



# *The Six Pillars*

*Live Role-Playing Game*

**SPECIAL CONDENSED RULES  
REFERENCE**

Version 1.6  
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## Combat Rules

Six Pillars combat is intended to achieve two apparently contradictory aims - to provide a quick, simple combat system with a considerable risk of character death, while still allowing for heroic characters in a high-fantasy atmosphere. To do this, we use a combination of different techniques, inspired by various different LRP systems.

### Wound States

Each character in Six Pillars has a Wound State upon each of his Body Locations, these locations being the Head, Torso, Arms, and Legs.

There are 3 standard Wound States: Normal, Hurt, and Useless. The effect of each of these Wound States is as follows:

<b>NORMAL:</b>		Nothing unusual.
<b>HURT:</b>	<b>Arms:</b>	Cannot use Skills or Gifts with that arm.
	<b>Legs:</b>	Cannot run.
	<b>Torso:</b>	Bleeding. Cannot use any Gifts.
	<b>Head:</b>	Bleeding. Fall unconscious. Cannot use any Gifts.
<b>USELESS:</b>	<b>Arm:</b>	Bleeding. Cannot use arm.
	<b>Leg:</b>	Bleeding. Cannot stand.
	<b>Torso:</b>	Bleeding Fall unconscious.
	<b>Head:</b>	Death.

Some rare characters or creatures have extra Wound States. These extra Wound States have their own rules and are detailed in the appropriate section of this book, the Book of Lore, or the Book of Secrets.

It is not possible for a location to be reduced below Useless; however, see below for the rules on Overkilling.

## Attacking

Six Pillars uses the One Second Rule common to many modern LRP systems. When fighting, you may only call one Combat Call per second, regardless of how many times you strike. This is to represent the need for lengthy strikes and to encourage a more dramatic and enjoyable fighting style.

If you do not possess the Weapons or Complex Weapons skill then you can only inflict one Combat Call per 10 seconds and must role-play poor control and difficult movement. It is suggested that all potential combatants purchase at least the Weapons skill.

Missile weapons may only be used if the appropriate Complex Weapons skill is possessed. Throwing weapons may only be used if the Weapons skill is possessed. There is no formal Bow Competency system in Six Pillars, but anyone using a bow or crossbow must demonstrate their ability to use it to a Referee's satisfaction.

## Combat Calls

Combat Calls come in 3 forms: Damage Calls, Battle Calls and Modifiers. Damage Calls indicate the number of wounds caused to the struck location. The vast majority of characters inflict 'Single' damage. Damage calls should be made after the blow has landed.

Zero	no damage
Single	1 point
Double	2 points
Triple	3 points

Battle Calls are used to indicate the use of Combat Skills, which allow a trained fighter to achieve unusual feats.

<b>Battle Call</b>	<b>Effects</b>
Critical	Strike ignores Endurance.
Mighty Blow	2 points of damage that ignores Endurance. Fall to the ground.
Through	Strike ignores armour.
Cleave	2 points of damage that ignores armour. Fall to the ground.
Stun	Target location reacts as if "Hurt", except no bleeding. Effects last for 10 minutes. Take no damage.
Strikedown	Fall to the ground. Take no damage.
Disarm	If hit on arms, drop weapon. Take no damage.
Sunder	If hit on wooden shield or weapon (hafts included), item is destroyed. If blow hits a body part, take a Single.
Shatter	If parried, destroys weapon or shield; otherwise same as Critical.

## **Endurance**

Characters may possess supernatural Endurance.

Endurance acts as a global buffer of damage. Points of Endurance are removed before Wound States are inflicted, and the character suffers no ill effects from their loss.

If a blow inflicts more damage than the target has Endurance points left, then any leftover damage is applied to the struck location.

All Endurance points return each morning at sunrise, along with all other Heroic Traits.

## **Armour**

Characters wearing crafted Armour will normally be given an Item Card indicating the number of points of Armour it grants. Different types of armour may not be stacked to gain a greater effect.

Points of Armour are taken before Wound States are inflicted, as long as the blow strikes an armoured location. If a blow inflicts more damage than the target has Armour points left, then any leftover damage is applied to the struck location.

Armour does not return naturally but must be repaired by a character with the Work Iron skill. This requires takes 1 minute of roleplaying per point of armour repaired.

## **Modifiers**

Modifiers are few and far between, and are usually used with magic. If a Modifier is used, it is used after the Damage or Battle call. There can only ever be one Modifier used with any given combat call; if you have access two or more Modifiers, you must choose one to call each time.

In most cases, players with access to Modifiers and players with characters affected by Modifiers will be made aware of the precise effects of any Modifiers that affect them. If you are hit with a Modifier that you are unsure of the purpose of, you may safely ignore it (and, of course, take the damage).

The Modifiers whose effects are commonly known include Poison, which indicates that the blow is poisoned, Bane, which causes extra damage to Bloodliners, and Enchanted, which can harm Spirits.

*Example: Lord Paleri is struck by a Faceless assassin, who wields a dagger that inflicts Bane damage. The assassin uses a Gift which allows it to call "Through", so it calls "Through Bane!" Lord Paleri takes 2 points of damage through his armour.*

Normally a strike can only inflict one kind of damage - either a Damage Call, or a Battle Call. Poisons can alter this, however. Any blow from a weapon using the POISON modifier will inflict the full effect of all the Combat Calls used.

Example: Sergeant Marsh attacks with his envenomed sword. He inflicts Double Critical Poison damage on his first blow, which causes 2 points of normal damage and one through Endurance.

## Damage and Healing

### Healing Wounds

The effects of damage remain until the Wound State of the location is restored to Normal. After a week of rest, all Useless locations will heal to Hurt. After a month of rest, all Hurt locations will heal to Normal. These healing times are cumulative, so a Useless location will take a total of 5 weeks to become usable again.

Wound States can be restored more quickly via the use of Alchemical mixtures, magic, or certain Gifts. A character with the Bind Wounds skill may bandage a Hurt location; this removes the effects of the Wound State, but does not actually change it.

*Example: Lord Jornason is wounded in a battle. His sword arm is Hurt, and thus he cannot use his Gift of Lordly Might (a combat gift). His personal surgeon Binds his arm, thus allowing him to use his Gift – but if he is hit there again, it will become Useless.*

### Bleeding

In addition to Wound States, characters can suffer Bleeding wounds. Bleeding wounds indicate that the character is bleeding to death and does not have long to live.

When a character is Bleeding, the player must start a slow count from 0. If the character takes more damage that would cause him to Bleed, then he must double his current count. When he reaches 300, the character is dead.

For the purposes of this rule, being struck on an already Useless location will count as more Bleeding. This is known as Overkilling, and will quickly kill a prone character if his opponent is determined to kill him.

Some races have different rules for Bleeding, and these will be described in the race listing. In addition, some Gifts can extend the time for Bleeding.

Bleeding can be slowed using the Bind Wounds skill, and can be stopped using the Chirurgy skill. This does not affect the Wound State in any way. In addition, Alchemical mixtures, Magic and certain Gifts can slow or stop Bleeding.

## Special Rules

Certain characters will inevitably have abilities that do not fall under the basic rules explained so far, so in this section we will cover unusual abilities and special rules.

### Magic

Magic is a very real force in the world of the Pillars and so we have a system of calls for representing the effects magic has upon characters. These calls are divided into Combat Magic and Non-Combat Magic.

Magic is generally divided into different Circles, which use different methods to achieve their aims. However they achieve them, they still use the same calls. Full rules for playing a Spirit Binder, Alchemist or True Mage will be given to those playing them. These rules only cover those elements other players should know.

### Making Magic Calls

All magic is handled using in-game calls. These indicate the exact kind of magic being used and how it should be reacted to. Most are self-explanatory, but they are described below for reference.

It is important when making magic calls to make it as obvious as possible that the words are a game call and not IC exclamations. To do this, it is quite possible to embellish a magic call, as long as the basic elements are included. In particular, a magic call involving a single target should be indicated by a hand pointing at the target, and a Mass call should be indicated by throwing the arms out wide while calling.

### Resisting Magic and Heroic Traits

The Luck Heroic Trait can be used to resist magic. Each magic call requires a single point of Luck to be spent. The use of Luck in this fashion should be indicated by the use of the Magic Call NEGATE. Any Magic Call prefixed with GREAT cannot be resisted using Luck.

Beyond this, Combat Magic and Non-Combat Magic affect Heroic Traits differently. The Endurance Heroic Trait can absorb Combat Magic, while Non-Combat Magic cannot be resisted using Willpower (as the kind of magic involved precludes this).

Some Magical Gifts and other spell effects allow a character to ignore a specific number of spells. In these cases, the NEGATE call is used in the same way as with Luck. These abilities allow a character to resist some calls that cannot be resisted using Luck (such as GREAT calls, for example).

## Combat Magic

Combat Magic covers damaging spells such as bolts of lightning or fire or freezing cold. A Combat Magic call takes the following form:

<Target>, <Damage> <Modifier> <Class> [to the <Location>]!

1. The caster must indicate the Target of the spell, either by character name, or if that is not known then by description.
2. All Combat Magic includes Damage. This can be a Damage Call (such as 'Single'), or alternatively a Battle Call (such as 'Through').
3. There is usually a Modifier in a magic call to identify the kind of attack being made IC.

Finally, all Combat Magic must have a Class, which is either a Bolt or a Blast.

- A Bolt affects a single location. If the Location is not specified, then the target should take the spell to the Torso. Armour and Endurance both work normally.
- A Blast is a powerful spell that affects all locations. If a Blast hits a character with Endurance, then the character must immediately take a single point of damage to the Torso and fall backwards (as if hit by both a Critical and a Strikedown). Armour protects normally, however.

## Non-Combat Magic

Non-combat magic is handled differently. Since non-combat magic has no need for damage calls and Modifiers, there is usually only a single word call. These are listed below.

Call	Description	Resist
Detect	Anyone matching the descriptor must shout "Here!"	Not Luck
Fear	Target must flee out of sight and then hide for 10 seconds	Any
Great	Following Magic Call cannot be resisted with Luck	Not Luck
Mass	Following Magic Call affects everyone within range	N/A
Mute	Target becomes silent for 30 seconds	Any
Negate	Called when character is not affected by call	N/A
Paralyse	Target is paralysed for 30 seconds	Any
Rage	Target attacks anyone nearby for 30 seconds	Any
Repel	Target is forced 30 feet away for 30 seconds	Any
Shock	Target is frozen in shock for 5 seconds	Any
Sorrow	Target is overwhelmed with anguish for 30 seconds	Any
Strikedown	Target is knocked to the floor	Any

## Bloodline Voice Powers

Bloodliners possess immensely powerful charisma, granted to them by their deity the Immortal Emperor. As a result of this they can learn Gifts that channel their magnetism into specific aims, called Voice Powers. These Voice Powers are used without any of the fuss and theatricals of Magic; they are often quite subtle and even unnoticeable.

When a Bloodliner uses a Voice Power, he/she must raise his primary hand into the air, palm forward, and indicate his/her Blood Rank with the number of fingers held up. Anyone able to see and hear the Bloodliner must expend that many points of Willpower or be affected.

Bloodliners of equal or higher rank are not affected. Any Bloodliner of lesser rank must spend a number of points of Willpower equal to the difference between their Blood Rank and that indicated by the character using the Voice Power.

The following is a quick summary of the major Voice Powers in the game. Note that most of these are not available to starting characters, and that some are so powerful that they may only ever be gained after years of play and lots and lots of Glory.

### Voice of Command

The Bloodliner's already formidable presence increases to almost irresistible levels. If a Bloodliner indicates he/she is using Voice of Command, then obeying becomes almost instinctive, at a degree depending on the Blood Rank of the user.

Rank	Effect
I	Mild urge to obey.
II	Strong urge to obey and will normally do so unless they have a good reason not to.
III	Target will obey and will not question the order for a few seconds.
IV	Target will obey immediately and will not question the order until it is actually in progress.
V	Target will obey immediately and will not question the order until after it is complete.

It is said that when the Emperors spoke, hordes of Outlanders leapt over cliffs at their whim without even a pause.

## Other Special Rules

This section contains topics not mentioned in the rest of the rulebook.

### *Divine and Magical Gifts*

These kinds of Gift are temporary, unlike Racial, Bloodline and Professional Gifts (which are permanent unless revoked by their patron deity). Divine Gifts are provided by the Gods to their chosen priests, who can use them a set number of times before they are spent. Once spent, the priest must pray for it again.

Magical Gifts are produced using supernatural means, and have a limited duration before they disappear.

Neither of these kinds of Gifts can be purchased at character creation.

*Example: Queen Serana is a powerful True Mage. She uses the Rite of Stone Skin, which allows her to ignore the effects of the “Critical” Battle Call. This ability is considered a Magical Gift and lasts until the spell ends.*

### *Magical and Alchemical Items and Components*

Magical Items possess an appropriate Item Card, and also a Power Card. If the item is given or stolen, then both cards should be transferred to the new owner. The Power Card contains extra Lore Codes and information on the nature of the enchantment, if any.

The physrep for a Magical or Alchemical Item should be appropriate to the kind of item, although there is no requirement for it to exactly match the described item.

*Example: Master Ganges has an Alchemical Item, a refined Crystal he uses in Spirit Binding rituals. The card describes it as a “Mottled Moonstone” but any appropriate stone would do in it’s place, or even a paste or plastic replacement.*

Alchemists can create many items from various components found either in nature or on quests. Most of these items work in the same manner as normal items or Magical Items (as above), but some are slightly different. Potions and Philtres, in particular, are both one-use items which are represented by tear-open laminated cards. When the item is used, the card is torn open and the results read from inside.

Anyone with Basic Alchemy or Lore: Alchemy can identify appropriate components upon examination.

*Example: Lord James has a mighty enchanted sword made from Adamantium, a strong metal. The item has 2 cards, one marked “Adamantium Blade” and the other containing details of the item’s enchantment.*

### *OOC and Invisibility*

It is possible for people to be in the game area while not actually playing the game. However, sometimes this can be confusing in a game where it is potentially possible for a character to be invisible.

To prevent this possible confusion, wherever possible those who are invisible should raise their left hand, those who are OOC their right. This is particularly important for people playing spirits, who are invisible and intangible to those without Lore: Spirit.

*Example: Johnny the Player is moving through the Play Area in order to find his goblet, which he left on a table the night before. He holds his right hand in the air (along with 1 finger) to indicate that he is not actually there.*

*Example: At the same time, Parsule the Spirit Binder has a Pacted spirit following him around. It has its left hand in the air to indicate that it cannot be seen. If a character has Lore: Spirit and wishes to challenge him, he will reveal that he is in fact present.*

### *Poisons*

Some characters in this system can use Poisons. Poisons come in two forms - Ingested and Venom. Ingested poisons must be eaten or drunk to have an effect, while Venoms have an immediate effect upon striking an enemy. The effects of Venoms will be explained on their Item Cards and generally cause a particularly powerful damage call.

*Example: Sergeant Marsh venoms his blade with an especially vile concoction. When he next hits with his sword, it will inflict Triple damage against lightly armoured opponents (the lammie for the poison specifically states that it may not be used against opponents wearing metal armour). He should use the modifier "Poison!" to indicate the source of his Triple damage.*

*Example: Harry the Knife also venoms his blade, but with a nastier poison which inflicts Double Stun. He uses the call "Double Stun Poison!" in battle, and his target takes 2 points of damage and is Stunned on the location.*

Ingested poisons work differently. All Ingested poisons are represented by a sticker which must be placed on an eating or drinking vessel. If you find a poison sticker and have eaten or drunk from the vessel it is on then you must consult a Ref immediately to find out what has happened. Typically an Ingested poison will drain points of Endurance and cause damage if the character does not have enough.

*Example: Harry then decides to make sure Sergeant Marsh can't stab him back. He poisons Marsh's drink with a Major poison which drains 3 points of Endurance and causes a Critical to the torso and head of the target if he does not have enough. Sergeant Marsh drinks his ale and then notices the sticker. The Ref tells him what happened, and Marsh falls unconscious and begins to die.*