Recovery

The character drains 1 mana point per 2 spirit levels they have from a victim. They may use the mana to restore their own mana but can never raise their mana above their normal maximum.

Ms. Sadie's Sorcery

Under the tutelage of Circe, Sadie South a Maga born in the late 19th century who has the distinction of being one of the last "rebirths" before the new twenty-first century categorized and created new gifts in the name of the goddess of change



Cigarette

Level: 5

Range: Line of sight

Duration: Permanent

The victim becomes either a cigar or cigarette in the hand or holder of the maga. The person though self aware cannot move or communicate, they can hear and feel however. As a cigarette or cigar the caster may smoke them. The Maga gains from their victim 1 mana point per health level the victim has left and is privy to the deepest thoughts of the victims and able to gain as much insight as the Game mistress allows. If a victim is smoked they can still be turned back full and whole but suffer a permanent loss of D6 Muscle, Agility and Fitness.

Matter Morph

Level: 3

Range: Line of sight

Duration: Spirit x 1 hour

This spells allows the Maga to transform Inanimate objects into other things, The Maximum sized object that can be altered is Sprit X 50lbs. The item can be turned into other object of equal complexity/weight or less or an animal of equal weight or less. The change is instant and last for duration or until reversed by the Maga. If the item is turned into an animal it must be a normal animal and has all the thoughts, abilities and instinct of the animal it becomes.

Obliterate

Level: 5

Range: Line of Sight

Duration: Spirit x 1 day

The Maga reduces the victim or an Item weighing less than Spirit x 100lbs to a smoldering pile of ash. This is a transformation not actual damage and can be reversed and has a duration.

Quick Morph

Level: 2

Range: Line of sight

Duration: Permanent

The Maga transforms an incoming ranged attack into something harmless (like rose petals or confetti). This the character using this spell must have spell Dice available for the combat round to block the incoming attack. The Spell is resisted by the attacks Spirit meaning most inanimate objects like bullets or arrows require only one success.

Small

Level: 3

Range: Line of sight

Duration: Spirit x 1 hour

The victim or item is reduced in size by half per spirit rank of the Maga. That means a 6 foot tall man can be made as small as 2.25 inches by a Maga with a Spirit of 5. he victims physical attributes decrease to match the size a at a rate of -1 Muscle and Fitness per rank of the Maga using the gift's Spirit.

Transfigure

Level: 5

Range: Line of Sight

Duration: Spirit x 1 hour

The caster can turn a person or animal into a single inanimate object no larger than Spirit X 100lbs The Gift lasts for duration unless made permanent. The victim of the gift has self aware while transformed but cannot communicate. All five senses are active but all special powers and abilities are lost. If the person is broken or destroyed in this form they can be still be returned to normal.



Warp

Level: 3

Range: Line of Sight

Duration: Spirit x 1 hour

This spell warps the victim or item it's cast on make it parts grow, shrink and twist at random. Items affected become useless and people become racked with pain and cannot move, talk or think correctly. Warp grants -2 Dice to all rolls and lowers all Dice including damage by the target by.

Warped creatures walking and running speed are reduced to 1/4th of maximum and attempting to move dos D6 Dice of Damage.

Mysteries of Mother Nature

Gaia or Mother Nature's power and Gifts are the most used among Maga as her power is not only some of the most useful but the most versatile gifts.

Bitter Chill

Level: 1

Range: Line of sight

Duration: Spirit x 1 minute

This gift freezes liquids with bitter cold. It can freeze Spirit X1 gallon with ease. If used on a living person it does 1 Dice of damage and causes the victim to go through hypothermia (-1D6 to all rolls and movement is 1/4th normal)

Call of the wild

Level: 1

Range: Line of sight

Duration: Spirit x 1 minute

The Maga can control normal animals that fail to resist this Gift. The Animals will do anything the Maga asks with the exception of something that goes against their self preservation instinct. Familiars cannot be controlled with ability as they are not normal.

Lightning bolt

Level: 2

Range: Line of sight

Duration: Recovery

The maga can fire a bolt of lighting from her hands or call it from the sky to hit a victim. The Lighting does Spirit X 1 Damage Dice, destroys no insulated electronics. If Lighting Crips a person they are also knocked unconscious for D6 minutes or until they get medical attention.

Nature's Fury

Level: 3

Range: Line of sight

Duration: Recovery

The Maga can use nature to attack, be it with intense heat, cold, wind or earthquake. The attack various based on what form the attack takes but regardless all do Spirit X 1 Damage Dice.

The Gamemistress has the last say on other effects associate with this Gift such as falling done from an Earthquake, blown v=back by wind or ice caused by the cold.

Sow the Storm

Level: 1

Range: Line of sight

Duration: Spirit x 1 minute

The Maga can control an exitsing clouds to decrease or increase rain. Clouds can also be gathered together, shaped and dispersed with this Gift.

Wind Rider

Level: 1

Range: Self

Duration: Spirit x 1 minute

The character can use this power to fly for short periods of time. The character flies at twice their walking or running speed and maneuver in the air with grace (+1 Dice to Dodge).

Nights of Nix

In the night Nix grants blessings to her daughters and by day she grants them the power to bring the night.

Dark Shroud

Level: 1

Range: Line of sight

Duration: Spirit x 1 minute

The Maga creates a cloud of pitch darkness that only they may see through. The Cloud starts out with a 10ft radius expanding up to 20ft x Spirit at a rate of 10ft a round. The Maga can shape the cloud with a hole in the middle for friends if she likes. The Shrouds darkness places those caught in it under the effects of total darkness (- 4 Dice to sight based rolls).

Black Razor

Level: 3

Range: Line of sight

Duration: Recovery

The Maga fires from her hand a disk of utter darkness. The victim Spirit X1 Dice of damage and loses D6 Muscle (Due to weakness) until they are fully healed.

Shadow Child

Level: 4

Range: Line of sight

Duration: Spirit x 1 minute

The gift animates the victims shadow under the Maga's control. The Shadow has a Muscle Fitness, Agility and Battle skill equal to the Maga's Spirit -2. All other attributes are 1.

Shadow Door

Level: 2

Range: Line of sight

Duration: Instantaneous

The Maga can travel through shadows into the realm of shadows. They may appear out of any shadow within Spirit x 100ft. They may only take what they are wearing and carrying. The Transport is Instantaneous and if there are no shadows in range the Maga appears where she first entered the shadows.

Shadow Nail

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

The caster manipulates another's shadowing freezing it in place. While the shadow is in place the victim its attached too cannot move for the duration of the gift or until released by the caster. People held by shadow nail are -2 Dice to dodge and cannot walk run or jump.

Shadow Shield

Level: 3

Range: Line of sight

Duration: Instantaneous

The Maga can create a shield of darkness with a radius of Spirit x 2ft. No one but the Shield's creator can see through it, Attacks to those protected by the shield are -3 Dice to hit and has a 1 in 5 (roll of 6 on a D6) of vanishing into the shield. People and Things thrown into the shield have the same 1 and 6 chance of being teleported away to a random spot Spirit X1 mile away.

The Calls of Kali

Being a death Goddess isn't easy, nor is being her follower. Yet among the Maga, Kali and her Gifts are sought after and treated with respect for their potential and the fear they bring.

Avatar of Kali

Level: 5

Range: Self or willing other

Duration: Spirit x 1 minute.

Kali possesses the character tearing them into an 8 feet tall 8 armed killing machine. In this form the Maga gains +1 Muscle Fitness and Agility per 2 Spirit, Ignores 2 Dice of damage. And can Fly at twice their normal walk and running.

The character also regenerates one Health level a combat round and gains Spirit rank in the Battle skill. Avatar of Kali gains +2 Dice to all spells that cause damage, death or fear and is immune to spells that cause instant death or fear.

Bone Armor

Level: 2

Range: Self or willing other

Duration: Spirit x 1 minute.

The Maga takes a bone and imbues with the Power of Kali turning it into a suit of ornate and fearsome bone armor. The Armor ignores 3 Dice of damage cannot be destroyed or removed while the person wearing it is alive.

Bone Bomb

Level: 3

Range: Muscle x 10 feet

Duration: Till exploded

A Bone weighing at least 1 pound is given The gift of Kali's power. The Bomb becomes a bone that when it explodes does Spirit X 1 Dice damage in a Spirit X 5 feet area. The bomb can be set to explode at a set time within Spirit x 1 hour or will explode on impact.

Raise the Dead

Level: 3

Range: Line of sight

Duration: Spirit x 1 hour

This Gift raises the dead as a zombie (see Background-Creatures- Zombie) The Zombie will do to the best of its limited intelligence the bidding of its creator.

Sword of Kali

Level: 3

Range: Self

Duration: Spirit x 1 minute

The Maga takes a bone weighing no less than half a pound and imbues it with the gift of Kali turning it to a mighty curved sword. The Sword does Spirit + base hand to hand Die in damage and ignores 2 levels of armor. Those struck by the sword on a Crit must make a Fitness roll or lose the ability to regenerate health levels for D6 days.

Tongue of the dead

Level: 3

Range: Touch

Duration: Spirit x 1 minute

The Maga can talk to the spirit of any corpse they are torching.

The Incants of Isis

Many of the rules of magic and the great words of power was written by Isis who before she was a Goddess was a mighty Maga queen who's will and word could never be denied.

Hoja

Level: 3

Range: Line of sight

Duration: Instantaneous

The victim of this spell is thrown away from the Maga as if they weighed nothing. They land D6 X10 feet away and take 1 die of damage per 10 feet tossed. This spell will effect anything/one that weighs less than spirit X 1000lbs.

Kigugumizi

Level: 1

Range: Line of sight

Duration: Spirit x 1 minute

The victim of this Gift speaks and writes gibberish.

Kuacha

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

This word stops whatever it's told at in its tracks, all forward momentum is lost. Fast moving targets take 1 Dice of damage per 25mph they are traveling. Targets that stopped can not move for the duration of the spell.

Kuanguka

Level: 3

Range: Line of sight

Duration: Instantaneous

The victim of this spell falls to the ground. If done in combat the victim cannot attack until the next combat round unless they make a Muscle roll (2 successes needed)

Kusahau

Level: 2

Range: Line of sight

Duration: Permanent

The Maga's word makes a target forget up to Spirit X 1 minute of memory. Once erased this memory is gone and cannot be retrieved.

Ukweli

Level: 2

Range: Line of sight

Duration: Spirit x 1 minute

The Maga caster can read a victim's surface thoughts. They can probe the deep recesses of the mind and learn in time everything about them. The victim has no idea they are being read as long as the Maga doesn't try to uncover something they wish to keep secret.

Uongo

Level: 2

Range: Line of sight

Duration: Permanent

The memory of the victim can be altered to include up to Spirit x 1 minute of memory planted by the Maga. As far as the victim knows that memory is real and has always been part of their experience.

Yemaya's Way

The Primal aspect of creation is still worshiped in some places and is of course venerated by Maga. For Yemaya the fundamental laws of reality to not apply and the great powers and secrets of reality are hers to gift.

Reverse the Wheel

Level: 10

Range: Self

Duration: N/A

The Maga can relive a round of combat or Minute out of combat with this gift. Only the Maga with this gift know what's going on, all others have no idea time was stopped or rewound.

Sense the Wheel

Level: 1

Range: N/A

Duration: Instantaneous

The Maga knows time was altered within the last 24 hours. Exactly how cannot be detected just the fact something "changed"

Slow the Wheel

Level: 5

Range: Self

Duration: N/A

Time is for most moving in one direction at a constant speed, yet for the Maga with this gift it can be slowed. "slow the Wheel slows down time for the Maga granting her extra time to do things and act. Out of combat she can create, build and repair four times as fast. , in combat it allows her to move at 4 times her normal walk or run and gain here Spirit +1 Dice in dodge and initiative.

Stop the Wheel

Level: 8

Range: Self

Duration: N/A

The Maga stops time allowing her to have a Round of Combat to herself or minute out of time to herself. The character can move about and do whatever she likes during this time. Game Mistresses should be really careful what they allow with this Gift as it can be a scenario breaker.

Touch the Wheel

Level: 4

Range: Line of sight

Duration: Spirit x 1 hour

The character can age something forward or backward Spirit X 5 years with a touch. The result varies on what is aged and in what directions. People may be aged back into an infant or an octogenarian, objects to dust or back to their components. The Game Mistress has last say on how the aging works .

Unmake

Level: 9

Range: Line of Sight

Duration: N/A

The Maga literally erases something from ever being. This can be a person or place with a size limited to Spirit X 100 lbs. Once erased that person or Item never was and reality changes to keep the time line as is only without the victim of this Gift.

Viva la Victoria

Victoria (Or Nike as some call her) is a champion of the Athlete and of those who strives to win. The Maga that are gifted with her powers are like her competitive and are not beyond using their Goddess Gifts to win the day.

Fighter's Edge

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

The character under the power of this gift gain 1 die per 2 Sprit to Battle skill, hand to hand damage and to resist damage.

Laurel of Victory

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

For the Duration of the gift the character is immune from bad luck and cannot Flub

Rogues edge

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

This Gifts grants +1 level of Agility and the crime skill per 2 Spirit. The character becomes more agile and well versed in the ways of the thief.

Runners Edge

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

The character's running and walking speed is doubled for the duration of this Gift.

Scholar's edge

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

The character becomes smarter and gains 1 level of Brains per 2 Sprit of the Maga using this gift. They also gain 1 level of Scholastics per 2 Sprit iof the Maga using the Gift.

Second Wind

Level: 2

Range: Self or Willing other

Duration: Spirit X 1 minute

The character heals back Their Spirit X 1 Health level but only for the duration of the spell. After that they are not only wounded but takes another level of damage.

Winner's Luck

Level: 3

Range: Self or Willing other

Duration: Next Roll

The character gains +1dice per 2 ranks of spirit to the next roll as things go thee way. They also cannot flub the next roll.

CHAPTER 2: CHARACTER GENERATION

RITES

While Cants get the job done quickly, Rites do it slowly and require a more “hands on” approach. Rites are ancient knowledge such as the creation of potions, artifacts and more that are “gifted” to the Maga.

The work involved usually takes time but the effort comes with the reward of a spectacular bit of magic or helpful item.

Rites and Favor

Because some rites grant characters items that will enhance them or their ability to use Gifts on the long term, they cost Favor. Each Rite listed also has a cost in favor that must be paid upon its completion.

Rites and Failure

If a character Fails in a Rite they have two choices, start over or spend a Mana Point to preserve some of their work and start over at the 1/2 way point.

Favor spent on a Rite isn't totally lost if it fails. In fact only one point of it is sacrificed on the failure.

Rites and Help

A Maga needing help with a Rite can ask another Maga to aid them. Adding in a Rite speeds it up, 1/2 the time per Maga helping. It also grants more spell Dice for the Rite with each helping Maga adding their Path Level in Spell Dice to the Rite.

Rites and Time

All Rites take time, The times for each Rite is in total hours and can be performed at once or split up. That allows a 24 hour Rite to be done over 2 days 12 hour each or even 1 hour over 24 days. The Roll to see if the Rite succeeds is done after the Character has spent the time doing the Rite.

Rites Format

All Rites are formatted as follows.

- Name:** Name of the Rite.
- Favor:** How Much favor the Rite cost.
- Time:** How long the Rite takes in game time
- Level:** Level of the Rite. The Level is also the Number of successful needed for the rite to work.
- Range:** Range of the Rite if applicable
- Duration:** Duration of the Rite if applicable
- Preparation:** Rites that need to happen before this Rite.
- Description:** Information and rules about the Rite

Rites

Opening Rite	Place of Power
Artifact	Poppet Doll
Barrier Ward	Potion
Basic Charm	Recharge
Behead the Serpent	Restoration
Bend the Wheel	Roho Jiwe (Soul Gem)
Black Candle	Sigil
Blessing	Sisterhood
Clay	Snake Ward
Communion	Spirit Bind
Door	Summoning
Effigy Cigar	Talisman
Flight	Warning Ward
Life Ward	Watcher



Opening Rite

Favor: 0

Time: 1 hour

Level: 1

Range: Spirit x 5 Feet

Duration: Not Applicable

Preparation: Not Applicable

The Opening Rite clears an area of all energy a but that of the God-desshead's and prepares the Maga for work in preparation for another Rite. All Rites require an Opening Rite before they can officially start and usually involve drawing mystical working circle in chalk or charcoal around the desired working space. The bigger the space needed the bigger the circle.

Artifact

Favor: 2 per level of the Artifact

Time: 24 hours per level of the Artifact

Level: 2

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Maga can create an artifact using the rules found in Character creation -Swag-Artifacts). Each level of artifact created increases time, and favor but once created the Artifact belongs to the character.

Barrier Ward

Favor: 2

Time: 2 hours

Level: 2

Range: Spirit x 5 Feet

Duration: Not Applicable

Preparation: Opening Rite

The Ward marks an area within the Range limit width and length that is protected by it. The Barrier ward prevents not only people and things the Maga doesn't want to enter the area or cross the threshold they make that protected area hard to notice.

The an un wanted visitor would need to make a Resolve roll against the Casting Magas Spirit roll to past. Ad a Brains or Observation roll vs. the same Spirit to even want to enter the area or acknowledge it's even there.

Basic Charm

Favor: 2

Time: 5 hours

Level: 1

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

This Rite creates a small charm in the form of a piece of jewelry. The Charm provides can do one of the following; +1 to Fitness Dice to Prevent damage, +1 Fitness Dice to resist a harmful spell, Heal one level of damage, restore a Mana point.

What it does is decided on when it's used, after be used one it's spent but it may be recharged with another use with the Rite of Restoration. The Basic Charm can also be used by not only Maga but humans as well as long as they know what's it for. Charms are often given as gifts by Magas to Min-ions and allies.

Behead the Serpent

Favor: 1

Time: 2 hours

Level: 3

Range: Touch

Duration: Not Applicable

Preparation: Opening Rite

This Rite removes the influence of "The Serpent" from any person or thing. The ancient rite involves placing the victim in a mystic circle of mongoose and Cat blood, tying that person in green vines and chanting to exorcise the serpent.

If done on a person the Person can add their resolve if they wish to help the Serpent resist and add to the successful rolls needed.

***Example:** If a Minion of the Serpent with a resolve of three was placed in this ritual and they wanted to stay a minion the successful rolls needed would be 6 instead of three.*

Bend the Wheel

Favor: 2

Time: 2 hours

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

This Rite allows the Maga to cast one Gift on a target she has a token (Blood, skin or hair) of regardless of range. The Maga needs the full name of the person and the token to activate the Rite. Once done the Maga makes a normal Gift roll to see if the Gift works.

Black Candle

Favor: 2

Time: 12 hours to make/ 30 minutes to use/burn.

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Maga creates a black candle between 3 and six inches long with wax and a her own blood. The candle is infused with her power when lit and can do one of the following things when burnt.

1. Restore D6 Mana points
2. Restore D6 Levels of Health
3. Add +1 Dice to a gift used within 20 feet of it also the spell cannot flub.
4. Burning the hair of a foe in the candles fire cause that person to burn as the candle burns taking 1 Dice of damage that cannot be decreased by anything other than mage every 5 minutes the candle burns. The victim literally bursts into flame and starts to burn. This ability is resisted like gift pitting the Maga's Magic+Spirit vs. the Target's Spirit
5. The Maga can speak to another person during the black candle. The Maga speak to the candle.

The Black Candle must be burnt it's full duration (30 minutes) for it to work. The Black candle also once used can be restored and remade with the Rite of restoration.

Blessing

Favor: 1

Time: 2 hours

Level: 2

Range: Touch

Duration: Not Applicable

Preparation: Opening Rite

The Maga blesses a thing or person making them that Maga's Spirit x 1 Dice to prevent the influences /possession by the snake. Maga are Immune to the snake and tend to use this Rite on friends allies or places they want to keep safe from the Snake and it's minions .

If used on a place the Rite covers a radius of Maga's Spirit X 10feet.

Circe's Clay

Favor: 6

Time: 12 hours

Level: 4

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite and must have Circe's Laugh Gift

His clay is made from a combination on of Clay, Squid blood, and ashes from burnt thistle. Once made the blood of a victim is laced in it , the victim must now make a Spirit roll vs. The Maga's Gift Die to not be changed into whatever animal the Maga sculpts the clay into regardless of range . The victim stays in that new form until the clay is unsculpted or destroyed.

Once unsculpted it can be used again 24 hours later ion the same person or be aligned to a different person with a Rite of Restoration.

Communion

Favor: 0

Time: 1 hour

Level: 2

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Maga communes through prayer and meditation with her Patron Goddess during this rite. The Goddess will answer questions if so inclined. The Information gathered is up to the Gamemistress and the Goddess may ask for something in return.

The Acts of Communion also relaxes the Maga and allows her to heal an extra level of Health and restores one Mana Point.

Door

Favor: 8

Time: 24

Level: 4

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite , Must know Gaia's Gates or the will of Yemaya.

A door in the characters home is covered in Maga sigils and dedicated to Gaia and Yemaya. That door will open for one Mana point to a number of doors marked by the Maga.

The Maga needs only spend 4 Mana points and marked the door with a Sigil to add it to places she can enter through her door.



Effigy Cigar

Favor: 4

Time: 24 hours to make/ 30 minutes to smoke.

Level: 5

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The caster takes a cigar and dips it in a combination of rum, chocolate, ground, ebony ash and the blood of a crow . They then sit the cigar in the concoction under moonlight for one night. The next morning the cigar will be ready and taste of rum and cocoa and rum.

The Maga can light and smoke the cigar while thinking about a person they wish to harm . The victim resist the cigar as if it was a Gift (Gift Dice vs. Spirit) . At this point while smoking the Maga can do one of the following to the regardless of distance between them:

1. Reduce the victim slowly to ash and absorb their mana points to restore the Maga's up to the maximum.
2. Summon the person drawing them through the cigar and out in a plume of smoke. The victim takes D6 damage from burning (but not enough to kill them).
3. Shrink the person down to as small as 14th an inch, the victim height is halved with each puff of the cigar.

The Cigar once used can be restored from the but and ash by the Rite of Restoration.

Flight

Favor: 2

Time: 12 hours

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

This rite grants a broom, carpet or normal car or motorcycle the ability to fly. The new flying conveyance can fly up to the Maga's Spirit X50mph normally and can double that speed for an hour for 1 Mana point. Passenger or Passengers are immune from the riggers of intense heat, cold, wind and air pressure while in flight and gain +1 to Fitness rolls to reduce damage from falls or crashes involving the conveyance

Life Ward

Favor: 4

Time: 6 hours

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Maga uses ink made of oak ash and dragon's blood to tattoo visible or invisibly a Maga sigil of protection. The Character is now protected and can ignore 2 dice of damage, gain +1 Dice to resist harmful spells poison, disease and instant death. They also instantly stabilizes if dying.

Place of Power

Favor: 12

Time: 96

Level: 7

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Maga chooses a house apartment or any immobile place she calls home. The Place can be up to Spirit X 200 square feet. The ritual turns that place into a place of power for the Maga. The Place of Power grants 3 of the following abilities:

- +2 Dice to all Gifts used there by the Maga
- The Maga's Dice to resist harmful magic is double there.
- The Maga regains Health and Mana Twice as fast there.
- The Maga cannot Flub in her place of Power
- The Maga can Spend a point of Mana to only allow her abilities to work in her Place of power for Spirit X 1 hour.
- The Maga can spend a Mana point to instantly change the layout of the Apartment and alter the color and composition of the floors ceiling and wall to any type of stone or wood.

One of the most unique gifts of the Place of Power is it's twice as large inside than out. This allows the Maga to add new rooms and spend favors to add other Place of Power Abilities (see Character Generation- Swag—Place of Power.)

While a character can have one Place of power, if need be they can move their current Place of Power. Moving a Place of power literally moves the entire thing and everything in it and requires doing a Place of power Rite in the new "home". The Favor cost for such a move is 5siz instead of 12.

Poppet

Favor: 4

Time: 24 hours to make

Level: 5

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The Poppet is a doll made with a token (Blood, hair or skin) of the person it represents, Soft leather, tacks/nails stuffing and animal gut thread. Once made the doll magically transforms to look somewhat like the person it's made for.

A Poppet can be used in the following ways:

1. Pain: Stick a Pin in the Poppet causes pain to the person it's connected too. The Pain lasts as long as the pin is in and causes -1 Dice to all rolls per 2 Spirit of the Maga.
2. The commanding Poppet also commands the victim it represents. The Victim can resist command with a Resolve roll vs. the Maga's Gift Dice.
3. The Poppet if Destroyed on purpose by the Maga can kill the person it's connected too in whatever manner the Poppet is harmed (Crushed, Fire, shredding, etc). The victim can make a roll to resist the Gift ability (Magic Dice vs. Spirit) to resist the painful death. If they succeed the Poppet is destroyed and they are free.

A Destroyed Poppet can not be restored with the Rite of Restoration, However a Poppet can be connected to another person using it and a Token of the new victim.

Potion

Favor: 2 per dose up to 6 doses.

Time: 6 hours a dose

Level: 2

Range: Drink

Duration: Not Applicable

Preparation: Opening Rite

The Maga can imbue a potion of mystical herbs and components into a potion. The potion stores a Gift causing it to activate when drunk by or poured on a victim. The potion works as if the Gift is being used normally.

A Maga can only make a potion for a gift she knows and is immune to the harmful effects of her own potion.

Once a potion is consumed it cannot be restored with the Restoration ritual.

Recharge

Favor: 0

Time: 15 minutes per Mana Point regained

Level: 2

Range: Self

Duration: Not Applicable

Preparation: Opening Rite

The Maga sits in a Mystic circle and meditates to quickly regain Mana points. Mana points return at a rate of one every 15 minutes + the normal rate of return based on the character's spirit.

Recharge is usually one of the first Rites a character learn.

Restoration

Favor: 2

Time: 1 hour

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Previous Rite

Restoration restores energy and form to some rites. Depending on the Rite restoration works differently. It may provide a recharge or rebuild used equipment or allow the Maga to “Re program” another item.

Each Rite Restore can work with has as part of it's description what Restore can do for it.

Roho Jiwe

Favor: 10 Per Gem

Time: 48 hours

Level: 8

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The “Life Gem” created by this ritual requires a large crystal the size of the Maga's fist, The Maga's blood and water from a pure spring. The Maga binds part of her soul in the Gem making her immortal into the Gem or Gems are destroyed.

While at least one gem is intact the Maga will in time regenerate from any wound, even fatal ones, Their rate of healing remains the same and even if reduced to ash they will in time come back.

The Character may create as many Gems as they have points in Spirit, however if one is destroyed that point of Spirit is lost. The Maga knows where her Roho Jiwe are at all times and she knows if someone else is holding them.

Destroying the Gem themselves have current Spirit X 10 health levels and regenerates 1 health level an hour.

Sigil

Favor: 1

Time: 15 minutes

Level: 1

Range: Not Applicable

Duration: Not Applicable

Preparation: None

The character writes a Maga sigil on something or someone and places a Cant in the Sigil. The Sigil is then assigned an activation reason, this can be anything the Maga likes, including touching it, looking at it, trying to destroy it). If the Action goes off the Gift in it goes off on whomever activates the sigil.

The Cant in the sigil works like as normal. The Ritual of Restoration will recharge an intact sigil.

Sigils can also be used to hold Rites and Rituals so they can be made and then activated quickly by a Maga on the run. Activating a Rite or Ritual sigil unlike Cant Sigils Rites and Ritual Sigils can only be activated by a Maga.

Sisterhood

Favor: 3 per Sister

Time: 2 hours

Level: 3

Range: Self and one or more Maga by touch

Duration: Not Applicable

Preparation: Opening Rite

The rite of Sisterhood joins two or more Maga in a way that that is both spiritual and physical. The Rite links the Maga and her fellow Maga as a “Sisterhood”. The results of the Rite allows them to talk to each other telepathically regardless of range. Access each other Mana points if members are willing and gain +1 extra dice for each member participating in a Ritual together.

Snake Ward

Favor: 2

Time: 2 hours

Level: 2

Range: Sprit X 10 feet

Duration: Not Applicable

Preparation: Opening Rite

This Ward marks a person place or thing with a Sigil against the Serpent. Those in league or corrupted by the snake glow green to The Maga with this ward. If placed on a thing or place the c Maga that created the rite can senses when those under the influence of the serpent are near those things.

Spirit Bind

Favor: 6

Time: 2 hours

Level: 6

Range: Touch

Duration: Not Applicable

Preparation: Opening Rite

This gift only effects a person killed by the Maga. The Maga must place it on the body of the dead no less than 13 hours after death. If the Rite works the spirit of the dead body is bound to an object or the casters choosing. The item the spirit is bound too must be of high quality, be at least 20% silver and have the name of the person carved on it. master work quality and be 20% or more silver.

The Maga can now command the Spirit to do her bidding and is immune to the Spirits abilities. A bound Spirit counts as a Minion of the Maga.

Summoning

Favor: 2

Time: 2 hours

Level: 4

Range: Not Applicable

Duration: Not Applicable

Preparation: None

The Maga teleports one person to them via a mystical circle drawing on the ground in a paint made of ground chard bone. The Person's Full and true name must be known by the Maga and unwilling participants can resist as they would any other Gift.

The Rite of Restoration will recharge The Summoning circle to summon the person it's written for back or to teleport them to the Maga gain.

Talisman

Favor: 4

Time: 24 hours

Level: 3

Range: Not Applicable

Duration: Not Applicable

Preparation: Opening Rite

The character a combination of stone precious metals, bones and wood to create a Talisman to focus their magic through. The Talisman can be a wand, staff or something more mundane.

The Talisman has the following abilities:

1. The character can spend a mana point to negate a flub on a Gift roll.
2. The Talisman grants +1 Gift Dice.

Warning Ward

Favor: 6

Time: 24 hours

Level: 3

Range: Self or Willing other by Touch

Duration: Not Applicable

Preparation: Opening Rite

This sigil is placed on the Maga with ink made from Spiders eyes. The Sigil can be visible or invisible and grants the person with it +1 Dice to inactive and dodge as they can sense danger.

Watcher

Favor: 2

Time: 1 hour

Level: 3

Range: Not Applicable

Duration: Spirit X 1 minute.

Preparation: Opening Rite

The Maga sets a Mirror or water in a silver bowl in the middle of a magic circle and places a drop of blood of a person whom she wishes to use as a proxy. Those unwilling can resist this like a normal gift. If successful the Maga can see what her proxy sees and hear what her proxy hears.

Unwilling Proxy even though they can resist have no idea they are being used as a spy. The Maga also has no control of what her Proxy observes. This is why a lot of Maga uses this spell in conjunction with a Poppet or similar device or spell.

COVEN MAGIC

Maga can choose to work as a Team to use a Gift. Calling a "Coven" together is the best way to work magic on a large scale.

Coven Members

A Coven consists of at least three magi each with a specific job. The larger the coven the more powerful it is and the more jobs can be filled.

Required Members

Anchor: the Anchor grounds the energy in the Coven and keeps it under control. Every Anchor a group allows them to change one failed roll one extra Gift Dice.

Guard: The Guard keeps the group safe from outside negative Energy. Every guard allows for one reroll of a failed dice roll.

Center: This is the person working the bulk of the Magic (she makes the Gift Dice roll). While usually a Priestess it can be any Path.

Optional Member

Singer: A singer provides through prayer and praise to the Goddess Head energy. Each Singer can provide a bonus to duration, effect, damage and Range.

A single Singer can double one of the following an effect, range, duration or damage. This means multiple singers can double multiple parts of the Gift.

For truly long range Magic three Singers can be dedicated to range and make the range of a Spell limitless and capable of hitting anyone on the planet.

Calling the Coven

Calling a Coven is considered a Rite and at least one of the members

Calling the Coven

Favor: 0

Time: 15 minutes

Level: 1

Range: Not Applicable

Duration: Spirit X 1 minute.

Preparation: None

Holding hands in a circle around candles of beeswax and Sigil or statue of the sigil of the goddess head—a group of magi merge powers and energy as a Coven.

Coven Gift Roll

Once a Coven is together they can make their Gift Dice roll. This is done like any other Gift-Dice roll with bonus dice granted by Centers and Guards being able to alter one or more rolls.

Counter Coven

Sometimes a group of Maga can run afoul of a "Rogue Coven". Working a Gift against them. If the Coven have time they can work to defend themselves or member.

A counter Coven works in defense to help an ally resist a spell. They do this by gathering together augmenting an ally's resist roll. The Center or the spell targets makes the resist roll with each member adding a die and the Guard being able to alter failed rolls as per a normal Coven.

CHAPTER 2: CHARACTER GENERATION

SWAG

Maga understand that their power isn't the only weapon they have against the "Serpent". They know the right equipment , allies and a healthy bank account can make both life and the war against the Patriarchy easy.

Swag represents the things the Maga "posses" outside her own abilities that can help her in her fight and to a lesser degree defines who she is. Some Swag also allows the Gamemistress and Player many role plying opportunities.

Purchasing Swag

Swag is purchased with Path points, Each Level of Swag costs the same in Path points. In some cases a character can have multiple versions of the same type of Swag (Artifacts and Thrall) and may even have multiple types of Swag that represent the same thing.

Defining Swag

Swag unlike other parts of **Bellum Maga** is kept rules light as it allows players to have an almost limitless variety. The higher the Swag level (1-5) the more useful it is to the character with the Gamemistress deciding exactly how and giving information, perks and rolling bonuses as needed.

For the Gamemistress, though examples are given with each type of swag, a good way to define swag is the equivalent of a dice bonus or a Gift of a similar level every level or multiples smaller Gifts.

Gamemistresses should also keep in mind this is a role-playing game, not roll playing. Swag that better fleshes out a character should be given preference over those that are half-hearted attempts to beat the system.

Losing Swag

Swag though purchases for can be taken, lost or destroyed. Players that lose hard earned Swag should be given a chance to gain new Swag or at least be discounted on the repurchase of Swag.

Allowing Swag to be repurchased at an exchange rate of three Favor per Point of Swag (instead of the normal 5) is a fair way to compensate Players for lost Path Points. It also gives the Gamemistress a chance to focus on a character through Role-playing her search for what she's lost.

Types of Swag

The eight types of Swag vary in role-playing potential in use. They are however laid out the same way.

Name: The Name of the Swag

Description: What that swag is and what's its useful for.

Examples: Examples of that type of Swag per level.

Swag

Artifact	Lifestyle
Contacts.	Place of Power
Conveyance	Talisman
Familiar	Thrall



Artifact

An artifact is magical item that helps the Maga in some way. Artifacts are different from a Talisman as a Talisman has a very specific use (Helping with Gifts). What shape the Artifact takes is defined by it's creator (Player or Gamemistress), however in most cases they can be worn or carried by a single person.

All Artifacts require the approval of the Gamemistress.

Examples:

Level 1: A jacket that keeps the wearer warm no mater how cold it is and has pockets that hold twice as much as they should. A Bowl that instantly feel with whatever food the character wants and a smart phone that always has service.

Level 2: A gun that never runs out of bullets, a ring that protects the wearer from a small amount of damage and a book that shows the life story of anyone who's blood is spilt on it.

Level 3: A lighter that can be used as a mini flame thrower, A purse that can hold a room full of things ,A sword that can does extra damage and glows . Shoes that allows the wearer to run faster and run on walls

Level 4: A suit of armor that folds on to the character out of a piece of jewelry. Paints that who's drawings of normal items turn real for a short period, a Crystal that can store mana points and release it as a Damage or healing.

Level 5: A suit of magical power arm that provides protection and some physical enhancement. A Powerful magical weapon that does increased damage and bursts into flame and A ring that can Teleport the wearer to any place they've been.

Contacts

Contacts are people who provide information and non-combat support to the character. A contact may be a person or an organization and though they will help they do get a tad testy if they are asked to help to often.

Contacts should be able to help once a game, but if called upon multiple times a game they my choose not to answer or want a favor in return.

When creating contacts the area of expertise of the contact should be defined, are they law? science, crime or politics?

Examples:

Level 1: A beat cop, Local thug or an internet blogger

Level 2: Lawyer, Doctor or Reporter

Level 3: Local politician, News Editor or Police Chief

Level 4: FBI Agent, Scientist or a Senator

Level 5: World Leader, Powerful Maga, Vampire Lord.

Conveyance

Transportations of all kind are covered in this category of Swag. Flying Brooms, Teleporting Police call boxes and really fast sports cars. A Maga's mode of transport tells a lot about her.

Conveyances levels sow their expense, and abilities. Normal conveyances a person can buy in the real world are usually level one with those with fantastic powers taking up the upper levels.

Examples:

Level 1: Normal vehicle (Muscle car, Van, truck, motorcycle)

Level 2: Normal vehicle with a minor abilty like limited flight or a standard flying broom or carpet. Exotic vehicles like a Helicopter or jet pack.

Level 3: Normal or magical conveyance with multiple small magical powers or enhanced speed. A Car that ca shrink to the size of a toy, a flying broom that can be controlled remotely.

Level 4: The conveyance as game effecting abilities like on board weapons, armor and or minor magical abilities. It may even be self aware.

Level 5: Modes of transport with multiple game altering abilities such as teleportation, being bigger on the inside.

Familiar

A Familiar is an animal ally mystically connected to the Maga. The connection is so strong in fact they Maga and her familiar can speak telepathically to each over long distances and see through their pets eyes and

Familiar's levels are based on how powerful they are physically and mystically. A cat Familiar is normally 1, but a cat that can fly and breath fire may be a three or four



Examples:

Level 1: Normal pet (Cat, Dog(under 50lbs) , bird or rodent.

Level 2: Exotic pet (Large dogs, small great cats (Like a leopard), wolves, or Birds of prey). A Normal pet with a minor mystical ability.

Level 3: Lion, Tiger, bear, am Exotic pet with a minor mystical ability

Level 4: A small magical animal like a cat sized dragon, A large animal with a minor mystical ability like a winged Gorilla

Level 5: a Powerful magical creature like a horse sized Dragon that can turn invisible or a Manticore.

Lifestyle

Maga understand that one of the serpents tools to corrupt is Wealth. Still being well off is has it's perks in the world. Money can be used to purchase normal things, grease the hand of everyone from the just to the corrupt and to make life easier.

Life shows not only a character's money but how well they live. Are they an upper middle class professional, or a millionaire? Gamemistresses should have players match their players' lifestyle with an occupation. How do they make and maintain their wealth.

Default Life style (Middle class)

Default lifestyle is Lower Middle class. The character struggles but makes it through from paycheck to paycheck. They rent a small apartment, eat the occasional meal of raman and do their own laundry.

Examples :

Level 1: Middle Class- The character has a steady job that pays well enough to keep them in an average apartment or rent house. They drive a car a few years old, eat out occasionally and have luxuries like internet and cable television.

Level 2: Upper Middle Class: Hard work or luck has left the character with money for everything they need and then some, They drive a new car, are paying on a nice home, can eat out as they like and can spend money on hobbies, vacations and more.

Level 3: Upper Class- The character is financially I a good place, They have enough money to indulge themselves , Have a top of the line new car, maybe a large paid off home , a maid and money enough to enjoy themselves on a daily biases.

Level 4: Prosperous- The character is barely or almost a millionaire. They are either taking it easy and living it up as best they can or working hard to keep what they have. They own a nice house and maybe a smaller one on the side, have a few cars and "people" to take care all of that and more.

Level 5: Wealthy- Heir, Mogul or talented performer, the character is an officially billionaire who's money is working for them so they don't have to (but they can if they wish)

Place of Power

A Place of power is a Room, building or area aligned to the Maga. Here powers are greatest there and it might even respond to her thoughts at higher levels.

All Places of Power starts with a base set of abilities at level one, after that more abilities can be added at the Gamemistresses discretion.

Example

Level 1: The Place of power is twice building on the inside or out or in the case of outside areas, twice as big as it looks from outside the area. It also has the following abilities: +2 Dice to all Gifts used there by the Maga, the

Maga's Dice to resist harmful magic is double there and the Maga regains Health and Mana Twice as fast there.

Level 2-4: The character may add one of the following abilities to their Place of Power.

1. The Maga cannot Flub in her place of Power
2. The Maga can Spend a point of Mana to only allow her abilities to work in her Place of power for Spirit X 1 hour.
3. The Maga can spend a Mana point to instantly change the layout of the Apartment and alter the color and composition of the floors ceiling and wall to any type of stone or wood.
4. The Maga ignores 2 Dice of damage in her place of power.

Level 5-6: The character may add one of the following abilities to their Place of Power.

1. The Maga may control the flow of time in her place of power, doubling or halving it when compared to the outside her the area of her influence.
2. The Maga adds a door that pens up to up to three doors outside the place of power. The Doors must be set when this ability is added .
3. The Place of power regenerates any damage done to it within 24 hours.

Talisman

A Talisman is an object that focuses and boosts a Maga's Gifts. It can be a wand, staff, cane, computer, medicine bag, weapon o whatever item the character likes as long as it is hand held.

At level one, Talisman's have a set number of base abilities with new abilities that can be added at higher levels. The Talisman is twice as Fitness as an item of its normal type plus, the character can spend a mana point to negate a flub on a Gift roll and the Talisman grants +1 Gift Dice.

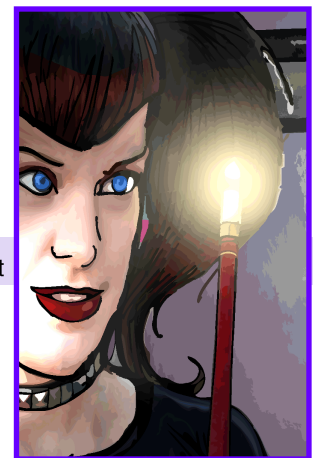
Examples:

Level 2-4: The character may add one of the following abilities to their Talisman.

1. The Talisman can be made to return to the owners hand as long as it's not block/restrained and is less than 100 feet away.
2. The Talisman provides an extra Gift Dice for a specific Gift type.
3. The Talisman Stores an extra 2 Mana points.
4. Anyone trying to use the Talisman without permission or steal it takes 2 Dice of Damage.

Level 5-6: The character may add one of the following abilities to their Talisman.

1. The Talisman protects the owner allowing them to ignore 2 Dice of damage.
2. The Talisman stores a Level 3 or lower Gift that can be used by the Maga if they are holding the Talisman and spend the magic points.
3. A pre cast Gift can be stored in the Talisman, IT goes of instantly at the owners be hest but costs +2 Mana points to use.
- 4.



Thrall

A Thrall is a person who services the Maga without question. They could be a friend, relative, servant or creation. Thralls never question their Maga and would die for her if need be.

The level of the Thrall presents how useful they are. A Level one is just a normal person while a level 5 is a superhuman sidekick. A Thrall is never more powerful than the Maga and has no resistance to her Gifts.

A Character may also chose to have multiple Thralls as long as the total Level of starting Thralls do not exceed 5.

Examples:

Level 1: The Thrall has 10 total levels to divide amongst all their Attributes (Maximum of 2) , 6 points for skills and up to 1 points in Flaws.

Level 2: The Thrall has 12 total levels to divide amongst all their Attributes (Maximum of 3) , 8 points for skills and up to 2 points in Flaws.

Level 3: The Thrall has 14 total levels to divide amongst all their Attributes (Maximum of 4) , 10 points for skills and up to 2 points in Flaws.

Level 4: The Thrall has 16 total levels to divide amongst all their Attributes (Maximum of 5) , 12 points for skills and up to 3 points in Flaws.

Level 5 : The Thrall has 16 total levels to divide amongst all their Attributes (Maximum of 5) , 12 points for skills and up to 3 points in Flaws. They may also have a minor power like ignoring a point of damage or night vision .



CHAT: Magicalmavens.com

EILocaBruja: Guess who just discovered you can take a gift and honky-rig it? [#honkyrigingisathing](#)

MiZHellsBell: As A "Honky" I'm thinking about taking offense to that. But I'm curious about what you did, Loca

Webmistress Minerva: Please, lets try to be better than the Patri-boys and not use racial epitaphs. [#banit](#)

EILocaBruja: Sorry Amigas. I'm call it "Brown Arrow". You hit a fool with it and they shit and scream like bitch . . . A lot.... [#Arrowsofartemis](#)

HothoneyloveL: TMI Sweetie, Funny but TMI!

MiZHellsBell: All is forgiven. I need to try that. I have a few subbies that would love that.

Silveris4ever: Can't you two move this to the Domina's Den room?

EILocaBruja: I'm a Furie I can't get in there, Ms. Snooty -booty .

Webmistress Minerva: Boom, Access granted. [EILocaBruja now has access to Domina's Den.](#)





The Gamemistress is one part referee, story teller, actress and host. It's her job to run Bellum Maga. Being a good Gamemistress means understanding the rules of the game, the time of the game and understand the players (and their characters).

This chapter will cover as much of that as possible, but beware, sometimes a Game Mistress you'll find situations we haven't covered. In those cases we suggest you Role-play through it or apply a simple Difficulty vs, attribute roll.

DICE ROLLING

Dice rolling is a large part of this game as it fairly and randomly decides the outcome of events. The Player will roll for the characters and the Gamemistress for everyone else.

Bellum Maga uses the cubed shaped size sided Dice also known as a D6. When rolling Dice the Player and Gamemistress need to keep track of failures and successes.

Failures: Roll of 1, 2 and 3

Successes : Roll of 4, 5 and 6

1's and 6's

Rolling a 1 or a 6 on a die (dice) results in an alteration of the results on a roll. Every 1 removes a success die while ever 6 counts as two successes.

Example: Selene's player rolls 3, 1, 4, 4, and 6 on skill rolls using 5 dice. She has two failures (1 and 3) and four successes (4, 4 and 6 (6 count as two)). The one removes a success (removed lowered number rolls first) but the six counts as two leaving her with a total of three successes

The only exception here is Luck Dice, a 1 on a luck dice doesn't subtract a successes nor does the six count as two, We suggest to make things easier your Luck dice be a different color from other dice.

Flubs and Crits.

Rolling all 1's and 6's also alter results. A Flub, a disaster of a roll takes place when all ones are rolled. A Flub can take place one dice is rolled. A Roll of all 6's is a Crit. A Crit requires a roll of a minimum of two dice and is a roll showing perfect execution.

CHAPTER 3: GAMEMISTRESS

When a Flub happens things go horribly for the Character that “made” the roll. Exactly how is up to the Gamemistress, this can be anything from taking a point of damage, to losing a weapon or an advantage in a situation.

Example: *Selene is trying to convince a powerful Regina to remove a curse that's causing havoc in a small town. Selene rolls Persuasion and Flubs. The Regina is upset that an upstart Domina would dare ask her to undo a spell and attacks.*

A Crit is the best possible of any roll. When they happen the character gains a bonus, be it extra damage, a positive change in a situation or ignoring a level of damage. The specifics are determined by the game mistress but should have something to do with the type of roll and the current in game situation.

Example: *Selene is in the middle of a fire fight and is hit by a bullet. She rolls a Crit on her Fitness roll. The Gamemistress determines that Selene ignores an extra point of damage.*

Number of Dice rolled

Each situation that requires dice to be rolled requires a specific number of Dice. How many dice that needs to be rolled is very important to the game and can be found on the chart below in most cases.

DICE NUMBERS	
ACTION	DICE NEEDED
Combat	Battle + (Muscle or Agility) or Just Muscle -1 or Agility -1
Damage	Damage Dice
Dodge	Battle (Or Instinct)+ Agility or Just Agility
Gift	Magic+Spirit
Initiative	Agility + Battle or Agility +Instinct or Agility
Resist Damage	Fitness Attribute
Resist a Gift	Spirit or Magic+Spirit
Resist a Skill	Skill Resisting Attribute
Skill	Skill Level +Related Attribute
Untrained Skill	Related Skill Attribute -1

Translating the above into practical numbers is easy If a Skill has 2 levels and an Attribute 3 and they are added together than the resulting number , 5 is how many dice needs to be rolled.

When a situation arises where a character wants to try something they are not trained in. A skills related Attribute -1 is used for untrained actions

Example: *Minerva tries to throe a Punch at Nazi-Ubermensch. She's not trained in battle but can use her Muscle attribute (2) to try to hit the Aryan super-clone. Rolling 1 dice she hopes for the best.*

Splitting Dice

When a character wishes to do more than one thing in a round they may split their dice. Splitting dice means they divide their dice into groups (minimum of 2) and roll. This allows for separate attacks, spells and more.

When splitting Dice on one type of roll can be used. So no splitting Gift and Battle Dice to do multiple magic and combat actions. Splitting can also only be done in combat and requires splitting your Initiative dice to account for ever roll.

Example: *Selene wants to use a Gift on three victims. She has a total of 10 Gift Dice but only a 6 Initiative Dice to roll. That means while she can roll 3,3 and 4 dice on the Gift if she chooses , she can only roll 2, 2,2 on the Initiative meaning at best she'll have a 2 initiative .*

COMBAT

Combat is when two or more character enter into a situation where they are trying to injure, capture or blast each other to death or into submission.

To help organize this fast paced part of the game combat is divided into segments called rounds and actions, each character has a set number of things they can do and each character has a set time they can act.

Combat Time

There are two types of combat based time the Gamemistress needs to understand

Action: A single act a character can perform. An action lasts about 1-3 seconds in Game.

Round: After everyone who can or wishes to perform actions has gone that's a round. A round lasts about thirty seconds.

Initiative

At the start of combat all characters involved need to determine their initiative. Initiative is done by rolling a number of dice equal to their Agility + Battle, Agility + Instinct or Agility.

Combat then proceeds in order of highest number successes to lowest.

Examples: *Selene, Minerva and Ingrid are fighting 4 Black viper Security guards. Minerva rolls two successes, Selene rolls four successes, Ingrid rolls four successes, The guards roll five, three, two and one respectively making the order of combat*

The Guard, then Selene Then Ingrid, , then another guard, then Minerva and a guard and finally the last guard.

In the case of a tie, the character with the highest Agility goes first amongst those tied. If it's still a tie both characters roll D6 with the highest roll going first.

Holding initiative

A character may choose to go anytime after their Initiative including reacting to another character's action as long as they state they are holding initiative. Held initiative must be used by rounds end or they are lost.

Splitting Initiative

As it was explained before Initiative can be split to allow multiple actions in a round. Doing so however lowers your chances of going first.

Surprise

Characters can try to surprise a foe with the Ruse skill (Ruse+Agility) in the form of attacking from stealth or from a hidden place. If a character attempts to use surprise they must contend with their would be Victim's Observation of Instinct skill. (Observation Brains, Instinct+Agility). The contest between Ruse and Observation/Instinct is done before initiative.

If the surprising party wins they gain +2 Dice to initiative and the surprised party gains -1 dice to dodge against their foes first attack. On the other hand, If the surprised-party wins they see the attack coming and gain +1 dodge dice against their attackers.

Attacking

When a character is attacking a victim they are either trying to injure or incapacitate them. How a character is attacking depends on what skill and or attribute they are using.

ATTACKS	
ATTACK	ROLL USED
Gift/Magic Ability	Magic+Spirit or Spirit
Grapple	Battle + Muscle or Muscle
Gun, bow or other Ranged Weapon	Battle + Agility or Agility
Knock out/ Incapacitate	Battle + Muscle
Punch/Kick	Battle + Muscle or Muscle
Sword or other hand held weapon	Battle + Muscle or Muscle
Throwing knife or throwing weapon	Battle + Agility or Agility

Once Attack type is determined the character's player or the Gamemistress (for NPC's) rolls the appropriate dice. Counting up Successes.

Attack Types

There are many ways a character can attack. Each attack has a damage or effect it does.

Assault Rifle: Military style automatic/semi automatic weapon. Assault rifles can fire D6 times in a single action. Fitness roll and protection is subtracted from each bullet fired.

Bow: Arrow firing long or recurve bow.

Grapple: A Hand to Hand attack that if successful keeps a character from acting until they defeat the person holding them in a contest of Battle + Muscle or Muscle vs. Muscle.

Hand gun: A semi-automatic or automatic hand gun.

Hand Weapons. Hand held weapons that fall into the categories of Light (Fencing foil, Baton, billy club), Medium (Most swords, Tomahawk) Heavy (great sword, war hammer, Great ax)

Punch/Kick: Typical Hit or punch common to both martial arts.

Rifle: A standard non automatic hunting rifle.

SMG: A compact automatic weapon known for high rates of fire, can fire D6 times as a single action. Fitness roll and protection is subtracted from each bullet fired.

Stunning Blow: The attack takes Victims Fitness+2 successes to work. If it does the target is knocked out.

Throwing: Various throwing knives and stars.

ATTACKS

ATTACK	RANGE	RATE OF FIRE	ROUNDS	DAMAGE DICE
Assault Rifle	700 ft	D6	30	15
Bow	300 ft	None	12-24	10
Grapple	None	None	None	Muscle (Holds Victim)
Hand Gun	100 ft	None	6	10
Heavy Hand Weapon	None	None	None	Muscle +5
Light Hand Weapon	None	None	None	Muscle+2
Medium Hand Weapon	None	None	None	Muscle +4
Punch/Kick	None	None	None	Muscle+2
Rifle	1500 ft	None	12	14
SMG	90ft	D6	50	13
Semi Automatic Pistol	160 feet	D6	16	12
Stunning Blow	None	None	None	If Victim fails cannot act for D6 rounds
Thrown	Muscle x 10 ft	None	None	Muscle+1

Attacking in less than perfect conditions

Sometimes a character is attacking a victim on uneven terrain, at night or in a fig. The Game Mistress should apply -1-2 Dice to rolls in situations that are problematic.

Dodging

The best defense is not getting hit. Dodging allows a character to do just that. The character moves out of the way of an attack or moves in such a way to make her a harder target to hit.

All players have one free dodge a round. All other Dodges cost Dice from your actions, If a Person has a total of 8 Dice to attack (Battle Skill +an Attribute) and they dodge twice that leaves them with 7 dice for actions , be it Hand top Hand or Gifts.

To dodge a character needs to make a dodge roll with successes that matches or exceeds the attacking roll.

Blocking

Blocking an incoming attack is done the same way as a dodge. However instead of taking no damage the thing your blocking with takes the damage or in the case of blocking hand to hand with hand to hand damage is halved. Blocking a Hand weapon with another Hand weapon (called a Parry) results in no damage like a dodge in most cases. However if the victim flubs their weapon is destroyed.

Damaging

When a character is hit they lose Health Level. A person's Health Levels is how much damage they can take. When all of a character's Health levels are gone they die.

Determining Health Levels

A character gains one health level for each part of the Health chart per their Fitness. So a character with a health of three Health chart should look like this.

Rolling Damage

When determine Damage the character rolls their attack Damage dice, Successful rolls count as damage and must be taken or lessened, failed rolls don't count towards actual damage. Extra Successes gained by rolling a 6 acts as extra damage.

Taking Damage

Every time they take a point of damage They remove it from the health chart . If they take enough damage their injuries will alter their rolls by the number you see in the parenthesis. That number is the number of dice they lose to any roll while at that injury level. Thus, if a character is Hurt they are -2 Dice to all rolls.

HEALTH CHART		
3	Fine	(0)
3	Fine	(0)
3	Bruised	(-1)
3	Injured	(-2)
3	Injured	(-2)
3	Hurt	(-3)
3	Hurt	(-3)
3	Maimed	(-4)
3	Dying	(-5)
3	Dead	(-6)

Death and Dying

When a character reaches Dying they start to Die and lose a Health point ever round of combat. or minute till they are stabilized .

To stabilize the character you need to make a stabilization roll with four Successes. This is done with either a Fitness roll as your only action during a combat round or out of combat or a Fitness roll by the injured party and a Medicine roll by an ally. But rolls and any successes counts four needed. Using a gift to stabilize a character or heal them 5+ Health level also stabilizes a character.

Once a character is Stabilize they stop losing Health Levels automatically but can still use them through injury.

The Fitness Roll and Protection

A characters general fortitude and protective clothing and items can also keep them from taking damage. The Fitness roll allows a character to negate some of the incoming damage.

Your Fitness Dice is equal to your current Fitness attribute)Plus or minus any enhancements) for all damage. The amount of successes on the Fitness roll is subtracted from the amount of successes from the damage dice to determine true damage.

Example: Selene is shot and taking 10 Damage dice, After a Damage dice roll 6 of those Dices are successful meaning Selene has 6 points of damage she needs to stop. She makes a Fitness roll with three dice and has two successes. That means she's now taking four points of damage.

Protection



Spells and armor can negate Damage dice . How many damage dice are subtracted before the damage dice are rolled regardless of the protection type.

Example: Ingrid's armor allows her to ignore 4 Damage dice. She' hit by an attack doing 12 Damage Dice. The Gamemistress rolling for the attacking NPC rolls 8 damage dice instead of 12.

Characters can purchase or create various types of worn protection to help increase their characters survival rate. Everything from medieval style armor to modern Kevlar are available to a character of they have the right contacts or know where to look. Multi armors do not provide extra protection with the exception

ARMOR	
ARMOR TYPE	DAMAGE DICE MINUS
Helmet	2
Kevlar	6
Leather Armor	1
Leather Jacket	2
Metal Chainmail	3
Metal Plate	5
Military Ceramics	7

of the helmet and players wishing Armor should either buy it as an Artifact or attain it in game.

Other types of Damage

Gamemistresses will have to deal with more than just Gift or Battle damage, characters may get poisoned, hit by a car are fall off a building, exactly how much damage is as follows.

Healing

OTHER DAMAGE	
SITUATION	DAMAGE
Cold	2 dice of damage per minute
Drowning	3 dice of damage per minute under water.
Electricity	D6+4 dice of damage
Fall	1 dice of damage per five feet.
Fire	2 dice of damage per minute
Hit by vehicle	1 dice of damage per 5 mph.
Poison	D6 Dice every minute up to a set time or till cured.

CHAPTER 3: GAMEMISTRESS

Over time most injury and wounds heal. How fast a person heals depends on the character and situations.

Normal Healing

FITNESS	HEALING TIME PER-LEVEL
1	1 day
2	12 hours
3	8 hours
4	4 hours
5	2 hours
6	1 hour
7	1/2 hour
8	1 minute
9	30 seconds
10	10 seconds

A character heals at a steady rate based on their Fitness.

This type of healing occurs as long as the character isn't under a spell or situation that prevents it

Magical Healing

There are Gifts than instantly heal wounds and eve accelerate healing. Gifts that heal tend to do so with no scaring or side effects .

Medical care

People heal faster under a physicians care. A Character with the Medicine Skill can make a Daily long term care roll on themselves or another character. This takes two successes and doubles the characters rate of healing for 24 hours as long as that person has a full eight hours of sleep.

DIFFICULTY AND ROLLS

SAMPLE COMBAT

Game Mistress: Alright ladies You see the rear of the building and the loading dock, there are Three armed men in Black Viper Gear. One sees you and points you out to the others. Roll initiative.

Minerva: I Suck at this . (Initiative (3) -Agility (1)) Rolls: 1, 4,2, 5 (1 Initiative)

Selene: I got this! (Battle (3) +Agility (2)) Rolls: 2,4,4,5 (3 Initiative)

Lisa: No Whammy! (Instinct (2)+Agilty (2)) Rolls: 3,4,4, 6 (4 Initiative)

Gamemistress: Order of battle is Black Viper Guard 1, Lisa, Black Viper Guard 2 and 3, followed by Selene than Minerva. By the way, Black Viper Guard one Raises his rifle and fires at Selene, (Battle (4) +Agility (3) 3,4,1,4,5,5, 4 (4 successes) You can either Dodge Selene or take the shot and make a Fitness roll.

Selene: the First Dodge is free (Battle (3) + Agility (2). 1,1,1,1 (Flub)

Gamemistress: I'm going to say you walked into that. So I'm adding a Die of Damage. You're wearing your +1 T-Shirt of power?

Selene: Ignore 2 points of Damage..

Gamemistress: That means you taking 11 Dice. This could hurt, (11 Dice) 1,4,6,5,2, 2,1,2,2,2,1 (1 Damage)

Selene: I'm throwing in both Luck Dice + Fitness of three. (Fitness (3)+ Luck (2)) 6,6,3,3, 5 (5 Success)

Gamemistress: Lucky! You take no damage.

Role-playing games actions are more than just combat. Characters can do all manner of things in and out of combat. Understanding the Dice and difficulty system makes figuring out how to apply the game rules easier.

Difficulty

When a character wishes to do something not directly involving another character the Gamemistress assigns a difficulty level\ repressing how hard the thing. action is. Each level has a number of successes needed associated with it. The more difficult the action the higher the level

DIFFICULTY LEVELS

DIFFICULTY	SUCCESSSES	EXAMPLE
Simple	1	Leaping over small log
Mundane	2	Leaping over a sofa
Tricky	4	Leaping over a fence
Extreme	6	Leaping across the space between two buildings.
Extraordinary	8	Leaping over a moving car

Example: Lin is hacking into a Serpent controlled business that deals in child labor. The Multinational corporation has a top notch cyber security system and the Game Mistress assigns it an Extreme Difficulty.

Lin Player rolls Lin's Brains (4)+ Computer (5). Lin rolls a 4,4,2,6,6, 3,3,2,3. While not a great roll she rolled the 6 successes needed to perform the hack.

Common Actions

While the difficulty rolls are designed to allow the character to do almost anything using a combination of Attributes + Skills or in some just attribute, there are a few actions that will come on more often and that depending on play style may require more detail.

Breaking: When a character wishes to be break something be it a lock , wall or door they are using their Muscle attribute. The Difficulty of the roll is based on the material strength and quality of the thing being broken. The ability to uses ones strength properly also helps. **Muscle+Athletics** or **Muscle** are the bases for any breaking roll.

The Gamemistress should ad +1 or 2 to successes needed for

BREAKING DIFFICULTY

MATERIAL/STRUCTURE	SUCCESSES NEEDED
Dry Wall	3
Metal	10
Plastics	5
Stone	8
Wood	6

superior structures and subtract the same for inferior construction.

Chase/Flee: Not surprisingly characters will spend a lot of time running. Be it away from something or towards something. Running Speed is based on Agility with again Athletics showing some expertise in it. Characters trying to run away or catch up to a person should do so with **Agility + Athletics** or **Agility**.

This can be done as a contest between characters involving a best two out of three situation with the winner gaining the advantage. Characters wishing to run in a manner to use skill and trickery to escape or catch up may use **Agility + Ruse**.

Climbing: While some Maga can fly getting to high places for others involve climbing. Climbing can be either Muscle or Agility. If it involves precarious situations such as swing ledge to ledge or lots of manual dexterity it's Agility, If its brute strength it's Muscle. Muscle or Agility + Athletics or just the attributes should be used for climbing with difficulty based on what is being climbed. Is sheer, dangerous or just really tall.

CLIMBING DIFFICULTY

STRUCTURE	SUCCESSES NEEDED
Hazardous rock face	8
Ladder or Fence	2
Vertical Rope	3
Wall	5

Proper equipment can add +1 or 2 to a roll. Regardless climbing takes time and characters are usually at 1/4 when doing so. Characters with Athletics can attempt to Free run and move at full movement while climbing but doing so adds +2 to the successes needed.

Examine: In games heavy on mystery characters will be asked

to examine rolls and look about. Noticing things involve the Brains attribute with Observation helping as a skill. **Brains + Observation** or just **Brains** is the most common way to investigate with your normal senses.

The difficulty is based on how well something is hidden or hard to notice. While a hair fiber may be tricky or extreme, finding a something that stands out could be simple or mundane.

Time also helps when examining and Gamemistress should grant a +1 or +2 dice bonus when players spend extra in game time looking.

Hacking: While a rare set of skills hacking has its place in modern adventures. The ability to break into secured computers/servers goes a long way towards information gathering.

Unlike a lot of skills hacking is so specialized you need the computer skill to use it. **Brains+Computers** is used for hacking with the difficulty based on the cyber security of the victim be it a home computer or a larger corporation server.

Hiding/Stealth: Sometimes a situation calls for some skulking

COMPUTER SECURITY DIFFICULTY

COMPUTER	SUCCESSES NEEDED
Home Computer/Laptop/Smart Phone.	3
Corporate Server/Computer	6
Government Computer	8
Over seen by Cyber experts.	+2



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about. A Character wishing to hide will use **Brains + Ruse** or **Brains** to figure out how best not to be seen while standing still.

Characters moving and trying not to be noticed uses **Agility + Ruse** or **Agility**. Either one involves a contest versus **Brains + Observation** or **Brains** of the person who they wish not to see them. Circumstances such as situation and lighting may provide a plus or minus 1 or 2 dice to the situation at the discretion of the Gamemistress.

Intimidate: Maga don't always need magic to make someone soil themselves. Intimidation uses mannerism and general badassery to frighten someone into submission. **Muscle Persuasion** uses physical presence to intimidate. **Spirit + Persuasion** is when a Maga shows a bit of magic like glowing eyes or hands to intimidate.

All Intimidation is a contest vs.. The victim's **Resolve** with the Gamemistress granting bonuses to dice (1 or 2) for role-playing and originality.

Pick Lock: Breaking into something with skill in not force usually requires the use picking locks. Lock picking requires the skill Ruse. **Ruse + Brains** can apply most locks that involve picks or combinations. Locks where manual dexterity is the key may use Agility + Ruse. Characters with Technology as a skill, plus Ruse should be given a bonus to rolls (1-2 dice) if they are working on a high tech lock.

Locks difficulty take into account their complexity and sensitivity

LOCK DIFFICULTY

LOCK	SUCCESSSES NEEDED
Combination	5
Electronic lock (Requires Technology skill)	7
Pad Lock	4
Vault Lock	8

Vehicle control: Cars, Airplanes, Brooms and carpets all have something in common, They require the same types of roll. In most cases this is **Agility + Driving** or **Agility** to maneuver a vehicle quickly and with precision.

The roll may be against another person's skill to get out of the way or when racing (Using best 2 out of three to determine winner) or against a difficulty level when dealing with harsh conditions and roads.

THE ART OF THE GAMEMISTRESS

DRIVING DIFFICULTY

DRIVING SITUATIONS	SUCCESSSES NEEDED
Harsh Conditions (Driving rain intense fog)	4
Maneuver between something	6
Lessen the effects of a crash (1/2 damage)	6





Knowing how and when to roll dice is only a small part of being a Gamemistress. A Gamemistress must be able to set the mood of her game, how to put a game together and how to reward players.

Don't panic!

The first rule of being a Gamemistress is relaxing. This is about having fun and telling a good story, being apprehensive doesn't help in doing either of those. Relaxing before a game will help you focus on your plan and the story you wish to tell.

Pre-work

Reading this book will not make you a Gamemistress. What will is committing to the duty and knowing that it's not all about you and what you wish to do.

The player's characters are as important to the game as your plans so aside from knowing what you want you need to know what your players want out of the game, Do they want adven-

ture? Fun, Drama, Battles, seriousness or comedy. The Gamemistresses job is to find a balance and make sure everyone is entertained and enjoying the game.

Before starting your Maga-Mundi group or any sessions you should do the following:

Have a plan: What are your plans for the first and possible second story for your group? What are the main adventure points.

Have your supplies: Be prepared to supply everything, have not only your dice and your rules, dice and character sheets for players. Also feel free to provide background music, snacks, anything that will help your game go smoothly.

Know your players: This is the most important thing to do as a Gamemistress. Players who do not like your game, who feel like an outsider in your game will not wish to play your game.

Know your rules: This is simple. Read the book, know the rules, visit our sites if you have questions.

THE MANY FACES OF THE GAMEMISTRESS

CHAPTER 3: GAMEMISTRESS

The Gamemistress (GM) has many jobs when it comes to playing creating a game session or a story arc. They are the head of a one person team who has the difficult job of entertaining his players and herself.

GM as cast

The Gamemistress will take on the role of every character not played by a player. A good actor treats a character more than just a role, they become that character and even think like that character.

The Gm should do her best to make each character unique so the player remembers the character and if you lucky becomes attached to that character.

GM as co-writer

The session or story-arc may be outlined by the GM, but it's the player's characters that move that story along and the best GM's work with the players to make a great story.

The Gamemistress should talk to her players often outside the game and ask them about what their characters want. She should also get to know the Player's characters as to build stories around their history.

GM as director

The most important role for a GM is directing the flow of a story and bring the best out of the players. It's through the GM the player sees, hears, tastes, smells and touches. It's her job to describe all of that and more in a manner that is both precise and quick.

GM as producer

As producer the GM provides for the game,, make sure everything is scheduled and orderly. In this capacity the work with your players to set up a place and time to play, answer questions work with us via our website or FB page on any rules clarifications and make sure everything runs smoothly.

The Gm also controls the pacing and its emotional tone. If the GM is serious the players are more likely to be serious, the GM sets a comedic tone there will be a comedic game.

A Session is a single game with a gm and players. A story arc is a long term multi-session story that involves the gm and players. Knowing how to build both are essential to the job of the gm and the enjoyment of all.

Sessions

A session is a single meeting or game for the players and GM. The Games usually take 2-4 hours and like any story should have a beginning middle and end.

Sessions depending on the players should also have at least one combat scene. The GM should keep track of what's going on in each session and if applicable keeps it tied to the story arc.

At the beginning of each session there should also be a recap. We also suggest writing down in brief what happens in each session and posting it online either on a social media or a place accessible to players, that way the players can keep track of what's going on.

After each session the GM should go over plot points from the session and take suggestions.

Story Arcs

A story arc is a complete story/adventure told through a series of connection sessions. Story arcs can best be described as completed books where a session is a chapter.

There is no set amount of sessions in an "arc", in fact you can if you chose do a story arc in one epic session. Regardless of length the story arc should allow players characters to grow and gain attachments

A good story arc has a single or multiple "big bads" to deal with series of happenings that must be overcome and connected by continuity between sessions.

The GM should lay down the important parts of her arc in an outline and chooses a session to "hit" those points.

They should also be willing to adapt points and parts of an Arc based on what players do as players tend to do unexpected things.

Gamemistress who do not deal well with change and are not willing to adapt do not keep their players (No Players, No Game)

SESSIONS AND STORY ARCS

PLOTTING

Bellum Maga is a game set in on an alternate Earth where the magic is a real and active thing. Deciding what aspects of the world to use in your sessions and story arcs is up to the GM, however to help we've provided information on common themes and plot points for the game.

Game Setting

What is your game about? Is it a political thriller, And adventure? Or a modern Fantasy? The setting goes a long way to build the background of the game the GM and player are participating in. Here a few suggestions.

Fist of the Goddesshead: The players are members of a coven who are assigned missions from an aspect/s of the Goddesshead. They deal with not only the serpent and their minions but rogue Maga and more and will find themselves on the wrong and right side on "Man's Law" depending on their assignment.

Huntress: Maga in this setting hunt the creatures that prey on the innocent thanks to the influx of magic back into the world. The Huntress may stay in one area or travel the world as they search out creatures of myth and legends.

On the Run: The characters are criminals or terrorist according to Man's law and are on the run from the so called "Authorities". The characters are either seeking a way to clear their names or are just out having criminally good fun and finding adventure along the way.

This type of game works well with Players that enjoy a little chaos and want characters who have "flexible moralities".

Revolutionaries: The characters are out to make the world better for women, the innocent and the down trodden. To that end

they go after those in power be it on a local, state or notational level under covering conspiracies by the serpent and it's minions and doing their best to destroy them.

This type of game is perfect for the more political minded players and those with a love of intrigue.

Atmosphere

Is your game gritty and dark? Light hearted and funny, or somewhere in between. Choosing the atmosphere for the game allows for better role-playing from all involved as it sets the tempo for the sessions and story arcs and lets players know what kind of character would best fit in the game being played.

GM should feel free to come up with their own themes or mix and match themes provided.

Adventure: Adventures is all about the fighting, traveling and blowing things up. Adventure based game always moves forward quickly and conflict is rarely solved with a round or two combat.

Comedic: Things are rarely taken seriously in this type of game and consequences are rarely had from comedic events. Comedy can also be found in dark places and events and in that case comedy is used to lighten the mood when mixed with a heavier atmosphere.

Dark: Dark takes seriousness to a new level as everything has consequences and the god guys rarely win or even break even. Fear is around every corner and terror is a way of life.

Going "Dark" takes a lot of work for a GM as they need to find what the players see as dark and what they fear.

Dramatic: The go to atmosphere for most games as it deals with interpersonal character relationships. The dramatic focuses less on action fighting and more on using emotion and intrigue to solve issues.

Mystery: "The truth is out there", or it might just be a red herring acting as the truth. Mysteries allow for players to use their intellect to figure out what is going on through clues provided by the gm.

Mysteries are perfect for competitive and conspiracy minded intellectuals looking to flex their mental muscle and have fun.





Antagonist

Antagonist are the foes of the Players characters. Or as the most antagonist think, the characters are their foes. The greatest of villains never see themselves as the bad guys and regardless who they are they should be portrayed more as people and less as mustache twirling clichés.

Black Viper: Black viper is a defense contractor that commit atrocities for profit. Connected to the Serpent they further various government agenda as private security, military and intelligence specialist who because of their political connection seems above the law.

Black viper is more hands on and in your face then most antagonist but because of government ties can use the court of public opinion against their enemies.

Corrupt Corporation: Corporation corrupted by the Serpent act without morality, experimenting on people, polluting and worse all in the name of profit. Such corporations are not aware of their corruption despite their dark agendas.

Corporations employ money and political pull against their enemies along with their various security forces.

Corrupt Government: Corruption in politics at the local levels and higher is something the Goddesshead cares about especially when women and innocents are hurt mentally and physically.

Corrupt politicians, law enforcement and more has the support of many duped citizens making dealing with them and looking like anything less than criminals hard if not impossible.

Monsters: The new magic in the world has awakened many of the monsters of myth and legend that now find themselves in a world they don't understand. Lashing out they can be powerful foes for a Maga as they prey on the people Maga protect or interfere with the plans of the Maga.

Rogue Maga: The Goddesshead picks women for the ritual of rebirth with a the very least the potential for strong independent thought and mental strength. That also makes a few go rogue and use their power just for personal gain and power.

Rogue Maga allow a Maga to match magic against magic and is easily one of the most dangerous foes a character can face.

The New Saints church: New Saints is a far right Christian evangelical church who are anti science, anti minority, anti intellectual and anti-environment. The new Saints church hides their hate behind a façade of Christian charity and righteousness

The new Saints despise the Maga and see them as the ambassadors of a an evil feminist agenda and want nothing more than to wipe them out.

The Serpent: The Serpent and its minions is always lurking bring dark thoughts and deeds to through bigotry, greed, misogyny and more.

The serpent works not just as a spirit, but through it's various organizations and it's Shapeshifting minions. It's the minions that are the hand of the Serpent as they murder and take the place of people in power to further their master's agenda.

FAVOR

Maga gain access to more Gifts, Improve skill and attributes by receiving Favor for the goddesses. Favor is the payment players/characters receive for success and is what they use to purchase new levels and other in game advantages.

The Gamemistress hands out favor to Players usually at the end of a Session or the beginning of a session. Favor is gained for a variety of reasons most are related to in game success or attitude while occasionally doing things outside the game can bring about success.

Gaining Favor

Favor can be gained for many things. Good role-playing following the pledge of a patroness and more. Gamemistress should grant a player at least 1 Favor a session and limit the total to no more than 7 a session.

Favor should be something a player has to work towards and not something that is given out too freely. It should also be used as incentive to make a game better by rewarding those that go out of their way to turn the game into a fun experience.

To give the Gamemistress an idea of the amount of Favor to give out for a given situation we've come up with the following list.

FAVOR LISTING

DEED	FAVOR
Character does something really spectacular.	2
Character follows her Patroness' pledge.	1
Character saves a friend or ally.	1
Character trains in game before leveling	1
Character uses a gift in a unique way.	1
Defeating a main villain.	2
Good Role-playing.	2
Helping defeat a main villain.	1
Player assists the Gamemistress.	1
Player makes first post on Bellum Maga	1
Player provides food or beverage for the game.	1
Player writes draws or creates something character related.	1
Uses wits and guile over violence.	1

Spending Favor

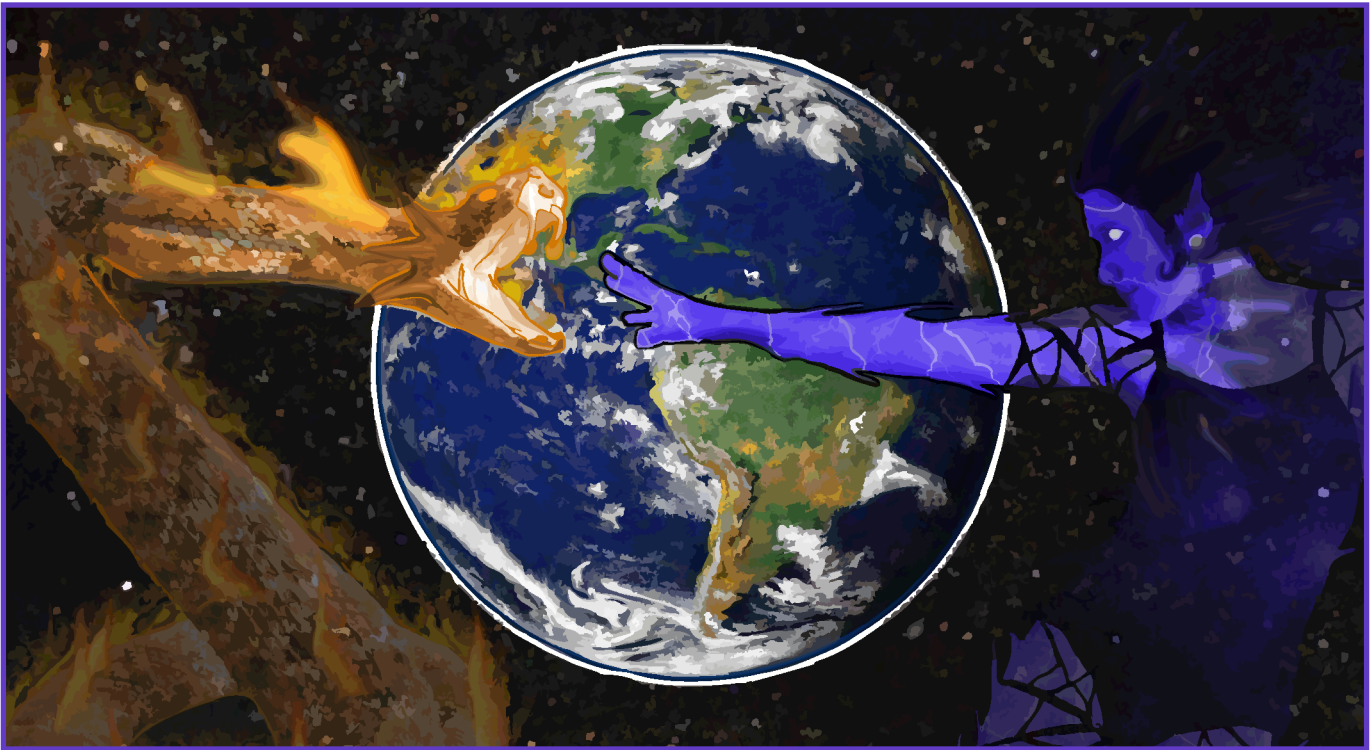
Favor can be spent on everything from leveling to making a re-roll. Once favor is spent it's gone and should be only be spent with some thought

FAVOR PURCHASE

PURCHASE	FAVOR COST
Character stabilizes	1
Extra Dice to roll	3
Go Up a Level	Level Cost
Ignore a Flub	2
Remove the effects of an ability or Gift	3
Reroll a Dice	2
Restore 2 Health Levels	3
Restore 2 Mana Points	3







It's all a lie, ever story, legend , religion , you name it, one big lie created so we would forget what was and what can be again,. It's a lie so old and deep that it has spawned lies of its own. It's also why upon our rebirth we all scream and we all cry.

My name is Minerva , priestess of Circe, leader of the Greenwich Coven and like you I'm a Maga . For millennia the newly reborn had to fend for themselves and hope the find more experienced sister before they accidently did something really stupid and really destructive. Now thanks to the Internet and my friend Lin magical servers there's **Magicalmavens.com** , A website dedicated to our kind, our struggle and our unique brand of problems.

MINERVA'S MAGA MUSINGS

This is a guide written by me for ladies like you, In it you'll find information on who we are, why we are and what's really going on. The information you'll find here comes straight from the some goddesses I'm friendly with , other maga and a few humans and other beings I know. And why I trust them all (some more than others) its up to you to do your own research and find your own unique path as a newly minted daughter of the Goddesshead. Speaking of which let's start there, You've met your Patroness, and maybe heard or glimpsed a few other aspects., but the goddess head is far more than them and far more powerful than we can imagine.

THE GODDESSHEAD

Wrapping your head around what exactly the Goddesshead for most people is like trying to explain the Ramones music to a tone deaf yokel in just colors. The Goddesshead is by here very nature near unfathomable , but for the sake of you and your future as a Maga I will try.

All planets have an energy field. And that energy field is composed of all the energy on that planet at a quantum level. When a planet gains life, instinct and thought creeps into that field and it starts to become quasi aware. When it gains "Intelligent" life the field wakes up and becomes a being of energy that is connected to and is part of that world and all things on it. That is not the Goddesshead, that is Gaia, the first goddess, the earth mother.

Once planet is aware it reconnects with the general awareness of creation and can start tapping that universal energy to increase its own and its own awareness, This usually happens when beings on it create religions. It's that combination of universe and earthly energy that connection that allows the creation of other aspects of that energy beyond mother earth and that's the Goddesshead. I think here I will note a lot of "mythologies" have Mother Earth and Father sky and this is actually a lot like that with one difference.

CHAPTER 3: GANEMISTRESS

If you can ascribe a gender to creation it would be as female as is the gender of Earth.

Yes, our planet is a lesbian, big whoop, right?

THE ASPECTS

After the creation of the Goddesshead through a little cosmic melding It chose its hands on the planet, the first Maga. Their job was to guide the intelligent life on the planet in a manner that best benefits all life on the planet and the planet itself. The First Maga were the Priestesses of Gaia, They used the gifts Gaia granted them to help humanity through long ice ages, build civilizations and over time became great leaders.



When a priestess died her energy returned to Gaia with her personality intact and could if needed be reform on Earth even more powerful than she was while alive, those where the first new aspects, Yemaya, Hecate, Corn Woman, Isis and a few others. The fact they where human and had taken the gifts and specialized them based on their personality and needs made them goddesses of not just nature.

Aspects had different names and appearances in different parts of the world, Artemnis was Arduinna and Diana. All moon goddesses with a bow. Athena has so many names and forms she's forgotten a few and she's the goddess of wisdom.

Aspects are part of the Goddesshead, yet in a way their own persons. It's like a large cosmic band that makes is best music together but can if needed be split off and do their own thing.

Maga

So what are you?

Are you a goddess? A witch? Or a crazy woman hearing voices? The answer to that question is yes. You are all of those things and so much more.

Think of maga as our world's voice/ guardian /trash lady. The Goddesshead has better things to do most of the time then appear on or planet, run things, keep things in order and get rid of things causing trouble. So they tap us... women who for some reason have the right temperament and potential to do what needs to be done.

We're usually, artist, poets, rebels, criminals, and outsiders, a bit touched in the head and a bit enlightened. They watch us, test us and then one day, usually in our darkest hour come to us and give us a choice, serve or not. Those that do... Well you know the rest, ritual of rebirth, we die, we're reborn and we get the mojo.

Maga have existed since the dawn of humanity, At one time we ruled the world, we kept everything in balance it was a beautiful matriarchy where magic and technology peaked in harmony. Sadly that didn't last and you get one guess why? Here's a hint, it has a penis.

THE SERPENT

I'm not a misandrist, I love men, I love my man Oliver, I love talking to them, I love the things they do, I love how they look and I love fucking them. But men, but not all men, did cause the fall of our species. And those men who started it had help, and that help is the serpent.

This is going to sound crazy, crazier than goddesses, and cosmic lesbians and all the things I've said before. Remember when I said planets were alive? Well our solar system has one than one planet. It has eight and occasionally nine planets. All of them were alive to varying degrees. The two closest ones to us were actually woke up at one time. Mars and Venus, they had life on them and in the case of Mars that life became self aware and so it became self aware. But where our planet was a loving mother, it was a the worse "sports dad" ever doing its best to create the ultimate beings through trials and tribulations just hoping to one day attract the power of creation and create a godhead.

Along the way his top sentient beings, what can best described as snake people destroyed themselves and left the planet a waste land. So where does a planet's conscious go when it's dying? To the one next door which was Earth only our planet was occupied by a very powerful Goddesshead and protected by Maga.

THE SOCIETY OF THE SERPENT

In a world ruled by women with awesome superpowers you would expect some people, particular some men to get jealous. Thousands of years ago a group calling itself the Society of the Serpent started plotting against the Maga and found that they had a very powerful ally, an ally so powerful they had named themselves after it without them knowing it. The Serpent in one of its aspects, Set appeared before them and told them they would be granted powers and position if they worshipped him.

The Society of Serpents agreed and were granted powers of a sort and through those powers and trickery and lies came positions of power among humanity. They literally rewrote history, vilified women and started to destroy the earth in order to weaken it so one day the Serpent could defeat the Goddesshead and steal its power and position.



TIME OF THE SERPENT

Ever wonder why the snake is so vilified in myth, legend and religions? That's the Maga and their allies trying to warn the world. Sadly the world didn't listen very well and the Serpent grew in power and the Goddesshead weakened.

In time Maga went into hiding or became almost as corrupt as the minions of the boss snake themselves as they tried to hold on to whatever sway they had. All those fairytale wicked queens where just Maga trying to stay ahead of the game and fight back only to become the villains themselves.

The Serpent chose technology over magic to do its bidding feeding mankind the technology that had decimated Mars over time and inspiring even more technology. Through prejudice it promoted a dark form of competition and through misogyny it made women feel inferior in hopes to prevent Maga from returning in mass. It was a perfect and insidious plan that brought us a history full of bloodshed, slavery and destruction.

Still the Goddesshead held on, for even weakened it was still able to prevent the Serpent from taking over.

THE RISING SOUTH

Sarah Diane South (aka Sadie South) is a name you should learn and respect and if you have time, revere. She was the last Maga before the 21st century. Born in South Carolina to the South's, a rich Slave holding family she was an abolitionist at the age of 13, a teacher at the age of 16 and traveling America speaking on slave and women's rights when she was in her 20's. Things people weren't keen on especially in America in the 1800's.

At the age of thirty Sadie would become a Maga and use that power to change the world. As medium she would visit the White House and talk to President Lincoln about the Evils of Slavery. After his death she would to the best of her ability while dodging the minions of the Society of Serpents place the world on a path towards women suffrage, immigrants rights and racial justice way into the 1920's when women inspired by the students of Sadie would rebel against social norms. Ever wonder why Maga who smoke use cigarette holders even today? It's our tribute to that time.

Sadie would for the sake of hiding her longevity vanish from "public" service for decades after those "roaring" times. Her causes had started to grow strength and the Goddesshead was starting to recover.

CHAPTER 3: GAMEMISTRESS

Across the world things were starting to improve and across the world the Serpent fought back. It created world wars, threatened us with nuclear annihilation and made us paranoid of various menaces be they communism, a gay agenda or feminism. For every step forward the enemies of a sane society pushed back. When someone spoke with logic, they spoke with anger, hate and bigotry.

Things finally came to a head a few years ago, a young girl named Ashley Porter was murdered by her classmates and their parents for the crime of "witchcraft".

NOVUS DEI

Ashley was fourteen a straight A student, not very popular but very strong willed. She loved learning new things and was a student of various philosophies and religions. She was also very vocal about how her school spent more money on athletics than arts and sciences and despite threats and some physical attacks made her thoughts well known on her blog.

What Ashley did not know was she was about to be tapped by the Goddesshead, all her "ducks" were lining up for her big day when her school's football team lost the big game. They needed a scapegoat, they found Ashley and a few books on alternative religions, they decided she used magic to cause the loss and on a cold autumn evening a group of students and parents dragged her out of her home, beat her, berated her and burned her alive. The authorities did nothing.

Local Police, FBI, no one in power did a thing, She was painted as an agitator, a pagan and someone deserving to die by the conservative media. But as it turned out she would not be forgotten as women's groups around the world took up the mantle "Avenge Ashley"

It was a boost of focused fury and anger against the Serpent and the Patriarchy that empowered the beleaguered Goddesshead enough to not just hold the Serpent at bay but to create a new generation of Maga. Yes, from one act of ignorance and hate came the power to create me and you and hundreds more of us around the world.



MAGA LIFE

So now that you're a Maga what exactly are you suppose to do? Is it okay to use your powers to win in Vegas, Can you turn the idiots that made your life miserable in high school into flatulent goats? To those I say yes you can, but remember with great power comes.... you know the rest.

Being a Maga is like becoming a member of the planet's personal medical staff. Your job is to make the world a better place, but how your do it is up to you and the Goddesshead.

Call to Action

Occasionally an Aspect of the Goddesshead, usually your Patron or a Patron of a member of your Coven will appear before you and give you an assignment. This kind of calling is something you cannot ignore, this is "the" reason you were tapped. This kind of call to action is usually straight forward like stop the cutting down of this forest, save this person or punish a serpent infested Asshole.

Now just because the Goddesses can appear to you and tell you what to do don't mean they will. Part of being a Maga is looking out for the minions of the Serpent, finding and helping those who are discriminated against and being a take no shit, hand of the divine retribution on your own. Circe (and other aspects), help those who help themselves and no amount of praying to them and hoping for change will change anything. So get out there and force change.

Promote the Goddesshead

The Goddesshead is in life or death struggle with the Serpent even as we speak. Our mother powered by our life forces and that of the planet literally needs your love and the love of as many people as possible. That love and belief empowers the Goddesshead and the more of it you send that way the quicker it can kick the Serpent in the balls for the last time.

On a whole we don't go door to door proselytizing, If you ever met my roommate Selene you'll know why because It'll go like that 90% of the time.

Lady answering door: May I help you young lady?

Selene: Circe tolerates you

Lady answering door: Who does what?

Selene: The Goddesshead demands your worship! I had a book explain all of it but I burned it up when I was setting fire to the Senator Tolman's campaign headquarters' last night

Lady answering door: I'm calling the Cops!

Selene: and I'm calling the Paramedics, Bitch!

I find deeds speak louder than words or threats. People will believe if they see you do a little magic and then explain. But remember, be careful the Serpent and it's goons are watching and may use your actions and words against you or find and hurt you or your loved ones.

Sisterhood

This should go without saying, but sadly it doesn't, all Maga are sisters all women are sisters and we are in this together. The serpent wants to break us, you break women, you break feminine power you break the Goddesshead. That's why we protect each other, we help each other and we do our best not to hurt each other.

The Serpent has placed in the media and society the idea that women need to be catty and jealous of each other, That's the Serpent, not the truth, truthfully we need each other and the more women you help, the more you inspire and the more positive feminine energies goes to the Goddesshead. Hurt the snake, help a sister.



CHAPTER 3: GAMEMISTRESS

COVENS AND GATHERINGS

Despite what you read and see on television Maga do not gather 13 at a time to dance naked (we call it sky-clad) under the moonlight. In fact I'm not a fan of mass meetings of Magas because it makes us not only big targets but ,With great power also comes great egos) yet sometimes we do need to get together and when that happens its ether to fight something really big or to party like hell.

Covens

A coven is a group of two or more Maga who live in the same area who have decided to share their Maga duties (And maybe an apartment because rent in NYC is fucking expensive). Covens have an advantage over a single Maga for multiple reasons:

- Covens work together perform really powerful magic
- Covens can watch each others back
- Covens offer a larger variety of gifts to a situation.
- Covens offer a larger variety of skills.

The advantages of working in a Coven far out way the issues the two most common is;

- You become a bigger target for the Serpent
- Interpersonal and ideology conflicts.

The later can be worked on and will lessen over time (Selene only shrinks my boyfriend once or twice a week now and no longer tries to feed him to cat). The being a bigger target is something you can work on too but truthfully it'll always be there in some form or another. Covens increase the chance of a Black Viper sniper team blowing your head off from two blocks away considerably but it also raises the chances that someone in your team might have Gifts that can prevent you being killed "ballistic trauma".

COVEN FAVOR

Gamemistress might wish to grant a small of Favor to a Coven. This Coven Favor is for actions of a Coven and can be used by any member of the Coven with the permission of the entire Coven or a majority of the Coven.

Coven Favor can also be spent on Coven Abilities that effect the entire Coven

BFF: Coven members can talk to each other telepathic at any range: Cost : 15 Coven Favor

Fight Training: The Coven gain +1 Dice to Combat rolls if at least 3/4 of the Coven is present. Cost: 15 Coven Favor

Unified Coven: The Coven works together and all members can borrow Mana Points from each other. At any range Cost: 20 Coven Favor



Gatherings

These are rare but sometimes a persnickety Maga with a bug up her ass (Yes Regina I mean you) calls a Gathering of Maga, from all over the world in one place. Well moit of us, because lets face it some people are just not social.

Gatherings are usually in "Safe Places" and while there is almost no threat of the Serpent finding us you still have to deal with what amounts to a Maga convention complete with seminars, dealers and more.

Gatherings also allows us if we can figure out who's in charge to cast magic on a level that even staggers my mind. We can literally will reality on Earth to change up to a point. Once and I'm not kidding you we Teleported New York to pocket realm for a week so we could fight an ancient Horror where it normally is. No one remembers it happening, no one ever will.

PLACES TO GO

There are some fundamental truths you'll learn, Reality is far more and far less complex than you think. That to us who know all doors are the same door, all crossroads are "the Crossroads" and that if you know where to look the world is full of places so amazing you may well become lost in their majesty and mystery.

Crossroads

What the Crossroads really is still unknown among Maga, many including myself think it's the first temple built at an ancient place where two great leylines meet. Regardless today it's the Maga's greatest secret and greatest weapon.

To reach the crossroad you need a key and to receive a key you need to be invited or know someone with a key. The key if used by a Maga can summon a door to the Crossroads. The door remains open for only a few seconds and once enter you are transported to the great forest.

The Forest Labyrinth

The Forest exists as a buffer just in case an unwanted guest finds there way through the door (The Serpent's minions had tried lots of times). This forest where the smallest tree is as large as a redwood is full of paths that can be walked with ease by a Maga. All other beings who are not touching a Maga will be come lost and separated in a few steps.

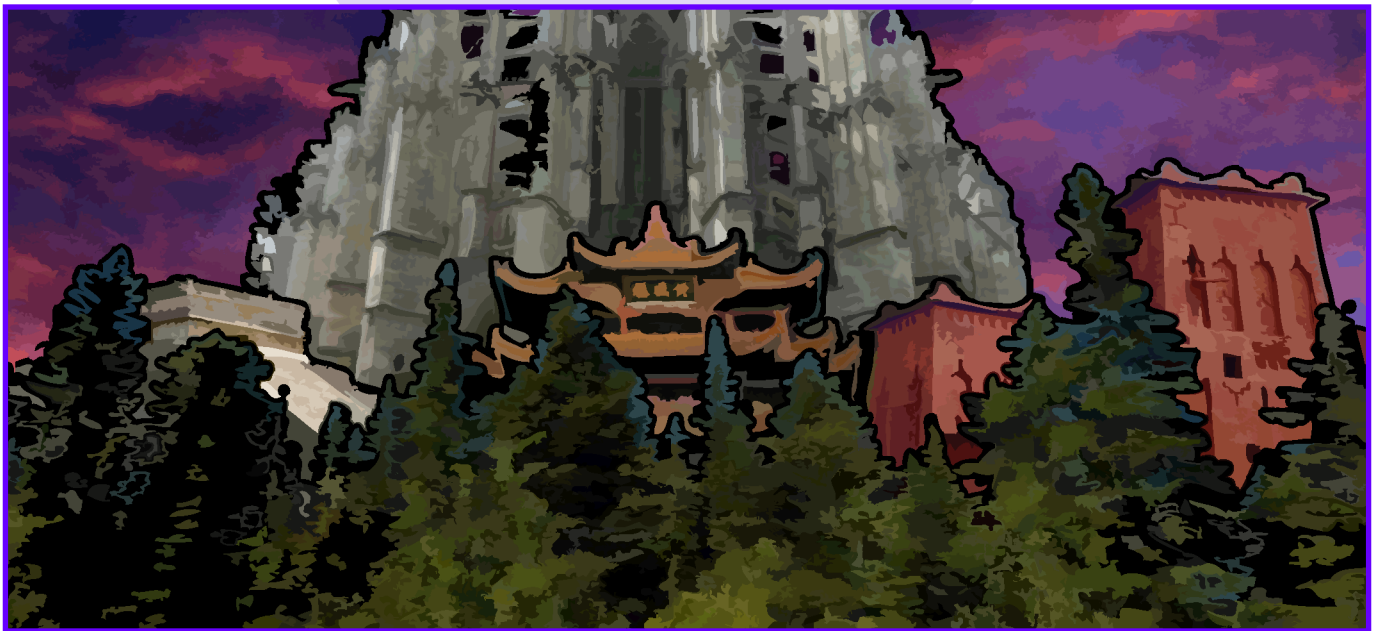
The Forest is the current home of Baba-Yaga, one of the oldest and most powerful Regina and her chicken legged house. Baba is a bit touched in the head (Read that as bat-shit insane) and protects the forest along with powerful nature spirits and the occasional ghost. Baba and the others leave us and those we touch alone (Unless they sense the Serpents influence). If they do senses the serpent in a person the spirits will render them so irrevocable lost they will eventually die of exposure and become ghosts who protect the forest. Ghosts tend to try to lead the corrupt to natrual one use paths out of the forest knowing the fate of those that get lost or worse captured by Baba.

Baba and her minions (Four Minions called the knights of Spring (Green), Summer (Gold), Autumn (red) and Winter (white) , hunt anyone lost in the forest down the Knights bring those that they do not kill by accident in pursuit back to Baba who turns them into logs and tosses them in her fire place. Their souls then go to power her Hut, herself and minions. So be careful if you are bringing human friends be they man woman or child into the Crossroads.

The Market

All roads in the forest leads to one road and that road leads to the market in front of the Cathedral. The Market is a series of stalls and buildings where Maga sell all manner of magical supplies and mystic items.

I could write a book on everything you'll find here. But if you need it it's here no matter how morally questionable. From the souls of newborns, to flying monkeys can be found here





and can purchase it for the right price.

Payment for things vary, A vile of virgins blood, the eyes of a blind man, it all depends on the needs of the seller.

The Cathedral

The Cathedral is in the center of the forest and is one part meeting place and temple it's as large as Manhattan island with building and spires twice as tall as any built by the Patriacracy. The architecture is a hodgepodge of designs from different cultures mostly made of stone and wood, with metallic roofs. Mostly empty you can easily become lost in it so before entering know where you are going.

Inside you'll find a temple for every aspect and the grand temple for the Goddesshead which is the largest structure in the entire complex. You will also find if you look hard enough your very own room. Yes all Maga have a room here tailor made to your needs. Sadly for those thinking of free rent and internet access-ing your room means seeking it out with magic and being worthy of it (This usually involves doing a number of assignments for your Patroness at some great personal risk. To give you an idea, I've yet to gain access to room after dozens of missions and basic patroness grunt work.

The Cathedral is overseen by a group of Maga called the Fates, And before you ask there are more than three of them... maybe.... They tend to move about in threes and they do seem to be a different three ladies when you meet them but they all know what the other trios know. The Fates also know a lot about you and cannot be bullshitted so don't even try.

One of the places you should visit if you make it to the Cathedral is the Library, It's full of every book and manuscript written by a Maga and un-corrupted woman, so nothing from Ann Rand (Who is the textbook example of rogue Maga, may she be reincarnated as a baboon's asshole.) but millions more offerings magically translated into whatever language you read best and overseen by "Tena Pallus", the librarian who is an Avatar of the Athena Aspect that lives in the Cathedral.

I could spend more time on the Cathedral, but my advice is if you get there to explore it on your own or with your coven.

The Dea-Womb

When you became a Maga you bled out and awoken in blood. That blood that magically vanished after you're reborn. That blood comes from the Dea-Womb, a place deep under the Cathedral guarded by a dedicated group of elite Furies called the "Kindly

AVATARS

Avatars are small bits of an aspect forged into a physical form. Aspects are usually confined to places holy to the aspect or their temples. Avatars are for all intents and purposes a goddess on Earth with powers that even the most powerful Maga cannot match.

Creating an Avatar purposes a Danger to an aspect for a lot of reason chief among them is if the serpent captures an Avatar they can use its connect to an Aspect to destroy it or worse harm the Goddesshead. For this reason Avatars in danger of such a situation usually destroy themselves so they can rejoin their aspect.

When an Aspect appears on Earth its usually not as an avatar but rather as a being of pure energy that can easily fade away if confronted by the serpents Minions. Very few Aspects actually choose to Avatar and fewer still for pro longed periods of time.

Avatars are best used in game as advisors and not as allies that go into battle with a Maga.

ones” and all manner of magical traps. This small lake is full Blood from everyone killed by the Serpent’s schemes and minions and the blood from every Maga.

You can only visit with special permission from an Aspect or Fates and even then it’s a no touching situation. Many Maga meditate around the womb to renew themselves or commune with a past Maga or someone who is part of the womb.

Suffering Sappho Bar

Suffering Sappho is a bar in New York that caters to Maga. May the owner is a cantankerous one eyed lady who between making drinking’s and listening to Maga offers up advice and a some pub food. Also in case you want to cause trouble here, Bar is May’s place of power so behave yourselves.

Suffering Sappho can be entered by it’s New York entrance or through a series of magical doors placed at false Storefronts in most major cities. Normally you can only exit to the city you’ve entered from, but If you’re on May’s good side she’ll let you use the bar for quick transportation.

The bar offer not only a place to hang out with fellow maga but is a safe place with a few rentable rooms in the back (some with beds) for sisters on the run or who need a place to recover. May is also the kind of lady that doesn’t mind you bringing a little trouble into her place as long as you don’t make it a habit.

Ms. Sadie’s School for Girls

Young maga (we call Maidens”) are rare. Lets face it , you’re most likely an adult reading this and your finding it nearly impossible to wrap your head around your new life. Now try being a teenager or younger. FYI, having a child as a Maga means there is a 25% chance your female Childs will be natrual born

Thankfully there hasn’t been enough time to produce many natrual Maga. There is however among the newly created Maga a few dozen of school age world wide. Sadie South has take it upon herself to teach them and no one in there right minds seems to want to say otherwise.

This small school in South Carolina is on Sadie’s family estate a former plantation now outfitted to serve as the Legendary Maga’s home and a boarding school. The school provides a safe environment for young maga to learn their gifts and standard academic studies. No one but Sadie and the goddess know how many students are there. I for one appreciate the school exists and I appreciate the fact I was born with enough common senses not to bother the legendary Maga running the school about student body size and curriculum.

Aeaea Coffee House

This is not an invitation, but I fell I should mention my place of employment and residence. This small coffee house id tucked in a walk down in Greenwich Village in NYC. You can only find it by accident of invitation and for your sake you better hope the owner is in a good mood regardless.

Circe Helios, an Avatar of Circe lives here and runs the place for no other reason than to have it as a meeting place for Circe’s Maga and to amuse herself with humans that find the place by accident.



I'm the assistant manager, my Roommate Selene and my Boy-friend Oliver round out the staff. Oliver makes some of the best coffee you'll ever taste and plays the guitar when not serving. Selene doesn't really have any duties other than not burn the place down.

For those needing to cast Circe or Circe elated gifts this is a great place to do so as it's a Temple of Circe and gifts dedicated to her in one way or another are extremely powerful here (Game Mechanics: +2 Dice).

Going Rogue

Being a Maga isn't easy. Human nature makes us flawed beings and sometimes those flaws get the better of us and we take the gifts granted us and use them not for the betterment of the planet but the betterment of ourselves.

While there are some intense Maga in the world who methods even I question, Going Rogue and isn't just being intense or violent. The world is pretty fucked up and we need some intense and violent ladies out there to do the things others won't. Going Rogue means breaking less conventional rules and harming what we like to call "Innocents" and using your power exclusively for your own personal wants and needs.

Innocents

So what do we call innocents? An Innocent is an uncorrupted person or a person whom corruption will work itself out over time if they are [properly motivated. Children are Innocents; those who live outside the mainstream and try to do good are innocent, those who live simple lives without the trappings of society can be innocent and those who fight against the Serpent's corruption within and without. Unless the person is a very young child it's hard to measure their innocents without reaching out and detecting the serpent in them. Regardless, part of what we do is save who we can and first on that list are the Innocent.

Hubris

The Rogue Maga isn't a tool of the Serpent, she's her own thing and while not corrupted by the great deceiver she has in her own way become a minor deceiver on her own. Rogue Maga squander their powers and potential on making their lives better and telling everyone else to screw themselves. They believe the fight is too hard or too impossible and become so self absorbed they all that matter are their own lives and plans. Self corruption this way is a slippery slope and is something you really need to watch.

Hubris can in time make you think you are not only right in what you do but that you are the Equal of the powers you draw your

HUBRIS

Maga have a chance to gain a level of Hubris every time they selfishly use their Path, Patroness or Gift abilities for personal gain or against the "innocent. When such an action is done the Maga must make a resolve roll against their current Hubris level. If the resolve roll has more success than the Hubris Level roll no Hubris is gained, if Hubris wins the character gains a point of Hubris. A character gaining their first level of Hubris must have no success on their roll. In case of a Flub the character gains 2 levels of Hubris instead of one/.

Hubris can only be decreased by spending Favor (5 favor removes a level of Hubris) or through a Maga sacrificing 5 Favor for another Maga to reduce their Hubris. That action can only be done if the Maga who's Hubris is being lowered is defeated in a Allure + Magic (or Persuasion) vs. the victim's Resolve + Hubris) roll.

Levels of Hubris

The higher the Maga's Hubris the harder it is for them to access Mana, they may have the knowledge of a Gift but lack the power to use it as their Maga refuses to restore. For Succubus this is less of

an issue as they can just gain Mana back through draining. Still even that doesn't help as much as they like. Succubus steadily lose 1 Mana an hour making their need to restore it far greater than usual

Hubris Level Hubris Flaw

Level 1	None
Level 2-3	Mana return as if your Spirit was one Lower
Level 4-5	Mana return as if your Spirit was two Lower
Level 6-7	Mana return as if your Spirit was three Lower, -1 dice to all rolls when Mana is at 1/2 or less
Level 8-9	Mana return as if your Spirit was four Lower, -2 dice to all rolls when Mana is at 1/2 or less
Level 10	Cannot restore Mana normally, -3 to all rolls when Mana is at 1/2 or less, +1 to rolls to restore Mana to it's Maximum level.

HUBRIS—CONT

Restoring Mana the hard (Or easy way)

Maga wanting to restore Mana quickly gain it through a variety of means. Such dark restorations cause an instant rise in Hubris that cannot be resisted a loss in the general humanity of the Maga.

Blood: The Maga drinks the blood of a living person out of a bowl of silver, crystal or glass, 1/2 pint restores one point of Mana.

Devour: The mana eats a person. This can be done by cannibalism of part with a pound of flesh equaling one Mana point. Some Maga prefer the even more potent eating a person whole (Usually shrinking them or turning them into something small and edible). This kind of devouring restores the victims spirit Dice in mana. If the target has a Spirit of 2 then roll D6 on Spirit dice to see how many Mana is restored. This also works if the victim is imbibed as a drink, smoked or absorbed.

Sacrifice: The victim is killed via a Rite (Level 2) and all their Current Mana and Spirit Dice mana can be funneled to the Maga or a group of maga equally. If the victim is an innocent the Spirit Dice is roll is always considered the maximum roll. So if a target has 3 spirit Dice then the roll is always 18.

Worship: Slow but constant the Maga find worshipers who revere here as a goddess and or icon. For every 10 worshipers the Maga can restore one Mana point daily.

The wraith of Hubris

Aside from the loss of the ability to recoup Mana normally Maga with high hubris start to change physically. Every Level above four causes the Maga to deform based on the main source of her Hubris.

Hubris type	Hubris Deformity
Envy	The character grows gaunt and thin. Her limbs length increase
Greed/ Gluttony	The character grows blubberous and her limbs short and thick.
Lust	The Character face looks like a bad facelift.
Pride	The character grows large warts .
Sloth	The character starts being a hunchback.
Wraith	The Characters teeth sharpen like sharks. And their fingernails turn into talons.

powers from. The good news on that front is your belief in yourself boosts your potential. But it also disconnects part of your power from the goddess head and weakens it. Your energy (mana) doesn't return as fast as it used to because you don't have the same kind of connection so like a junky you look for a new fix and that fix comes from finding new ways to replenish you're your energy

Eventually if your Hubris reaches a certain level you go rogue and you become something other Maga must deal with. Your power has to be returned to the Goddesshead and there are only two ways to do it. Convince the Rogue-Maga to rejoin the cause or destroy her.

Personally I rather talk first and toss magic around later but sometimes you have no choice, especially if the Maga is sustaining herself and her power off of Innocents.

When Dealing with Rogue Maga you should realize that most do not recognize you as a spiritual sister and will attempt to destroy you as they would a human or insect. This is why they are in their own way as dangerous as the Serpent and why being aware of Hubris and how it changes you is something all Maga should know.



Rogue Maga and the Serpent

The Serpent sees Rogue Maga as a cancer in the Goddesshead it wishes to spread. Every Rogue Maga takes power away from it's foe and Rogue Maga tends to promote the things it wishes to spread like envy, hatred and greed. The added bonus they love to the "taste" of innocents makes our lost sister's some of the greats accomplices of our eternal foe.

Rogue Maga on the other hand tend to be so self absorbed they cannot see how their actions are helping the Serpent. Many in fact believe the Serpent is a myth made up by the Goddesshead to keep Maga in line. They deny the existence of such a being and it's ability to manipulate them.

THE SERPENT

The Serpent isn't a thing we can hit or throw lightning at. I wish it was, but it isn't. Think of it as a parasite on a metaphysical level that wants to become the spirit of our world. To do this it's destroying the power of our planet, corrupting the lives here and making a general mess.

Hate, greed, environmental destruction and just about everything wrong with the world and society is the Serpent. Sadly most of humanity has no idea it exist and worse a lot of them have fallen prey to it. Yet still we fight and in order to fight well you need to know your enemy.

Know thy enemy

The Serpent, Ouroboros, the Great Deceiver and Jormungander are but a few of the names we call it. For a Maga he is the power behind the Patriarchy throne and the greatest foe of all. The spirit of a dying world that came to our world to take over he has become over the millennia so ingrained in our beliefs and lore we have inadvertently gave it power over us.

While not as powerful as the Goddesshead it is strong enough to hold it at bay while it literally poisons the life force that feeds our mother. The greedy and the hateful, and the selfish make it powerful and in a society where those things have become more common place it's power increases.

As time goes by there are very people who are not at least a little bit corrupted it, the Politician who places money over lives, the hateful extremist and the internet troll all in their own way feed the serpent and by doing so they make themselves our enemy.

Sadly we can't go and exterminate every crooked politician, hatemonger or cyber bully on the planet. Instead our fight is mostly with the Serpents more organized minions who further its goals on earth in a variety of ways.

The Society of the Serpent

The Society of the Serpent or SOS is a modern group of businessmen, politician, celebrities and media moguls who are aware of the existence of the Serpent, magi and the magical nature of the world. They are what remains of the original group that made a pact with the great deceiver and the consciously manipulate the world to empower the serpent in exchange for earthly power.

SOS public face is the Keepers of truth, a benevolent semi-religious order that to most seem like an all male charity whom wants nothing more than to show other man how to be proper sons fathers and husbands according to "ancient" law. The Keepers of the Truth holds rallies, supports hospitals and law enforcement to various around the world.

They also promote through their beliefs imperialism, war, the near enslavement of women, hatred towards certain peoples and anti intellectualism. For them the best way is the old way when men protected, women obeyed and outsiders to your society was dealt with brutally.

It should be to no ones surprised that the SOS's power base, is North America and Europe. The paranoia running rampant through the western world is not only spawned by the organization but shows the SOS's connection to that part of the world.

From Ancient, Greece and Roman, through the dark Ages, the age of conquest and even through the great world wars the SOS has lead their chosen people towards one goal, the military, social and political conquest of the world. It has created heroes to love and enemies to hate, It has occupied the masses with hate and fear playing a centuries long game that will culminate in the what they see as a stable world order controlled by a wealthy and privileged few.

Goals

The SOS literally wants to rule the world. To this end they are destabilizing governments, using the media to false information and doing whatever it takes to stupefy the masses.

The SOS like most of the Serpents pawns preach "survival of the fittest". To this end they promote the deconstruction of

various welfare programs, The proliferation of firearms among their chosen and the vilification of poverty.

Membership

The SOS is all male and mostly of European decent. They choose members who they have the right combination of intelligence and charisma to influence the world. Members usually come from conservative political families, low level Keepers of the Truth members or those who on their own find truth in what the SOS believes.

They slowly move that person up the ranks revealing to them more and more truths in the manner of a secret society. There are 16 tiers in the SOS, each one with a revelation (Maga existing is number 12) 90% of all members are no higher than Tier 5 with 10% being the true powers and making up tiers 6-18. Tiers under 10 have no idea the SOS exist and at that point thing they are just Truth Keepers or member of one of the other related organizations (Black Viper or New Saints church).

To rise above 9 to 10 they must ritualistically dedicate themselves to the Serpent or as they call him "Ouroboros.". Most blindly think it's a name for a monotheistic god and have no idea it's something else. Once to tier 10 the SOS member is taught to revere the Ouroboros, the snake eating its own tail. They are taught it's a symbol for the divine truth and that the vilification of the snake comes from "Women, inferior races and pagan beliefs"

They are also at this point given a choice to either work behind the scenes or be a face for their cause. Those that work behind the scenes are called the "Right eye" use their gain wealth and prestige to subtly push the world on the path the organization wants. They also do most of the dirty work including keeping the truth hidden and disposing of dissidents. The "Left eye" work publicly be it as a vocal pundent, politician, celebrity or religious leader. They are the voice of the SOS who's job is to show the world the right way and to point out to the world who the real foe is.

Black Viper

While the serpent can mobilize a military force if need be, the nature of politics prevents it from doing so quickly and efficiently via the countries under it's sway. Black Viper however is a private Military contractor based in Idaho with annexes in over dozen other countries that act as the Serpents quick response military team under the guise of a Private security and intelli-

gence firm.

Black Viper official came into being in 1968 as both a Vietnam era team of mercenaries hired out to protect corporate interest from civil rights and ant-war protesters. The Organization however has roots thousands of years old with bands of warriors for Hire, The knightly order of the Dragon and Hussar mercenaries.

The members are by necessity low tier members of the SOS, but despite the alliance Black Viper has its own leaders and agendas (The Snake loves competition). Agendas carried out not only by humans but by those enhanced by their master to be superhuman warriors.

Goals

The organization goal is to bring peace by any means. Sadly the peace they want requires the extermination of anyone not up to the standards of the Serpents. Minorities, women, those that's tand up against the system are all targets of Black Viper who use their prowess as an intelligence and security firm to find those they wish to remove and with the help of the SOS vilify them enough so that when Black Viper moves in no will protest their methods or brutality.

Maga should be especially wary of Black Viper as they are the Serpents soldiers against us. Many have been enhanced to be



resistant to our abilities and almost all of them know of our existence and how to eliminate us. Black Vipers teams are often dispatched to areas where Maga “influence” has been detected. Once there their methodology is to root us out and then capture (for interrogation and torture) or kill us. (Killing being their option of choice).

Members

Black Viper recruits from the military, police force and intelligence higher pay and better benefits for those who are already corrupted by the Serpent or who has potential to do so. New members must go through the “Crucible”, a 6 month training course where almost half of them drop out or die as they are pushed to their limit and indoctrinated with tales of the Knights of Dragon, conservative beliefs and general hatred. Those that survive are told to join the truthkeepers and become official assets of Black Viper. It's at this point they are assigned to an annex so they can respond quickly to a situations world wide or in the case of some of their best assigned to a SOS member working in the public as a bodyguard.

If the Black-Viper member proves themselves in the field they are recalled for “enhancement.” Enhancement is done under the guise of a medical procedure. What is really happening is an alchemical enhancement not unlike our ritual of rebirth where they are injected with the venom of Ouroboros and granted a variety of abilities including enhanced speed, strength and shape shifting abilities.



The New Saints Church

Burn Witch Burn, Kill, Kill, Kill. The New saints church is a new evangelical christen sect who isn't new at all. In fact the New Saints aren't even Christian but a church that uses a hate filled, greed based Christianity to cover up its worship of the Serpent.

The New Saints started thousands of years ago as a group of pagan priest of Ouroboros who used their fear and some serpent based gifts to turn the world against the Maga. In fact every inquisition and witch burning in History can be traced back to the group that would one day become the New Saints. Today New Saints meet in three stadium sized church one in Houston, One in London and one in Kansas. Their Reverend Josiah Brand (Or his deacons) either live or via video preaches that wealth comes through prayer, lack of wealth is a sign of disfavor, women are the slaves of males, gays are evil and non-whites are cursed.

News Saints also owns its own television network (Saints TV), several radio stations, Movie studio and has a strong internet presence. In fact only ASP-news reach more people using modern broadcasting techniques with the words and lies of Ouroboros.

Goal

New Saints main goal is to bring worshipers to the Serpent. reverences and worship increases its power despite the fact many of those involved have no idea they are actually giving power to Ouroboros.

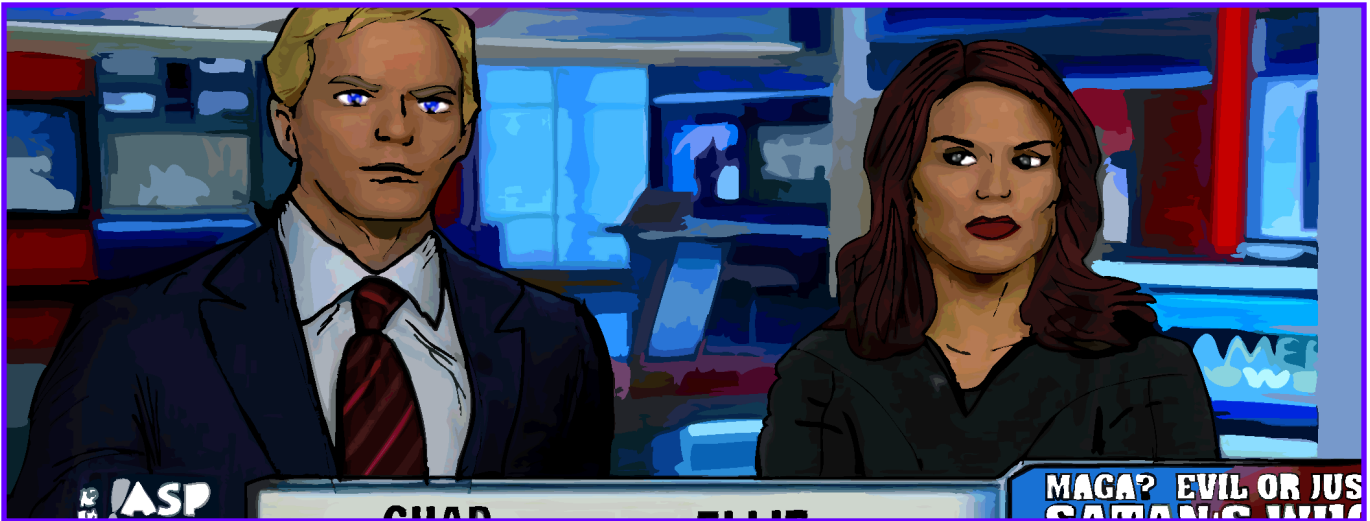
To that end they Josiah Brand makes his followers feel special and persecuted by the rest of the world or as he calls it “The Great Whore of Babylon”. Yeah, I know that's not subtle at all. Brand and his cronies also preach the evil of allowing women any power, gay-corruption, books and other media dealing with anything supernatural and even the curse of dark skin.

New Saints also use their pulpit to vilify Maga opening. They call us the Lesbian brides of the Great whore and have built a powerful conspiracy about us. While non-members think very little of it and see it as a joke, followers have used that conspiracy to justify assaults, kidnapping and murder.

Also it's never good when people find out we're real and all they know about us is what the New Saints preach.

Members

Members for the New Saints church are usually recruited from



other Christian sects that are not “radical enough” for the person seeking religious enlightenment. The Snake handling used by Josiah Brand and others in the church adds a bit of adventure and spectacle that attracts the young as does the pop-band like musicians that perform at services.

Followers who follow the church are not allowed to join and be “baptized” until they have proven themselves through donations and or work for the ministry. Male followers must also be Truthkeepers in good standing before allowed into the church officially,

The Baptizing of members is a Serpent ritual that literally makes that person the eyes of their master and high ranking members of the SOS and related organization. They can at any time look through the eyes and hear through the ears of any baptized member of the church making the church members unwilling spies.

The Church and other Serpent related groups use their spies to find Dissidents (Including Maga), to learn the plans of their enemies through infiltration and even gain blackmail material.

Most members of the church are not allowed to rise above tier nine as such knowledge may be too much for them to take. Those that do are gifted by the Serpent in many mystical secrets allowing them to control minds and exorcise “Demons”. Some of the demons exorcised are things like free will and sexual orientation. Others are Patroness attached to the Maga. Yes they can undo the ritual of rebirth, which is why being captured may be worse than being killed.

ASP news

Started by Australian Billionaire Arnold Roark, ASP (then called ASAP) appeared out of no where in the 1990's a conservative news and business cable network. “As Soon as Possible” was their slogan and at first, believe it or not it offered actual news by actual journalist. Yes they still had the right wing slant but it was actual truth with some fairness to other political beliefs.

It was when Roark, a truth keeper, reached tier ten in 1998. ASAP became ASP (You have to give it to the Serpent and its commitment to the snake motif) and its war against liberalism, women, minorities and the poor started in gusto. It's commitment to anything close to the truth however lessened, while its commitment to hatemongering increased.

Through ASAP the rich, powerful are portrayed as victims of a liberal bias or a war against “Conservative/religious values. Minorities were turned into leeches on society and Women as defying the natural order by wanting to be more than barefoot and pregnant.

ASP has expanded beyond the news in the last two years branching out into ASP sports, ASP family channel and ASPia (channel for women shoeing them their place)

Goals

ASP is the Serpents propaganda machine. To that end it wants to keep as many people as possible afraid and angry. Roark, feels that because of his hard work he deserves to be more than a Tier 15 and will do anything to rise in prestige and power among the SOS, including producing infighting in his own organization (To weed out the weak) and start wars with nothing

CHAPTER 3: GAMEMISTRESS

more than sound bites and questionable footage.

Members

ASAP is the only Serpent back organization with women in prominent positions. Roark sees himself as the true master of and Ouroboros as just a means to an end and will do as he pleases to get the job done.

All members of ASP are employees with very few actually being Truthkeepers. They are however those who believe in the views of the Serpent or who can at least be paid to spout the Serpents views.

For most employees this is a job not some branch of a secret organization. In fact aside from Roark, only a handful of ASP executives are even aware of it's connections to the Serpent and the it's minions.

Children of Jormungander

You have to love to hate Nazis. However you don't have to love their origins. It will come to no ones surprise the Serpent was the true master behind the master race, with the Thul society (their occult division) using gifts from the serpent to battle the Allies and bring the world closer than it had even been to the destruction.

What you may not know is after World wear two the Thul Society slipped away into a pocket reality they call Valhalla with Nazi secret weapons, magical artifacts and various monsters. They took the name the Children of Jormungander and has since then been backing hate groups around the world. The Klu Klux Clan, the Neo Nazis and more are little more than the fingers of the "Children's", twisted hand.

Controlled by the "The Right hand ", a secret group of SOS mystics who are all tier 18 and all former Nazis. The Children of Jormungander sees itself as a not so secret organization in a secret organization, to them they are the true servants and Priests of Ouroboros (who they call Jormungander) and all others are pawns and sycophants.

The Organization itself has not only its Mystic right hand but it's military left hand, A cadre of military leaders who access to their own soldiers (Many trained in American military, hate and militia groups.) and even some augmented through a combination of mysticism and science into "Ubermensch", super human soldiers loyal to their organization to death and beyond.

Goals

The Children of Jormungander has two goals, The eradication of all non-whites and undesirables (LGBT, Jews, freethinkers, etc) on the planet and to become the masters of the Serpent. Yes, leave it to the Nazis to want to be the evil behind the greatest evil of all times.

To help with the first goals they have seeded many military and



police organizations with agents that help promote the oppression of minorities and others. They have made racial profiling a 'useful tool' and the militarization of law enforcement the norm. They also work to assassinate would be leaders of those they hate and paint self help organization of those they hate as anti-Christian, anti Anglo and or anti freedom. Using organizations like the Nation Gun Association (NGA) they have made it easier for like minded civilians to gain weapons in preparation for their Planned Race war in the new future.

Their other goal involves a future hostile take over of the SOS and the gathering of enough ancient artifacts and knowledge to bind the Serpent to their will. This will take place after the destruction of the Goddesshead (which they will help bring about).

The love of powerful artifacts is has driven these bastards to decades and is the reason why you may be called upon to prevent them for unearthing or stealing such items in your Maga duties.

Members

The Children of Jormungander is ran exclusively by Nazis kept young through science and magic. Both the right and left hand hold the ranks of Reichsführer and run the organization like its own military with officers in command and enlisted men doing most of the grunt work.

New Members are recruited from various militias and hate groups and depending on their temperament placed in either the Mystic branch, military branch or propaganda branch. They are also reeducated and told about the true plans of the organization. The Children of Jormungander does not hide the fact it is in league with Ouroboros among its members.

Truthkeepers who are taken in are taught how their organization while a good start is two week to do what needs to be done. They also in turn become spies against the SOS itself for the Children of Jormungander



CHAT: Magicalmavens. com

OMSadie: We're our own worst enemy. If we spent more time fighting the snake and less time arguing the war would be over.

HiphopHex: Says the lady pretendn to be the one and only WWOTS
#bereatorbegone

ELocaBruja: OMSadie, Please forgive the kid, She's new.
#trollsbecometoads

Webmistress Minerva: OMG HHH, OMS is the WWOTS. And since you're new I'll say this once, my site is troll free.
#trollsaredeletedirl

OMSadie: Don't worry I'm not going to cast on a child or another Maga. Which is a stance more of us need to take.

Webmistress Minerva: I agree, we really need to reach out to Rogues and help them come back into the fold.

HiphopHex:What's a Rogue?
#sorry
#notatroll

OMSadie: Expect the brochure and paperwork for my school to arrive at your home today.

Webmistress Minerva: Start packing your bags now HiphopHex, no is not an option with OMS.





Maga are extremely powerful but they are far from the top of the mystical food chain. In a world of goddesses and ancient snakes there are all manner of creatures that can a player can find themselves allied with or pitted against.

USING FRIENDS AND FOES

The people present here represent the most basic of potential allies and foes for a character through her adventures.

Game Mistresses should keep in mind that not everyone characters meets will need attributes and those that do should be ones that are important to an adventure. She should also know that while basic abilities and knowledge are given she should feel free to modify the information given to fit her own adventures and idea.

In most cases skill levels can be moved about to fit a specific concept and benefits and flaws can be added as the Game Mistress sees fit.

FAVOR AND FOES

Creature/person listed here comes with a favor Gain. That number is how much favor is gained for defeating the creature/person in the duty to the Goddesshead.

In some cases however the favor gained listed should be altered as not to grant players Favor to fast. If the battle goes to east the Game Mistress should feel free to give less Favor or in some cases no Favor for defeating a fie.

HORROR

Some creatures are so inhuman as to cause those looking at them to experience overwhelming terror. In some case a high enough resolve can negate Horror but in the cases it do not.

A character resists Horror every turn of combat they are in with a creature with the benefit. This is done by making a resolve or Resolve+Arcane roll with a difficulty equal to Horror level.

CHAPTER 5: FRIENDS AND FOES

If the roll fails the character rolls on the chart below to find out the result of the Horrific experience.

ROLL	HORROR EXPERIENCE.
1	Run: The character tries to get as far away from the horrific situation as possible
2	Jitters: The character is -1 die to all rolls against the creature.
3	Berserk: The character lashes out at random at everything
4	The character loses the ability to talk for D6 hours.
5	Lost Resolve: The character loses level of Resolve for the day.
6	Freeze: The character cannot act for he remainder if combat (including Dodge)

Horror and Magic

While Maga are used to magic and cannot be scared by it normal humans exposed to magic especially as a victim is faced with their view of the world be broken as the watched and the Gamemistress for added drama can make a human make a Horror rolls. The level of the spell.



Humans

Humans are normal members of humanity untouched by magic. Humans are normally no match for a Maga alone but in groups they can become dangerous.



Agent

Working for various intelligence and federal law enforcement agencies world wide the agents trained not only to fight but to gather intelligence on a target and observe it.

Type: Human

Favor gained: 2

Attributes

Muscle: 3	Agility: 2	Tough: 3
Brains: 3	Allure: 2	Resolve: 3
Spirit: 1	Luck: 1	Mana: 5
Dodge Dice: 6 Combat Dice: 5 Magic Dice: 0		

Knowledge

Athletics 2, Battle 3, Drive 2, Instinct 2, News 2, Law 4, Observation 3, Persuasion 3, Ruse 3, Survival 3, Scholastics 3, Technology 3

Benefits

Law Dog: The character is a member of local law enforcement with the right to dispense justice as they see fit.

Flaws

None

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

None

Attacks

Punch/Kick: 5
Semi Automatic Pistol: 12

Average Adult Human

Humans are far more dangerous than one would think. Combining intellect, with a relentless nature they have managed to exterminate animals and creatures far more powerful than themselves.

Type: Human

Favor gained: 1

Attributes

Muscle: 2 **Agility:**2 **Tough:**2
Brains: 2 **Allure:** 2 **Resolve:** 2
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 0

Knowledge

Drive 2, Instinct 1, News 2, Observation 2, Scholastics 3, Technology 2

Benefits

None

Flaws

None

Swag

None

Abilities

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Punch/Kick: 4

Black Viper (Low Tier)

These guns for hire are the unaugmented members of the world's most notorious private security firm. Still despite lacking augmentation they are still well trained and dangerous.

Type: Human

Favor gained: 2

Attributes

Muscle: 3 **Agility:**3 **Tough:**3
Brains: 2 **Allure:** 2 **Resolve:** 3
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 9 **Combat Dice:** 6 **Magic Dice:** 0

Knowledge

Athletics 2, Battle 3, Drive 3, Instinct 3, News 2, Observation 2, Persuasion 3, Ruse 3, Scholastics 3, Survival 3, Technology 2

Benefits

None

Flaws

None

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Baton: 6

Punch/Kick: 5

Semi Automatic Pistol: 12

Taser: 1 Round, Range 15 feet: Target must make Fitness+Resolve with a difficulty of 5 or be rendered unable to move or act for D6 minutes.

Intellectuals

Intellectuals while non combatants (usually) make up for their lack of physicality with intelligence and expertise. Be it as a doctor, scientist or technician.

Type: Human

Favor gained: 1

Attributes

Muscle: 1 **Agility:**2 **Tough:**2
Brains: 3 **Allure:** 2 **Resolve:** 2
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 2 **Combat Dice:** 2 **Magic Dice:** 0

Knowledge

Drive 2, Instinct 1, News 2, Observation 3, Scholastics 3, Technology 2 (Choose one of the following skills at level 4 Medicine, Scholastic, Science or Technology)

Benefits

None

Flaws

None

Swag

None

Abilities

Logic: The character's dedication to logic grants them +1 dice to rolls to resist magic that alter the mind or senses.

Attacks

Punch/Kick: 3

Police

While most law enforcement types are law abiding themselves, a growing number corrupted by the serpent have made their presence known.

Type: Human

Favor gained: 2

Attributes

Muscle: 3 **Agility:**2 **Tough:**3
Brains: 2 **Allure:** 2 **Resolve:** 3

CHAPTER 5: FRIENDS AND FOES

Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 6 **Combat Dice:** 6 **Magic Dice:** 0

Knowledge

Athletics 2, Battle 3, Drive 2, Instinct 1, News 2, Law 3, Observation 2, Persuasion 3, Ruse 2, Scholastics 3, Technology 2

Benefits

Law Dog: The character is a member of local law enforcement with the right to dispense justice as they see fit.

Flaws

None *Although A Few may be a combination may be Racist, Classist or Fascist)

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Baton: 6
Punch/Kick: 5
Semi Automatic Pistol: 12

Taser: 1 Round, Range 15 feet: Target must make Fitness+Resolve with a difficulty of 5 or be rendered unable to move or act for D6 minutes.

Solider

Trained members of the military soldiers loyalty are to their country.

Type: Human
Favor gained: 2

Attributes

Muscle: 3 **Agility:** 3 **Tough:** 3
Brains: 2 **Allure:** 2 **Resolve:** 3
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 9 **Combat Dice:** 6 **Magic Dice:** 0

Knowledge

Athletics 3, Battle 3, Drive 3, Instinct 3, News 2, Observation 2, Persuasion 3, Ruse 3, Scholastics 3, Survival 3, Technology 2

Benefits

None

Flaws

None

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

Patriot: If fighting for their country or following orders the

Patriot cannot Flub a roll.

Attacks

Baton: 6
Punch/Kick: 5
Assault Rifle: 15

Survivalist

Survivalist believe what the NGA spouts, that divination is teetering on the edge, The government is being taken over by liberals and black and brown people are plotting a race war .

Survivalist gather in hidden wilderness conclaves away from those they fear are out to get them.

Type: Human

Favor gained: 2

Attributes

Muscle: 3 **Agility:** 2 **Tough:** 3
Brains: 2 **Allure:** 2 **Resolve:** 3
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 6 **Combat Dice:** 6 **Magic Dice:** 0

Knowledge

Athletics 3, Battle 3, Drive 2, Instinct 1, News 2, Observation 2, Persuasion 3, Ruse:3, Scholastics 3, Survival 4, Technology 2

Benefits

Flaws

Paranoid

Racist

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Assault Rifle: 15
Punch/Kick: 5
Semi Automatic Pistol: 12

Thug

The thug is a low level grunt , or criminal specializing in strong arm techniques and intimidation. Thugs can be street toughs, gang members, Mercenaries lacking serious training.

Type: Human

Favor gained: 2

Attributes

Muscle: 3 **Agility:** 2 **Tough:** 3
Brains: 1 **Allure:** 2 **Resolve:** 2
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 6 **Combat Dice:** 6 **Magic Dice:** 0

Knowledge

Athletics 3, Battle 3, Crime 3, Drive 2, Instinct 1, News 2, Observation 1, Scholastics 2, Survival 2, Technology 1

Benefits

Flaws

Paranoid
Racist

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)

Gifts

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Knife: 6
Punch/Kick: 5
Semi Automatic Pistol: 12

Magicians

While Maga and Serpent Priest are the most powerful human related practioners of magic on the plant they are not the only ones.

Pagans, Priests, Shaman and more practice a kind of magic be it through connection to Gaia the Cosmic aspect of the divine or even goddesses they can work minor magics can be worked by true believers in the supernatural.

Magician Gifts

No matter the source of he power or the belief behind it all Magicians have access to the same types of gifts. For a priest healing is laying on hands, for a pagan it's a spell and for a shaman its removing corrupting spirits.

Gifts use mana and are thus assigned a level.

Bless (Level 2): An item up to 50lbs is imbued with magic and gains +2 armor and does +2 damage against those the magician views as an enemy of their belief. This lasts up to 1 hour.

Blight (Level 2): The victim of the gift must be witin 20 feet of the magician. If they are fail to resist this gift they

are -2 Dice to all rolls for 1 minute. If used on an item that device does not work properly for the duration

Commune (Level 1): The magician communes with the spirit world and can see spirits and normally invisible things for up to a minute.

Exorcise (Level 2): The magician may uses this spell to remove the harmful effects of gifts and horror form a victim. Exorcise grants target another resist roll to those effects with the added bonus (And dice) of the Magicians Spirit).

Healing (Level 1): Heals 3 points of damage and grants +2 dice to fight off poison and disease. The poison and disease bonus lasts 1 minute)

Justify (Level 2): The Victim of the spells Muscle, Agility and Tough is increased by 1 for 1 minute.

Rebuke (Level 2): Magical creatures witin line and sight (maximum of 20 feet) take 5 points of damage.

Reveal (Level 1): The Magician can force a victim witin 20feet to take their true form or at the very least reveal their true nature. Minions of the serpent briefly take on a snake like appearance to those in range who believes as the magician and maga appears in the trapping of their Patron goddess.

Revelation (Level 2): This rite takes D6 hours of meditation to activate. If successful useful glimpses of the past present and future are revealed cryptically to the magician



CHAPTER 5: FRIENDS AND FOES

Sanctify (Level 2) : A place up to 20ftX20ft is grant mystical energy. Those the Magician view as harmful must make a Difficulty 3 resolve roll to enter the area and are -1 Dice to all rolls while in the area. This ability last 1 hour normally but for 5 mana can be made to last a day.

Pagan

Pagans include practioners of modern magics be they based on a earth worship, goddess worship or ancient pantheon belief.

Pagans tend to think their magic is the one true “magick” and are both surprised and frightened when thy discover there are older and more powerful magics they don’t have access to.

Type: Magician

Favor gained: 2

Attributes

Muscle: 2 **Agility:**2 **Tough:**2
Brains: 2 **Allure:** 2 **Resolve:** 2
Spirit: 3 **Luck:** 1 **Mana:** 15
Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 6

Knowledge

Arcane: 2, Drive 2, Instinct 1, News 2, Magic 3, Observation 2, Scholastics 3, Technology 2

Benefits

None

Flaws

Karma: Pagans must make a difficulty 2 resolve roll when using gifts to do harm when not protecting themselves or another. If they fail they are -21 to all rolls for the next hour.

Swag

None

Abilities

Gifts: The character has a total of 5 Level of Magician Gifts.

Attacks

Punch/Kick: 4

Priest

A Priest need not be an actual Priest, but can any true believer in an aspect of the cosmic creator in the form (of a monotheistic being be or concept that include, Christianity, Judaism, Islam and Buddhism.

Type: Magician

Favor gained: 2

Attributes

Muscle: 2 **Agility:**2 **Tough:**2

Brains: 2

Allure: 2

Resolve: 2

Spirit: 3

Luck: 1

Mana: 15

Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 6

Knowledge

Arcane: 2, Drive 2, Instinct 1, News 2, Magic 3, Observation 2, Persuasion 3, Scholastics 3, Technology 2

Benefits

None

Flaws

Dogma: Priest have a hard time seeing mystical concepts outside their belief system as anything but evil. When confronted by such things they must make a Resolve difficulty 2 roll or treat it as the enemy.

Swag

None

Abilities

Gifts: The character has a total of 5 Level of Magician Gifts.

Attacks

Punch/Kick: 4

Shaman

A Shaman is anyone who’s magical belief system is based on tribal ritual and religion. Medicine men, Voodoo/Santeria priest and Aboriginal holy men are all Shaman.

Type: Magician

Favor gained: 2

Attributes

Muscle: 2 **Agility:**2 **Tough:**2
Brains: 2 **Allure:** 2 **Resolve:** 2
Spirit: 3 **Luck:** 1 **Mana:** 15
Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 6

Knowledge

Arcane: 2, Drive 2, Instinct 1, News 2, Magic 3, Observation 2, Scholastics 3, Survival 3, Technology 2

Benefits

None

Flaws

Ritual: The Shaman uses dance, song and chant to use gifts. Because of this they are -2 Dice to do anything else other than use a Gift in combat.

Swag

None

Abilities

Gifts: The character has a total of 5 Level of Magician Gifts.

Attacks

Punch/Kick: 4

Minion Of the Serpents

The Serpent has granted its most trusted members powers beyond that of mortal men. Those touched by the great deceiver resemble at first resemble normal humans. But when they activate certain abilities (Those that cost mana) they grow more snake like starting first with the eyes, than tongue than skin.

All minions of the serpent are also granted a set of base abilities:

Bound to the Serpent:

- The character may spend 1 point of damage to heal one point of normal damage instantly. They may heal magical damage by spending two points of mana per point of damage and spend 5 points of damage to regrow a limb or organ.
- The character can see/sense into the infrared spectrum and view the heat of those around them up to 100 feet.
- The character can spend 1 Mana Point a minute to assume the form of another person of their same height and weight.

High Favor Abilities

As a characters connection to the Serpent increases they can access other abilities. Those abilities also increase the favor gained for defeating the minion. These **High Favor** abilities are given a value of 1 to 3 marking their favor increase.

High favor abilities include:

Bite (2): The minion may bite a target using tractable 4-6 inch fangs. The fangs do Muscle+2 damage and ignores half of natural or worn armor. If the Fangs do any amount of damage to a target that target is injected with venom. They venom lowers all the characters attributes by 1 every round of combat if the character tough reaches 0 they die.

Consume (1): The character can unhinge their jaw to consume things as wide as the minion. Consuming takes time (about a minute every 30 pounds consumed) and is less of an attack and more of a way to get rid of evidence and bodies.

A minion may consume anything and is immune to normally harmful chemicals and poisons and digestions of a consumed object or victim happens in minutes and the consumer heals a number of levels of damage per a con-

sumed victim.

Corrupting Pheromones (2) : Those not “Bound to the serpent” near the must make a Difficulty 3 Resolve roll or become racist, xenophobic, overly competitive, manipulative and a general nasty person for as long as the minion is in range (SpiritX10 feet)

Constrict (2): The minion can attack and wrap their arms and legs around a target constricting it. A constricted target must make muscle roll or Muscle+Ruse roll to escape the attack (Muscle+4)if they fail they cannot move and take Muscle +3 damage every combat round. Constrict ignores natural armor and half of worn armor. If constructs lasts 3 rounds the victim must make a Muscle rolls with a difficulty of 3 or fall unconscious from lack of air.

Gaze (1): Those looking directly at the minion become entranced by their eyes. The minion gains +2 Dice to hit them and rolls to persuade/manipulate them.

Gift Resistance (1): The character gains +3 Dice to resist harmful magic gifts.

Naga (3): The character can spend 5 Mana points to become a being with the upper body of a scaled being and the lower body of a snake. In this form they gain +2 Muscle Agility and tough, Armor 3 and +3 Athletics.

Spit Venom (2): The minion spend 3 mana points to spit up to 50 feet away a poisonous venom. Those hit by the venom not protected by magic or a full containment suit must make a Tough roll with a difficulty of 4 or take D6 damage that cannot be lowered by any means. The victim also have has their Muscle and Agility levels lowered by 1 for D6 hours.

True Shapeshifting (2): The character can spend a point of mana a minute to assume the form, clothing voice, fingerprints and more of any human they have touched or who body fluids they have consumed. In this new form they also gain access to the person's basic personal information but no other memories.

Viper's Nest (2): The minion can turn into a mound of almost a hundred hissing snakes. The viper themselves are almost harmless doing only no real damage. The true power of this ability is using it to escape.

The minion reforms by gathering up the surviving vipers up to 24 hours later. As long as two vipers survive the minion can reform fully.



Black Viper (Augmented)

Augmented by the Serpent these soldiers possess powers that make them far more dangerous than the humans of their organization as well as far more loyal.

Type: Minion of the Serpent

Favor gained: 4

Attributes

Muscle: 4 **Agility:** 4 **Tough:** 4
Brains: 2 **Allure:** 2 **Resolve:** 4
Spirit: 3 **Luck:** 2 **Mana:** 15
Dodge Dice: 11 **Combat Dice:** 9 **Magic Dice:** 0

Knowledge

Athletics 5, Battle 5, Drive 3, Instinct 4, News 2, Observation 4, Persuasion 3, Scholastics 3, Survival 4, Technology 2

Benefits

Bound to the Serpent

Flaws

None

Swag

Kevlar Vest (Armor 6)
Semi Automatic Pistol (2 Clips)
SMG (3 Clips)
Grenade (4)

Gifts

Better Stronger faster: The character can spend 2 Mana points to add 1 Dice to Muscle or Agility for one action.

Stealth: +1 Die to ruse rolls when being stealthily.

Tough Skin: +2 Dice to resist damage.

Attacks

Knife: 7

Punch/Kick: 6

Semi Automatic Pistol: 12

SMG: 16

Grenade (Thrown): 10 in a 15feet radius. If victim flubs

fitness roll the damage is doubled.

Witch Rounds: The black Vipers rounds ignore 2 points of Maga Gift based protection (armor).

Chosen by the Serpent

The Chosen of the serpent includes politicians and those with out enhanced combat or magical abilities who have been tapped by the serpent to serve.

Type: Minion of the Serpent

Favor gained: 2

Attributes

Muscle: 2 **Agility:** 2 **Tough:** 2
Brains: 2 **Allure:** 2 **Resolve:** 2
Spirit: 3 **Luck:** 1 **Mana:** 15
Dodge Dice: 4 **Combat Dice:** 2 **Magic Dice:** 0

Knowledge

Drive 2, Instinct 2, News 2, Observation 2, Scholastics 3, Technology 2

Benefits

Bound to the Serpent

Flaws

None

Swag

None

Abilities

Mob Mentality: For every three humans in combat with a common goal all the humans with that goal gain +1 Dice to all rolls. The Maximum bonus dice a mob can gain is +5.

Attacks

Punch/Kick: 4

Jormungander Scientist

Type: Minion of the Serpent

Favor gained: 4

Attributes

Muscle: 2 **Agility:** 2 **Tough:** 2
Brains: 3 **Allure:** 2 **Resolve:** 2
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 5 **Combat Dice:** 4 **Magic Dice:** 0

Knowledge

Athletics 2, Battle 2, Drive 2, Instinct 1, Medicine 5, News 2, Observation 3, Scholastics 5, Science 5, Technology 5

Benefits

Bound to the Serpent

Flaws

Fascist

Sadist

Swag

Ray Gun (Battery pack with 6 shots)

Abilities

Dark Science: The scientist can create with science devices, abominations and more that boarder on magic itself. They can also quickly repair and improvise devices. by spending one to three mana to do so depending on the complexity.

Attacks

Punch/Kick: 4

Ray Gun: 15, Range of 300 feet. Combustible materials struck by the guns invisible ray bust into flames.

Scales

Scales are snakes mutated into humanoids by Serpent science. Loyal but extremely violent and territorial they are often used as body guards by higher tier Minions of the Serpent.

Type: Minion of the Serpent

Favor gained: 4

Attributes

Muscle: 6 **Agility:**6 **Tough:**5
Brains: 1 **Allure:** 1 **Resolve:** 2
Spirit: 3 **Luck:** 2 **Mana:** 15
Dodge Dice: 10 **Combat Dice:** 9 **Magic Dice:** 0

Knowledge

Athletics 5, Battle 5, Instinct 4, Observation 4, Ruse 4, Survival 4

Benefits

Bound to the Serpent

Flaws

Snake like: The creature has snake like skin, head as well as lizard like claws.

Swag

None

Gifts

Horror Level: 3

Stealth: +2 Die to ruse rolls when being stealthily.

Tough Skin: +3 Dice to resist damage.

Wall Crawl: The minion can crawl on walls and ceilings like a lizard.

Attacks

Knife: 7

Punch/Kick: 6

Semi Automatic Pistol: 12

SMG: 16

Grenade (Thrown): 10 in a 15feet radius. If victim flubs fitness roll the damage is doubled.

Witch Rounds: The black Vipers rounds ignore 2 points of Maga Gift based protection (armor).

Priest of the Serpent

Type: Minion of the Serpent

Favor gained: 5

Attributes

Muscle: 2 **Agility:**2 **Tough:**2
Brains: 4 **Allure:** 2 **Resolve:** 4
Spirit: 4 **Luck:** 3 **Mana:** 20
Dodge Dice: 6 **Combat Dice:** 2 **Magic Dice:** 8

Knowledge

Arcane 4, Battle 2, Drive 2, Instinct 2, Magic 4, News 2, Observation 2, Persuasion 3, Ruse 3, Scholastics 3, Technology 2

Benefits

Bound to the Serpent

Flaws

None

Swag

Symbol of the serpent (A gold Ouroboros) : Talisman 1
Gifts (Choose three of the following gifts.)

Acid Venom (Level 3): The character fires from their finger a stream of green liquid up to Spirit 25 feet. That does Spirit X2 points of damage to what it touches for up to D6 minutes. The Acid destroys 2 points of non magical armor every minute its on a substance. Only magic or pure water can remove the substance.

Chameleon (Level 2) : The caster of victim of this gift is rendered invisible for Spirit X 1 minute.

Entrance (Level 2): Gain control of a target they make eye contact with for up to SpiritX1 hour.

Frenzy (level 3): All normal humans within SpiritX25 feet of the character becomes agitated, fearful and easily angered. With special emphasis towards a target set by the Priest.

Hatchling (Level 1): Summon in an open area at a range of SpiritX 25 feet up 100lbs of living snakes of any variety.

Scale (Level 1) : The victim of this spell is granted 3 points of armor for SpiritX1 minute.

Sidewinder (Level 3): Teleport instantly to any place the character can see up to SpiritX25 feet.

Shed: (Level 2): The victim of this gift shed their top layer of skin and heals 5 points of damage.

Attacks

Punch/Kick: 4

Strike (2 Mana points): The priest can telekinetic strike a target they can see up to SpiritX 25 feet away doing 5 points of damage. This Attack ignores non natrual or magical armor.

Jormungander Ubermensch

Type: Minion of the Serpent

Favor gained: 5

Attributes

Muscle: 6 **Agility:**6 **Tough:**6
Brains: 3 **Allure:** 3 **Resolve:** 3
Spirit: 3 **Luck:** 2 **Mana:** 15

Dodge Dice: 11 **Combat Dice:** 11 **Magic Dice:** 0

Knowledge

Athletics 5, Battle 5, Instinct 4, Observation 4, Ruse 4, Scholastic 2, Survival 4 Technology 2

Benefits

Bound to the Serpent

Flaws

Fascist

Swag

Semi Automatic Pistol

SMG

Gifts

Better Stronger faster: The character can spend 2 Mana points to add 1 Dice to Muscle or Agility for one action.

Horror Level: 2

Tough Skin: +3 Dice to resist damage.

Attacks

Knife: 7

Punch/Kick: 6

SMG: 16

Witch Rounds: The black Vipers rounds ignore 2 points of Maga Gift based protection (armor).

Monsters

Powerful creatures of magic, monsters have existed in some cases longer than the earth itself. While most are just the creations of past Maga that managed to survive or reproduce, a few come from beyond our universe and represent aspects even older than creation.



Angel

Angels are creatures of pure order designed by creation itself long ago to bring order. In their true form they resemble multi armored androgynous humanoids with multiple wings and golden school but tend to appear as human when they make a rare appearance.

Type: Monster

Favor gained: 7

Attributes

Muscle: 6

Agility: 6

Tough: 6

Brains: 3

Allure: 5

Resolve: 5

Spirit: 5

Luck: 2

Mana: 25

Dodge Dice: 11 **Combat Dice:** 11 **Magic Dice:** 0

Knowledge

Arcane: 5, Athletics 5, Battle 5, Instinct 4, Observation 4, Scholastic 5, Survival 3 Technology 3

Benefits

Pan-Dimensional: This creature can spend 2 Mana points to teleport to any place they know of without flaw.

Immortal: This creature lives forever and does not need to eat, sleep, drink or breath and is immune to all know disease and poisons.

Flaws

Orderly: With only rare exceptions most Angels cannot stand chaos and have a need to fix things that boards on OCD.

Swag

Weapon: This weapon appears as golden or silver melee weapon sheath in fame or lighting.

Gifts

Better Stronger faster: The character can spend 2 Mana points to add 1 Dice to Muscle or Agility for one action.

Fix: Angels can spend 1 mana point to repair something that's broken or restore 5 health points.

Human form: An angel can spend 1 mana point to appear as a human for one hour.

Horror Level: 1

Repawn: If not killed by magic or a Demon or Angel weapon an Angel will be recreated in D6 days.

Telekinetic: Angels can move Their SpiritX100lbs at a range of 500 feet with their minds. They may also use this power to toss or strike a foe doing SpiritX3 damage.

Telepathic: The character can make a Resolve roll against another character's resolve to current thoughts. This costs 1 mana.

Attacks

Punch/Kick: 8

Weapon: Muscle+10 Damage, ignores all non magic armor.

Demon

Where Angels were design to bring Order, Demons are designed to bring chaos. In their true forms theses creatures look like multi limbed androgynous humanoid shadows with red eyes and wings.

Demons, while always chaotic and mischievous are not always (but tend to be).

Type: Monster

Favor gained: 7

Attributes

Muscle: 6

Agility: 6

Tough: 6

Brains: 3

Allure: 5

Resolve: 5

Spirit: 5

Luck: 2

Mana: 25

Dodge Dice: 11 **Combat Dice:** 11 **Magic Dice:** 0

Knowledge

Arcane: 5, Athletics 5, Battle 5, Instinct 4, Observation 4, Scholastic 5, Survival 3 Technology 3

Benefits

Pan-Dimensional: This creature can spend 2 Mana points to teleport to any place they know of without flaw.

Immortal: This creature lives forever and does not need to eat, sleep, drink or breath and is immune to all know disease and poisons.

Flaws

Chaotic: With only rare exceptions most Demons cannot stand order and have a need to cause chaos and trouble.

Swag

Weapon: This weapon appears as golden or silver melee weapon sheath in flame or lighting.

Gifts

Better Stronger faster: The character can spend 2 Mana points to add 1 Dice to Muscle or Agility for one action.

Destroy: Demons can with a touch and 1 Mana point deal 5 points of damage to a target or cause an item to cease to work

Horror Level: 3

Repawn: If not killed by magic or a Demon or Angel weapon a Demon will be recreated in D6 days.

Telekinetic: Demons can move Their SpiritX100lbs at a range of 500 feet with their minds. They may also use this power to toss or strike a foe doing SpiritX3 damage.

Telepathic: The character can make a Resolve roll against another character's resolve to current thoughts. This costs 1 mana.

Attacks

Punch/Kick: 8

Weapon: Muscle+10 Damage, ignores all non magic armor.



Djinn

Powerful and fickle Djinn are creatures of pure magic bound long ago by maga to containers to be used as magical batteries that once powered entire countries before the coming of the serpent. While most of the Djinn and their "Bottles" are lost occasionally one is found and opened unleashing a magical weapon of mass destruction.

Djinn look like blue or Green humanoids and stand some 7-12 feet tall. While in theory they are genderless most have forms that appear either male or female.

Type: Monster

Favor gained: 8

Attributes

Muscle: 6

Agility: 6

Tough: 6

Brains: 3

Allure: 3

Resolve: 3

Spirit: 7

Luck: 0

Mana: 35

Dodge Dice: 8 **Combat Dice:** 11 **Magic Dice:** 13

Knowledge

Arcane: 5, Battle 2, Instinct 2, Magic 6, Observation 4, Ruse 4, Scholastic 5

Benefits

Immortal: This creature lives forever and does not need to eat, sleep, drink or breath and is immune to all know disease and poisons.

Flaws

Bound: A Djinn bund in a container of naturally occurring gold, crystal or silver with their true name etched on it cannot leave it.

Gamer: Djinn must make a difficulty 2 resolve roll to resist a challenge or a game.

Swag

Container: The Djinn's container is made of unbreakable and spell immune crystal, gold and or silver. Anyone opening the container and freeing the Jinn is entitled to three wishes (No wishing for more wishes) from a crea-

ture who first instinct is to use those wishes to destroy the person opening it. Luckily the “master is immune to the Djinn’s powers as long as they have wishes. the three wishes are granted the Djinn is free and the “master” is vulnerable to its power.

Gifts

Flight: A Djinn can fly at up to 100mph per their Spirit level

Horror Level: 2

Pure Magic: a Djinn can use magic to do anything and can use every gift in the book. They however still use Mana points and. And if they ever run out of magic points they cease to exist.

Attacks

Punch/Kick: 8

Fairy

Faeries are reclusive branch of humanities that embraced nature and magic. Tall, with pointed ears and angular features they are all but extinct existing in small communities scattered around the world.

Type: Monster

Favor gained: 4

Attributes

Muscle: 2	Agility: 3	Tough: 2
Brains: 3	Allure: 4	Resolve: 3
Spirit: 4	Luck: 3	Mana: 15

Dodge Dice: 6 **Combat Dice:** 5 **Magic Dice:** 8

Knowledge

Antiquity 4, Arcane: 3, Battle 3, Instinct 3, Magic 4, Observation 3, Performance 3, Persuasion 3, Ruse 3, savior Faire 4, Scholastics 4

Benefits

Bound to Nature:

All Fairies gain +3 Dice to rolls to Hide in the forest and other pristine parts of nature.

All Fairies are long lived aging approximately one year for every 20 human years starting at age twenty.

Fairies gain +3 dice to resist nature magic of all kind.

Fairies can speak the language of plants and animals.

Flaws

Iron: All Iron and Iron allow based attacks do +3 Dice of damage to Fairies and passes through any natural protection or magic of the Fairies. Fairies magic cannot affect items made of Iron or Iron allows.

Swag

Weapon: some Fairies wield swords, spears or bows/arrows made of wood silver and crystal.

Abilities

Gifts: The character has a total of 5 Level of gifts they can take from magician gifts, Demeter’s Domain, Gaia’s

gates or the Mysteries of Mother Nature’s

Attacks

Punch/Kick: 4

Weapon: Normal weapon Damage+1

Giant

Giants are the decedents of the first offspring between humans and Angels. Standing 8-12 feet tall most look like extremely tall humans save for six fingered hands and double rows of teeth. Some arboreal giants have coats of long shaggy hair and are the source of the sasquatch legend.

Type: Monster

Favor gained: 4

Attributes

Muscle: 6	Agility: 6	Tough: 6
Brains: 2	Allure: 1	Resolve: 2
Spirit: 2	Luck: 2	Mana: 10

Dodge Dice: 11 **Combat Dice:** 11 **Magic Dice:** 0

Knowledge

Athletics 5, Battle 4, Instinct 4, Observation 4, Ruse 3, Survival 3 Technology 3

Benefits

Adaptive: Giants do not take damage from naturally occurring heat or cold

Long Lived: Giants are long lived aging approximately one year for every 20 human years starting at age twenty.

Flaws

None

Swag

Weapon: Some giant use giant size weapons.

Gifts

Inhuman strength: Giants can spend 1 Mana point to increase their Muscle by 1 level (up to +3 Level) for one action.

Size Shift: Giants can spend one Mana point to appear as a human for up to one hour.

Tough Skin: +3 dice to resist damage.

Attacks

Punch/Kick: 8

Weapon: Normal weapon Damage +3

Great Beast

The Great beasts are the remnants of powerful creatures that roamed the earth once in great numbers. They include Dragons, Leviathans, Chimera and more.

For the Game Mistress the Great beast is a catch all title and can be applied to any giant non humanoid monster.

Each type of Great Beast have a at least Three of the following Gifts.

Babble Bane: The Beast speaks every known language.

Breath Element: The creature breaths either Fire, Boiling steam, Magma, cutting winds, frost, or lighting as an attack up with a range of 200feet and a damage of 20. This ability costs 3 mana per use.

Burrow: The creature can spend a mana point to dig down to their height in a combat round.

Flight: The creature has wings and can fly up to 300mpg.

Meld: The Beast can merge with naturally occurring lakes, trees or rocks. In this form they cannot act, be detected or harmed. Why melded the great best is considered resting.

Plague: The Beast's presence kills plants and vegetation within 50 feet of it.

Roar: The great beast can spend 2 mana and roar. Those hearing the Roar must make a difficulty 3 Tough roll or be deafened for D6 minutes

Seagoing: The creature can swim up to 200mph and breath underwater.

Verdant: The Beasts presence causes plants to quickly grow and areas to become more fertile.

Type: Monster

Favor gained: 7

Attributes

Muscle: 8

Agility: 4

Tough: 8

Brains: 2

Allure: 1

Resolve: 3

Spirit: 3

Luck: 2

Mana: 15

Dodge Dice: 8 **Combat Dice:** 14 **Magic Dice:** 0

Knowledge

Athletics 4, Battle 6, Instinct 4, Observation 5, Ruse 3, Survival 4

Benefits

Adaptive: Great Beasts do not take damage from naturally occurring heat or cold.

Horror: 5

Long Lived: Giants are long lived aging approximately one year for every 20 human years starting at age twenty.

Regeneration: Great Beasts Heal D5 Damage every combat round.

Flaws

Big: Because of their size (On average 20 to 30 feet long for air and land dwellers and 50-100 feet for sea dwellers) Great Beast are +2 Dice to hit with hand to hand and ranged and hand held weapons.

Gifts

None

Attacks

Bite: Muscle +10

Claw: Muscle +12



Madness

Madness are creatures from another reality that find their way to ours. The creatures look like 12-20 feet tall mounds of tentacles, mouths and eyes. And are so horrific to look upon them causes madness.

These creatures while not godlike in any way are worshiped by some humans.

Type: Monster

Favor gained: 7

Attributes

Muscle: 8

Agility: 4

Tough: 6

Brains: 1

Allure: 1

Resolve: 3

Spirit: 5

Luck: 2

Mana: 25

Dodge Dice: 8 **Combat Dice:** 14 **Magic Dice:** 0

Knowledge

Athletics 4, Battle 6, Instinct 4, Observation 5, Ruse 3, Survival 4

Benefits

Pan-Dimensional: This creature can spend 2 Mana points to teleport to any place they know of without flaw.

Adaptive: Great Beasts do not take damage from naturally occurring heat or cold.

Horror: 5

Regeneration: Great Beasts Heal D5 Damage every combat round.

Closed mind: These creatures minds are so alien they are immune to knowledge or magic based mental manipulation of all kinds.

Flaws

Big: Because of their size the creature are +2 Dice to hit with hand to hand and ranged and hand held weapons.

Gifts

Insanity aura: anyone affected by the Horror level of this creature loses 1 rank of resolve permanently and suffers from nightmares, and erratic behavior for D6 weeks. Magic affected gain a point of Hubris.

Attacks

Bite: Muscle +7

Tentacle hold: The creature grabs a victim and does Muscle +4 Damage to it every combat round. While held

the target cannot move.

Tentacle Slap: Muscle +D10

Spirit

Spirits are the souls of the deceased that refuse to go on to a new incarnation or an after life reward. While most are benign and so caught up in reliving their former life as a haunting entity they can do nothing else a few are dangerous.

Spirits look like dark twisted versions of the it's living form.

Type: Monster

Favor gained: 2

Attributes

Muscle: 2 **Agility:** 2 **Tough:** 2
Brains: 2 **Allure:** 2 **Resolve:** 2
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 0

Knowledge

Drive 2, Instinct 1, News 2, Observation 2, Scholastics 3, Technology 2

Benefits

Ghostly: Spirits normally are immune to non magical attacks and barriers. They may spend a mana point to became solid for one round of combat. While solid they take half damage from no magical attacks.

Dead: Spirits cannot be killed, if their life points are depleted they vanish and return to the place of their haunting in D6 days. Spirits can be destroyed by gifts.

Flaws

Bound: Spirits are bound to an area no more than 100 feet by 100 feet . This area is related to where ior why they died. The spirit cannot leave that area normally and if they are force they dissolve for D6 days.

Swag

None

Abilities

None

Attacks

Punch/Kick: 4

Vampire

Vampires are the creations (by bite) of humans that mated with Demons (Those original vampires are called Elders) . Most vampires look like gaunt albino humans with red eyes.

Vampires despite what the movies say do not sparkle in sunlight. They do however drink blood to survive.

Type: Monster

Favor gained: 4

Attributes

Muscle: 4 **Agility:** 4 **Tough:** 3
Brains: 2 **Allure:** 3 **Resolve:** 3
Spirit: 3 **Luck:** 1 **Mana:** 15
Dodge Dice: 7 **Combat Dice:** 7 **Magic Dice:** 0

Knowledge

Athletics 3, Battle 3, Drive 2, Instinct 3, News 2, Observation 2, Persuasion 3, Ruse 3, Scholastics 3, Technology 2

Benefits

Undead: Vampires are undead and do not need to sleep, drink, breath or eat. If an undead is reduced to zero health and not decapitated it can be revived magically or in the case of a vampire by pouring a pint of blood into it's mouth.

Flaws

Undead: Undead do not regain Health or Mana Normally.

Swag

None

Abilities

Fly: Vampires can spend a point of mana to fly up to 100mph for 1 hour.

Sway: Vampires can use a point of mana to grant themselves +1 dice to Allure rolls (maximum bonus of +3)

Attacks

Punch/Kick: 6

Vampire Bite: As an attack a vampire can bite a victim doing Muscle +3 damage. The bite ignores all natrual armor and half of all other. Every point of Health the vite does can be used to restore either one point of mana or one point of Health. If a vampire drains a victim they can choose to spend 10 mana to bring that person back as either a sub servant zombie or a free Vampire.

Zombie

Zombies are the most common type of monster Rogue Maga Serpent Scientist/Priest and vampires can create them with relative ease.

Zombies look like walking corpuses in various states of decay,.

Type: Monster

Favor gained: 1

Attributes

Muscle: 3 **Agility:** 2 **Tough:** 2
Brains: 1 **Allure:** 1 **Resolve:** 1
Spirit: 1 **Luck:** 1 **Mana:** 5
Dodge Dice: 3 **Combat Dice:** 2 **Magic Dice:** 0

Knowledge

Athletics 3, Battle 3, Instinct 2, Observation 1, Ruse 2

Benefits

Undead: Vampires are undead and do not need to sleep, drink, breath or eat.

Flaws

Undead: Undead do not regain Health or Mana Normally.

Swag

None

Abilities

None

Attacks

Punch/Kick: 4



CHAT: Magicalmavens. com

Prettyhatemachine:
There's a Great Beast just outside of Oslo, I might need some help with it.

Rhymeswithwitch: ROAD TRIP!
[#bbqsomebeast](#)

Webmistress Minerva:
Most Great Beasts are harmless... Unless it's a dragon... they're just bastards

Prettyhatemachine: Not a dragon, one of the old wolves that might have been Fenris once. .

Rhymeswithwitch: Does he Huff and Puff, He gotta Huff and Puff!

Prettyhatemachine: Yes he does, and he blows cars off the road and houses down.
[#itsonlyfunnyinstorybooks](#)

Webmistress Minerva:
Old Wolves are smart, but they can be lead by their stomach. And once they eat, the sleep for a decade or two.

Rhymeswithwitch: What do giant wolves eat? Because it's going to take a lot of that to get this thing to sleep.

Prettyhatemachine: A lot of innocent people if we don't take deal with it.
[#callingforacovenmeeting](#)



A SNAKE IN THE GRASS

A beginning Bellum Maga adventure.

“Snake in the grass”, a sample adventure designed to walk players and the Gamemistress through playing a Game of Bellum Maga and to give them an idea how an adventure should be put together.

Introduction (read to players) : The City that never sleeps, never really sleep, you can always find something to do in NYC no matter what time it is, if you know where to look and if you're willing to take a few risks.

As newly reborn Maga living in the “greatest city on the planet” you’ve heard rumors of a new place catering to a special kind of risk taker, men who like very young girls.

And while New York City is a place of Opportunity, that's the kind of opportunity you and your patronesses can not abide. In your dreams and in whispers sent to you by the goddess head you've seen these girls cry and these men moan and laugh, you seen innocent being lost and you know it's your job to stop this evil.

Part 1: New blood on the streets.

Summary (For Gamemistress (GM) eyes only: The first part of the game is designed to get the players on the trail of a new underground club called “The Orphanage”. Finding the club isn't easy as it's protected by a Serpent Priest (Abner Lake) make it invisible to magic detection.

This means the players are going to have to ask around and do a little “leg work” Depending on the type of characters are playing we have a provided a few contacts for them to help them start.

Ms. Ava Lincoln (Average Human)

Age: 45

Race: African American **Sex:** Female

Job: Social Worker

Background: Ava has been work in New York as a social worker specializing in abused and exploited children for twenty years. Once hopeful she's grown world weary and disgusted at the things she's seen.

What Ava knows: Ava has heard that a lot of pre-teen and teen girls living on the street have started to take and deal a designer drug call sunshine that cause those that consume it become euphoric and forget past painful memories.

What Ava is hiding: Ava has purchased some sunshine in order to forget the things she's seen in the past. If players figure out her new addiction they can get the name of her dealer. A girl called Angel.

Officer Jason Sullivan (Innocent– Policeman))

Age: 26

Race: Anglo American (Irish heritage) **Sex:** Male

Job: Policeman walking the beat near Times square

Background: Jason has been on the force for three years, he's still very idealistic about helping others and his job. Jason is the kind of policeman to look the other way for minor infraction and to offer advice rather than a ticket or time in jail.

What Jason knows: While walking the beat Jason picked up a strange piece of black paper folded like a brochure. The paper had no words or pictures on it but smelled like perfume. Jason says when he smelt it he suddenly became disgusted.

What Jason is hiding: Jason is hiding the fact that when he smelt the paper he saw a vision of him and a teenage girl kissing on a bed. In a small room with a porthole.

Santos (Thug)

Age: 31

Race: Hispanic **Sex:** Male

Job: Drug Dealer

Background: Santos is a Drug Dealer (Marijuana and Cocaine) living and working in Harlem. While a criminal he lives by a strict set of rules that include violence only when needed and never selling to kids.

Santos sees himself as a ladies man.

What Santos knows: Santos has heard of a new drug on the street called Sunshine being sold by street kids (all girls). The drug leaves those who use it feeling good about themselves. Santos fears that Sunshine will eventually start to cut into his profit.

What Santos is hiding: Santos and three of his “boys” went looking for the source of Sunshine, two days ago. They cornered a dealer (a 16 year old girl) and beat her till she said another girl named Angel gave her the drugs. They have not found Angel.

Combat

It's possible that Santos, if he feels as if the player's characters are manipulating him, undercover cops or potential rivals in the drug-trade, may threaten them with violence. If he does Santos and his crew (Ant, B-rock and Fernando) will attack to show “They're not punks”

All four men use the **Human-Thug** for abilities and Attributes). The four men will be horrified once they realize magic is involved and become far more corporate.

Taja (Average Human)

Age: 34

Race: Indian American **Sex:** Transgender

Job: Entertainer

Background: Taja is a night time street entertainer working near Times square singing old show tunes and playfully flirting with tourist. Taja is also a mother figure to a group of homeless kids.

What Taja knows: Taja is furious that a few of her girls have gone missing for days only to return string out on something called Sunshine. According to some of her “kids”. The girls were taken by a guy in a white limousine and returned the same way. Taja has since then been looking for the Limo to introduce the driver to the taser she carries in her purse.

What Taja is hiding: Taja knows about Angel but feels the need to protect her as she was once part of her group of street kids. Taja knows angel held up in an abandoned subway platform/drug den the street kids call, “The Pitch”.

Chapter Goals: The players main goal is to find out about Angel and Sunshine. The “white limousine” is a bonus.

Favor Earned

The goddesses are pleased with the following endeavors.

- Find out about Sunshine: 1 point
- Find out about Angel: 1 point.
- Not start a fight with Santos: 1 point.
- Good role-playing and character interaction: 1 point

Favor Lost

The goddesses frowns on the following.

- Using harmful or manipulative magic on
- Officer Sullivan: -2 Points.
- Not offering to help Ava or Taja in some way : -1 Point

Part 2 (A): Sunny Daze

Summary (For Gamemistress (GM) eyes only: Sunshine is the new designer drug on the street and is linked to the players finding the Orphanage.

While players can continue on their mission without investigating Sunshine, doing so is an option.

Players who seek information on Sunshine can seek to obtain some on the streets. Doing so will require:

- **Brains+Crime or Allure+Crime rolls Difficulty 4**

Regardless in game the search will take a few hours and is best done at night (Difficult 3 at night).

The dealers will point to Angel as a distributor.

Once the drug is found it can be examined with:

- **Brains+Science:** To discover that it's an artificial opiate designed to enhance mood
- **Brains+Arcane:** Magic components including fairy blood is used increase addiction and cause the loss of memory.

Players should discover by the end of this chapter Sunshine is created with a combination of magic and chemistry.

Gamemistress may wish to muddy the waters of the exploration into Sunshine by having the player's search alerting Abner and or Angel to their investigation or the Police (after all the characters are looking for drugs).

If the players are more action oriented the above reasons could lead to a chase and or a fight.

Combat

If Abner or Angel here's of the player's characters looking too hard for Sunshine they will send 3-6 Human Thugs to scare the character's off.

If the police start to notice the characters, the characters will be confronted by 2-4 policemen of which at least one will be a truth-keeper.

The effects of Sunshine on a character

There is a chance a character will wish to try Sunshine themselves. Sunshine is an yellow orange liquid that tastes like lavender. Characters taking it must make a Tough roll difficulty 4 or become giddy and very upbeat. They will also forget the worse days of their life . The Euphoric feeling lasts about 1/2 an hour the forgetfulness about a day. The result for the first half hour is +1 Dice to Allure and Spirit Rolls.

After the day the forgotten memory comes back overwhelming the character and causing -3 Dice to all rolls for one day or until sunshine is consumed.

Chapter Goals: This optional chapter should end up with players knowing there is a magical element to Sunshine.

Favor Earned

The goddesses are pleased with the following endeavors.

- Discover what sunshine is made of: 1 point
- Taking down predators like the thugs or cops: +1 point

Part 2 (B): White Whale

Summary (For Gamemistress (GM) eyes only: The White Limo is a "Red-Herring", realistically finding the right one in a city the size of New York is next to impossible. Luckily the player's characters have magic on their side.

If the character peruse the "White Limo" they can search for it magically or do an old fashion stake out in the time square area where it's was seen.

What the characters will discover:

The Limo is owned by "Sweet Fleet", a private car/driver company owned by Tony Fortelli. The driver (Vance Simpson) is paid in cash by Tony to drop off kids and pick them up.

Vance (Average Human with a Drive Knowledge of 4) doesn't ask a lot of questions and if things gets heated he will try to escape with the Limo (Armor 2, Health Points (20), Max speed: 50mph.)

Player-characters may also wish to go after Tony. This option leads down a dark hole as Tony as connected to The local mob in a big way and could be a great recurring bad guy or even ally.

Big Tony Fortelli (Human –Thug)

Age: 50

Race: Anglo American (Italian)

Sex: Male

Job: Former Mon “Wheelman”, now a Mob lieutenant

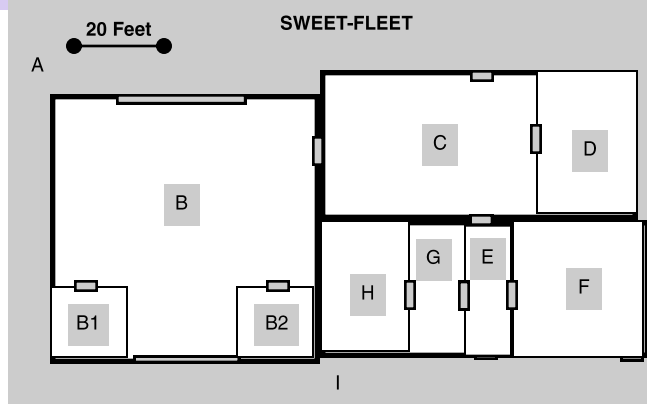
Tony is a man on the move. A former Driver for the Carmine crime family he's now a respected officer in the organization as well as a successful businessman (Owner of sweet-Fleet) and a family man. Carmine while a thug, isn't stupid and knows how to make a deal if need be.

What Tony knows: Tony knows a rich British guy pays him well to have Vance pick up and drop off kids. The Brit isn't connected so Tony has no problem “rolling o him” if pushed .

What Tony is hiding: The British guy he calls “Lord Fussy-bottom” pays and cash and is really creepy. Tony doesn't like him, in fact Tony is afraid of him.

Combat

If the characters get too aggressive at, “Sweet-Fleet” the men will attack. (3-4 Human Thugs) they will refrain from using guns as it'll draw attention to them. Instead they would use their fists or large mechanics tools.



A. Front parking and ground, the entire lot is surrounded by a 8 feet tall chain link fence

B. Car and limo cleaning and maintenance area.

B1. Restroom

B2. Break room

C. Show Room and waiting room. Contains multiple displays showing the kind of cars the company offers.

D. Offices, includes legal company records and information.

E. Rear Hall, the door to this area is locked (4 difficulty Crime+Brains roll to pick lock)

F. Tony's office, Wood paneled walls and leather furniture, has a wall safe with info on the companies non-legal endeavors) Information on the Brit is here (paper copy only)

G. Storage room. Full of old computers, an old copy machine.

H. The entrance is Hidden behind a shells)Brains+Preception Difficulty 3 to find.) The sliding shelf open into Tony's play room. Big Screen TV, bar, card table and refrigerator)

Chapter Goals: This optional chapter should end up with players knowing that a British guy is involved with the yet confirmed club (The Orphanage). It should also place Tony in the character's life as a friend or foe.

Favor Earned

The goddesses are pleased with the following endeavors.

- Discover the British man exists” +1 Favor
- Taking down predators like the thugs or cops :
-

Part 2 (C): Pitch black heart

Summary (For Gamemistress (GM) eyes only: Angel lives and runs a drug den specializing in Sunshine on an abandoned subway platform known as “The Pitch.”

Angel has information on the Orphanage and also has a stake in the Sunshine being sold on the streets. This is the only part of Part 2 required.

Finding the Pitch

Angel's “home”, “The Pitch” cannot be found by magic, It's Angel's place of power and she's not having anyone spy on her.

It can be found by researching old Subway stations the old fashion way at city hall:

Brains+ Antiquities or Brains+News or just Brains

Researching by computer:

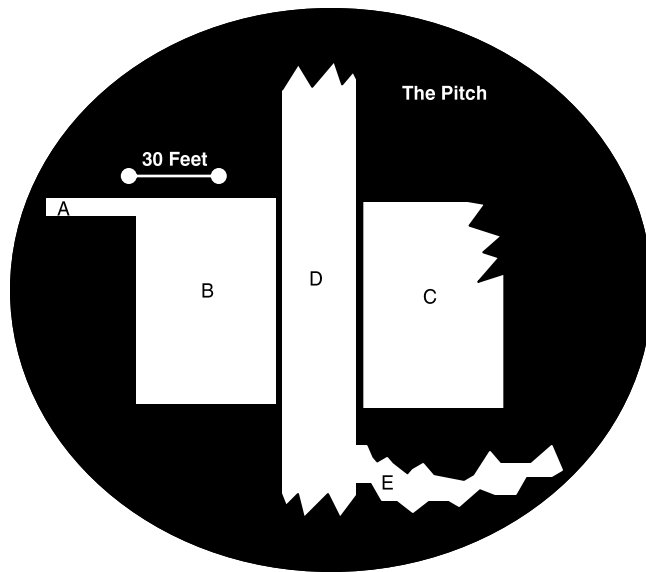
Brains+Technology.

Or by asking known drug users:

Allure+Persuasion or Body+Persuasion

Regardless the how the characters after an hour or two will find “The Pitch”

History: The Pitch was once Subterranean rail station 3. Opening in 1895 it was closed 3 years late when part of the ceiling collapsed killing 72 people.



A. An old air vent that has been converted into an entrance. It's guarded by two teenage look outs (Average Human– Innocents) Entering this way requires a **Difficulty 2 Agility+Athletics or Agility roll**. Failure means the character tumbles off the make shift ladder taking D6 damage.

B. This wood and stone room was once passenger platform, it's now trash filled drug den and crash pad that reeks of urine. , over a dozen druggies doing everything from crack to Sunshine are in the area, most sitting or laying down and keeping to themselves.

C: This is another platform and It's much cleaner despite the fact vines have grown from the ceiling and snake about the area. Small bushes and even trees have taken root here despite the lack of sunlight. This is Angel's home.

D: The remain of two side by side tracks is covered by makeshift tents. Non-drug using homeless call this area home.

E is an old tunnel dug out long ago , leading from the surface . It's how most of the homeless enter the tunnel and has only one look out at the surface.

Entering The Pitch:

The Pitch is the home of many people. Look outs watch over both entrances with whistles and bells to signal those inside to scatter the police or local gangs show up.

Characters can chose to enter disguised and junkies or homeless :Difficulty 1 **Brains+Ruse**

Sneak in: **Ability+Ruse vs. the Look outs Brains+ Observation**

Or deal with the look outs with either a bribe Allure+Persuasion, threats Body+Persuasion or magic.

Combat

Dealing with the look outs may involve combat All three (Two on A and one on E) are **Average-Humans**.

Any use of magic will alert Angel that magic is being used. If that happens, Angel will be waiting for the player's characters at whatever entrance with her "helpers"

If the player's characters lose initiative the lookout will Alert the tunnel and Angel will be ready for them with her "helpers."

If the characters manage to get in either unnoticed or tactfully they will arrive in the dimly lit area and only stand out if they don't look homeless or strung out enough. Even then they may not arouse suspicion if they are non-aggressive.

Finding Angel after arriving that way is just a matter of asking around.

Angel

Type: Fairy (Monster)

Age: 204 (looks 18)

Race: Looks Anglo Sex: Female

Job: Drug Manufacturer, queen of the Pitch

Favor gained: 4

Attributes

Muscle: 2

Agility: 4

Tough: 2

Brains: 3

Allure: 4

Resolve: 3

Spirit: 4

Luck: 3

Mana: 15

Dodge Dice: 6

Combat Dice: 5

Magic Dice: 8

Knowledge

Antiquity 4, Arcane: 3, Battle 3, Instinct 3, Magic 4, Observation 3, Performance 3, Persuasion 3, Ruse 3, savior Faire 4, Scholastics 4, Science 4, Technology 4

Benefits

Bound to Nature

Flaws

Iron

Selfish

Greedy

Swag

Black Crystal wand (Talisman 3) +1 Die to Lighting bolt damage. Provides Armor 2. If used to stab a target it transfers D6 mana from the target to Angel.

Abilities

Fly: Angel has retractable Dragonfly like wings that grant the ability quickly. In enclosed places they grant her +1 Dodge Dice.

Gifts: Mysteries of Mother nature (Bitter Chill and Lighting Bolt).

Demeter's Domain: Grow and Vines

Created Gift– Helper (Level 3): Turns a normal human into a creature that's part plant with Bark like skin (Armor 2) and enhanced strength Attacks

Punch/Kick: 4

Wand: Stab (5)

Background: Angel was born to a small clan of Scottish Faries living in caves in the Highland. These dark Faries or Banshide were eventually driven from the area, Angel being a rare Fae not afraid of human civilization decided to take a chance and come to America.

Eternally young and beautiful she used her powers and charm to find wealth in "The New World" for some time before falling on hard times . Now she lives in the tunnels as a queen with subjects that care for her,

bring her “pretties” (stolen jewelry, and other shiny things) .

Appearance: Angel has fair skin, golden hair and electric blue eyes. Her ears are pointed and she's very thin. She dresses in a white dress, black leather jacket and black boots.

What Angel knows: Angel wants out of the Pitch and has joined up with a Magician to do just that. She uses her blood and a little alchemy to create Sunshine for the Magician in exchange for money. She's been saving for enough money to get a real apartment.

What Angel is hiding: Angel knows the Magician is Abner Lake, but has no idea he works for the serpent. She also knows he's a pimp selling under age girls out of an underwater brothel at the docks he calls the Orphanage.

Helpers— Angel has created 4 helpers to keep order in The Pitch.

Type: Human (Enchanted)

Favor gained: 2

Attributes

Muscle: 3

Agility: 2

Tough: 2

Brains: 1

Allure: 1

Resolve: 1

Spirit: 1 **Luck:** 1

Mana: 5

Dodge Dice: 4

Combat Dice: 5

Magic Dice: 0

Knowledge

Athletics 3, Battle 3, Instinct 2, News 2, Observation 2, Rise 3, Survival 3

Benefits

Plant: The character feeds on sunlight, water and fertilizer and doesn't need to eat, drink, breath or sleep like a human. They also do not Bleed and can spend a mana point to reattach limbs.

Flaws

Loyal: The creatures are utterly loyal to Angel.

Swag

None

Abilities

Bark: The Helpers have bark like skin that provides +2 Armor but is also flammable (+2 damage from fire)

Stretch: The Helpers can stretch their arms up to 10 feet

Attacks

Grapple

Punch/Kick: 5

Combat

Angel will do her best to win the fight on her home turf. She will however give up if things go bad and tell everything she knows in exchange for being left alone.

Angel will always take to the air and fight. The ceiling of the area is 20 feet high and allows her to maneuver better. She will also never attack with all her helpers at once. She'll hold 1 in reserve to attack an injured foe.

After Fight

Once Angel is defeated the player's characters can get about finding the information they need to find the Orphanage.

If Angel dies-

If Angel dies one of the homeless in the area will tell the character's how Angel once protected them but after she started talking to the British man that changed.

The homeless man will tell the player's character their British man works out of the docks and will show them exactly where.

If Angel lives-

Angel knows when she's beaten and will answer the character's questions and promise anything to get the Maga off her back.

Angel will not betray the Maga to Abner but she will lay low for a few weeks before returning to selling drugs and plotting revenge on the Player's characters.

If Angel escapes-

Another option is Angel deciding not to give up and running to fight another day. Angel will lay low for a few weeks but will then return to seek revenge.

In the meantime The players upon searching Angel's part of the Pitch will find her alchemy lab and the address of Abner Lake's offices near the dock along with a letter from Abner bemoaning the lost art of letter writing and thanking her for her asistance with making life more Sunny for his Children

Chapter Goals: The main goal of this chapter is to find the Orphanage and link Angel to the British man aka Abner.

Favor Earned

The goddesses are pleased with the following endeavors.

- Sneak into The Pitch and not harm the look outs.: +1 Point
- Defeat Angel: +1 Point
- Defeat Angel without killing her: +1 Point
- Discover the location of the Orphanage: +1 Point

Favor Lost

The goddesses frowns on the following.

Hurting the Lookouts: -1 Point
Harming any “Bystanders” in the Pitch: -1 Point
Killing Angel: -1 Point

Part 3: Orphans

Summary (For Gamemistress (GM) eyes only: With the Orphanage revealed it's finally time for the layer's character to bring down the wraith of the goddesses down upon Abner Lake.

This chapter will take the player's and their character into the Orphanage and to Abner Lake. This should be the climax of the this adventure and show the overall evil and depravity of the serpent.

Preparations

The battle with Abner and his minions should be a hard one and the Gamemistress should allow Players to plan out their attack.

Some players may wish to leave The Pitch and go directly to the Orphanage, and while they can do that it's not a good idea.

The Gamemistress should all Player Character's to re-search the area as they did the Pitch. They can even send Thralls out to "case" the area.

Using magic Will alert Abner that "Maga Mischief" is afoot and make things harder for the Player's characters.

Brains+Battle can be used as a tactics roll to figure out the best way to deal with any problems at the orphanages. For every two successful rolls all character involved should get a point of Luck they can use in the siege of the Orphanage.

Abner's plan

Abner is a very smart man with lots of contacts throughout the city. If the character's Maga were very "loud" in their search for him he will be ready for them.

If player's characters:

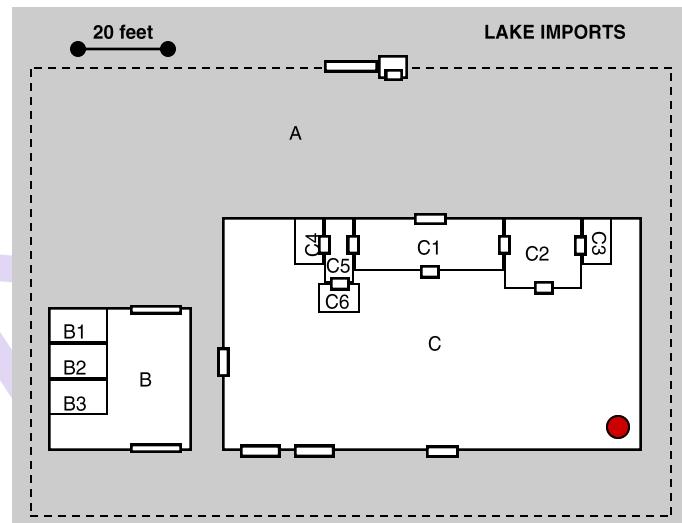
- Did away with Tony
- Did Away with Angel
- Did something to attract the local police.
- Left a High Body count

Abner will be expecting them and increase his guards and prepare some nasty surprises.

The Docks

The dock area that the Orphanage is under is owned by Lake Imports, LLC and if the character's research the company they will discover the owner is Abner Lake, a British National who's company imports Brittan/United Kingdom inspired toys, appear and memorabilia.

Lake Imports averages 12.6 million pounds in sales a year and has been in business just over a decade.



A. Covered in concert this plot of land is surrounded by a 12 foot tall fence with razor wire on top. The only way in is a chain link gate that can be opened from the Offices, Mechanics-bay or the guard house. The Guard house is a small windowed "Box" just big enough for two security guards. The Guard box is manned twenty-four hours a day, seven days a week.

B. The Mechanics Bay is a concrete walled building with a metal roof and is where the companies fleet of 4 vans are repaired (The Vans themselves are parked behind the building near the refueling station and refueling tank.

B1. This simple room is the mechanic's offices

B2. The mechanic's restroom.

B3. The mechanic's storage is full of boxed van and car parts and various items used in the offices and restroom.

C. The bulk of this building is warehouse style storage with to docks/loading pays in the rear. Magically hidden near the rear right corner (Difficulty 2 Spirit+Arcane to detect) an elevator with illusions cast on it to look like a multiple crates of Queen Elizabeth bobble head dolls. Once detected the Elevator can be used but there is hidden camera in it.

C1. The waiting and display room for Lake Imports, LLC.

C2. The well kept Lake Imports, LLC offices complete with its own computer server.

C3. Office Storage.

C4. A very stylish company break room complete with espresso machine, and a fine assortment of teas and biscuits (cookies).

C5. Non-descript hallway.

C6. Spotless company restroom.

Combat

Lake Import, LLC will be well protected especially at night when most of the Orphanage's visitors arrives. The two guards at the gates are **Human-Black Viper** and will respond to any attack. In fact Abner's magic that keeps the area from being detected magical also alerts him and guards of magic being used on the premises. The area is also guarded by **3 Shadow Wolves**.

Shadow Wolves (Large black wolves)

Type: Monster

Favor gained: 2

Attributes

Muscle: 3

Agility: 3

Tough: 2

Brains: 2

Allure: 1

Resolve: 2

Spirit: 2 **Luck:** 1

Mana: 10

Dodge Dice: 4

Combat Dice: 5

Magic Dice: 0

Knowledge

Athletics 3, Battle 3, Instinct 3, Observation 3, Rise 3, Survival 3

Benefits

Hunter: The wolves gain +1 Observation die when tracking prey and attacking Prey.

Flaws

Loyal: The creatures are utterly loyal to Abner and the security guards.

Swag

None

Abilities

Howl: The Howling of a Shadow wolf brings Dread to non wolves.

This ability cost 2 Mana to do effects every non wolf in 50 feet. If a victim in range misses a Resolve difficulty 2 roll they are -1 Dice to all rolls for D6 minutes. A Wolf can Howl once a combat round. This ability is not cumulative.

Pack Hunters: For every wolves attacking the same target, all wolves involve gain +1 Dice to Battle and Instinct.

Shadow Bite: If a Wolf bites a target they can spend 1 mana point to cause the bite to ignore all natural and artificial armor (and 1/2 magical armor). This bite will also effects spirits and phased creatures.

Shadow Move: The Shadow Wolves can pay 1 mana to move as shadows. In this form they cannot attack and can only be harmed by light. Shadow Wolves attacking from shadow and turning solid to do so do +1 Dice of Damage.

Attacks

Bite: Damage 7

Claws: Damage 6

Clip: The wolves can as an attack cause a character to fall and be at -2 dice to dodge till they stand. This attack does no damage.

Aftermath

Unless the Player Character's are very careful they will be detected by Abner and he shall be ready when they arrive at the Orphanage.

The Orphanage

The Orphanage was actually built in 1927 as a speak-easy, Called the "Fancy Dan" at the time, it was built by Dan Kincade, owner of Kincade Boilers and pipes. After it's time as a speak easy was over the Fancy Dan was maintained by several groups of criminals as a

"smugglers nest" and in the 1950's it became a secret meeting place for local communist and freethinkers.

Abandoned in the 1970's it was found mostly flooded by Abner Lake in the earl 200's and converted into it's current form as the Orphanage.

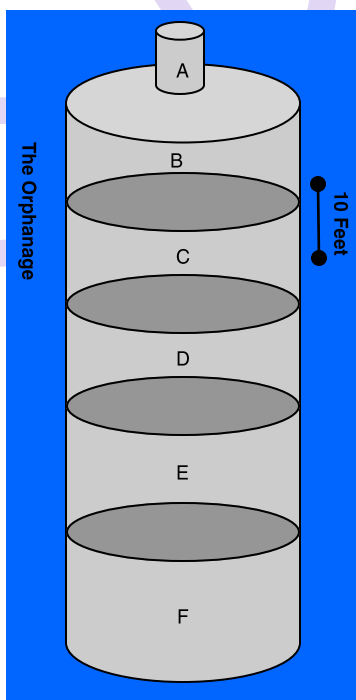
Dangers of the Orphanage

The nature of how and when the Orphanage was constructed is a hazard on to itself for the Player's Characters)

The Orphanage is submerged and uses air pumps near the harbor to maintain breathable air. If the pumps are destroyed or malfunction There will be enough air in the complex for an hour. (A character can hold their breaths about 1 minute per level of Tough)

The Orphanage s made Boiler plate painted to be rust resistant, over time the plate has weakened in several areas and anything from gunfire to a spell can rupture the hull causing flooding and most likely more rupturing. (Swimming is Muscle+Athletics. To escaped a ruptured orphanage is a Difficulty 4)

Being made of metal, the Orphanage is extremely conductive. Lighting bolts and electrical attacks will effect everyone within 10 feet of the attack incurring the person using the attack.



A. The Elevator shaft is the only entrance or exits into the Orphanage. paneled in wood grain with a marble floor and brass accents it plays classical music as it enters and exits. While the top floor can be entered and exited by elevator the res or the orphanage uses a spiral stair case.

B. The Elevator stops on the top floor, a lavish bar styled to look like a old fashion British "gentleman's club".

C. This level is where the gentle visiting the Orphanage meets their dates. Girls are lined up on stage in the nude and men choose the ones they wish to have for the night. This level also holds the offices of Abner Lake and a Hidden safe where nit only is there money (1.4 million dollars in cash, but blackmail material on 3 U.S. Senators, 4 Top 100 CEOs and 7 professional Athletes. Most take the form of photos taken at the orphanage.)

C. Contains 10 small room where the cliental can take their “dates”. The rooms are clean and well kept with a carpeted floor, porthole window, bed and a cabinet full of various “accessories”.

D. This “fun house, designed for “group activities” its designed to look like a Harem tent.

E. is the Girls room, It’s where new girls are taken, strung out on sunshine and other drugs and train. Dirty and dank it’s obvious by its look girls eat drink and sleep there.

F. Abner’s quarter consists of three rooms a sitting / writing room, restroom and bedroom, All doe up in Victorian splendor.

Abner Lake

Type: Minion of the Serpent

Age: 55

Race: Anglo Sex: Female

Favor gained: 5

Attributes

Muscle: 1

Agility: 2

Tough: 2

Brains: 4

Allure: 2

Resolve: 4

Spirit: 4

Luck: 3

Mana: 20

Dodge Dice: 6

Combat Dice: 2

Magic Dice: 8

Knowledge

Arcane 4, Battle 2, Drive 2, Instinct 2, Magic 4, Management 4, News 2, Observation 2, Persuasion 3, Ruse 3, Scholastics 3, Technology 2

Benefits

Bound to the Serpent

Protected: The Minon of the serpent can spend 2 Mana points to add +1 Dice to resist magic for one roll.

Flaws

Arrogance: Abner thinks he’s better than everyone around him. He must make a Difficulty 2 Resolve roll to retreat if outmatched or admit he’s wrong.

Swag

Symbol of the serpent (A Blake cane with a golden snake handle.) : Talisman 1 (+1 to Acid Venom Gift.)

Gifts

Acid Venom (3): The character fires from their finger a stream of green liquid up to Spirit 25 feet. That does Spirit X2 points of damage to what it touches for up to D6 minutes. The Acid destroys 2 points of non magical armor every minute its on a substance. Only magic or pure water can remove the substance.

Hatchling (1): Summon in an open area at a range of SpiritX 25 feet up 100lbs of living snakes of any variety.

Hollow Sight (1): Abner can see and hear through his hollows at limitless range for up to an hour .

Scale (2) : The victim of this spell is granted 3 points of armor for SpiritX1 minute.

Attacks

Punch/Kick: 4

Strike (2 Mana points): The priest can telekinetic strike a target they can see up to SpiritX 25 feet away doing 5 points of damage. This Attack ignores non natrual or magical armor.

Background:

Abner was born a poor London family. Growing up he was found himself drawn to the occult in hopes it would grant him a better life. Charismatic and a hard worker he found that despite not having any real magical power he had still managed to build himself a following by the age of thirty.

Eventually the power he sought found him in the form of the Serpent, appearing before him as a mighty Dragon. With real magic , Abner set out to make his fortune and to live a life free of the rules and morals he hated.

Appearance: Abner is 6’1 and weighs 120lbs. Balding with dark hair, sunken eyes and a hooked nose he dresses as a Victorian gentleman

and takes on the mannerism of the same despite being neither from the Victorian times or a gentleman.

What Abner knows: Abner knows about Angel creating sunshine and has Hollow spies in the guise of Homeless all over the city.

What Abner is hiding: Abner is more into following the serpent fot the power than the cause.

Hollows

Type: Minion of the Serpent

Favor Gained: 1

Favor gained: 1

Attributes

Muscle: 2

Agility: 2 **Tough:** 2

Brains: 1

Allure: 2 **Resolve:** 1

Spirit: 1

Luck: 1 **Mana:** 5

Dodge Dice: 3

Combat Dice: 2 **Magic Dice:** 0

Knowledge

Athletics 3, battle B, Instincts 3, Observation 2,

Benefits

Hollow: Hollows are the skins and bones of humans filled with Snakes (Usually from a Hatchling Gift) and enchanted as servants. In the case of Abner the skin comes from Girls who have reached the age of 18 and are no longer useful to his cliental. Hollow are immune to mind altering gifts and do not need to sleep. Hollows can contort and bend their body freely do just that to frighten those they attack.

Flaws

Loyal: The creatures are totally loyal to Abner Lake.

Swag

Semi Automatic Pistol (2 Clips)

Abilities

Venom: Hollows fingernails are actually retractable fangs. If a character takes damage from them Must make a Difficulty two tough roll or los the ability to heal normally for D6 Days. This Venom also grants –1 dice to all Tough and Muscle based rolls.

Attacks

Fang Claws: 6 damage

Semi Automatic Pistol: 12 Damage

Appearance: Abner’s hollows appear as Young women dressed in traditional maid uniforms . Their eyes and mouths are sewn and under close inspections snakes can seen to crawling under their skin.

Combat

Abner will set up four Hollows on the top floor and three on each of the nest three floor to “soften “ up the Maga and then attack along with the last group of hollows.

Hollows are not overly smart but will attack from where they have the best advantage. At least one will attack from the ceiling.

After Fight

Abner will fight to the death as will his Hollows, if given a chance He will as a final attack used Acid Venom to blow a large hole in the wall of the Orphanage flooding it and drowning himself and everyone else who cannot escape.

If that happens It’ll be up to the Magas to save the 12 girls 7 girls and 12 clients in the orphanage.

If that doesn't happen the Player characters still need to remove the Girls and "deal" with the clients.

Chapter Goals: Find the Orphanage, Rescue the girls, Shut the Orphanage down.

Favor Earned

The goddesses are pleased with the following endeavors.

- Destroy Abner: +2 Points
- Destroy the Orphanage: +1 Point
- Destroy Lake Imports" +1 Point
- Punish the Clients: +1 Point
- Rescue the girls: +2 Point
- Helping The girls get settled after the rescue: +1 Point

Favor Lost

The goddesses frowns on the following.

- Abner lives: -1 Point
- Clients go unpunished: -1 Point
- Two or more of the Girls in the Orphanage Dies: -1 Point
- Take the Money and not use it to help the girls -1 point.
- Not Helping The girls get settled after the rescue: -1 Point

Ending

Once Abner is dealt with the Maga must figure out what to do next with the Girls the rescue and if the Orphanage survives with that.

Ava if asked would be more than happy to help the girl as would Taja. Officer Sullivan will help if asked.

The Orphanage could be salvage if it's not totally destroyed and used as a base for the Player's Characters.

The Gamemistress should make sure these and whatever other questions that crop up are dealt with before officially ending the game.



CHARACTER INFORMATION	
Player Name	
Character Name	
Path	
Level	
Patroness	
Lifestyle	
Favor	

	Fine (0)
	Fine (0)
	Bruised (-1)
	Injured (-2)
	Injured (-2)
	Hurt (-3)
	Hurt (-3)
	Maimed (-4)
	Dying (-5)
	Dead (-6)

[illegible]

Magic Dice

[illegible]

Swag	

Benefits		

Flaws		

[illegible]



"HELL HATH NO FURY..."

The enemy of all life on Earth, the Serpent has waged war against the life force of our planet, the mother goddess Gaia for millennia. Using the weapons of ignorance, greed and hate it has turned humans against each other, polluted the world and threatens us daily with our own destruction.

The Maga, powerful magical beings powered by Gaia and her multitude of goddess aspects have other plans and will do whatever it takes to destroy the great serpent and its minions and return the world back to its long forgotten glory.

BELLUM MAGA is a role-playing game about a world of magic and conspiracies and a millennia old war between the corrupt Patriacracy and powerful female freedom fighters.



FOR AGES
18 and older