

The Gift of Faith

Several Game Masters' as well as players have asked for additional clarification and examples for the gift of faith. The following document is a reference tool and additional examples for Chivalry & Sorcery: The Rebirth. This document is not a stand-alone product. You will need Chivalry & Sorcery: The Rebirth Volume 2: Magicks & Miracles

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Piety, Faith and Belief

Piety measures the capability to believe in a deity and the devoutness of a character. It is one of the main attributes. **Faith** is a skill and measures the character's finesse and ability to invoke divine favor. **Belief** is a figured statistic and it defines the actual status of the character regarding his connection to his deity. If these rules are used, then **Faith** becomes a core skill. Thus, a character starts with basic knowledge. However, only clerical characters may select it for mastery. Even then, mastery will only reduce the DF by -1 not the standard -2.

Clerical characters are considered to be those who follow some sort of religious vocation. These vocations are priests, priest/mages, and holy knights.

Everyone may access Acts of Faith. Those who are of religious vocation are simply able to perform actions that are more specialized, more likely to attract a response from the deity, and that affect more people.

In order to determine what Acts of Faith may be accessed and under what circumstances they can be achieved, some calculations are necessary.

The first calculation is the determination of the **Personal Faith Factor**. Take the **Piety** of the character and check it against table 7.1 on page 2-84. This will give you the starting value. Next, take the number of skill levels the character has in their **Faith** skill and multiply it by 3. Then add in the value you looked up on the table. That is your character's **Personal Faith Factor** or **PFF**.

This number determines whether the character can access a given Act of Faith. It also determines the percentage of resistance that a character may apply against Acts of Faith being applied to him or against certain kinds of Magick. The next number to be determined is the **Belief** of the character.

The player declares the primary religion of the character. This initial **Belief** value is set equal to the value of the **Piety** of the character. If the Game Master has other religions in his world, he may allow secondary beliefs. These values are set equal to one half of the **Piety** value of the character. The **Faith** skill can be applied to the **Belief** value to increase it. While **Faith** skills can be created for any and all religions, only the **Faith** skill that reflects the primary religion can increase a **Belief** value.

For every 5% in his PFF, the character may increase his base **Belief** points by one point. See the example on page 2-84. The amount of **Belief** that a character has determines what type of a believer the character is. Compare the number of **Belief** points

with the values listed in table 7.2 on page 2-85. An example of how to do this is shown directly below the table.

Using Belief

Belief is a statistic similar to **Fatigue** or **Body**. Unlike them however, it can grow larger or smaller over the life of the character. If the **Faith** PFF increases, the **Belief** value will increase. **Belief** is altered by the character's actions as well. When the character performs an Act of Faith or witnesses an Act of Faith, it may change the value. When the character prays for a specific reason, he subtracts a set number of **Belief** points and then makes a roll. These are specified under each of the individual Acts of Faith descriptions. If the Prayer succeeds then the character adds the points that he subtracted back to his **Belief** value. This simulates the sustaining of his belief. If the prayer succeeded with a Critical success (a Critical roll of 10) then he adds an additional point to the value. This simulates the enhancing of his belief because his Deity has truly favored him. If the Prayer is not answered, i.e. the roll is failed, then the character's belief has been shaken and he only adds back one half of the value he subtracted. If the prayer failed with a Critical failure (a critical roll of 1) then the character is inclined to believe that his Deity has truly forsaken him and adds NONE of points back to the **Belief** value.

If the character is either a recipient of or a witness to another's prayer fulfilled then this can affect their belief. When this happens, they must make a **Faith** roll. The tables on page 2-85 (Tables 7.3 and 7.4) show the number of **Belief** points to either be added or deducted as a result of the roll. If the character is sufficiently awed by the miracles of another religion, he will create a secondary **Belief** value for that religion.

Depending upon the amount of points in both the primary and secondary **Belief** values, the character will be respectful of the secondary religion and may eventually convert to it. If the character's primary **Belief** reaches "Lapsed" or lower, the character becomes confused and suffers penalties when he is required to make any kind of religious check. Conversion takes effect when the value of the secondary **Belief** reaches at least 11 points and the primary value drops to zero. If the character's primary **Belief** exceeds 50 points however, then he is immune to the conversion process.

Two other outcomes are possible when **Faith** checks are made: If a Believer is making a check and rolls a value of 01 on the percentage and a Crit value of 10, then the character is presumed to have had a major religious experience and becomes deeply spiritual (symbolized by increasing his **Piety** to 16 or adding three points to his current value whichever is higher.) His **Belief** then increases by a minimum of 3 points and up to 10. (Roll 1d10 and if the result is greater than 3 add that value.)

If an Unbeliever is making a check and rolls a value of 100 on the percentile dice with a Crit die value of 1 then he/she undergoes a major conversion experience. He also raises his **Piety** as above, adds 1d10 to his **Belief** in the new religion, and subtracts that amount from his current **Belief**.

Attending Religious Services

When a character attends religious services for his faith, he sacrifices a small amount of fatigue and in return receives a blessing from his deity for the next 24 hours. The amount of fatigue sacrificed and the percentage of blessing received is specified in Table 7.5 on page 2-86. The table also gives values for the Game Master to determine the make up of the congregation of a character if he is in charge of one.

If the character takes advantage of such rituals such as confession and communion then he may receive additional benefits. These benefits are explained further in the section underneath table 7.5 on page 2-86. A character may also opt to perform personal devotions (such as standing vigil in a chapel) and receive the same blessings as those who attend services.

Clerical Tapping of the Congregation

If a character is an ordained priest of his faith and has a congregation, he may opt to use the pool of fatigue points sacrificed by his congregation in order to perform an act of faith for the benefit of his congregation or for general actions on behalf of the faith. If he leaves his congregation then their prayers will go with him and he still has a pool to draw upon. However, due to the distance involved, it will be 1/3 smaller. This bonus is only available on a limited basis. The extra fatigue drains away after a week and replenishes itself during another major ceremony such as a Mass. That ceremony is what generates a new supply from the faithful congregation.

For further explanation of this bonus, see page 2-86 and Table 7.6 also on page 2-86.

Calling upon Divine Power

The term "Acts of Faith" is a general title for the actions that occur as a result of a person calling for divine aid through prayer. The deity does the actual fulfillment of the prayer. Any Fatigue Point costs that are deducted/paid by the character are because of the stress of the contact with the deity. Certain Acts of Faith may also require the character to do penance or perform a service to the faith or to sacrifice some object or habit.

There are several types of these Acts of Faith and they are explained in detail on the following pages:

Common Prayers: 2-88 – 2-89

Clerical Acts of Faith: 2-89 – 2-91

Miracles: 2-91 – 2-93

Specialized Miracles/Priestly Magicks: 2-93 – 2-94

Formal Sacred Rituals/Sacraments: 2-94 – 2-95

Some explanations of the differences between various acts are listed on page 2-87. Most of the more complicated or definitive acts are reserved for clerical characters. These are denoted by the cross-like marks by their titles. Definitions of the terms used in the descriptions of the individual acts of faith can also be found on page 2-87.

There are limitations on the people for whom a character may pray. Anyone may request divine aid for himself. If a character has a **Belief** value greater than 11, however, he may pray for others. Characters with clerical vocations may also pray for others beside themselves. It is, after all, part of their job! Their **Belief** values also increase the numbers of people able to benefit from their prayers. Tables 7.7 and 7.8 on page 2-87 list the various calculation factors.

Examples:

Let us look at Nathan's character Sir Heinrich. He has a belief of 1 and a piety of 2. With these values, it is obvious that Heinrich does not believe much in the power of the Church! But even Heinrich has been known to find himself in situations that are beyond the capabilities of his sword to deal with. He is a skeptical believer, however and may only request divine aid for himself.

Tom's character Sir Johann however has a piety of 10 and a belief of 15. He is a True believer, dutifully attends mass, and always goes to confession and mass before setting out on a quest. He may request aid not only for himself but also for a comrade in need. He cannot pray for both himself and that comrade, though. Shawna's character is Sir Johann's squire, Deirdre. She has a piety of 12 and a belief of 22. She is a devout believer and not only prays for herself but also for her liege in difficult times.

Kory's character Michael is a forester. Michael has experienced many unusually occurrences in his life and even believes that he has been saved by his patron saint St. Francis on one or two occasions. Michael's piety is 15 but his belief is 37! He is scrupulous about attending Mass and always observes his patron's feast day and other holy occasions. Michael has been known to pray for protection from the Fey folk for his family and those under his roof. He may do this for up to 7 people (1/2 his piety rounded down)

In the town where these characters rest after their adventures, there is a woman named Teresa. She is known for her good works and her tireless efforts on behalf of the church. She has even gone on a pilgrimage to thank the Virgin Mary for saving the life of her son during an outbreak of plague. Teresa's piety is 16 and her belief is 51. Teresa can pray for fellow members of her congregation and does on a regular basis. She can pray for up to 16 people beside herself!

The church that these characters attend has three clergymen handling matters of the faith. Two are ordained Priests, Father Duncan and Father Andrew and a young Novice Monk, Christopher. Christopher is studying under Father Duncan before leaving to begin his vows at a local monastery.

Father Duncan is a holy man, his piety is 16, and his belief has grown over time to 42. Father Andrew's piety is 14 but his belief has been shaken in the past by the loss of his family and is only 17. Brother Christopher has a piety of 10 but he feels he has a true calling after being miraculously saved from a raging boar. His belief is a devout 22.

Father Duncan is an Ordained Priest. He may pray for 10 times his Piety or 160 people. This is increased by the fact that he is a Fervent believer and thus may pray for 7 times that number or 1120 people! This means that he may pray for his entire congregation if need be. Father Andrew on the other hand may only pray for 140 people. He gets no additional boost because he is only at the level of a True Believer.

Brother Christopher is a monk. This means he is considered clergy. He may pray for 5 times his piety or 50 people. However, because he is a devout believer, he may increase that number threefold (3*50) for 150 people! Thus, although he is not ordained, he is as effective as Father Andrew.

The party of knights has been known to travel in the company of a healer Witch named Elinor. She is a follower of older ways and her primary belief is in those gods. Her Piety is 15 and she has a Primary Belief (Celtic) of 30. She also has respect for her companions' beliefs, which is symbolized by a secondary belief (Christianity) of 15. Elinor is not as powerful as the Christian clergy is, since she may only pray for 3 times her piety or 45 people. However, her belief in her gods again makes a difference. Since she is a devout believer, she multiplies that number by 3. This enables her to pray for 135 people if she is called upon to do so.

With Elinor and Brother Christopher around, there is a possibility that Father Andrew's faith may become further shaken and he may lose his way. There also is the possibility that by exposure to Father Duncan and to Teresa, his belief may be strengthened and he may grow more confident and more able to minister to his flock. Only time will tell.

Learning Acts of Faith

Unlike a mage's spells, Acts of Faith are not learned. They are only rendered accessible when a character reaches a certain PFF level. Some are only accessible to clerical vocations and some are further restricted to the ordained clergy. This simulates the training in prayer, meditation, and proper ritual that these folk have been trained.

There are examples listed below of the various types of actions. However, it is recommended that the player read each individual act of faith and check its effects, the cost and penalties before attempting it.

Common Prayers

These prayers are the general Acts of Faith available to all believers. Anyone who has a high enough PFF may use them. His lord has granted the forester, Michael, a favor. He has been granted license to hunt a deer in the lord's preserve as long as he is finished by sunset. He has had no luck. Finally, he spots a fine buck.

He murmurs a soft prayer under his breath. "St. Francis, guide my aim so that my kill will be quick and cause him no pain." This is the Act of Faith, "Prayer for skill or craft". Michael's Faith skill TSC% is 33% and his PFF is 17. After the roll is made, his player, Kory, will take the Crit Die result from the faith roll and look up the fatigue deduction in Table 7.9 on page 2-88. If the roll succeeds with a Crit value of 8 or higher, the energy from the Saint bestowing his benediction on Michael has restored him. (This is symbolized by the increasing of the fatigue rather than the deduction.)

Kory will then add 15% (+1% \times Piety) to his chances for Michael's attack roll to the buck. Unfortunately, while Michael has quite a high Piety, it is not high enough to qualify for the added bonus to the Crit Die of the attack roll.

If the roll fails, the disappointment of the failure will drain even more fatigue than normal.

In either case, it is quite likely that Michael will probably make a gift to the church after his hunt. This will be to either thank St. Francis for his aid or beg forgiveness for whatever transgression has made the saint turn away from him.

Clerical Acts of Faith

These prayers are the more specific acts that are more elaborate and are reserved to those of clerical vocations. Some even have effects that occur directly upon performance of the required actions. These "automatic" Acts of faith symbolize the rites and rituals that the clergy have been trained in since they took up their vows. Because of that effort to learn them, it is assumed that these actions will always be done correctly.

Michael succeeded in his quest for the buck and from its antlers carved three small crosses for his children. He also used the leather from its hide to make the thongs for them to hang from. He goes to Father Duncan and asks him to bless the crosses to help protect his children from the Fey folk.

Father Duncan has a PFF of 40 and a Faith TSC% of 58%. He is performing the Act of Faith "Bless Item" upon each of the crosses. This is an automatic action. Each cross will receive the benefit. If a supernatural being attempts to remove the cross from the child's neck, he will have to make a Willpower roll with a modifier of -40% (Father Duncan's PFF). If the child is performing their own act of faith (such as praying for protection while hurrying home after foraging in the forest) they will add a bonus of 5% of *their* PFF to figure effects of the prayer, etc. due to the presence of the cross.

Miracles

These acts of faith are the deity's response to a simple plea from his believer – the plea of "HELP!"

This plea may be a determined and deliberate action or may be a simple and frantic outcry. An example of this Minor **Miracle** can be found on page 2-91.

Receiving a miracle causes a character to incur a **Holy Debt**. These are a number ways to say *thank you* to the divine beings that have assisted you. Each type of miracle has certain levels of sacrifice associated with it. These sacrifices are labeled S1 through S5 and are listed on pages 2-91 and 2-92. Fatigue points are not assessed if a character is praying for a miracle in dire need.

If such holy debts are not taken seriously then the character may find that the deity has forsaken him and his luck has gone bad. This is strictly up to the Game Master to interpret the effects of this to the character.

If a character is not in dire need and is praying for a miracle then the Game Master may opt to assess fatigue costs as specified on page 2-92 for the various miracles. The player may also opt to increase his character's chances by having the character perform devotions and fast prior to actually praying for the miracle. In addition, the piety of the believer will affect his chances of success by modifying the results of the Crit Die.

Teresa is praying for her son's recovery. He has been stricken down by plague and lies feverish in his bed. His wife and child have pulled through but he continues to suffer and the doctor is not hopeful. If the fever cannot be broken then her son will die. Teresa has a piety of 15. Her PFF is 26 and her faith skill TSC% is 44%. She has a fatigue of 25. Her belief is 45. Her base chance

to succeed in a request for a miracle is 22% (1/2 skill TSC%). This is not very good! Her chances would be better if her player opted to try for a minor miracle but he does not think that has a chance to save the character's son.

The player opts to pray and fast to improve Teresa's chances for as long as it is possible (i.e. the son's fever does not become critical.) The Game Master agrees and decides that Teresa can do this for 3 days. This gives her a bonus of 3% (1% per day spent) for a total TSC% of 25%. Fortunately, with Teresa's piety, the player gets a +1 to his Crit Die. At the end of Teresa's 3 days of fasting, however she is weaker and has a fatigue of $(3/4 * 25) - 1 - 1$ or 17.

The player also opts to have Teresa attend Morning Mass and confession and receive communion in an effort to boost her chances. This subtracts another 3 fatigue so that Teresa is at 14 fatigue points. She does receive a blessing to her efforts that will allow her to increase to 5 rolls (piety/3 as per table 7.5 on 2-86) by 6%. In addition, she receives a bonus 5% for **receiving the Holy Eucharist**. This boosts the modifier to 11% so the TSC% for the Miracle is now 36%!

Teresa's player decides to see if Teresa is **Greatly Blessed** during mass. He makes a check based upon her normal faith TSC%. He rolls a 34 and a Crit of 10. This does mean that Teresa has been **Greatly Blessed**. Her chances are increased by an additional 11% (double the usual benefit) to 47%! Even more importantly, the Crit Modifier has increased by +3 to +4! The increase of 2 points to Teresa's belief, raising her to 47, is quite understandable.

After Mass, Teresa spends the rest of her day in the church before the altar. She spends 11 hours (10+1d10 and her player rolled a 1.) praying to the Virgin Mary. Finally, her player makes the roll. He needs to succeed with a Crit roll of 6 or better to achieve the Crit Level of 10 needed for a miracle. He rolls a 35. It was a good thing Teresa went to Mass this morning, as she would not have succeeded otherwise. He rolls the Crit die. It comes up 10! This immediately raises Teresa's belief to 48 as per table 7.3 on page 2-85. In addition, because Teresa is the Intercessor (the person praying) and has rolled the 10, her belief rises another point to 49. Because of the Crit result, the Game Master has the player make a Piety AR. His chance to succeed is 76%. He rolls a 55 and a Crit of 9. This brings Teresa's Piety up by 1 point to 16, which also increases her Belief by an additional point to 50. The player rolls for the Fatigue drained by this miracle. He rolls 5 points, which means that Teresa loses 17 points of fatigue.

Teresa finishes her prayers and a great feeling of peace comes over her. She believes that she hears the voice of the Blessed Mother reassuring her. She then faints dead away on the floor of the church. She awakens to see her daughter in law and Father Duncan leaning over her. They tell her that a soft light filled the room where her son was lying and he breathed a deep sigh and fell asleep peacefully. They feared that he had died but when they checked, they found that the fever had broken and his rash was fading. He is now awake and asking for water! Teresa is exhausted but vows to make a pilgrimage to Notre Dame to pray before the altar and pay for a thanksgiving mass for this wonderful event.

For further details on Miracles and their results, see pages 2-92 and 2-93.

Specialized Miracles/Priestly Magicks

These prayers and rituals are those of a more fantasy style of campaign. They are designed to be similar to the various Miracles but are more defined. In order to achieve these specialized miracles, the Clergy must fulfill the requirements of both the Act specified and the type of Miracle to which it is equivalent.

Father Duncan is assisting Teresa after her fainting spell on the floor of the church. Father Duncan has a PFF of 40 and a Faith TSC% of 58%. He has noticed her devotion all this time and decides to help her recover. He helps her to a pew and then finds a vial of holy water and begins the prayer to "Restore the Faithful." He has a TSC% chance of $(58 * 2/3 \text{ or } 38) + 40$ or 78%. $(2/3 \text{ faith plus PFF})$. He deducts 9 points from his fatigue. His player rolls a 57 with a Crit roll of 5. This does not qualify Father Duncan for an increase in belief but does increase Teresa's belief by another point to 51. It restores 1 fatigue point for each point of Teresa's piety or 16 FP.

Teresa feels the gentle sprinkle of holy water upon her forehead as her energy flows back into her. Crossing herself, she offers up another grateful prayer to the Blessed Mother and thanks Father Duncan. She offers to mend some of the church's vestments and altar cloths in exchange for his efforts.

For more details on Miracles and their results, see pages 2-93 and 2-94.

Formal Sacred Rituals/Sacraments

These are the actual sacraments of a faith. Only ordained priests of the faith may perform them. They will always succeed and will always have definite effects as specified by the Game Master or their listing. The examples used on pages 2-94 and 2-95 are meant to symbolize the seven sacraments of the Medieval Catholic Church. Other religions may have other sacraments that provide different benefits.

For the information on the benefits provided by these sacraments, see their descriptions on the pages listed.

Organized Religion versus Magick

The actions of Mages and Priests do not get along very well. Because they are opposite ends of the Metaphysical Spectrum, the effects of their actions tend to interfere with each other. When a Mage tries to affect a priest or Vice Versa, they must first figure the polarity modifier as listed on page 2-2. This modified further by the fact that Mages are limited to a maximum of 15 for their Piety score. Their Piety may actually be higher, but as far as acts of faith and their effects are concerned, the value may go no higher than 15.

In addition, even if the Mage is a believer, he may not apply any of the benefits received from attending Mass or Acts of Faith towards his use of magic. In fact, such "benefits" actually act as penalties towards Targeting and other actions. See the example on page 2-95 for details.

Because of this penalty, the Mage may opt to resist an Act of faith when it occurs nearby or upon him. If he tries to do so, he must subtract the PFF of the priest performing the action from his Willpower before rolling to see if he succeeds. There is an example of this calculation on page 2-96.