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Ultima Resurrection

The Way of Virtue

Scroll of Spirituality



Written by Resurrection Dragon

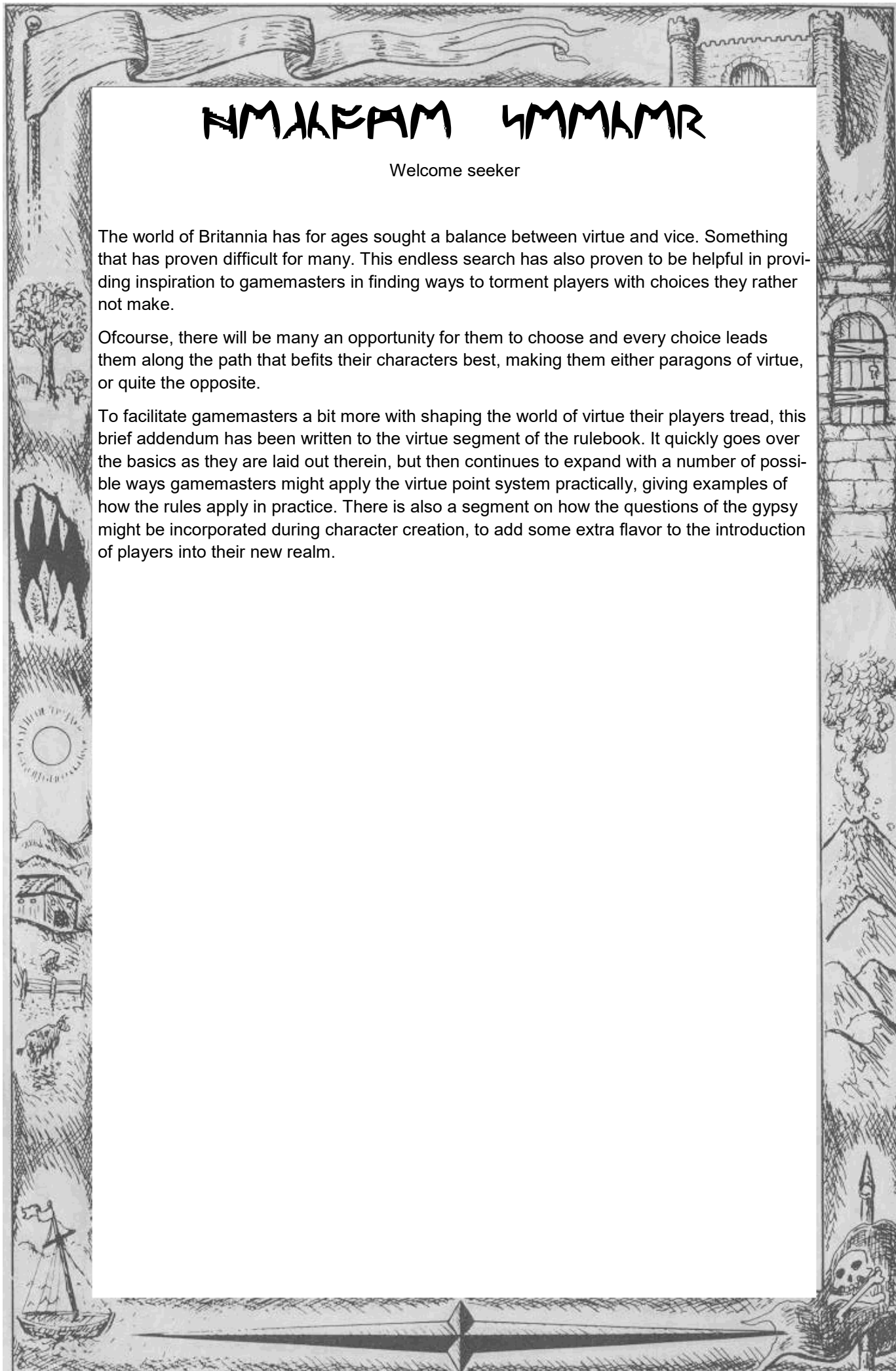
# MMALPAM LMMAMR

Welcome seeker

The world of Britannia has for ages sought a balance between virtue and vice. Something that has proven difficult for many. This endless search has also proven to be helpful in providing inspiration to gamemasters in finding ways to torment players with choices they rather not make.

Ofcourse, there will be many an opportunity for them to choose and every choice leads them along the path that befits their characters best, making them either paragons of virtue, or quite the opposite.

To facilitate gamemasters a bit more with shaping the world of virtue their players tread, this brief addendum has been written to the virtue segment of the rulebook. It quickly goes over the basics as they are laid out therein, but then continues to expand with a number of possible ways gamemasters might apply the virtue point system practically, giving examples of how the rules apply in practice. There is also a segment on how the questions of the gypsy might be incorporated during character creation, to add some extra flavor to the introduction of players into their new realm.



# AIR↑TM

## Virtue

To begin our addendum, what follow first are the rules pertaining to the virtue points as detailed in the revised edition of the rulebook.

The Ether is probably one of the most enigmatic things which can be encountered. The Ether permeates anything and everything on every world. It is the source of magic and of the constitution of reality. Furthermore it is the source of life and Virtue. Those who follow the path of Virtue will over time become more and more attuned to the Ether and thus grow in power, as they are filled with life.

### Virtue Points

To keep track of a character's progress or regress upon the path of Virtue you are given Virtue Points. There are two types of Virtue points:

- Positive Virtue Points
- Negative Virtue Points

Positive and negative Virtue points are given in one of the eight sacred Virtues of the Avatar, which are: **Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality and Humility.**

If the character behaves with Honesty he/she will over time accumulate positive Virtue Points in Honesty. If a character behaves with dishonesty he/she will over time accumulate negative Virtue Points in Honesty.

One can max have 100 positive Virtue Points in each of the Eight Virtues, meaning that one may have a maximum of 800 positive Virtue Points. Every positive Virtue Point will raise the natural stat cap and the natural skill cap with one point. The Stat Cap will max at 300 (or 400 if you play with Natural Talents) while the Skill Cap has no max.

Example:

Hamilton has 100 positive Virtue Points. The natural stat cap is 225 and the natural skill cap is 700. Because of his positive Virtue Points Hamilton has a Stat Cap of 325 ( $225 + 100 = 325$ ) and a Skill Cap of 800 ( $700 + 100 = 800$ ).

**Note:** No character stat or skill can ever be higher than 100.

Every negative Virtue Point will decrease the natural stat cap and the natural skill cap with one point. If the Stat Cap hits zero the character will die and can under no circumstances be resurrected.

Example:

Bane has 100 negative Virtue Points. The natural stat cap is 225 and the natural skill cap is 700. Because of his negative Virtue Points Bane has a Stat Cap of 125 ( $225 - 100 = 125$ ) and a Skill Cap of 600 ( $700 - 100 = 600$ ).

**Note:** For every -10 Virtue Points a character has people, who resurrect the character, gain 1 negative Virtue Point.

Example:

Bane, who had 100 negative Virtue Points dies. Viper resurrects Bane. Because of Bane's 100 negative Virtue Points Viper receives 10 negative Virtue Points ( $100 : 10 = 10$ )

### Titles

Sometimes, but not always, one's total amount of Virtue points may lead to a certain reputation. Use the table below as guideline.

Virtue points	Title
-200	Dreaded
-150	Nefarious
-120	Wicked
-90	Vile
-60	Ignoble
-30	Notorious
0	none
100	Prominent
200	Reputable
300	Proper
400	Admirable
500	Famed
600	Illustrious
700	Great
<b>800</b>	<b>Champion of Virtue</b>

# ΛΡΡΑΚΤΜΡ ΑΡΜΑΤΗΥ ΤΡΜ ΧΑΚΥΑ

## Character creation— The Gypsy

As detailed in the earlier section, virtue points augment or weaken your character. They grant bonus skill points and attribute points, but also potentially remove them should the situation call for it. More on this later.

To add some extra flavour to the character creation process, gamemasters may invoke the presence of the gypsy. Once a character has been fully created (as detailed in the rule-book) , their first steps into the world of Britannia bring them to a gypsy wagon.



Within the wagon, a gypsy awaits who asks each character eight questions, each with a number of possible answers matching one of the eight virtues. The questions and their answers will be given below. For each question answered, 2 points are added to the chosen virtue, giving each player an added bonus of 16 virtue points to start the game off with, allowing them a small boost to attribute and skill levels.

Aside from this bonus, the main goal of the gypsy encounter would be to add flavour and some familiarity with the setting, making the characters (and players) aware of the importance of virtue and the effects their choices will have on them and how they are perceived by others.

### Questions of Virtue

What follows is a list of 28 questions the gypsy might ask, each with their corresponding answers. The relevant virtues are usually fairly obvious, but to make it clear, within each answer the appropriate virtue is marked.

1. Entrusted to deliver an uncounted purse of gold, thou dost meet a poor beggar. Dost thou:

- (A) Deliver the gold **Honestly**, knowing the trust in thee was well-placed.
- (B) Show **Compassion**, giving the Beggar a coin, knowing it won't be missed?

2. Thou hast been prohibited by thy absent Lord from joining thy friends in a close pitched battle. Dost thou:

- (A) Refrain, so thou may **Honestly** claim obedience.
- (B) Show **Valor**, and aid thy comrades, knowing thou may deny it later.

3. A merchant owes thy friend money, now long past due. Thou dost see the same merchant drop a purse of gold. Dost thou:

- (A) **Honestly** return the purse intact.
- (B) **Justly** give thy friend a portion of the gold first.

4. Thee and thy friend are valiant but penniless warriors. Thou both go out to slay a mighty dragon. Thy friend thinks he slew it, thee did. When asked, dost thou:

- (A) **Honestly** claim the gold.
- (B) **Humbly** allow thy friend the large reward.

5. Thou art sworn to protect thy Lord at any cost, yet thou knowest he hast committed a crime. Authorities ask thee of the affair, dost thou:

- (A) Break thine oath by **Honestly** speaking.
- (B) Uphold **Honor** by silently keeping thine oath.

6. Thy friend seeks admittance to thy Spiritual order. Thou art asked to vouch for his purity of Spirit, of which thou art unsure. Dost thou:

- (A) **Honestly** express thy doubt.
- (B) Vouch for him, hoping for his **Spiritual** improvement.

7. Thy Lord mistakenly believes he slew a dragon. Thou hast proof that thy lance felled the beast. When asked, dost thou:


- (A) **Honestly** claim the kill and the prize.
- (B) **Humbly** permit thy Lord his belief.

8. Thou dost manage to disarm thy mortal enemy in a duel. He is at thy mercy. Dost thou:

- (A) Show **Compassion** by permitting him to yield.
- (B) Slay him as expected of a **Valiant** duelist.

9. After 20 years thou hast found the slayer of thy best friends. The villain proves to be a man who provides the sole support for a young girl. Dost thou:

- (A) Spare him in **Compassion** for the girl.
- (B) Slay him in the name of **Justice**.



10. Thee and thy friends have been routed and ordered to retreat. In defiance of thy orders, dost thou:

- (A) Stop in **Compassion** to aid a wounded companion.
- (B) **Sacrifice** thyself to slow the pursuing enemy, so others can escape.

11. Thou art sworn to uphold a Lord who participates in the forbidden torture of prisoners. Each night their cries of pain reach thee. Dost thou:

- (A) Show **Compassion** by reporting the deeds.
- (B) **Honor** thy oath and ignore the deeds.

12. Thou hast been taught to preserve all life as sacred. A man lies fatally stung by a venomous serpent. He pleads for a merciful death. Dost thou:

- (A) Show **Compassion** and end his pain.
- (B) Heed thy **Spiritual** beliefs and refuse.

13. As one of the King's Guard, thy Captain has asked that one amongst you visit a hospital to cheer the children with tales of thy valiant deeds. Dost thou:

- (A) Show thy **Compassion** and play the braggart.
- (B) **Humbly** let another go.

14. Thou hast been sent to secure a needed treaty with a distant Lord. Thy host is agreeable to the proposal but insults thy country at dinner. Dost thou:

- (A) **Valiantly** bear the slurs.
- (B) **Justly** rise and demand an apology.

15. A mighty knight accosts thee and demands thy food. Dost thou:

- (A) **Valiantly** refuse and engage the knight.
- (B) **Sacrifice** thy food unto the hungry knight?

16. During battle thou art ordered to guard thy commmander's empty tent. The battle goes poorly and thou dost yearn to aid thy fellows. Dost thou:

- (A) **Valiantly** enter the battle to aid thy companions.
- (B) **Honor** thy post as guard.

17. A local bully pushes for a fight. Dost thou:

- (A) **Valiantly** trounce the rogue.
- (B) Decline, knowing in thy **Spirit** that no lasting good will come of it.

18. Although a teacher of music, thou art a skillful wrestler. Thou hast been asked to fight in a local championship. Dost thou:

- (A) Accept the invitation and **Valiantly** fight to win.
- (B) **Humbly** decline knowing thou art sure to win.

19. During a pitched battle, thou dost see a fellow desert his post, endangering many. As he flees, he is set upon by several enemies. Dost thou:

- (A) **Justly** let him fight alone.
- (B) Risk **Sacrificing** thine own life to aid him.

20. Thou hast sworn to do thy Lord's bidding in all. He covets a piece of land and orders the owner removed. Dost thou:

- (A) Serve **Justice**, refusing to act, thus being disgraced.
- (B) **Honor** thine oath and unfairly evict the landowner.

21. Thou dost believe that virtue resides in all people. Thou dost see a rogue steal from thy Lord. Dost thou:

- (A) Call him to **Justice**.
- (B) Personally try to sway him back to the **Spiritual** path of good.

22. Unwitnessed, thou hast slain a great dragon in self defense. A poor warrior claims the offered reward. Dost thou:

- (A) **Justly** step forward to claim the reward.
- (B) **Humbly** go about life, secure in thy self-esteem.

23. Thou art a bounty hunter sworn to return an alleged murderer. After his capture, thou believest him to be innocent. Dost thou:

- (A) **Sacrifice** thy sizeable bounty for thy belief.
- (B) **Honor** thy oath to return him as thou hast promised.

24. Thou hast spent thy life in charitable and righteous work. Thine uncle the innkeeper lies ill and asks you to take over his tavern. Dost thou:

- (A) **Sacrifice** thy life of purity to aid thy kin.
- (B) Decline & follow thy **Spirit's** call.

25. Thou art an elderly, wealthy eccentric. Thy end is near. Dost thou:

- (A) **Sacrifice** all thy wealth to feed hundreds of starving children, and receive public adulation.
- (B) **Humbly** live out thy life, willing thy fortune to thy heirs.



26. In thy youth thou pledged to marry thy sweetheart. Now thou art on a sacred quest in distant lands. Thy sweetheart asks thee to keep thy vow. Dost thou:

- (A) **Honor** thy pledge to wed.
- (B) Follow thy **Spiritual** crusade.

27. Thou art at a crossroads in thy life. Dost thou:

- (A) Choose the **Honorable** life of a Paladin, striving for Truth and Courage.
- (B) Choose the **Humble** life of a Shepherd, and a world of simplicity and peace?

28. Thy parents wish thee to become an apprentice. Two positions are available. Dost thou:

- (A) Become an acolyte in the **Spiritual** order.
- (B) Become an assistant to a **Humble** village cobbler.

Ofcourse, gamemasters are free to write and pose other or additional questions to their players. These are merely examples of questions that could be asked. For those who are in possession of them, using the **Tarot of Virtue** that shipped with Ultima IX could be an added bonus in creating a nice atmosphere.

## VIRTUOUS ACTIONS

### Virtuous actions

Virtue points are akin to experience points in a way, but are not entirely similar. Since training is the main source for raising skillpoints for example, virtue points are not traded for increases in skill or attributes. They merely serve to increase the cap for players within which they can strengthen their characters or obtain more skills.

That having been said, this also means that the time when these points are given is also not entirely the same as for experience points. Those are usually granted per session, or per adventure played. Virtue points are granted when a choice presents itself and the player choses to go one way or the other. This could be in the middle of a conversation, during a combat situation or when exploring a dark forest.

For example; in the middle of a conversation, you are asked a question and you have the choice between answering honestly or lying. This could be cause for granting or removing a virtue point. Or in combat the choice presents itself between slaying a foe valiantly or sparing him compassionately. These situations, under scrutiny of the gamemaster, might call for virtue points to be added or removed.

### Session tally

Since it would be highly impractical to add/remove skill- and attribute points in the middle of a session, good practice would be to tally up the total of virtue points gained and lost in one session and then altering the character sheet accordingly. This prevents lengthy discus-

sions in the middle of an adventure.

### **Removing skill/attribute points**

When adding virtue points to the statcap and skillcap, there should be little trouble. When removing them however, players and gamemasters should watch that the points they have divided among attributes and skills don't exceed the cap. When they lose more virtue points than they gain over one or more sessions, situations might occur where they will have to lower skill levels or attributes because of a diminished cap.

In order to make this as natural a process as possible, always attempt to keep such negative changes realistic in terms of game mechanics. Say in the conversation example, the character chose to tell a lie and loses a virtue point that lowers him below the cap, it might make sense to remove a point in intelligence rather than strength. Or if a character was wounded in combat and acted unjustly, their skill in swordsmanship might diminish due to the wound inflicted.

Ofcourse it is never fun to lose points, but in the world of Britannia, virtue is a big deal. Always remember however to keep the game fun. If removing points is damaging to a character or (more importantly) to having fun, be creative with it.

Below are a number of possibilities gamemasters might invoke when granting virtue points:

Attacking non-evil creatures	Compassion -5, Justice -1, Honor -1
Letting non-evil creature flee	Compassion +1, Justice +1
Fleeing from enemy	Valor -2
Killing evil enemy	Value +1 (Gamemaster's choice)
Fleeing from enemy	Valor -2, Sacrifice -2
Being wounded protecting others	Sacrifice +5
Stealing	Honesty -1, Justice -1, Honor -1
Giving coins to a beggar	Honor +3, Compassion +2
Talking proud	Humility -5
Acting with humility	Humility +5
Cheating a merchant	Honesty -5, Justice -2, Honor -2
Being honest	Honesty +2
Using wrong mantra at a shrine	Spirituality -3
Meditating at shrine	Spirituality +3
Solving quests (finding and returning items)	Honor +5

Feel free to add to the list and grant virtue points when you deem your players worthy of them.