Factions at War RPG Product Guide

FACTIONS
at War

Setting

Factions at War is a modern fantasy role playing game, set in a world of gritty noir streets, mysticism, secret societies, and paradigm warfare. The players take on the role of the Gifted, those who can bend reality to their will and eventually climb the metaphysical ladder to god-hood... providing they live long enough to enjoy their newfound power.

Factions at War enjoys a detailed setting dripping in world atmosphere - over 60 pages of it. And there are plenty of Factions and Subfactions a character might belong to.

The Alliance has 6 Factions and 12 Subfactions, the Free Societies have 7 Factions and 42 Subfactions, the Order has 6 Factions and 32 Subfactions, there are 13 Independent Factions, and 3 Outer Societies

Character Creation

Character Creation is done in a build point system, allowing for the design of nearly any kind of character. 28 Character Concepts are included as a guideline for players who are looking for a little direction. However, characters are highly customizable, with a list of over 300 Advantages and Disadvantages available.

Mechanics

The game mechanics are simple, fun, and easy to use, yet afford a fine degree of realism and simulation.

Each character has 10 Attributes. Beneath each Attribute, there is a number of Talents, which are basically more detailed versions of Attributes. For example, beneath the Quickness Attribute is the Athletics Talent. Adding the Attribute to the Talent gives the character's base for the mechanic check. Character Skills branch below Talents. These give the number of d10 to be rolled. The highest die total is added to the base to get the end score. If the character doesn't have the Skill, they roll 1d6. Attributes normally range from 1-5, Talents from 0-5, and Skill dots from 0 to 4.

If the highest die comes up a 1, the character has rolled a botch. He rolls another 1d10 and subtracts this from the base.
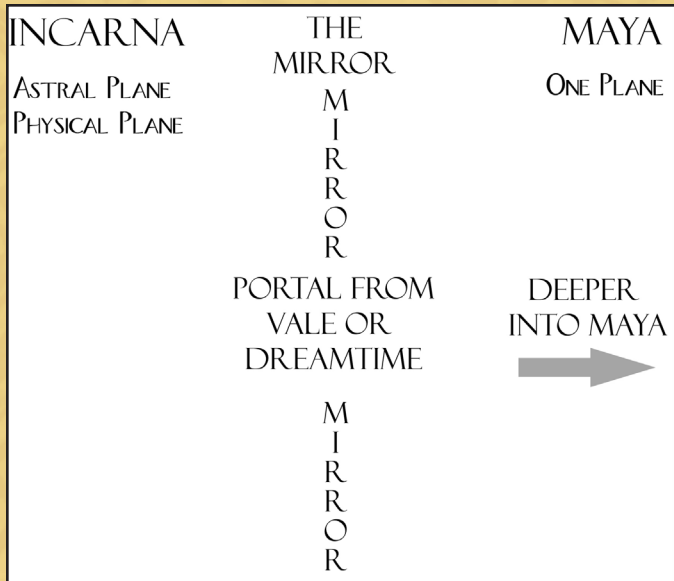
If any die comes up a 10, roll a second d10 and add this to the first. This type of explosion only happens once per die per roll.

The advantage to this type of mechanic is multifold. First, it means an unskilled character isn't entirely useless, but allows them only a limited chance of success over a narrow range of difficulty. Second, it means a skilled character can expect more and more from their die as skill increases, yet success is never guaranteed; a master with 4 dots could roll all 1's. Third, the probability curve allows for the chance for a moderately skilled individual to score better than the master, while keeping the odds for this event low. All of these are accomplished with the quick throw of the dice, taking the highest die total rolled, and adding it to a static base.
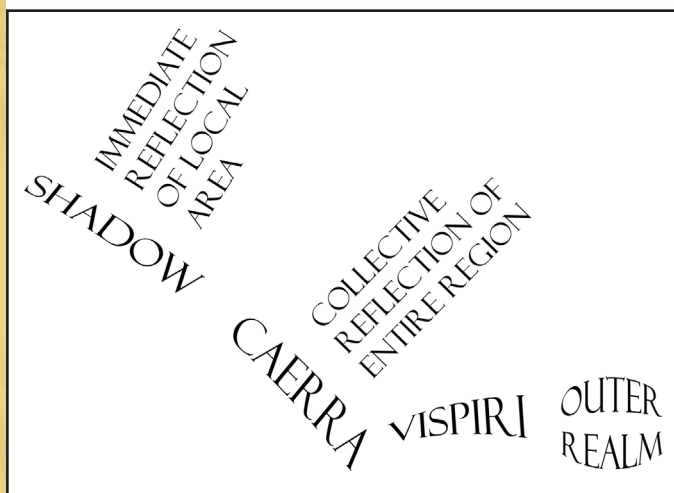
Also included is 12 pages of Dramatic Systems, covering special rules for things like car chases and collisions, fire damage, increasing Beauty via grooming and style checks, and other special mechanics.

Metaphysics

The Factions Metaphysics reveal a setting with two split worlds, Incarna and Maya. Incarna, the "real" world, is divided into the Astral and the Physical Plane. It is separated from Maya by a mystical barrier called the Mirror. The Mirror can be crossed in a variety of ways by the Gifted, with the most usual being at places of power, called Vales, or events of raised energy, called Dreamtimes.

INCARNA	THE MIRROR	MAYA
Astral Plane Physical Plane	M I R R O R	One Plane
	PORTAL FROM VALE OR DREAMTIME	DEEPER INTO MAYA →
	M I R R O R	

Crossing into Maya means entering into the world of the collective unconscious.

SHADOW — IMMEDIATE REFLECTION OF LOCAL AREA

CAERRA — COLLECTIVE REFLECTION OF ENTIRE REGION

VISPIRI

OUTER REALM

The Shadow is the dreamlike version of a major city, such as the Shadow of New Orleans. The Caerra is the reflection of the whole region, like the Sun Coasts Caerra which surrounds the Shadow of New Orleans. Vispiri are paths that lead deeper into the micro-worlds of the Outer Realms.

Special Abilities

Special Abilities are a Gifted's instantly available powers. They range from the subtle to mind-boggling. 90 pages are devoted to these. Special Abilities include psychic attacks and defense, alteration of physical bodies, the warping of time and space, and more.

Ritual Magic

Ritual Magic is another mainstay of the Factions world. This method of reality manipulation involves the user in a system of belief, based on real-world Esoteric occult mythologies and practices. By this, there are no "magic fireball" spell. Instead, there are long, purposeful applications of Ritual to accomplish things in the world. Most effects of Rituals are undetectable by unseeing mundanes. They create effects like the movement of supernatural energy, affect mental or emotional states, divine possible outcomes, and alter fate, and more. There are even rules for creating your own Rituals in the game.

Over 180 Rituals are included, among the Buddhist, Hermetic, Pure Chaos, and Wicca Ritual Magic Schools, comprising 55 pages. Each School has its own structure, feel, and purpose.

Combat

The Combat system in Factions is gritty and dangerous. It is also easily customizable to fit the needs of the game, allowing for less detailed, round-oriented play, or more detailed, phase based play. One can even shift back and forth between the two, to best fit the moment at hand.

The Wound mechanic in the Combat rules depicts not all injuries being equal. The more damage taken in a single blow, the worse the effect. This is unlike a majority of games, where it doesn't matter if 10 points of damage comes from 10 little cuts, or 1 very big one.

The Advanced Combat section allows for even more detail. Rules for using recoil, as well as specific injuries rules, affords a level of detail most games simply do not attempt.

Order Today

Factions at War includes a complete 15 page index, and a full 5 page character sheet, to allow for full write-ups and immersive play. Available at www.othercourt.com and coming soon to a gaming store near you.

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