

INTERVIGILUM

The upgraded and expanded edition

The Setting

You know what, let's fill this in later when you get the basic rules down. Okay? Okay.

The Core Mechanic

When your character wants to do anything that would be considered absolutely trivial (such as opening an unlocked door, eating dinner, or putting on your clothing) don't roll. You're assumed to succeed at what you're trying to accomplish.

If your character wants to do something, however, that runs a risk of failure or could be opposed, that's when the dice get broken out. Roll **three six-sided dice**, choose two of them, and add the most appropriate ability score. If you get a total of ten or higher, you succeed on what you were trying to do. If you get less than a ten, you do not succeed.

The Dice

When you roll the dice, two of them are white dice; these represent your faith, training, skill, and the Light guiding you in your mission. The third die is black; this represents the Darkness in all living things, tempting them into corruption if they would let the Darkness in.

You are free to choose whichever two dice you prefer when you make a task roll (even if it means failing the task roll.) If you choose both of your white dice, nothing bad befalls you other than the consequences of failure. If you choose the black die, however, you perform your task with un-Knightly behavior; you fight dirty, you lie, you are unnecessarily rough with the innocent. Whatever the means, you gain a Stain.

Table: Odds of Success

Stat	Chance of Success
+0	35.65%

+1	52.31%
+2	68.06%
+3	80.56%
+4	89.35%
+5	94.91%
+6	98.15%

The Bestowment

The Bestowment is what makes men and women into Knights of the Order. Each potential Knight goes through the same training, as detailed below:

The Skein

You have **thirteen points** to allocate between the following five ability scores. Each ability score starts at zero, and can go as high as +4. (You cannot reduce an ability score below zero to get extra points.)

- ❖ **TRUTH:** Truth measures your character's mental acuity. It represents their education, perception, ability to think on their feet, and insight.
- ❖ **LOVE:** Love measures your character's charisma. It represents their persuasiveness, intimidation, leadership, and ability to carouse with others.
- ❖ **COURAGE:** Courage represents your character's physical power. It is not combat ability; instead, Courage is athleticism, endurance, and raw physical strength.
- ❖ **VALOR:** Valor represents your character's combat ability. This is your character's overall ability to handle axes, spears, swords, shields, and bows.
- ❖ **HONOR:** Honor represents the Light within your character. It's not a true ability score you roll with; instead, this represents your overall ability to manifest the powers of the Light.

Derived Statistics

You have two derived statistics.

- ❖ **HEALTH:** Equal to 10 + Courage. Health measures your character's ability to take physical punishment. If this drops below 1, your character's life is in danger.
- ❖ **SOUL:** Equal to 10 + Honor. Soul measures how much Stain your character can accrue before their soul is irreversibly corrupted.

Tools of the Light

Each Knight of the Order knows three of the following powers. To use a power, you must spend one Honor and make an appropriate roll (Truth, Love, Courage, or Valor, GM's call.)

- ❖ **Awe**

With a simple prayer to the Light, you can call attention to yourself. Make a **Truth** roll; if you are successful, every normal humanoid and animal nearby notices you and focuses on you. If you use this power in combat, choose one target and make a **Truth** roll; if you are successful, your target must attack you or act against you at his earliest opportunity.

- ❖ **Challenge**

In the heat of battle, you can demand an honorable fight. Choose one opponent and make a **Valor** roll; if you are successful, that opponent must engage you one-on-one. If one of your allies affects your challenged opponent, or if one of your opponents affects you, this power ends immediately. The one who broke up the fight takes 1d6 damage.

- ❖ **Cure**

Simply by touching a person on the shoulder, you can heal their wounds in an instant. Choose one target and make a **Love** roll; if you are successful, your target regains Health equal to **your Love + the leftover d6**. You can use this power on yourself.

- ❖ **Litany**

The Litanies of Truth, Love, Courage, and Valor are various quotes and verses of the Light's scriptures. Make a **Truth** roll; if you are successful, the next time you make a task roll of the appropriate ability score, you can flip one die to its opposite face (1 to 6, 2 to 5, 3 to 4). Each Litany is its own separate power and

must be learned separately. This power's effect lasts for five minutes or until used, whichever comes first.

❖ Peace

When things look like they're about to go wrong, the Light intervenes. Choose one target and make a **Love** roll; if you are successful, your target ceases hostile intentions. If you or any of your allies can be perceived as a threat (such as drawing or brandishing a weapon, making a verbal threat, or other similar displays) the power's effect ends immediately. This power does not affect creatures of the Darkness; they will simply kill you *calmly*.

❖ Protect

Your faith and trust in the Light can manifest as a shield of Light. Choose one target and make a **Courage** roll; if you are successful, your target is surrounded by a wall of silver light. The next time your target takes damage in combat, the incoming damage is reduced by **your Courage**.

❖ Purity

The Light heals all ails. Choose one target and make a **Love** roll; if you are successful, any ongoing effect on your target immediately ends. You can use this power on yourself.

❖ Rest

Even as you sleep, the Light watches over and protects you. Make a **Courage** roll before resting for the night; if you are successful, you recover additional Health equal to the leftover d6 as you sleep (in addition to **1 + your Courage**.)

❖ Sanctify

The Light can be brought down to cleanse grounds. Make a **Truth** roll; if you are successful, the area you are in is sanctified. Creatures of the Darkness must use their white die on task rolls made while in a sanctified area. This power has no effect on animals or ordinary people.

❖ Sense

The Light guides you towards that which would elude you. Make a **Truth** roll; if you are successful, your senses can penetrate that which would deceive you. Invisible creatures are known to you and illusions are seen for what they are. This power's effect lasts for five minutes.

❖ Smite

The Light punishes the Darkness; that is universal truth. Make a **Valor** roll; if you are successful, your weapon glows with silvery light for the next five minutes. Whenever you attack a creature of the Darkness, roll a d6 and add it to the damage you inflict. This power has no effect on animals or ordinary people.

❖ **Ward**

When the Light says "Stop," the Darkness stops. Choose one target and make a **Courage** roll; if you are successful, your target cannot willingly approach you, and in order to successfully attack you, they must make a **Courage** roll of their own. This ward lasts for five minutes or until you lose consciousness in combat, whatever comes first. If you approach the warded target, this power immediately ends. This power has no effect on animals or ordinary people.

Mundane Tools

Your character is gifted arms and armor, along with a blue and white tabard with the Order's sigil embossed on it. Choose three weapons from the list below as well:

- ❖ **Sword:** One-handed, three foot straight sword, similar to a jian.
- ❖ **Axe:** One-handed hatchet-style axe, capable of grievous wounds but inaccurate.
- ❖ **Spear:** One-handed doru-style spear. Accurate, long, can be thrown. Not as damaging as a sword.
- ❖ **Shield:** Round wooden shield; capable of defense as well as slicing and bashing.
- ❖ **Bow:** Two-handed ranged weapon; completely worthless in melee.

If you are not using a weapon, you take a -1 penalty on **Valor** rolls made to attack in combat.

In addition, you have the following equipment individually:

- ❖ **Chainmail coat and coif:** A sleeved, knee-length coat made of individual steel links, with a matching hood. If you take damage and are not wearing your armor, you take an additional 1 damage.
- ❖ **Plate coat:** Similar to the chain coat, except with a steel breastplate, gauntlets, and greaves, the plate coat offers protection at the cost of agility and maneuverability. You take 2 less damage in combat while wearing a

plate coat, but whenever you make a Courage roll, flip one die to its opposite side (6 to 1, 5 to 2, 4 to 3).

- ❖ **Shield:** If you are not wielding your shield, you take a -1 penalty on Valor rolls made to defend yourself in combat.

You can only wear one armor coat at a time.

Combat Basics

Initiative

When hostility is about to break out, everyone taking part in the fight rolls 2d6. Higher initiative rolls go before lower rolls; initiative ties go to the Knights (because they're the heroes here.)

Fighting

Whether you are attacked or are attacking, both you and your opponent make a Valor roll. Whoever has the higher total wins the attack and deals damage (ties go to the attacker.) The damage you inflict is equal to **your leftover d6 + the difference in your attack rolls.** (Don't worry if you're using the black die as your damage die. The Darkness and the Light don't care how hard you hit a worthy opponent.)

Damage reduces your Health; if an injury reduces your Health to 3 or less, you may make a Health roll to remain standing. If this roll succeeds, you remain conscious and may act normally on your turn. If you fail (or decline to roll), you are knocked unconscious.

While you are unconscious, you don't get your usual turn. Instead, you may choose to make a Health roll to regain consciousness. If this roll succeeds, you may start acting normally on your next turn. If you fail, you get to try again next round.

If your Health increases above 3 while you are unconscious, you automatically regain consciousness (no roll required.)

Defeat

If you're reduced to 0 or fewer Health, you are automatically knocked unconscious and must roll 1d6.

- ❖ If you roll 3+, you are simply unconscious. All you can do is twitch in pain and scream. You regain one Health once the fighting stops.
- ❖ If you roll 1 or 2, you're in deep shit. Not only are you in pain, but unless someone rolls you over and makes sure you aren't dead, you must make a Courage roll at the end of the fight. *You fail, you die.*

Unlike other fantasy roleplaying games, if your character is killed, that's it. All sales final, you're on the Midnight Train to Georgia, exit stage right, endut hoch hech.

Healing

You regain all your spent Honor between scenes. As for your Health, you recover from your injuries at the following rates:

- ❖ Natural recovery: Recover 1 + **Courage** for every night's sleep.
- ❖ First aid: Recover 1 + **your healer's Truth**. Successful or not, you can only undergo first aid once for each set of injuries you've obtained.
- ❖ Magical healing: Recover **your healer's Love + their leftover d6**.

In the event of first aid or magical healing, you can perform these on yourself.

Penance

To remove Stain, you must permanently burn one Honor. Reduce your Honor by one and your Stain total by two-- your Soul remains the same. You can't burn Honor if your Honor is already at zero (because the Light doesn't exactly believe you're being sincere in your repentance.)

Advancement

At the end of a successful adventure, roll 1d6 for each of your stats. If you roll **greater than** your current stat, increase it by +1 (to a maximum of +6.) The following special cases come into play:

- ❖ To advance a stat that's at +0, roll 2d6; you need to get two 6s to increase that stat.
- ❖ If your Courage increases, so does your Health.
- ❖ If your Honor increases, your Soul only increases if 10 + your new Honor total exceeds your current Soul.

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