

# WEIRD RELICS

## BY

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Through out time man has told of legends of items of great power, many have become associated with their owners or great and sometimes tragic events. From King Arthur's Excalibur sword to the Derringer that shot President Lincoln, these items or relics have taken on a life of their own.

This article is to help Marshal's and their posse to design their own relics.

### Relics Step One

First and foremost come up with a concept for the relic, then a history of the item. Once the Marshal's approval has been granted then go to step two.

### Step Two

The relic can be gained through the *Belongin's* Edge as a 1 to 5 point edge, this determines the number of points the character has to spend on their relic or through the new *Relic* Edge.

The Marshal might also want to use the new *Cursed Relic* Hindrance detailed later on.

### Step Three

Choose the powers for the relic by spending the relic points gained from the *Belongin*, or *Relic* Edge. If the *Cursed Relic* Hindrance is used then spend the points on *Taints*.

Once you're done then get your Marshal's permission to use the relic.

Below is a list of powers that a relic can posses, followed by a list of taints.

Note that the only way to a relic may have more than 5 points is if the relic possess Taints or Drawbacks to lower the relics cost.

### NEW EDGE

#### RELIC VARIABLE

The hero has acquired an item of power, whether this be a family heirloom or found during one of his travels is for the player and Marshal to decide. The cost is variable based upon the powers and taints (if any) that the relic possesses.

### NEW HINDRANCE

#### CURSED RELIC VARIABLE

The character possesses an item that carries great evil with it. This relic can have useful powers but the character only gets points for it if the points are in the negative. He gets a number of points equal to the negative value of the relic.

Also, the hero must use the relic, if he tries to get rid of it or destroy it, it will reform and mysteriously appear on his person.

### POWERS

#### APTITUDE BONUS 1-5

A relic with this power adds a +2 bonus/point spent to any none weapon aptitude. Also, it will not add to an aptitude used for arcane purposes, thus it wouldn't add anything to a Blessed Faith roll for Miracles but would work for other Faith rolls.

### ARCANE MAGNET 5

A relic with Arcane Magnet can tap into the special powers of the Hunting Ground, augmenting an Arcane Background the character possesses. This only helps one Arcane Background, which must be chosen when the power is selected. If the relic owner is successful in his roll to use an arcane power then it's as if he rolled +5 higher or one hand better, whichever is more applicable.

### ARMOR PIERCING 1-5

A weapon relic with the Armor Piercing power can ignore 1 level of armor for each point spent on this power.

### ATHLETIC COORDINATION 3/5

A relic with the *Athletic Coordination* power increases the owners overall coordination increasing his *Nimbleness* die step by +1 for 3 points and +2 steps for 5 points; this enhanced *Nimbleness* can increase beyond d12.

### BANE 1-3

When this item is used against a particular group or creature, it does an extra 2 dice of damage, this power only works on weapon relics.

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

This weapon 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 miscreants or abominations that use Hits instead of wound levels, the sword deals +2 damage on each hit instead.

### CHI CHANNELER 1-5

The martial artist can store his Strain into the item which must be generated thru meditation, just as normal Strain. The item will hold 1 point of Strain for every point put into this power.

### DECAPITATOR 4

A weapon 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 relic gives the hero enhanced strength, while worn or used. 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 5

This relic has been around so long or used in such a way, that it now the ability to alter destiny itself. The relic

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 Power, some examples are listed below.

### WHITE CHIPS

- The relic allows the hombre to heal a light wound on him or another, when a White Chip is spent.
- The weapon 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 relic glows with a holy light for 3 rounds. While the relic is glowing evil creatures must make an Onerous (7) *Spirit* roll in order to attack the owner.
- For every White Chip spent the hero 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 hero to re-roll a hit location with a weapon attack. He can take his choice of the rolls.
- With a White Chip the hero may re-roll a *Vigor* check, as long as the first roll wasn't a botch.
- The hombre gains a +5 to his next *Quickness* roll for the rolling of initiative only, when a White Chip is spent.
- The hero 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 hero's opponents suffer a +1 target number penalty to effect him in a supernatural way, such as with black magic, miracles, or even huckster powers. The effect lasts for 10-rounds.

### RED CHIPS

- The hero 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 hero gets to roll an Onerous (7) *Spirit* roll. If successful she can tell where a creature he 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 relic becomes invisible to all except the hero. This lasts up to 24 hours or until the relic is used whichever comes first.
- The relic bestows the ability to move very quickly, giving a +8 to the hero's Pace and +5 to all *Quickness* rolls whenever a Red Chip is spent. This effect only lasts for one round.
- This weapon does magical as well as physical damage, when a Red Chip is spent. This ability lasts for 5-rounds.
- This relic renews the hero's health, allowing him to restore all his lost wind whenever a Red Chip is spent.
- When a Red Chip is spent the relic glows with a holy light for 3

rounds. This light has a radius equal to the hero's *faith* in yards and creatures of evil must make an Onerous (7) *Spirit* roll in order to enter the circle of light.

- The relic allows the hombre to heal a heavy wound on him or another, when a Red Chip is spent.

## BLUE CHIPS

- When a Blue Chip is spent the hero can choose where a weapon attack hits. This of course can be done after a successful hit.
- When a Blue Chip is spent the relic glows with a holy light for 3 rounds. This light has a radius equal to the hero'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 relic allows the hombre to heal a serious wound on him or another, when a Blue Chip is spent.
- Whenever a Blue Chip is spent the hero gains an additional attack with a weapon, each action. This effect lasts for one round.
- The hero 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 relic emits a sonic boom, causing all those within hearing to make a Hard (9) *Vigor* check or be stunned. The relic user is immune to the sonic booms effect.

- Upon a successful hit, the hero can spend a Blue Chip doing an additional 2d8 points in electrical damage.
- A swirling mist of darkness is created around the hero, causing anyone who attacks him to suffer a -10 penalty to his or her rolls. This effect only occurs when a Blue Chip is spent and lasts for 5 rounds.
- The relic disbursts a blast of light when a Blue Chip is spent. All those looking at the hombre must make a Hard (9) *Vigor* roll or be blinded for 1d6 rounds.
- When a Blue Chip is spent up to 3 levels of armor can be ignored on the target of the relic's attack. This effect lasts for a 5-rounds.

## LEGEND CHIPS

- On his next action, the hero gets 1 extra attack for each level of his Fightin' or Shootin' Aptitude, depending on which one he is using for his attack, when a Legend Chip is spent.
- The hero can break the relic (destroying it in the process) and spends a Legend Chip to cause the 2d6 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 hombre calls down a rain of fire upon the target, doing 5d10 points of massive damage. The range is line of sight and the hero must make an Onerous (7) *Spirit* roll for this power to be successful.
- When a Legend Chip is spent the relic glows with a holy light for 3

rounds. This light has a radius equal to the hero'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 hero's *faith* in damage for each round that they are within the light.

- The relic allows the hero to heal a critical wound on her or another, when a Legend Chip is spent.
- The hero can re-roll any relic related roll without fear of losing the Legend Chip.
- By spending a Legend Chip a successful attack against the hero becomes a miss or a failure.
- When a Legend Chip is spent the relic causes weapon damage to double. Roll damage twice as if the target had been hit two times and add the damage together.
- The relic causes an attack to automatically hit when a Legend Chip is spent and the target is within range. This ability is only good for one attack each time a Legend Chip is spent.
- When a Legend Chip is spent the hero can completely ignore an opponent's armor, for one attack only.

### EXTENDED RANGE 1/3

Like the famous last words of that Union officer "They couldn't hit an elephant from this ran...(BLAM).

This power increases the range of a missile weapon relic, +5 yards for 1 point and +10 yards for 3 points.

### FLAMING WEAPON 4

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

### GREATER BLESSING 3/5

This relic is blessed so that it adds to the Blessed Faith roll for all Miracles, +1 for 3 points and +2 for 5 points.

### GREATER MOTO 3/5

This item grants the Huckster, Metal Mage or Shootist a +1 (for 3 points) or a +2 (for 5 points) to all his hexslingin' rolls.

### HEART SEEKER 2

This weapon relic seeks out the victim's vital areas and weak spots. A relic 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.

### HIGHTENED REFLEXES 2

The relic allows its user to quickly glimpse snippets of the future, allowing her a +2 bonus to vamoose rolls for *dodge* and *fightin'* for active defenses.

### ILLUMINATION 1

The relic puts off a soft yellow light when displayed and the owner wishes. This light is adjustable at the hero's will with a maximum radius of 3 yards.

### INDESTRUCTIBLE 2

This item cannot be destroyed short of some unusual circumstance, which is determined by the Marshal. Examples might be a sword that has to be reworked from the original forge or a book that has to be torn apart by an Angel. Note that this power cannot be taken for an item that by its very nature is destroyed in its use.

### LESSER BLESSING 1-5

This item adds a +2 modifier/ point to the Blessed Faith roll on one Miracle (which must be determined when the power is chosen).

### LESSER MOJO 1-5

This item grants the Huckster, Metal Mage or Shootist a +2 modifier/point to one hex (that must be chosen when Lesser Mojo power is taken).

### LIGHTNING SPEED 2

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

### LION HEART 3

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

### MAJOR MEDICINE 3/5

An item with Major Medicine adds a +1 (for 3 points) or +2 (for 5 points) to all the Shaman's ritual rolls.

### MASTER ARCANE

### APPRENTICE 3/5

This relic reveals even more mysterious of the universe and aids Mad Scientist in their studies, either giving a +1 (for 3 points) or +2 (for 5 points) to all their Mad Science rolls.

### MINOR ARCANE

### APPRENTICE 1-5

This relic contains many secrets to the arcane world and can aid Mad Scientist in their twisted inventions. An item with the Minor Arcane Apprentice power will add a +1/point modifier to his Mad Science rolls but only on one type of device which must be selected when the power is chosen. Types of devices would be weapons, vehicles, alchemy, etc.

### MINOR MEDICINE 1-5

An item with Minor Medicine adds a +1 modifier/point the Shaman's ritual roll for one ritual (which must be chosen when Minor Medicine is chosen). The item should reflect the ritual but isn't required.

### MISSILE DEFLECTION 3

This melee weapon relic in the hands of the hero can move with incredible speed so as to block bullets and hero to make a *fightin'*: (*chosen weapon*) vamoose against arrows, spears, and other thrown missile attacks, while the relic is drawn. The power can even be used against bullets and similar high velocity weapons, but the hero trying to block those attacks gets a -5 penalty to his *fightin'*: (*chosen weapon*) roll to do so.

### NOBLE COUNTENANCE 3

The relic bestows a sense of nobility upon the owner. Whenever the relic is carried openly the hombre's *Mien* die

type increases by +1 (thus a character with 3d8 *Mien* draws wears the relic with the *Noble Countenance* power then his *Mien* would become 3d10 while the it is openly displayed.)

### PACTS MORE PUNCH 3/5

The *Pacts More Punch* power increases the damage type of the relic. For 3 points the relic's base damage is raised by +1 (thus a STR+2d8 sword becomes a STR+2d10 sword) and for 5 points the relic's damage type is raised by +2.

### SENSE 2

This relic when worn or used can sense emotions, people or items. The relic sense must be chosen with this power. Examples are undead, hucksters, guns, anger, etc. It has a range of 10 yards radius in its ability to sense.

### TOTEM 1-5

This device is some way connected with the great animal spirits and will store Appeasement points generated by the Shaman. It will store 1 Appeasement point for every point spent into this power.

### VITALITY 1-5

This relic fills the hero with supernatural energy giving him an additional point of Wind for each level of *Vitality* the relic possesses.

### WARRIORS SOUL 1

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

### WITCH HUNTER 5

The relic 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 relic causes wind equal to the hero's *faith* roll vs. the opponents *faith* roll, with the target taking the difference in Wind. If the target rolls higher than the hombra then no additional wind damage is taken. This wind damage is in addition to damage the relic causes.

### TAINTS

Some relics 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.

### AURA OF GLOOM 1

Whenever a power of the relic the is used then lights dim and an aura of darkness seems to surround the hero. This has no major game effects, but draws a whole lot of attention to the owner and makes him stand out like a sore thumb.

### BAD KARMA 5

There is a price to pay for these powers and that is that no Fate Chips can be spent while the relic is worn or used. For obvious reasons this Taint cannot be taken with the *Epic* power.

### BLOOD DRINKER 3

When the relic is used or worn it must taste blood. If the owner doesn't draw blood from another creature (causing at least a Light wound level) and feed it to

the relic, then he suffers 2d8 points of damage to his guts.

### CHILLS 1/3

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

### CORRUPTER VARIABLE

When used, one of the relic's powers gives the owner a Corruption point. Once the hero'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 Abomination 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 relic 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 relic is home to a powerful demon that's trying very hard to escape. Every time the relic is used, the Marshal draws a card (read as you would for a

manitou). The warrior must then make an opposed *Spirit* roll vs. the demon. 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 relic contains the twisted souls that seek to slowly kill the owner. Whenever the relic is used, 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 relic draws energy from the owner's soul. Every round the relic is used, 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 relic contains the souls of the damned and taints the hero's very soul. The relic'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 relic causes its owner to be filled with Wrath against a particular group of

people or an organization. Whenever he sees one of these people, he must make an Incredible (11) *Spirit* roll or immediately attack. The Marshal makes the decision on the point value based on how common the target group is in her campaign. If the relic's owner has intolerance against the same people group, he suffers a -4 to his *Spirit* roll to resist the rage.