



The Great Wheel of the Fates: Special Creature Briefing

Companion

An Alexandrian Companion is one who has been granted the power to transcend mortal limits through their conviction, willpower and loyalty to Alexander Reborn and the cause of Destiny Over Fate. This provides distinct physical enhancements and resistance to accidental death.

These statistics apply irrespective of the character's path.

The Companion in Play – Roleplaying Effects

- Loyalty to the cause of Destiny over Fate and to the person of Alexander Reborn 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 Companion in Play: Unusual Abilities

- You are all OATHSWORN TO ALEXANDER.
 - If you believe another of your company has broken their oath to Alexander, and you can convince two other Companions, or Alexander, to agree, you and they are empowered to call OATHBREAKER'S FATE on the agreed target.
 - If at any point you break your oath of loyalty to Alexander, or if at any point another Companion calls on you OATHBREAKER'S FATE you lose all the benefits described in this document
 - You immediately take seven bead pulls (with beads replaced between pulls) and keep the worst effect.
 - You immediately come to the direct (and almost certainly very hostile) attention of the Greek, Hellenic Phoenician and Roman Gods.
 - Alexander's Aegis: In the exceptionally unlikely event of physically confronting a god, several special effects apply.
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- • 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.
- • The Companion can, if they choose to forego combat themselves (through choice, injury or incapacity) and 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.
- • The companion 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; you may if you are a philosopher treat any nation, including barbarians.

The Companion 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 Companion will die, permanently, irrespective of however many hits they have remaining.

Any Companion 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

Companions are not subject to status effects like HUNGER, BLAZE or BEAST.

There is no LESSER status for Companions.

There is no GREATER status for Companions.



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.*





There is no ALL-CONSUMING status for Companions.

*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 Companion.

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

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 **Companion**: Atlantis Outside the Arena

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

A Companion 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:

The Companion character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

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:

The Companion character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls as normal.

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 **Companion**: For Use Under Arena Rules

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

Any Companion 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:

The Companion character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

Damage Calls You Can Make:

Unless in possession of effects cards to the contrary, the Companion cannot make any special damage calls.

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

The Companion character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls as normal.

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 **Companion**: For Use On Quests

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

Any Companion 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:

The Companion character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

Damage Calls You Can Make:

Unless in possession of effects cards to the contrary, the Companion cannot make any special damage calls.

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

The Companion character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls as normal.

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.