



PACT DICE: Rapparee

Rapparee practitioners are bandits, waylaying targets to take prizes off them. Unlike typical magical duelists who claim prizes from the defeated, the Rapparee utilizes tricks and ploys to take far more and forestall the karmic penalties and other balancing forces... sometimes by leaving their targets in a state where they can't assert their claim.

Effectively assassins utilizing duelist practices, not generally well-liked or respected, the Rapparee tends to target weaker and new practitioners and Others with more power than ability to defend themselves, taking an excess of trophies and then leaving them reeling. The fact there is an angry, silenced, and slightly bound victim is the price paid for the extra that is taken. They must always beware that the victim may have friends, family, connections, or tricks up their sleeve.

Much of the Rapparee's base practices are frontloaded, counting on a strong initial set of complications and preparations to leave a target weak, then following up with other practices.

Has some flexibility to weave other rapacious practices into their approach, and to start with some appropriated practices or items to further customize things, keeping the core approach while leaning (and then continuing to lean, via. stolen practices) into dabbling.

Note: because the Rapparee is so skewed toward targeting the vulnerable, power differentials, and because of unavoidable sentiments it carries, it may not be appropriate for all players in your game.

Suggested: Conflict x Prices

Relevant & Related:

Core Practices

The following pages detail the core practices for a Rapparee. Players will allocate their arcana, picked during character creation, to the five base practices.

Conflict



Rapping - Inflicts random effects from a long list of deleterious effects, such as bleeding, crippled movement, physical or mental weakness, being set on fire, fractured bones, madness, etc. A practice of variable strength, can be charged up, multiplying the number of effects inflicted. Hitting an unaware or defenseless target multiplies all durations. Higher Arcana allows the practitioner to *lower* the number of effects; advantageous when rolling the same effect compounds it, and certain effects are specifically useful. Much less effective when uncharged.

Exile - Force a duel, excluding the target's allies from participating. Has benefits in that the practitioner can also block *spirits*, weakening all practices within, or set other dynamics with other known practices. When used with practices (that use the words 'multiply', here), increase their effect, but connect it to the duel's result and flow.

Spoils - Take a trophy that would normally be a duel's reward before the duel's conclusion. If this is used to initiate a confrontation, (say, disarming the target of a magic item), multiply the coup, range, and scope of what can be taken as a trophy.

Prices



Silent Treatment (Sacrifice) - Tie negative effects to a suppression practice, sealing the victims of your practices from seeking help or getting outside recourse. The more negative effects, wounds, ongoing curses, etc, that are on the target, the more they are bound. Long-term effects such as scars act as broad, low-level suppression, mental effects may come with amnesia or confusion, and effects tied to speech are especially pointed in limiting the target's recourse (that isn't coming after the rapparee). Leaving targets alive, suffering, and generally angry means getting to take more trophies.

Appropriations (Venture) - Dictates and expands what the Rapparee can take and do with victories and the Spoils practice; includes the ability to steal practices; a starting Rapparee will get 1-2 initial stolen practices/magic items at lowered (25-50%) power. Leaving targets alive multiplies the power of things taken from them.

Example:

J.S. Capasso is a raparee who acts as a hitman for some high-end practitioner families. When two families are at odds and one of those families has a practice that is giving them an edge or a signature, that they won't sell or share, then J.S. can be contracted, often targeting younger members of the family and hiding the fact that they're taking practice at all with various guises - like pretending to be an Other with abilities stolen from Others. Stealing enough of the building blocks that are foundational to the family's signature practice (and comparing building blocks to the standard execution of a practice), J.S. eventually works out how they're doing what they're doing and delivers the contract... sometimes without the target family knowing that the random attacks were tied to their rivals figuring out their secret sauce.

And:

Rita Robinson was a member of a practitioner family that got too big for its boots and started to try to take over and domineer other families. Those families banded together effectively and wiped out her family, killing the adults and leaving the kids with a slate of curses that were intended to discourage them from returning to being practitioners again.

Rita was one of the very few family members old enough to know some of the practices being used to do the aforementioned domineering, but young enough to escape the culling. Coordinating with some of her siblings and cousins of similar age, Rita cobbled together something very similar to Raparaee practice, and now targets less combat-ready Others and young practitioners to steal power and get her closer to where she was intended to be... and to also use the victory to saddle the loser with portions of the layered curses. As long as those targets are alive and the curses in place (and they are very secure curses), Rita has less to deal with.

Her GM has agreed that to balance out the drawback of having the curses, by baseline, she also has her immediate family of young practitioners that are growing and rising up as she does, with her more or less in charge.