

Soul Axis

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What is Soul Axis?

Many who die pass on to a different place... a different plane of existence. But for some... for some there is no passing on. Instead they remain... tied to something that prevents their passing. An item of endearment... an idea... a failed dream. For these unfortunates, the damnation of Limbo awaits.

This is the pain and struggle of the few. Look upon it and learn. Delve a little deeper. Jack into the blackness. There's only one way into this inner-realm. There's only one way to find the Soul Axis.

Here you can find yourself. Here is the way to oblivion. Whatever your path may be, steer it true, for one false move and you damn yourself. Come enter the deep of the mind, the pit of the spirit, the axis of the soul.

The soul axis is just that, the center of the soul. In this game, you play a spirit. Lost in the infinity of the netherworld of Limbo, your goal is to ascend to a higher plane of existence. There is no portal to your destination to be found in Limbo, instead, you must search your soul throughout a series of tests and journeys (created by the referee), hoping to earn ascension before the taint of your deeds devours you.

Seek your inner most fears, find and face them.
Control your appetites, before they control you.
Torment yourself with your greatest mistakes.
Learn.
Gain strength, or be devoured.

Good luck lost one, you'll need it...

How to Play

Soul Axis is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the spirit scores points. When performing tasks, he must score a certain amount of points to succeed. When engaged in confrontation, it must score as many or more points than his opponent has before his opponent can score as many or more than he has.

Rolls	Points Scored
Two numbers are the same For example, 2,2,6 or 1,5,5	1
All rolls odd or even 1,3,5 or 2,4,6	2
Consecutive numbers 1,2,3 or 2,3,4 or 3,4,5 etc.	4
All the same number 1,1,1 or 2,2,2 or 3,3,3 etc.	6
All other rolls score no points.	

Everything is figured out using these rolls, from fighting to performing feats and using talents.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

What can my spirit do in a round?

Anything he wants, he may use his essences or talents, perform feats or fight in combat. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time. This is sometimes referred to as initiative.

Fighting

Fighting is big part of Soul Axis. Your character has a statistic called points. Points act as an indicator of the spirit's power. His opponent must score that many or more points to beat him in a fight. Once a spirit is beaten, he is out of the story.

To be played again, the spirit must permanently subtract one point, before the next story, or must be discarded, never to be played again.

More than one?

On occasions, the spirit may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a spirit faces off against another. The spirit must somehow beat it. Either by attacking it with a negative essence or by using an essence to somehow control it. If the spirit beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the spirit is able to rest for more than what would be considered three rounds, he gains all his points back. Otherwise, he gains only three per round.

Note on Confrontation Rolls

On occasions, spirits may have the chance to roll an additional die to attempt to make a successful roll. The spirit is still only required to make a combination of three numbers for a success. The most dice a spirit may normally roll to attempt a success is 6.

The only exception to this is a talent that allows the spirit to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the spirit always keeps the best combination.

Combat note on Range

Range can be tricky in Limbo. If the spirit is using the persona of a non-ranged weapon, such as a sword, he has to be within striking distance to make an attack. However, if he is using a ranged attack, such as the Rage Essence, he does not. Either way, since spirits move in Limbo by thought, it doesn't take long for one to "be right on top" of another.

The Spirit Character

Your spirit in Soul Axis has four primary statistics; Level, Points, Taint, and Glory. Level indicates the power of the hero. Points act as an indicator of the spirit's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a spirit is beaten, he is out of the story. Taint and glory are explained later.

Creating Your Spirit

Persona

Before you worry about your spirit's statistics, you should first consider its persona. Persona is the image the spirit casts in Limbo. It is how all in Limbo will view it. This persona could be anything. Most often, it is a reflection of the person's inner self, the embodiment of their true nature. Commonly, spirits also appear as they did when or before they died. This comes from the fixation of the Prime, the refusal to let go of the past.

Some appear normal, others maimed; others still take on completely new forms, incredible visages of the potential of the soul. Some appear as globes of light or swirling mists that create faces and appendages within. Others appear as horrific monsters, grotesque and hideous in appearance.

Your spirit's persona can be anything you desire it to be; from a kind, old 19th century gentleman, to a green-skinned, horned, four-armed, winged demon.

Level

Your spirit starts at first level. Depending on the number of Enlightenment Points (EP) your spirit has earned, your spirit may increase in levels. The highest level possible is 10.

Points

Your spirit starts with 15 points. These points are used to purchase essences and talents. When a spirit desires to purchase a power, talent, or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power.

Remember that your spirit's points are the number your opponent has to score in a confrontation to beat you. If you spend to many points on essences, you'll be easily defeated.

Level	EP	Points
1	0	15
2	20	+3
3	50	+3
4	100	+5
5	300	+5
6	800	+7
7	2000	+7
8	5000	+10
9	7500	+10
10	10000	+15

*For every 200 enlightenment points beyond 10,000, the character earns one point.

The points listed on the chart above are how many Enlightenment Points are required to reach a specific level and how many points are added at that level. If the spirit is second level, he gains +5 points for a total of 20. The spirit may purchase essences at any time.

Enlightenment Points

Whenever a spirit gets in a confrontation, it earns Enlightenment Points. Normally, it earns one point per level of the opponent it defeats. It also earns one point for solving a puzzle and three points for surviving a story.

The chart above defines the number of EP required to reach any given level. When a spirit reaches a new level, it gains more points with which it may purchase more essences.

Taint and Glory

Taint and glory are used as safety checks in the game. When a character uses an essence to harm someone, it may gain a point of taint. When it uses an essence to aid another, it may gain a point of glory. If the character has more taint than glory, his soul is devoured by the darkness within and he is trapped in Limbo for eternity. Your spirit starts with three points of glory and can spend glory to cancel out taint. The cost is point for point.

Essences

Essences are energy, raw and pure. They are the core of the soul, the axis of inner power. Your spirit's essences compose its being. They are all that remain of that which was human.

Essences are usually emotions or emotional bound traits such as sorrow, envy, pride, or joy. Your spirit uses these essences to achieve certain actions in the game. They may be used in combat to attack another, or in game play to get certain results.

Only negative essences may be used to harm another. When an essence is used to harm another, such as using the essence of rage in combat, or deceit to control another, a spirit gains a point of taint on a successful roll of all three numbers being the same. If the spirit gains more taint

than he has glory, his soul is lost, devoured by his licentiousness.

Using an Essence

The use of essences is open. This does, however, require a bit of common sense. You can't use negative essences for good deeds and vice versa. A spirit can do anything that makes sense with an essence.

For example, the essence of rage. In combat, negative essences must be used to make a physical attack. Rage is great for this. Rage can also be used to incite an ally to fight, or even taunt an enemy. An example of what rage can not be used for would be to charm another, or to calm or scare.

Whatever you choose for essences, pick three things your spirit can do with it. If the essence is negative, pick an attack, a "control", and something special. As you use it, create new aspects for the essence. Use them in the game. That's how your spirit masters an essence, by using and exploring it.

Elaborate, be creative. What does the attack look like? Does an attack from the essence of rage look like ethereal claws? Does a red aura glow around the victim of a rage "control" aspect. Play around with your essences.

Non-Attack Effects

Negative essences are used in combat as a means to attack another spirit. The result of a successful roll is points. When using an essence for a non-attacking effect, such as to control another spirit, or to persuade it of something, you must still make successful rolls attempting to score points.

The referee will set a difficulty, and the spirit may make up to three rolls, attempting to score that many or more points to succeed in the task. The spirit may also use this for feats. Feats usually do not require the use of essence, but still hold the chance of failure. Examples of feats are, picking a lock, passing through a wall, etc.

Difficulty	Score Required	Example
Very Easy	none/automatic	picking something up
Easy	1	opening a door
Medium	2	walking through a wall
Hard	4	trying to remember life
Very Hard	6	locating a loved one
Near Impossible	10	finding a stranger in Limbo

All essences cost 3 points. They may be purchased at any time, however, each spirit must begin play with at least two. One of which MUST be negative.

Below are some example essences. Their type (either Positive **P**, Neutral **NI**, or Negative **N**) is listed along with some example aspects. Define what these and other aspects you choose to use do before playing. Unless an attack, which occurs instantly, the effects of most aspects will only last for one round per level of the spirit using it.

Type	Essence	Example Traits
N	Anger	Incite Ally, Taunt, Gore Soul
NL	Balance	Calm, Understand, Embelish
N	Chaos	Confuse, Lose Way, Annihilate Idea
P	Charity	Calm, Empathic Assurance
P	Chastity	Renounce Taint, Clear Thoughts
P	Courage	Negate Fear, Ethereal Armor
N	Decadence	Disrupt Psedo-Material
N	Degradation	Distort Goals, Depress
N	Envy	Jealous Lash, Incite Greed
N	Fear	Forced Retreat, Terror Strike
P	Fortitude	Withstand without Reponse
N	Gluttony	Engorge in Worthlessness
N	Greed	Desire Material, Wanderlust
N	Guilt	Guilt-Ridden, Agonize
N	Hatred	Prejudice, Lash of Flames
P	Hope	Inspire, Useful Intention
N	Ignorance	Befuddle, Deceive
NL	Innocence	Purify Thoughts
P	Joy	Incite Cooperation
P	Justice	Sympathize with Idea, Punish
NL	Kinship	Know Essences, Brotherhood
P	Love	Calm, Incite Peace
NL	Loyalty	Sacrifice Statistic, Demand Trait
N	Lust	Demand Trait, Desire Taint
NL	Nature	Inspire Truth, Know Statistics
P	Order	Tranquility, Organize, Negate Chaos
P	Peace	Serenity, Incite Calm
NL	Pity	Empathize, Incite Remorse
P	Prudence	Assuredness, Negate Confusion
N	Rage	Incite Attack, Soul Gnash
P	Righteousness	Piety, Assuredness
N	Savagery	Impale Soul, Scourge, Incite Brutality
N	Sloth	Make Lazy, Sleep, Tire
N	Sorrow	Agony, Utter Despair, Hopelessness
P	Temperance	Forthwright
P	Truth	Know Truth, Negate Deceit
N	Vanity	Armor of Arrogance, Glorify
N	Wickedness	Deceive, Incite Maliciousness
P	Wisdom	Understand, Gain Knowledge
N	Wrath	Incite Vengeance, Detest

Sometimes players may want to come up with particular aspects that provide bonuses, such as truth giving a bonus of +2 points on a feat that requires reasoning or courage giving +5 points that can not be spent on anything else, or even an attack that grants +1 point. This is mainly left to the referee's discretion, but does make the game more entertaining. For reasons of balance, you may want to make special traits cost one or two additional points. The following are some general guidelines to consider.

- ◆ How many times may the aspect be used during the course of a confrontation, or the story?
 - ◆ If an attack, it should not score more than +3 points.
 - ◆ If used for protection, it should not add more than +5 points to the spirit's total points.
 - ◆ If it adds points to a feat, it should not add more than +2.
 - ◆ How many other spirits will it effect? All allies, all enemies, or everyone in the confrontation? These aspects should usually be allowed to be used only once per confrontation or once per story.
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Limbo: The Ethereal Plane

Limbo is home to the ghost. It is where he lives and exists. Limbo is a mirror image of Earth, at all points in history, but with a Giegerian twist, and without people. Instead, the denizens of Limbo are the spirits of the night. It always appears to be a shadowy dusk in Limbo, providing poor lighting and painting a sad visage about the landscape.

If you were standing in Limbo, it could easily be mistaken for standing on Earth, right before dark. If you stood there long enough, however, you would note the strange creatures, seemingly from a child's nightmare, that lurked about.

If standing in your own living room, it wouldn't take long to notice that the properties of the objects in the room seemed bland and unreal, and even some that seemed to be missing, or even new items.

Soon you'd realize that even the laws of physics differed; no wind, clocks are stilled, footsteps make no sound, mirrors show no reflection, and light casts no shadows. Everything is stagnant.

Travelling in Limbo

Travelling in Limbo differs from here on Earth. The dead travel by thought. Time has no meaning in Limbo. All points in history are as easily accessible as walking out your front door. In Limbo, you may roam the Ancient castles of Scotland, or even visit with the dead on the battlefields of Napolean. Ghosts can travel to any point in Earth's history, to any place on a whim.

While many attempt to lead lives similar to those on the Prime, doing everyday things, such as opening doors, eating, or bathing; the ghost is fully capable of going without food, or even of walking through walls. Many do these things out of routine.

Fear of Change

It is easy for a new ghost to be consumed by the chaos that is Limbo. Many stand in awe for thousands of years trying to hold on to a piece of the reality they once knew. Some never learn to adapt to Limbo, and spend a horrific eternity there, failing to ascend.

The Quest for Ascension

The quest of every ghost is to ascend to higher plane of existence. Sadly, many get lost in Limbo, even as the quest begins, and are doomed to roam the chaotic lands for eternity.

The actual events that must occur before Ascension can be achieved are determined by the referee. It is required, however, that the character be of tenth level before he ascends.
