

# T'or – The Shadow of Justice

## 1. Domain

Called “**The Shadow of Justice**,” T'or is considered the “**Bringer of Punishment**”.

## 2. History

The **Day of Punishment** had just occurred. (The death of the non-domain following gods.) Palpatin brought the news to a small village located about three days travel from Lojem. He wept and cried for all the loss he saw. In the eyes of the youth, he saw hope for T'or, the “**Bringer of Punishment**.” T'or had finally dealt the final blow. He had destroyed all the deities that did not follow their selected domain. Palpatin knew that T'or was weak from his righteous ordeal and took it upon himself to help T'or regain his power. While talking in this small village, Palpatin ran into a young white haired man by the name Väder. Palpatin saw great potential in this youth. After talking with each other, they came to the same conclusion: T'or must be returned to his former glory.

The two together then went to Rougtero. Here, they started to spread the word that T'or had brought the gods to justice. They started to heavy recruit people of all races to their cause. After a short time, they had increased their fold by several times over.

They then went out to bring T'or back to his glory, but Palpatin had lost his way and was to be brought to the Hammer of Justice for final punishment. This was a great blow to the T'orites at the time. This day will be known as **The Day of the Fallen**.

Seeing that there was a void in the leadership, Väder stepped up into the leadership role to take control. During the next year, many were lost and friends were gained. One friend, a priest of Orus, Beso, proved himself to be very adamant about helping T'or return to power. Other friends that proved to be very useful to the cause of the T'orites and will always be seen as heroes are Cronk and Tork. They put their lives on the line to help rid the world of the Garrinites.

With Beso's help, Väder was able to aquire the items needed to rebuild T'or's power. Then, one faith-filled day, **The Day of the Awakening**, T'or returned. On this day many willingly gave their lives to T'or to rebuild his power. Ever since, the T'orites have remembered the sacrifice and honor their fallen cohorts.

## 3. Motivation

“**Justice alone will not prevail . . .**”

The followers of T'or believe that justice must be served in all its forms and levels. But they realize that merely saying this will not make it happen. They are convinced that it is only through sweat, blood, and sacrifice that the world will become worthy of T'or.

## 4. Aspects

When T'or visits his followers, he is always dressed in a simple white uniform. What makes T'or stand out is the fact that he has white hair and dark

blues eyes. It is said that with the gaze of those blue eyes, T'or can see the truth of all actions. Some say if you see T'or dealing the Final Punishment, one could see a single tear.

His justice is dealt quickly. He strikes with the speed of light and vanquishes all who are unjust. His justice is always dealt out with his weapon of choice, **The Hammer of Reckoning**.

Tor has given this job to one of his priestesses. Every time someone uses Communion, the character will see an attractive white haired woman wielding a Shamshir. She will come to the priest and offer advice to the priest in T'or's Place. Also, when a bad divine intervention is made it is she who comes and deals the blow and sees that justice is conserved.

## 5. Structures of the Priesthood/Temple

The Stockade holds many groups of people. Inside this fortress, there are four main groups of people that reside.

**The Adjudicators:** These priests go out and investigate criminal and civil cases and report the finding and punishment to the council.

### COMBAT SPECIALIST

**The Hand of T'or:** These priests are the internal police of the priesthood. They investigate any priest that a complaint is issued against and deal out proper punishment. Usually, if **The Hand of T'or** is involved in a matter outside of the Stockade, the punishment is death. (Outside of the Stockades, little to nothing of this group is known.)

**The Fist of T'or:** These priests are mainly used to gather criminals that are not deserving of death. They search out and detain those that have done wrong and bring them back to the stockade for their punishment.

**Death Hunters:** This group of T'orites hunts the denizens of the night. They seek out in search of those who have lost their "humanity." This branch of the T'orites does not believe that all undead are evil, but they will certainly hunt down and destroy those that are.

**Wind Riders of Light:** This group of priests is the T'orites answer to range weaponry. They ride in fast and furious to combat the range weapons of the opponents against Justice.

The other two groups make up a majority of the enclave. These groups have the most members. The first group is the **Elites:** They are the standing army of the T'orite priesthood. For the most part, they are the "common man/woman" in the priesthood. The 4<sup>th</sup> group is a group of civilians that support the priest or are paid by the priesthood.

## 5.1 Organization

Each Stockade is commanded by a council of 5, which usually consists of four priests of T'or and one warrior priest of T'or.

Priests of T'or are only responsible to the council as long as they feel the council is correct.

There is also a group that is comprised of superb elitist priests of the temple. The group is considered T'or's ultimate justice. Members remain anonymous to all except the T'orite council, who chooses who may join this

group. The group is called “**The Hand of T’or.**” No one outside of a stockade would even know if they exist. Inside the stockade, it is known, but most do not know who is and who is not.

## 5.2 Requirements

Those aspiring to the priesthood must at least have the strength to wield a short sword. They also must be in good health and have no physical disabilities. Both men and woman are accepted into the priesthood. The T’orites freely accept any race, including elves. They do not see them as blights without souls. The T’orites see them as a group that are the same.

### 5.2.1 Apprenticeship

T’orite apprenticeship is very cruel and long. For 6 months, trainees are drilled for 14 hours a day. Drill Sergeants teach the new recruits many styles of fighting and how to use different weapons.

The last week of training, the soon to be priest chooses their first holy weapon and train with it.

### 5.2.2 Initiation

When the priests believe an initiate is ready, they present him/her to the Stockade’s ruling council. One council member tears the initiate’s sleeve off his/her weapon arm, and then another council member brands him/her with the first token of grade.

## 5.2.3 Duties & Functions

### 5.2.3.1 Duties

All priests, except the ruling council, are required to attend a monthly training exercise. (The ruling council normally trains in some form or fashion on a weekly bases.) The priests learn new drills and maneuvers. The priests also work on bonding and forming a better unit. The priests are also always ready to be called-to-arms for wartime.

### 5.2.3.2. Functions

**Constabling** is a task assigned to many new priests. They patrol the streets and keep order in the area. They can drag suspected criminals to the Stockade for incarceration or deal out the punishment themselves. There is always an experienced priest of T’or on these patrols.

Members of the **Border Patrol** are organized into small squads to sweep the area around a town. They warn the citizens of impending attacks or troop movements, and seek and destroy brigands and bandits to keep the roads safe.

**Internal Security** guards and keeps the peace within the Stockade, guard prisoners, and assists in investigations involving the priests.

The **Training Staff** is responsible for the training of the initiates, the advanced training of all priests, and the outsider training school. They also run the weekly training missions; priests not destined for command staff often form this cadre.

Also, highly proficient priests who are not of command caliber are often posted to the **Sirma** corp. They are assigned by the Command Staff to guard

important people within and outside the Stockade.

An Enclave also has several **Support Specialists** in areas like smithing, armor fabrication, supply, medicine, military construction, and demolitions. Specialists are usually responsible to a member of the Command Staff and rarely see personal combat.

An Enclave also has several **Combat Specialists** in area of fighting. Combat Specialists are small groups of priests that are trained for different situations. They would include but are not limited to the **Hand of T'or**, **Fist of T'or**, **Wind Riders of Light**, and **Death Hunters**.

The **Adjudicators Staff** includes investigators, and their assistants. These priests seek the truth in both criminal and civil crimes and disagreements, and dispense justice based on the results of their investigations.

Priests posted as **External Investigators** often pose in other postings and professions. These individuals secretly gather information and report directly to the Command Staff. More often than not, they dispense justice in these situations themselves.

Members of the **Command Staff** make all the important decisions within the Stockade. They are the commanders in war-time. The Command Staff consist of the five Marshals and 5 selected Sinjor.

#### 5.2.4 Advancement

A Torite's advancement is based on merit. If the council of Marshals agrees, they can issue an advancement order for any priest to a higher level. If they feel that a rank of Marshal is in order. A temple lacking a full council

can be petitioned or a new stockade can be built. No place should be without justice.

### 5.6 Dogma

#### “Justice above all else.”

As a T'orite, each priest is trained in the **Laws of Justice**. They are brought not only to know them, but also to understand them. Often times, crime passes unnoticed, but the priests of T'or are there to bring those who are guilty to justice and deal out the necessary punishment. They need only the proof the crime was committed and who committed it. If a priest decides that the timing is not right, he/she can wait until a better time appears to act.

### 5.7 Traditions

#### 5.7.1 Clothing

Priests of T'or have no uniform appearance in public. New T'orites most times strives to blend in with the population, so that they may witness misdeeds.

Whenever a priest doesn't hide what they are, they usually wear a robe of uniform color of their choice. The weapon arm is never covered.

#### 5.7.2 Appearance

Priests of T'or may choose to appear anyway they want, but it is usually preferred that they seem more militaristic.

#### 5.7.3 Speech and Gestures

The chosen language of the T'orites is Breziak. Commands are always given as concise orders. No

recognition is given because it delays the carrying out of the orders. The priest in charge can assume that the order are heard and obey, because T'orites know better than to defy a command issued.

The rank of command are as follows:

| Grade    | Commands | Grade Brand   |
|----------|----------|---------------|
| Follower | none     | Light Bolt    |
| Mutineer | none     | One slash     |
| Rebel    | Squad    | Two slashes   |
| Pretext  | Troop    | Three slashes |
| Sinjur   | Division | Four slashes  |
| Marshal  | Enclave  | Five slashes  |

### 6.1. Holidays and Feast days

**Day of the Awakening** is the anniversary of when T'or regained his place of power, and blessed the true believers. A mass celebration is held at the place of Rebirth, which is located at the Rougtero Stockade.

**Day of the Fallen** is the anniversary of Palpatin's death, but it has grown to be more. It is now the day that all the T'orites take to remember all of the fallen comrades that have died in the line of duty. It is a solemn day for the T'ories, but it reminds them of

the price that Justice sometimes demands.

### 6.2 Ceremonies

There is one major ceremony that is in the priest of T'or Doctrine. It is the Last Rites of the priest. When a priest dies, one of his/her weapons is broken, while the others are past on to a new initiate.

The increasing of rank can be seen as a ceremony. It is done in front of the Stockade for all to see.

### 7. Holy Weapons

Unlike old T'orites, new T'orites may have multiple holy weapons with which they can perform drills. A T'orite takes a weapon, which may be magical, and performs a ceremony where the priest bathes the weapon in his or her own blood. The priest loses 10 DP performing this ceremony. There is also a life force cost for making a weapon holy for the priest. The table below shows the xp cost for each weapon.

|                                   |         |
|-----------------------------------|---------|
| 1 <sup>st</sup> Weapon            | 0xp     |
| 2 <sup>nd</sup> Weapon            | 0xp     |
| 3 <sup>rd</sup> Weapon            | 2500xp  |
| 4 <sup>th</sup> Weapon            | 5000xp  |
| 5 <sup>th</sup> Weapon            | 7500xp  |
| 6 <sup>th</sup> Weapon and beyond | 10000xp |

## 8. Specialized Skills

Priests of T'or train vigorously to gain the skills and abilities to dispense justice. These abilities are called **Drills**, and can be broken down into six categories.

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**Offensive** drills are for offensive attacks. These drills help priests deliver T'or will.

**Defensive** drills are used to protect the priest from an opponents attack. These drills are rarely used on the priest's part of the turn.

**Defiance** drills allow the priest to further enhance their defense by becoming masters of dodge.

**Utility Drills** useful drills that any priest of T'or could want or use.

**Fist of T'or** drills allow the priest to use ones body to further Justice.

**Retribution** drills are used by priests to facilitate the final punishment from T'or.

**Huntsman of Death** drills are specifically designed to combat the Undead.

**Calvary** drills are the Torites' answer to ranged weaponry.

Using these drills is very similar in some ways to using skills, but also similar to casting spells. Each drill group has 12 drills, ranked from one to twelve. The base cost of each group is 600, and can only be acquired by those who have dedicated themselves to T'or.

To use a drill group, the priest chooses the rank of the group to attempt. The player rolls 1d20 and subtracts the priest's grade modifier from the roll.

Some drills are **defensive drills**. This means that they are performed in response to an opponent's attack during that opponent's action phase. Using these drills does not keep the adventurer from executing an action or drill in his own action phase. These defensive drills include all of the Defensive drills except danger sense, which can happen anytime.

Grade Modifier starts at -4 and goes down by 1 for every 10 drills a priest learns until 0. At this point to go any lower, it is every 15 drills. The lowest the modifier can go is +2.

If the result matches or exceeds the rank of the attempted drill, the priest is successful. The priest can only use one of these drills at a time.

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**Offensive Drills**

1. Prowess
2. Injure
3. Skilled Strike
4. Launch Weapon
5. Summon Weapon
6. Shatter Weapon
7. Subdue Opponent
8. Breach Armor
9. Lure
10. Carnage
11. Pin
12. Reprisal

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**Utility Drills**

1. Burst of Speed
2. Polish Uniform & Weapon
3. Shield of T'or
4. Escape
5. Lunge
6. Memorize
7. Breath Control
8. Swim
9. Armor of T'or
10. Endless Onslaught
11. Burning Light of T'or
12. Communion

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**Defensive Drills**

1. Danger Sense
2. Disarm
3. Inner Balance
4. Deflect Attack
5. Mental Fortitude
6. Ignore Temperature
7. Avoidance
8. Shared Fate
9. Judo Throw
10. Evasion
11. Bewilderment
12. Reroute

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**Fist of T'or**

1. The Shocking Hand
2. Phantom Punch
3. Distance Oneself
4. T'or's Prayer
5. The Burning Punch
6. Astounding Punch
7. Fate of Arrows
8. Breath Stealer
9. Concentration
10. Crushing Hand
11. Dissuading Fate
12. Overwhelming Blow

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**Huntsman of Death**

1. Sense Undead
2. Darkness's Bane
3. Furious Insult
4. Ignore Denizen
5. Detect Undead
6. Burning Justice
7. Darkest Deeds
8. Blazing Justice
9. Immunity
10. Rectification of Death
11. See Undead
12. Eternal Slumber

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**Retribution Drills**

1. Silent Body
2. Chameleon
3. T'or's Warning
4. Quiet Assault
5. Teleport
6. Blood Stain of Stay
7. T'or's Sight
8. Ultimate Silence
9. Blending
10. T'or's Blood
11. Thorn of T'or
12. T'or's Mercy

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**Calvary**

1. Summon Mount
2. Graced With Speed
3. Sweep, Tuck, Roll
4. Sense Mount
5. Blessed with Speed
6. Dismount
7. Charge
8. Collective Life Force
9. Exalted By Speed
10. Summon Pattern
11. Separate, But Equal
12. Fusion

## **Offensive Drills**

### **1 - Prowess**

A priest is taught to use timing and agility to maximize his/her opportunity to strike an opponent. Any time a priest attacks an opponent with their holy symbol, they may roll against this drill. If successful, s/he may add 2 to his/her CM for his/her primary attack.

### **2 – Injure**

The priest performs a strike with maximized strength. If successful, s/he may add 4 to the number of total number of damage points s/he causes.

### **3 – Skilled Strike**

Succeeding at this drill adds 1 to the attack roll and 3 to the damage roll for the priests attack this round.

### **4 – Launch Weapon**

This drill allows the priest to throw his/her holy weapon up to twice its normal thrown range using his/her CM and melee damage for this attack.

### **5 – Summon Weapon**

This drill causes the priest's holy weapon to come to him from a distance of up to 60ft. This also allows an attack as if the weapon had been quick drawn. If the weapon is being somehow restrained, treat it as an opposed STR check with the priest using his/her WIL instead.

### **6 – Shatter Weapon**

The priest shatters his/her opponent's non-magical weapon with his/her holy symbol, if this drill is successful. The broken weapon is useless.

### **7 – Subdue Opponent**

If the priest uses this drill instead of attacking, the priest still rolls "to strike." If the drill and the roll succeed, s/he has hit the

opponent with the non-lethal part of his/her holy symbol. The player rolls 3d6; if the total is greater than the opponent's remaining damage point total, the opponent goes unconscious. No damage is done by the hit.

### **8 - Breach Armor**

This drill is used while attacking. If the drill check and the roll "to strike" succeed, he shatters or destroys his opponent's non-magical armor rather than inflicting damage points.

### **9 – Lure**

Succeeding at this drill attracts an opponents' attention to the priest for one round, even in combat. The opponents will take no actions during the round.

### **10 – Carnage**

Success at this drill and a subsequent successful attempt to hit his/her opponent with a holy symbol causes the blow to be a critical hit. If the crit. roll is 10% or less, it is treated as a double damage roll instead.

### **11 – Pin**

If the priest succeeds at grappling "to hold" and succeeds at this drill, his/her target is helplessly "pinned" and unable to even attempt to break free.

### **12 – Reprisal**

Success at this drill allows the priest to roll to strike the target. If the strike is successful, the victim is instantly killed.

## **Defensive Drills**

### **1 - Danger Sense**

When the GM calls for a roll to determine surprise, a successful use of this drill will allow the priest one round of action before the surprise roll is made. Only the priest gets to act. The nature of the danger is not revealed; the priest simply feels that something is about to occur.

### **2 – Disarm**

When attacked, the priest may attempt this drill. If successful, the priest and his/her attacker make a contested strength check, and the winner disarms the loser and the weapon flies 10' from the combatants. If the attacker is disarmed, there is not an attack, and if the priest is disarmed, the attack(s) go through.

### **3 – Inner Balance**

Success at this drill allows the priest, via strength and discipline of will, to ignore one WIL based effect.

### **4 - Deflect Attack**

When an opponent tries to strike the priest, success on this drill will allow the priest to lower the opponent's natural attack roll by 1.

### **5 – Mental Fortitude**

Success on this drill allows the priest to ignore one effect that would cause unconsciousness or the loss of conscious control of the priest's body.

### **6 – Ignore Temperature**

On succeeding this drill, the priest is perfectly comfortable in any temperature from the freezing point up to the boiling point. In addition, the priest also takes half damage on all heat/cold attacks. This drill must be rechecked

each hour. Only one side of this drill may be used at a time, but can be changed at any time during the hour with rechecking of the drill.

### **7 – Avoidance**

The priest uses his/her holy symbol to avoid being struck by a chosen opponent's weapon. Any action phase the priest is attacked and succeeds at this drill check, the opponent's attack automatically misses, unless the opponent gets a critical hit, which is treated as a normal hit. Only the attacks from a single opponent may be avoided with this defensive drill during each round.

### **8 – Shared Fate**

This drill is used to take the damage of someone whom the priest can see. The damage is magically transferred to the priest.

### **9 – Judo Throw**

This drill used when an opponent attempts to grapple the priest. If successful the opponent is thrown 5ft. from the priest.

### **10 - Evasion**

The priest succeeds on this drill and will be missed by any projectile weapon or single target magical effect.

### **11 – Bewilderment**

The priest does this drill during the defensive round and on the next round the enemies of the priest get a -6 to their initiative roll.

### **12 – Reroute**

If successful, the primary attack made by one person may be turned back on that person. The opponent rolls "to strike" and to damage him or herself. This drill disrupts all subsequent attacks made by the person which are automatically unsuccessful.

## Defiance Drills

The drills are passive (always on), and they give the priest added defensive abilities based on how high the priest buys up the group. The drills in this group are always active when the priest is mobile and not taking defensive bonuses from any armor. The priest uses the bonuses from the **highest** level of the group they have bought to (The bonuses are not cumulative). The priest also gains a better chance to dodge immobilization; the d6 bonus gained from this drill is added to immobilize checks against the priest.

| Drill Lvl |  | CDV | MDV | GDV | LDV | Immobilize Bonus |
|-----------|--|-----|-----|-----|-----|------------------|
| 1         |  | 1   | 0   | 0   | 0   |                  |
| 2         |  | 1   | 1   | 0   | 0   |                  |
| 3         |  | 2   | 1   | 1   | 0   |                  |
| 4         |  | 2   | 2   | 2   | 1   |                  |
| 5         |  | 3   | 3   | 2   | 1   |                  |
| 6         |  | 4   | 3   | 2   | 2   | 1d6              |
| 7         |  | 4   | 4   | 4   | 3   |                  |
| 8         |  | 5   | 5   | 4   | 4   |                  |
| 9         |  | 6   | 5   | 5   | 5   |                  |
| 10        |  | 6   | 6   | 6   | 6   |                  |
| 11        |  | 7   | 7   | 7   | 7   |                  |
| 12        |  | 8   | 8   | 8   | 8   | 2d6              |

## Utility Drills

These drills are useful drills for any priest of T'or. Therefore, they are open to all. If the drill can be used in combat, it will state what portion of the combat round it can be used in.

1. **Burst of Speed** – This drill acts as an offensive drill. If it is successful, the priest goes on the quick round losing his/her offensive drill for the round. If fails, goes last.
2. **Polish Uniform and Weapon** – This drill allows the clothes and weapons of the T'orite to instantaneously become clean, polished, and dry.
3. **Shield of T'or** – This is a defensive drill. For 5 rounds, the Torite adds +2 to all DV's. This does stack with Defiance.
4. **Escape** – The successful priest bends and moves his/her joints and the bonds to wiggle out of any non-magical binding.
5. **Lunge** – This is an offensive drill. This drill, if successful, allows the priest to jump 20 feet in any direction and attack once in the same round.
6. **Memorize** – The priest can vividly and precisely remember any event s/he sees that takes 5 minutes or less to unfold. S/he can replay these in his/her mind at will.
7. **Breath Control** – This is a defensive drill. Upon successful completion of this drill, the priest does not need to breathe for 1d4 minutes. The priest knows three rounds before the drill ends.
8. **Swim** – The priest puts him/herself in a near trance-like state. Every time s/he succeeds at this drill, s/he can swim an additional 1d4 hours without regards for sleep or fatigue. Within one hour of the first failed attempt at this drill, or the cessation of attempts, the priest must sleep for 4 hours times the number of attempts.
9. **Armor of T'or** – same as **Shield of T'or** except it gives a +5
10. **Endless Onslaught** – This is an offensive drill. The player gets the chance for a multiple attack. In order to get the first hit, the priest must roll a ten to check the drill, 2<sup>nd</sup> is 12, 3<sup>rd</sup> is 14, etc. The highest the check can go is a 20 on the d20. The priest still has to roll to strike.
11. **Burning Light of T'or** – This is an offensive drill. This drill also deals out divine damage, not elemental. As it is being raised towards the heavens, light bolts issue forth from the T'orite's weapon striking all non-T'orites within 15 feet of the T'orite dealing 6d6 of light damage. There is a 5d6 health check for half. This drill can be used once per combat.
12. **Communion** – This drill puts the priest in a trance for any amount of appropriate time. The priest can still sense his/her body and if it is in danger. This drill allows the priest to speak with T'or. The priest will get guidance in a matter that caused them to seek out T'or. If the drill is successful, the GM should always treat the priest as if T'or wants to hear them out and judge the merits of the problem.

## **Fist of T'or**

This group goes against the idea that heavier is better. In order to use these drills, one must sacrifice the use of a heavier weapon for the priest's own strength. With this idea in mind some of the priest of T'or decided to train their mind, body and soul in a very special approach: to rely on the body's strength, and for the T'orite to see the lives of those effected by their justice. All who are members are known as the *Fist of T'or*. They wear no physical marks to distinguish themselves. Acceptable weapons of these drills are gauntlets, gloves, knuckles (brass or other material), bracers, or any item of this category. The action will be noted first: offensive-(O) or defensive-(D).

### **O 1. The Flashing Hand**

Upon successful completion of this drill, it allows the priest to add 1d6 of divine light damage to a single punch. (This is divine and not elemental.)

### **O 2. Phantom Punch**

Successful completion of this drill, allows the priest to hit a target up to 20 feet away. The drill delivers a phantom punch. If a critical is rolled, it is x2. This drill also uses the priest's combat modifier.

### **O/D 3. Distance Oneself**

Upon successful completion of this drill, the priest knocks the opponent back 20 feet. If it is used defensively, the first 5 attacks go off normally, anything after that is lost.

### **D 4. T'or's Prayer**

Successful completion of this drill, the priest claps his/her hands. This distracts the target opponent in melee. This opponent loses one of the following actions: a fifth move or one attack. The loss of an attack does not stop the rest of the attacks from going through. The priest decides which when he uses the drill.

### **O 5. The Burning Hand**

Upon successful completion of this drill, it allows the priest to add 2d6 of fire damage to a single punch.

### **O 6. Astounding Punch**

Successful completion of this drill, the priest rolls to strike. If successful on the strike, the opponent is blinded for 3d4 rounds.

### **D 7. Fate of Arrows**

Upon successful completion of this drill, the priest can catch any one missile object coming in his/her direction and in reach. This includes arrows, bolts, rocks that are 50 pounds or less, Shuriken, charkas and anything that is considered light or medium artillery.

### **O 8. Breath Stealer**

Successful completion of this drill, the priest rolls to strike. If successful at the strike, the opponent is unable to perform any action for 3d4 rounds.

### **- 9. Concentration**

The priest can use this drill successfully once per day. It allows the priest to gain back 2x as much DP in 4 hours. They are also refreshed after the meditation. This counts as form of sleep that priest may need, but does not allow the priest to regain units.

### **O 10. Crushing Hand**

Upon successful completion of this drill, the priest rolls to strike. If successful at the strike, it allows the priest to add 3d6 damage of earth to a single punch.

D 11. **Dissuading Fate**

Successful completion of this drill, the priest punches the air with such force that it knocks the projectile (Heavy artillery or less and anything of this nature) off in a direction of his/her choice that is not a direct path back at the shooter.

O 12. **Overwhelming Blow**

After successfully completing this drill, the priest rolls to strike. If the priest is successful at the strike, the target falls unconscious for the next 12 hours

## Retribution Drills

All of the following drills require the blood of the priest to work. The user suffers 1 point of damage with the use of each drill. These drills require the use of one's blood to fuel the effects, because it is a reminder that T'or's justice is quick and what could happen to one if one misuses this awesome power. Only, "**The Hand of T'or**" can use these drills.

### 1 – Silent Body

Causes all the equipment on the priest's body to be silent and not create any sound. This does not silence the footfalls of the priest. This drill lasts for thirty minutes.

### 2 – Chameleon

The priest using this drill will gain a chameleon-like hiding ability. It will require a 2 die harder PER check (does stack with hiding, etc.) to see the priest, if the priest is standing, crouching, or lying still. This drill lasts for thirty minutes.

### 3 – T'or's Warning

While a person is sleeping, a T'orite slips some of his/her blood into the target's mouth. This goes unnoticed by only the target. The target receives a dream that night of T'or telling that person to come back to the side of righteousness.

### 4 – Quiet Assault

One single action is unnoticed by all except the priest. Some examples are shattering a window, breaking a door, dropping blood into someone's mouth, bludgeoning someone, or delivering a deathblow.

### 5 – Teleport

This drill allows a priest to teleport through 5ft. of any non-magical matter. If something is in the way at the destination, then the teleport does not function.

### 6 – Blood Stain of Stay

The priest must first cut themselves (full action). The point of blood that issues forth is then smeared on the target. The target must then

roll 4d6 vs WIL or be paralyzed for a 1d6 minutes.

### 7 – T'or's Sight

An article that the target has touched within the last couple hours is needed for this drill. The drill, if successful, will tell the priest the worst crime the target has committed in the last 6 months. This drill cannot be rechecked on the same target upon failure for one month.

### 8 – Eye of T'or

This drill allows the priest to see as if he/she is in sunlight for 30 minutes.

### 9 – Ultimate Maneuvers

This drill silences both the equipment on the priest's body, the body, and the footfalls of the priest. This makes PER checks to spot the priest 3 dice harder. Also the drill grants the abilities of Chameleon to half the priest's maximum speed, making it a total of 5 die check to spot. This drill lasts for thirty minutes.

### 10 – T'or's Blood

This drill can only be successfully used CSE/3 times a day. The drill gives the priest a d10 + 1 worth of DP back. This cannot exceed the priest's max DP total.

### 11 – Thorn of T'or

This drill turns the blood that the priest loses into a deadly poison. The poison can then be applied to a sword, bowl of food, anything that may contact the target. Once contact is made, the target needs to make a 5d6 vs HEA or die instantaneously. The poison lasts for 24 hours. The priest knows if the drill is successful.

## 12 – T'or's Mercy

This drill will force the target to make 6d6 vs PWR or die. The target is absolved of all sins and goes to T'or's glory. The target has to be LOS and within 5ft, because a dagger-like hole is placed in the heart of the body to cause the release of the soul. No danger sense if the kill is done with T'or's approval.

## **Huntsman of Death**

This group of T'orites hunts the denizens of the night. They seek out in search of those who have lost their "humanity." This branch of the T'orites does not believe that all undead are evil, but they will certainly hunt down and destroy those that are. The priest's main targets are the following groups: skeletons, zombie, ghouls, mummies, hirudo, vampire, vampire-like beings, liches, ghost, and anything that is dead but has not passed onto the other side. If the undead does prove to be good, hey it happens; the Huntsman of Death will often be very cordial with the undead being. To the Huntsman of Death, it is all about serving justice and if no crime was committed they do not see it as a problem.

### **-1 – Sense Undead**

If an undead being comes within 15 feet of the priest, the priest hears a word whispered into to his/her ear. The word is usually the type of undead that is in range. The priest only knows it is there but not the direction or location. The priest can choose to ignore the use of this drill if surrounded by undead.

### **O-2- Darkness's Bane**

The priest is imbued with the holy light of T'or. This light acts like sunlight and adds +6 to damage. This drill does not give off light.

### **O-3-Furious Insult**

Though the power that is given by T'or, the priest speaks debasingly at the undead being. This causes the undead to get in such a storm that the undead being attempts to attack the priest the next round.

### **D-4- Ignore Denizen of the Night**

This drill allows the priest to ignore one non-combat skill of the undead.

### **-5-Detect Undead**

Building on **Sense Undead**, this gives the priest the cardinal direction of the undead.

### **O-6-Burning Justice**

This drill adds a 2d6 of light damage to the weapon and a plus 2 to the priest's CM for the round.

### **-7-Darkest Deeds**

By the imbued power of T'or, the priest knows the desires of the target. The priest will be able to glean the general motivation of the target. The priest must have an item that has been **recently** touched by the target.

### **O-8-Blazing Justice**

This drill gives the priest's weapon 2d6 light and 1d6 fire damage to the attack. It also grants the priest a plus 2 to his/her CM for the round.

### **-9-Immunity**

The priest's blood is so pure that it cannot be tainted. In fact, if a denizen of the night tries the blood, they cannot heal for one day. Another little side effect is that the drinker is stunned the next round. This effect lasts for 12 hours.

### **O-10- Rectification of Death**

Success at this drill and a subsequent successful attempt to hit his/her opponent with a holy symbol causes the blow to be a critical hit. A plus 10% is added to the critical roll. If an instant death is roll, it changes to soul released or magic dispelled, which ever makes more sense.

### **-11-See Undead**

No matter what the denizens of the night are using to hide, if they are in 60 feet of the priest, he/she can see it. They are outlined in purple lights that swirl with a color of the priest choice. This drill lasts for 30 minutes.

## **O-12-Eternal Slumber**

This releases the soul or the power holding the undead being animated and releases them to rest in peace. This allows a 6d6 vs PWR to the undead being or they “die.”

## Calvary

The T'orites suffer greatly at the hands of ranged weaponry. This group of drills was designed to overcome that weakness. This sect of priest is the first to attack and blanket the area to tie-up the ranged personnel so that the foot soldiers can advance. This sect prefers long reach weapons such as lances. The priest can have only one mount at a time. **The Wind-Riders of T'or** use these drills.

### - 1-Summon Mount

The player rolls and summons a mount that they will bond with. This bonding will be shown by the fact that the priest has to buy a "combat riding" skill at base cost 400 to 13 before they can precede forward in this drill set.

| Percentile | Land/Air                  | Water                     |
|------------|---------------------------|---------------------------|
| 1%         | Amusing Mount (GM choice) | Amusing Mount (GM choice) |
| 2-31%      | Horse                     | Dolphin                   |
| 32-61%     | Tiger                     | Shark                     |
| 62-92%     | Unicorn                   | Vatrole                   |
| 93-99%     | Aerodrako                 | Waterdrako                |
| 100%       | Player's Choice           | Player's Choice           |

If the priest has a riding skill higher, the player may add a plus 2 to damage or D.V. for every + 5 advancement in riding skill. The priest can only use one a round.

### O/D-2-Graced with Speed

This drill allows the pair to move 1.5x normal movement for 2d6 rounds.

### O-3-Sweep, Tuck, & Roll

This drill allows the priest to attack in mid movement of the mount.

### -4-Sense Mount

Lets the priest know where the mount is as long as on the same plane and when it is in danger.

### O/D-5-Blessed with Speed

Same as **Graced with Speed** except 2x normal movement.

### O-6-Dismount

Allows the priest to automatically dismount another rider or knock a standing, running, or walking person to the ground.

### O-7-Charge

This drill allows the priest to use his/her mod to impale with an appropriate weapon. This drill also adds a + 5 to the damage.

### O/D-8- Collective Life Force

For the combat and a minute after, the priest and his/her mount have a pooled DP value. "They act as and are one."

### O/D-9-Exalted by Speed

Same as **Graced with Speed** except 3x normal movement.

### O/D-10-Summon Pattern

As long as the priest is on the same plane as the mount, the can summon the mount to him/her for an hour. This check can be made multiple times.

### O-11-Separate, But Equal

Both, the mount and the priest, attack this turn with a +5 to damage.

### O/D-12-Fusion

The rider and mount fuse into a new being. This is a mixture of the mount and the priest. An example is a horse and a human become a centaur. All holy weapon and magical items remain, but everything else is lost until the one-hour time period is up or turned off. Due to the transformation, the priest gains  $\frac{3}{4}$  movement of the mount and type, all exceptionals, 1.5x the priest DP, special abilities of the mount, and others will be added as the situation arises. All the Calvary drills still apply to this fused being.

### **T'orite Skills: Base Cost for T'orites**

#### **Criminal Theory: Base Cost 200**

This skill allows the priest to see if there is a link between crimes. This also gives the priest basic understanding of the criminal minds. With this skill, the priest can maybe get a grasp on a motive for the crime. This skill is based on Common Sense.

#### **Scene Investigation: Base Cost 200**

This skill is used by the T'orites to find evidence that a criminal left behind at a scene. Average Roll is two die, but depending on the skill of the assailant(s) could be harder. This skill is based on Perception.

#### **Detect Lie: Base Cost 200**

This skill gives the priest a chance at seeing through the lies of witnesses and suspects. This skill is based on Perception.

#### **Interrogation: Base Cost 200**

This skill gives the priest the ability to wean out the slightest detail from a witness or suspect that could sway an investigation. This skill is based on Common Sense.

#### **Combat Riding Skill: Base Cost 400**

This skill is used to bond with the summoned mount of the Calvary Drill. This allows the rider to infer and defer movements to and from the mount. This skill is base on Common Sense.

#### **Arson: Base Cost 100**

#### **Barristry: Base Cost 230**

#### **Lip Reading is open to T'orites: Base Cost 150**

#### **Scribing: Base Cost 200**

#### **Wine Waking: Base Cost 250**

## T'orite Templates

### Adjudicator

This priest is destined to maintain T'or's justice through find the culprits of a crime. They are equipped to search and seek out those that committed the crime and bring this person to justice.

Requirements: Cse 10+ Str 10+ (Str can be adjusted based on weapon used.)

|         | Mod / | DV                 |            |
|---------|-------|--------------------|------------|
| Combat  | 1     | / 3+ AGI/5 + STR/5 | Silver: 10 |
| Missile | 0     | / 3+ AGI/5 + PER/5 | DP: 15     |
| Grapple | 0     | / 3+ AGI/5 + WIL/5 |            |

#### *T'or Drills*

- 1 Defense
- 1 Offense

#### *Skills*

- 2 Criminal Theory
- 2 Scene Investigation
- 2 Military Protocol
- 2 Cooking

#### *Equipment*

- 1 backpack
- 1 pair of boots
- 1 flail (1 Steel weapon of choice)
- 2 set of clothes
- 1 whetstone
- 1 cleaning kit

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### Law Bringer

Because of the harshness that was served to the priest, s/he knows what comes from the bitterness of the wrong. The priest has come to learn the **Laws of T'or** will exactness. They will serve justice until with the strictest following of the **Law**.

Requirements: Cse 10+ Str 14+ (Str can be adjusted based on weapon used.)

|         | Mod / | DV                 |            |
|---------|-------|--------------------|------------|
| Combat  | 1     | / 3+ AGI/5 + STR/5 | Silver: 10 |
| Missile | 0     | / 3+ AGI/5 + PER/5 | DP: 15     |
| Grapple | 0     | / 3+ AGI/5 + WIL/5 |            |

#### *T'or Drills*

- 1 Defense
- 2 Offense

#### *Skills*

None

#### *Equipment*

- 1 backpack
- 1 pair of boots
- 1 Steel weapon of choice
- 2 set of clothes
- 1 whetstone
- 1 cleaning kit

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## Protector

This priest is a priest that has had a rough upbringing and looks to get away from that life-style. These priest start off well and can go in any direction. Because of his/her up-bring, the priest does not want to see anyone else suffer through it. S/he will protect those in dire need.

Requirements: Cse 10+ Str 14+

|         | Mod / | DV                 |            |
|---------|-------|--------------------|------------|
| Combat  | 2     | / 3+ AGI/5 + STR/5 | Silver: 40 |
| Missile | 0     | / 3+ AGI/5 + PER/5 | DP: 14     |
| Grapple | 0     | / 3+ AGI/5 + WIL/5 |            |

### *T'or Drills*

1 Defense  
2 Fist of T'or

### *Equipment*

1 backpack  
1 pair of boots  
1 Pair of Steel Gloves  
2 set of clothes

### *Skills*

2 Identify Plant

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## Elite Priest

The Elite Priest is a priest that is going to fill the majority of the ranks of the T'orite priesthood. They are backbone of justice.

Requirements: Cse 10+ Str 16+ (Str can be adjusted based on weapon used.)

|         | Mod / | DV                 |            |
|---------|-------|--------------------|------------|
| Combat  | 1     | / 3+ AGI/5 + STR/5 | Silver: 10 |
| Missile | 0     | / 3+ AGI/5 + PER/5 | DP: 16     |
| Grapple | 0     | / 3+ AGI/5 + WIL/5 |            |

### *T'or Drills*

1 Defense  
1 Offense  
1 Utility  
1 Defiance

### *Equipment*

1 backpack  
1 pair of boots  
1 Glaive (1 Steel weapon of choice)  
2 set of clothes  
1 whetstone  
1 cleaning kit

### *Skills*

None