



The Great Wheel of the Fates: Special Creature Briefing

Bodhisattva

The term Bodhisattva refers to someone on the path to Awakening. The students of Great-One-Whose-Face-Is-Veiled-By-Buddha do not aspire to enlightenment purely to free themselves from suffering; they do so out of compassion in order to liberate other sentient beings. Their powers come not from Titans or Quintessence or the Gods, they come from within.

This self study and conviction provides distinct physical enhancements and resistance to accidental death. These statistics apply irrespective of the character's path. Furthermore, the path of personal development and ascension through enlightenment in turn raises and strengthens the community around them. This process is called Pariṇāmanā or Merit Transference. The path is slow and exacting, as different from the lumpen and unlovely Philosophy of the Middle Sea as it could be. As a bee gathering nectar does not harm or disturb the color & fragrance of the flower; so do the wise move through the world.

The Bodhisattva in Play – Roleplaying Effects

- A Bodhisattva always seeks to cultivate the qualities of morality, self-sacrifice, and wisdom. Their compassion motivates them to assist ordinary beings, their wisdom informs them how best to do so, and their accumulated powers enable them to act in miraculous ways.
- The bodhisattva is striving for enlightenment for all sentient beings. What's more, the bodhisattva will not 'cross the threshold' into enlightenment themselves until this goal is achieved. To save all beings from difficulties, to learn the truth and teach others, and to lead all beings to Buddhahood. This is an immense undertaking but one the bodhisattva vows to do, nevertheless.
- Life as a bodhisattva is tough, they need to be able to give up absolutely anything for the sake of other beings, including their own life over and over again. The bodhisattva also needs infinite reserves of patience, because it will take a countless number of lifetimes to reach their goal, and humble: they can't even take pride in saving sentient beings, this is simply what they do.

The Bodhisattva in Play: Unusual Abilities

- You are OATHSWORN TO GREAT-ONE-WHOSE-FACE-IS-VEILED-BY-BUDDHA.
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- BLESSINGS and CURSES of the Gods do not hold and have no effect upon a Bodhisattva. This ability has no cost other than your own strength of will.
- TWICE PER DAY you may, by laying on hands and performing a 1 minute meditation ritual, bestow your REGENERATION ability to another individual for the duration of one Quest or Arena battle. This ability has no cost other than your own strength of will.
- ONCE PER DAY you may, by laying on hands and performing a 5 minute meditation ritual REMOVE CURSE. This ability has no cost other than your own strength of will.
- ONCE PER ANNUAL you may, by performing a 10 minute meditation ritual cast any GREATER or ZODIAC MYSTERY (explicitly, not PARAMOUNT MYSTERY) you know or possess. This ability has no cost other than your own strength of will.

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

Any Bodhisattva 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.

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

There is no LESSER status for you.

There is no GREATER status for you.

There is no ALL-CONSUMING status for you.

Automatic Triggering of Status



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.*





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

During the Friday and Saturday of the Final Annual, your 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 **Bodhisattva: Atlantis Outside the Arena**

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

A Bodhisattva 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 Bodhisattva character receives an additional +4 hits to the total provided by their other skills to a hard maximum of 10 hits.

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 Bodhisattva 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 Bodhisattva 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 **Bodhisattva**: For Use Under Arena Rules

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

Any Bodhisattva 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 Bodhisattva character receives an additional +4 hits to the total provided by their other skills to a hard maximum of 10 hits.

Damage Calls You Can Make:

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

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

The Bodhisattva 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 Bodhisattva 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 **Bodhisattva**: For Use On Quests

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

Any Bodhisattva 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 Bodhisattva character receives an additional +4 hits to the total provided by their other skills to a hard maximum of 10 hits.

Damage Calls You Can Make:

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

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

The Bodhisattva 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 Bodhisattva 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.