



The Great Wheel of the Fates: Special Creature Briefing

Alexander

Proceed in pursuit of the goals of the Republic of Humanity in the best way you see fit. Should the Republic fail or fall, decide which of the remaining visions best suits the underlying themes of freedom from tyranny and divine hubris.

Specific memory points of interest: The Tower of Babel was a construct created by Ptolemy Soter as part of his goal to create a universal language and coinage to break down the barriers between different nations of mortals. You are unclear on how. The project was part completed - universal language and coinage had been achieved - but his stated goal of "unifying all blood harmonics" whatever that might mean was not achieved before Babylon.

The Alexander in Play – Roleplaying Effects

- Loyalty to the cause of Destiny over Fate is paramount.
- Your attitude to gods and their servants may vary between contempt and pity. You have seen the gods for what they are; actors whose egos have run out of control and largely have forgotten why they are what they are. The audience is voting with its feet.
- Not all gods are irredeemably evil, but while the balance of power is so grotesquely twisted in their favour, none of them can be trusted not to be corrupted. The end does not justify the means.

The Alexander in Play: Unusual Abilities

- If you believe another of your company has broken their oath to you, you are empowered to call OATHBREAKER'S FATE on the target.
- Alexander's Aegis: In the exceptionally unlikely event of physically confronting a god, several special effects apply.
 - All effects, special calls and damage directly or indirectly inflicted by the god (i.e. lightning strikes, earthquakes, etc) score one normal hit.
 - As noted above, CURSE calls are completely ignored.
 - Alexander can, if they choose to forego combat themselves (through choice, injury or incapacity) confer the Alexander's Aegis effect on another mortal for their next battle, through a handshake, a weapon passed on or equivalent roleplaying effect. The effect ends with the end of the battle or the bearer's death. There is a special sheet at the end of this briefing which should be passed on to whomever you confer the power on.



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- • Alexander need not remain close to the bearer, but should avoid significant heroic combat if possible until the effect is discharged.
 - • Passing the effect on means it may not be used or invoked again by the originator until the next dawn.
 - You count as ALL NATIONS AND NONE. You may be treated by philosophers of any nation.
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The Alexander in Play: Restrictions

Execution by Special Weapon

Please read this section carefully; it has changed slightly from previous Annuals.

If executed by any weapon¹ which calls “EXECUTE – PERMANENT” then the Alexander will die, permanently, irrespective of however many hits they have remaining.

Any Alexander may use the weapons above freely during combat, but if they use the weapons to call “EXECUTE – PERMANENT” on another unwilling special creature then they lose their special creature status including all the abilities, bonuses and powers within this document, immediately upon doing so and will probably be the subject of a powerful CURSE originating from the patron of the executed character.

Status effects

Alexander is not subject to status effects like HUNGER, BLAZE or BEAST.

There is no LESSER status for beings such as Alexander.

There is no GREATER status for beings such as Alexander.

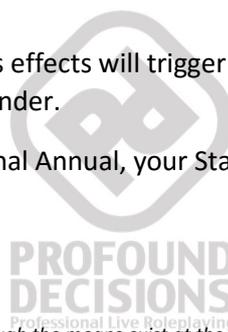
There is no ALL-CONSUMING status for beings such as Alexander.

Automatic Triggering of Status effects Status

Note that during the Final Annual, Status effects will trigger more often than usual as the increasing lack of Quintessence provokes the Alexander.

During the Friday and Saturday of the Final Annual, your Status effects status will **increase by one step** at **Midday and Midnight**.

¹ There are currently six such weapons in the game, though the means exist at the Final Annual whereby more might be made. The existing weapons are: *The Labrys, The Harpoon of Yam, The Subtle Knife, The Spear of Alexander, The Sickle of Kronus and Lucretia's Blade.*





If you are in no status, it will automatically move into LESSER; if in LESSER it will automatically move to GREATER and if already in GREATER it will move to ALL-CONSUMING.



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Combat Rules for the **Alexander**: Atlantis Outside the Arena

Please read this section carefully; it has changed slightly from previous Annuals.

A Alexander might be involved in combat on Atlantis outside the Arena. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

9 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

You may not use any special call effects under Atlantis rules or when fighting on Atlantis.

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- If Alexander's shield is uncrushed and he is wearing armour, he may call RESIST to treat any call of IMPALE or STRIKEDOWN as a normal hit, irrespective of whether it strikes the shield or not.
- Alexander always treats PARALYZE as a single, normal hi

Calls you cannot call RESIST to:

- REPEL and CRUSH - you cannot be subject to any mystery effect which grants resistance to these calls, though item effects can grant immunities.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
- AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- On an execution or for each black bead, lose one body hit permanently.



Combat Rules for the **Alexander**: For Use Under Arena Rules

Please read this section carefully; it has changed slightly from previous Annuals.

Any Alexander may enter the Arena when their associated warband does if they so choose, irrespective of their path. They are not obligated to do so, however.

When inside the Arena as part of a battle under Arena Rules, they are obligated to use the following ruleset **in addition to any further effects the Arena Minoans may state are in play:**

Total Body Hits: (This takes into account armour, body and all other hits:

9 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- In any given arena battle Alexander can call IMPALE up to five times if he is using the SPEAR OF ALEXANDER. Uses are only expended if the effect is taken.

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- If Alexander's shield is uncrushed and he is wearing armour, he may call RESIST to treat any call of IMPALE or STRIKEDOWN as a normal hit, irrespective of whether it strikes the shield or not.
- Alexander always treats PARALYZE as a single, normal hi

Calls you cannot call RESIST to:

- REPEL and CRUSH - you cannot be subject to any mystery effect which grants resistance to these calls, though item effects can grant immunities.

Regeneration Rules:

- If reduced to zero hits/incapacitated WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED AT THE END OF THE BATTLE.
- On an execution or black bead, lose one body hit permanently. Only once bead pull is resolved, hits regenerate at one hit per ten seconds to original maximum (or one less if execution/black bead).





Combat Rules for the **Alexander**: For Use On Quests

Please read this section carefully; it has changed slightly from previous Annuals.

Any Alexander might be involved in combat off Atlantis on a quest or other mission. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

9 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- In any given quest Alexander can call IMPALE up to three times if he is using the SPEAR OF ALEXANDER. Uses are only expended if the effect is taken.

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- If Alexander's shield is uncrushed and he is wearing armour, he may call RESIST to treat any call of IMPALE or STRIKEDOWN as a normal hit, irrespective of whether it strikes the shield or not.
- Alexander always treats PARALYZE as a single, normal hi

Calls you cannot call RESIST to:

- REPEL and CRUSH - you cannot be subject to any mystery effect which grants resistance to these calls, though item effects can grant immunities.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
- AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- On an execution or for each black bead, lose one body hit permanently.