

# Templar Swords

## By Scott Hetrick

There have been many swords throughout history and some possess supernatural powers. These swords are known as relics and may be gained at character creation, note only a max of 5 points may be spent unless the Marshal says otherwise. The following is a list of powers that a sword can possess and the relic cost. Note: this list is by no means exhaustive.

### **Bane** **1-3**

When this sword is used against a particular group or creature, it does an extra 2 dice of damage.

The value of this power depends on the frequency the target creature or group is encountered in your campaign. Your Marshal has the call on the value of this particular effect.

### **Bleeder** **3**

The sword causes the flesh to rip in such a way that opponents lose blood faster than the normal rate and requires a Hard (9) *medicine* roll to stop the bleeding. Thus those suffering serious wound lose 2 Wind a round instead of the standard 1 Wind.

When dealing with scavengers or abominations that use Hits instead of wound levels, the sword deals +2 damage on each hit instead.

### **Decapitator** **4**

A sword with the *Decapitator* power seeks to take an opponent's head off. With this power each raise has a +/- 2 modifier to hit location to hit the Noggin (instead of +/- 1 modifier). The

*Decapitator* power may not be taken with the *Heart Seeker* power.

### **Enhanced Strength** **3/5**

The sword gives the warrior enhanced strength, while wielded. For 2 points in *Enhanced Strength* the warrior's *Strength* Trait is increased by +1 and for 4 points her *Strength* is increased by +2. This only used to calculate damage, not for other purposes such as lifting, etc...

### **Epic Weapon** **5**

This sword has been around so long or used in such a way, that it now has the ability to alter destiny itself. The sword has special powers that require a Fate Chip to activate, using a White, Red, Blue or Legend Chip. Upon choosing this power the player picks a White, Red, Blue and Legend Chip Power, some examples are listed below:

#### **White Chips**

- The sword allows the warrior to heal a light wound on her or another, when a White Chip is spent.
- The sword does an additional +2 points of damage for every White Chip spent. Multiple chips can be spent after a successful hit has been scored.
- When a White Chip is spent the sword glows with a holy light for 3 rounds. While the sword is glowing evil creatures must make an Onerous (7) *Spirit* roll in order to attack the wielder.
- For every White Chip spent the warrior gains a +2 to his Guts

- roll. This power can be invoked after the total for the roll has been determined.
- Spending a White Chip allows the Templar to re-roll a hit location with the sword. He can take his choice of the rolls.
  - With a White Chip the Templar may re-roll a *Vigor* check, as long as the first roll wasn't a botch.
  - The sword will cut through metal up to a half an inch thick, when the warrior spends a White Chip. This takes time—about 1 minute for each 12" of cut made—and isn't effective in combat. This power lasts for a single, continuous cut or 30 minutes, whichever is shorter.
  - The warrior gains a +5 to her next *Quickness* roll for the rolling of initiative only, when a White Chip is spent.
  - The knight gains a +2 to a Dodge roll for every White Chip spent, the chips may be spent after the roll is calculated.
  - For every White Chip spent the warrior's opponents suffer a +1 target number penalty to effect him in a supernatural way, such as with black magic, miracles, or even syker powers. The effect lasts for 5-rounds/faith level of the Templar.

### **Red Chips**

- The knight may re-roll a dodge, taking the higher of the two rolls by spending a Red Chip. This power doesn't work if the first roll is a botch.
- When a Red Chip is spent the Templar gets to roll an Onerous (7) *Spirit* roll. If successful she

can tell where a creature she is fighting is most physically vulnerable. The exact effects of this are up to your Marshal. It doesn't reveal supernatural weaknesses, like those of a Servitor, however.

- When a Red Chip is spent the sword and its scabbard become invisible to all except the warrior. This lasts up to 24 hours or until the sword is drawn, whichever comes first.
- The sword bestows the ability to move very quickly, giving a +8 to the Templar's Pace and +5 to all *Quickness* rolls whenever a Red Chip is spent. This effect only lasts for one round.
- This sword does magical as well as physical damage, when a Red Chip is spent. This ability lasts for one round for each level of the Templar's faith Aptitude.
- This sword renews the warrior's health, allowing him to restore all his lost wind whenever a Red Chip is spent.
- When a Red Chip is spent the sword glows with a holy light for 3 rounds. This light has a radius equal to the Templar's faith in yards and creatures of evil must make an Onerous (7) *Spirit* roll in order to enter the circle of light.
- The sword allows the warrior to heal a heavy wound on her or another, when a Red Chip is spent.

### **Blue Chips**

- When a Blue Chip is spent the Templar can choose where the blow lands. This of course can be done after a successful hit.

- When a Blue Chip is spent the sword glows with a holy light for 3 rounds. This light has a radius equal to the Templar's Faith in yards and creatures of evil must make a Hard (9) *Spirit* roll in order to enter the circle of light. Evil creatures that succeed and enter into the area covered by the light suffer 1d6 Wind per round.
- The sword allows the warrior to heal a serious wound on her or another, when a Blue Chip is spent.
- Whenever a Blue Chip is spent the Templar gains an additional attack with this sword, each action. This effect lasts for one round.
- The warrior may spend a Blue Chip to counter a White or Red Chip spent by another posse member or the Marshal.
- When a Blue Chip is spent the sword emits a sonic boom, causing all those within hearing to make a Hard (9) *Vigor* check or be stunned. The sword wielder is immune to the sonic booms effect.
- Upon a successful hit, the knight can spend a Blue Chip doing an additional 2d8 points in electrical damage.
- A swirling mist of darkness is created around the warrior, causing anyone who attacks the knight to suffer a -10 penalty to his or her rolls. This effect only occurs when a Blue Chip is spent and lasts for 1 round for each level of the Templar's *faith*.
- The sword disburses a blast of light when a Blue Chip is spent. All those looking at the Templar must make a Hard (9) *Vigor* roll

or be blinded for 1 round per level of the Templar's *faith*.

- When a Blue Chip is spent up to 3 levels of armor can be ignored on the target of the sword's attack. This effect lasts for a number of rounds equal to the Templar's *faith* Aptitude.

### **Legend Chips**

- On his next action, the knight gets 1 attack for each level of his faith, when a Legend Chip is spent.
- The Templar can snap the blade (destroying it in the process) and spends a Legend Chip to cause the Templar's *faith* in d20's to himself and all within a 50 yards radius. This damage is magical in nature and is considered massive.
- By spending a Legend Chip the warrior calls down a rain of fire upon the target, doing 5d10 points of massive damage. The range is line of sight and the Templar must make an Onerous (7) *Spirit* roll for this power to be successful.
- When a Legend Chip is spent the sword glows with a holy light for 3 rounds. This light has a radius equal to the Templar's *faith* in yards and creatures of evil must make an Incredible (11) *Spirit* roll in order to enter the circle of light. Evil creatures that make it into the light suffer the Templar's *faith* in damage for each round that they are within the light.
- The sword allows the warrior to heal a critical wound on her or another, when a Legend Chip is spent.

- The Templar can re-roll any sword related roll without fear of losing the Legend Chip.
- By spending a Legend Chip a successful attack against the knight becomes a miss or a failure.
- When a Legend Chip is spent the sword does double damage. Roll damage twice as if the target had been hit two times and add the damage together.
- The sword automatically hits when a Legend Chip is spent and the target is within melee range. This ability is only good for one attack each time a Legend Chip is spent.
- When a Legend Chip is spent the Templar can completely ignore an opponent's armor, for one attack only.

### **Flaming Blade** 4

The sword's blade becomes engulfed in flames at the warrior's command. The flame causes an additional damage of 2d8 (which is calculated separately from the blade damage) and most armors do not protect from fire damage. Also the flame provides some light and ignites flammable material.

### **Heart Seeker** 2

This sword seeks out the victim's vital areas and weak spots. A sword with the Heart Seeker power gains a +/- 2 for every raise (instead of just +/- 1) on the attack roll. *Heart Seeker* power may not be taken with the *Decapitator* power.

### **Heightened Reflexes** 2

The sword allows its user to quickly glimpse snippets of the future, allowing her a +2 bonus to vamoose rolls for

*dodge* and *fightin'*: *sword* for active defenses.

### **Illumination** 1

The sword puts off a soft yellow light when brandished and the wielder wishes. This light is adjustable at the warrior's will with a maximum radius of 3 yards.

### **Lightning Speed** 2

This sword almost leaps into the owner's hand, giving the warrior a +4 to his *quick draw* skill when drawing this weapon.

### **Lion Heart** 3

This power fills the Templar with courage and inner strength thus increasing the Templar's *Spirit* by +1 die type when drawn.

### **Missile Deflection** 3

This sword in the hands of a Templar can move with an incredible speed so as to block bullets and missile weapons. This allows the knight to make a *fightin'*: *sword* vamoose against arrows, spears, and other thrown missile attacks, while the sword is drawn. The power can even be used against bullets and similar high velocity weapons, but the Templar trying to block those attacks gets a -5 penalty to her *fightin'*: *sword* roll to do so.

### **Noble Countenance** 3

The sword bestows a sense of nobility upon the wielder. Whenever the sword is drawn the warrior's *Mien* die type increases by +1 (thus a Templar with 3d8 *Mien* draws forth a sword with the *Noble Countenance* power her *Mien* would become 3d10 while the sword is drawn.)

**Razor Edge** 2/4

*Razor Edge* increases the sword damage type. For 3 points the sword's base damage is raised by +1 (thus a STR+2d8 sword becomes a STR+2d10 sword) and for 5 points the sword's damage type is raised by +2.

**Saints Blessing** 1-5

The Saints have blessed this sword giving its user a +1 bonus to one of the Templar's reward rolls, for each level of *Saints Blessing* the sword possesses. The reward to which this bonus applies must be specified, when this power is chosen.

**Sense** 2

The sword when drawn it can sense emotions, people or items. The sword sense must be chosen with this power. Examples are undead, mutants, guns, anger, etc. It has a range of 10 yards radius in its ability to sense.

**Vitality** 1-5

This sword fills the warrior with supernatural energy giving her an additional point of Wind for each level of *Vitality* the sword possesses.

**Warrior's Soul** 1

Part of the souls of the warriors who used the sword in the past remain within the sword. This allows the wielder to draw upon their skill, giving a +2 bonus to *fightin'*: sword Aptitude rolls.

**Witch Hunter** 5

The sword causes additional Wind damage to any creature or person hit with the arcane backgrounds: huckster or witch and those using black magic spells. To these people the sword causes wind equal to the Templar's *faith* roll vs. the opponent's *faith* roll, with the target

taking the difference in Wind. If the target rolls higher than the Templar then no additional wind damage is taken. This wind damage is in addition to damage the sword causes.

**Taints**

Some relic swords have picked up taints. Taints are defects and are used to reduce the cost of the relic. Below is a list of taints and the number of points off the relic cost.

**Bad Karma** 5

There is a price to pay for these powers and that is that no Fate Chips can be spent while the sword is wielded. For obvious reasons this Taint cannot be taken with the Epic Weapon power.

**Blood Drinker** 3

When the sword is unsheathed it must taste blood. If the wielder doesn't draw blood from another creature (causing at least a Light wound level) with the sword, then he suffers 2d8 points of damage to his guts.

**Chills** 1/3

This sword feeds itself on fear, the Templar suffers a -2 to *Guts* rolls for 1 point. For 3 points the sword also causes those with 5 yards radius of the Templar to suffer a -2 to their *Guts* rolls.

**Corrupter** Variable

When used, one of the sword's powers gives the wielder a Corruption point. Once the Templar's Corruption points exceed his Spirit die, bad things begin to happen. For every point past his Spirit die he gains the following Hindrances: Bloodthirsty, Mean as a Rattler, Death Wish and finally Vengeful, once all these Hindrances are gained he becomes

an Servitor of War and falls completely under the Marshal's control, becoming a non-player villain. Spending a Legend Chip can reduce a character's total Corruption points by 1.

If the power is constantly in effect the player can choose not to use it to avoid a Corruption point. The points gained by this taint are equal to one less than the cost of the power that is corrupted.

### **Cursed** **5**

The owner of the sword is cursed with Bad Luck as the Hindrance. If the owner has the Bad Luck Hindrance, then she is extremely unlucky. This means a failed roll is equal to a botch and a botch is really bad.

### **Possession** **3**

The sword is home to a powerful demon that's trying very hard to escape. Every time the sword is drawn, the Marshal draws a card (read as you would for a manitou). The warrior must then make an opposed *Spirit* roll vs. the demons. If the demon wins, it takes over for a number of rounds per success and raises it got in the opposed roll. If the sword wielder is also a Harrowed, he suffers a -2 to his *Spirit* roll to resist the sword demon.

### **Plague** **4**

This sword contains the twisted souls that seek to slowly kill the wielder. Whenever the sword is drawn, the user must make a Fair (5) *Vigor* roll or pick up the ailin': minor Hindrance. If the wielder already has ailin': minor, the malady increases to ailin': chronic and finally to ailin': fatal. Once ailin': fatal is reached, the user gains a cumulative -1 to the *Vigor* roll to resist the illness at the beginning of each session.

### **Soul Drain** **3-5**

The sword draws energy from the owner's soul. Every round the sword is wielded, he loses Wind. For 3 points, he loses 1 Wind/round; 4 points cost him 2 Wind/round; and 5 points is 3 Wind/round. Wind lost in this fashion is replenished normally.

### **Souls of the Damned** **Variable**

The sword contains the souls of the damned and taints the warrior's very soul. The sword's owner has a Harrowed Hindrance (from the Book o' the Dead, except for Haunted) with the point cost equal to the Hindrance cost.

### **Wrath** **2-4**

This sword causes its owner to be filled with Wrath against a particular group of wasters or organization. Whenever he sees one of these people, he must make an Incredible (11) *Spirit* roll or immediately draw this sword and attack. The Marshal makes the decision on the point value based on how common the target group is in her campaign. If the sword owner has intolerance against the same people group, he suffers a -4 to his *Spirit* roll to resist the rage.