

RESOLVE

HORROR, SANITY, & SOCIAL COMBAT

WHEN YOU ATTACK A CREATURE'S body, you reduce its HEALTH score. When you attack its mind, you instead reduce its RESOLVE score.

RESOLVE is an optional rule which covers not just horror, but all forms of mental and social conflict. Mental damage is applied to a creature's RESOLVE score, as are the verbal thrusts and parry of social combat. The RESOLVE score is reduced - just like HEALTH - and when it reaches zero the target is overwhelmed and is no longer able to act.

WHEN TO USE RESOLVE

RESOLVE is used in conjunction with MENTAL DEFENSE in a variety of situations:

- Intimidation
- Persuasion
- Haggling
- Charming
- Diplomacy
- Bureaucracy
- Psychic attacks
- Witnessing horrors

Just as HEALTH is an abstract pool representing all manner of physical injury, poison, tiredness, and so on, RESOLVE is an abstract pool representing a variety of mental factors - sanity, courage, stubbornness, and so on.

Whether you are trying to intimidate a suspect into cooperation, seduce a noble, or convince the king to lend you troops, you attack the target's RESOLVE using your CHARISMA or REPUTATION attributes.



WRITING RUSS MORRISSEY
COLOR ART SAVAGE MOJO

This is a sample article from EONS, the official WOIN magazine. These RESOLVE rules are entirely optional; social combat mechanics are a divisive approach, and are not suited to every group. Find EONS at woinrpg.com/eons/

CALCULATING RESOLVE

RESOLVE is a derived statistic, just like HEALTH. Roll your WIL dice pool and your CHA dice pool and add them together. You can also add the dice pool from one mental defense skill, if you have one, as long as that skill is not used to increase MENTAL DEFENSE. If the total is less than 10, increase it to 10. This is your normal, base RESOLVE score.

RECOVERING RESOLVE

RESOLVE is recovered in much the same way HEALTH is. Once per day, roll a WIL dice pool and recover that many RESOLVE points. This score cannot, of course, exceed your base score.

Additionally, any character can spend two actions to give another creature within 30' a pep talk. This is a *Challenging* [13] CHA check, or *Difficult* [16] if the target is shaken. If successful, the target regains 1d6 RESOLVE. A creature can only benefit once per day from a pep talk.

BASE MENTAL DAMAGE

Just like your base natural damage, you have a base mental damage score. This is equal to 1d6 plus the largest of:

- The size of your CHA dice pool
- The size of your REP dice pool
- The size of a relevant skill dice pool, such as *persuasion*, *intimidation*, etc. Note that this means you might have more than one base mental damage score depending on the activity.

Skills which attack RESOLVE include most *[social]* skills, plus *bureaucracy*, *hypnotism*, and *interrogation*.

Basic mental attacks cannot reduce a creature below half RESOLVE (*shaken*). To go lower than this, specific exploits are required - you can't just talk someone to death, tempting though it might be!

BASIC MENTAL ATTACK

A basic mental attack is an attempt to intimidate, persuade, or charm another creature.

The basic mental attack is very simple and requires two actions. Form a dice pool using the largest of your CHA or REP scores, a relevant skill, and equipment if appropriate. Using that dice pool, make a mental attack against your target. If you succeed, you reduce your target's RESOLVE score by an amount equal to your base mental damage roll.

The range increment of a basic mental attack is equal to your CHA score. Mental attacks only have one range increment. The target must be able to hear/see and - where appropriate - understand the attacker, or the attack cannot be made. The GM will adjudicate whether or not a mental attack is possible or appropriate.

CRITICAL HITS

As always, triple-sixes on an attack roll result in a critical hit. A critical hit pushes the target one stage down a status track. The status track depends on the attack or skill being used, but generally it will be:

- **Charm** for charm-based attacks (persuasion, seduction, diplomacy, etc.)
- **Fear** for intimidation-based attacks.

EFFECTS OF RESOLVE

As RESOLVE is reduced, the following effects take place.

Shaken. When a creature is reduced to half its base RESOLVE score, it is *shaken*. A monster's stat block will indicate the *shaken* effects of a mental attack. This is usually the stage at which an NPC acquiesces to a PC's social or mental attack.

Overwhelmed. If the target's RESOLVE score reaches zero, it is considered *overwhelmed* and is no longer able to act. The creature might be unconscious, insane, or unable to do no more than freeze with fear.

CHARACTER SHEET

RESOLVE attacks are recorded on the character sheet in much the same way that physical attacks are. List any significant social or mental skills that you have. For example:

Charm 5d6 (1d6+3 mental damage; range 6)
Intimidate 6d6 (1d6+2 mental damage; range 5)

MONSTERS

Monsters may have similar attacks noted. For example:

Roar 8d6 (2d6 mental damage; 40' burst)
Gibber 3d6 (1d6 mental damage; 60' burst)

Some monsters, including undead and demons, might have a continuous aura which does mental damage. A cloaked rider's aura looks like this:

Fear aura. Cloaked riders have an aura of chilling fear which radiates from them to a distance of 40' in all directions. Those who enter or begin their turn in the aura suffer a 3d6 mental attack or they take 2d6 mental damage; when shaken, the target becomes apprehensive. The aura also automatically inflicts 1d6 cold damage to all creatures within 5' of the cloaked rider.

Note the reference to what happens when the target is shaken (reduced to half RESOLVE). Such conditions cannot be shaken off normally; the victim's RESOLVE needs to be increased to above half again so that he is no longer shaken.

HORRIFYING SIGHTS

Some sights, sounds, scenes, creatures, or acts might be so horrific that they weaken a character's very resolve. Such a sight might manifest itself in-game like this:

Tortuous battlefield. The scene which confronts the PCs is enough to make the most stalwart knight blanch. Tortured bodies, ripped limb from limb, are spread across the hall. The stench of death fills the air. The last agonized screams of the dead seem to linger, just beyond the range of hearing. Anybody who sees this scene is subject to a 5d6 mental attack which does 2d6 mental damage.

Alternatively, a creature or apparition might be unsettling enough to chip away at a character's sanity. The appearance of a ghost, the crazed writings of an ancient diabolist, the whispered murmurings in a haunted house.



MAGICAL ATTACKS

Enchantment spells can be used to attack a target's RESOLVE in much the same way that *evocation* spells can attack its HEALTH. The following enhancement is available to *enchantment* spells:

Mental Damage. Cost 2 MP per 1d6 damage. All enchantment spells deal a base of 1 point of mental damage to all in the spell's area for 0 MP. This damage is increased by 1d6 for every 2 MP spent.

PSIONIC ATTACKS

Psionic or psychic damage is applied to RESOLVE.

MENTAL DEFENSE SKILLS

It is important to ensure that a character has a decent MENTAL DEFENSE, otherwise she will be very vulnerable to mental attacks. MENTAL DEFENSE is based on the highest of INT, CHA, and WIL, plus a defensive skill as long as that skill is not used to increase RESOLVE.

The GM should ensure that NPCs and monsters have appropriate mental defenses. Semi-sentient creatures have good INT scores, but rarely have strong skills to back them up. Intelligent creatures, however, will frequently have mental defensive skills such as:

- Bravery
- Concentration
- Conviction
- Discipline
- Leadership
- Meditation
- Religion
- Rulership

All of the above skills can be used to increase MENTAL DEFENSE *or* RESOLVE, at the player's choice. Taking two skills allows the character to increase both.

AVERAGE NPCs

For reference here are the mental stats of some common NPCs. These can be used when your PCs are engaging with villagers or bartenders, etc. if you need mental stats in a pinch.

CIVILIAN/PEASANT

INT 4 (2d6) WIL 4 (2d6) CHA 4 (2d6) REP 1 (1d6)
MENTAL DEFENSE 10
RESOLVE 16
BASE MENTAL DAMAGE 1d6+2

COP/GUARD

INT 8 (3d6) WIL 4 (2d6) CHA 6 (3d6) REP 1 (1d6)
MENTAL DEFENSE 14
RESOLVE 20
BASE MENTAL DAMAGE 1d6+3
discipline 1 (1d6)

KNIGHT

INT 6 (3d6) WIL 10 (4d6) CHA 6 (3d6) REP 3 (2d6)
MENTAL DEFENSE 23
RESOLVE 36
BASE MENTAL DAMAGE 1d6+3
religion 3 (2d6), bravery 3 (2d6)

MARINE

INT 8 (3d6) WIL 10 (4d6) CHA 6 (3d6) REP 1 (1d6)
MENTAL DEFENSE 21
RESOLVE 36
BASE MENTAL DAMAGE 1d6+3
discipline 3 (2d6), bravery 3 (2d6)

NOBLE

INT 6 (3d6) WIL 4 (2d6) CHA 6 (3d6) REP 10 (4d6)
MENTAL DEFENSE 18
RESOLVE 20
BASE MENTAL DAMAGE 1d6+4
rulership 3 (2d6)

MONARCH

INT 6 (3d6) WIL 10 (4d6) CHA 10 (4d6) REP 15 (5d6)
MENTAL DEFENSE 28
RESOLVE 32
BASE MENTAL DAMAGE 1d6+5
rulership 10 (4d6)

HERBS & DRUGS

RESOLVE can benefit from certain herbs and drugs in much the same way as HEALTH can. In a fantasy setting, herbs are usually available; in a future setting, drugs are preferred.

Mood enhancer drugs are available in the core rules. If these RESOLVE rules are in use, they heal 1d6 RESOLVE. In fantasy settings, the same effect is caused by a *stew of the peppergrass bean*. These cost 25 gold coins or credits.

HEALING MAGIC

The *healing* magical skill gains the following new enhancement. The *enchantment* magical skill also gains access to this enhancement.

Soothe Mind. Cost 2 MP per 1d6 RESOLVE. The spell cures 1d6 RESOLVE damage in creatures at a rate of 1d6 RESOLVE for each 2 MP spent.

PSIONICS

The following new psionic exploit is added to the Telepathy discipline.

Psychic Reassurance (requires PSI 4). You can physically touch your patient and cure 1d6 RESOLVE per 6 PP.

CAREERS

The following careers gain access to the Inspiring Words career exploit: Performer, Priest, Minstrel, Squire.

Inspiring words. When you give a pep talk, you heal 3d6 RESOLVE instead of 1d6.

Additionally, the Medic gains access to the Soothing Manner career exploit:

Soothing manner. You can spend two actions to heal an adjacent ally of 2d6 RESOLVE. Any given ally can only benefit from this ability once per day.

The knight gains access to the Battle Cry career exploit:

Battle Cry. Raising your weapon or banner high, you below a challenge. Allies within 30' of you gain +1d6 RESOLVE. An ally can only benefit from this exploit once per day.

UNIVERSAL EXPLOIT

The following new universal exploit is available to any character who qualifies for it.

Steely Resolve (requires WIL 6+). Once per day, you may grit your teeth and spend an action to recover 2d6 RESOLVE.

CURSED ITEMS

Some magical items are steeped in evil. These items can wear away at their owner's will, endeavoring to bend their victim towards their own ends. Some do so slowly, chipping away at the owner's RESOLVE little by little; others attempt to exert direct control in response to certain stimuli. The former might be a ring which slowly seeps away at its wearer's soul; the latter might be a sword which tries to wrest control of its wielder in battle.

The details of such items will vary, but they will possess abilities similar to those of monsters or locations as described above. The description of the item will also describe what happens when its victim becomes *shaken* and *overwhelmed*. In the case of the dark ring, the wearer might become evil upon reaching the *shaken* stage, and be lost completely to darkness at the *overwhelmed* stage.