

SWWII Esoteric Combat House Rules

SALT LINES:

Salt is a pure substance and can be used as a barrier against the impure. No incorporeal creature can cross an unbroken line of salt. And, for reasons not clearly understood, if salt is used to block all the windows, doors, and hatches into a room the salt confers its properties to the connecting walls, floors, and ceilings. Incorporeal creatures cannot cross an unbroken line of salt even if they manifest, or possess, a physical form nor can they attempt to physically break the line.

The salt must be poured on heavy to be effective. One pound of salt covers a 2" line and a hero can move at half pace while laying salt. If attempting full pace an agility check is required with the standard multi-action penalty.

ROCK SALT SHOTGUN SHELLS:

Shotgun shells loaded with rock salt can be used to stun and drive away incorporeal creatures. They are effective against any creature in incorporeal form and against any incorporeal that has manifested. However, they do not work against an incorporeal that has possessed a physical form. Roll to hit and damage normally with the shotgun. No actual wounds are scored but any raises apply a -1 penalty on the roll to recover from Shaken. The incorporeal must also make an immediate Guts check or flee for d6 rounds. Raises on the damage roll apply as a penalty to the Guts check. Rock salt shells may be used on normal targets but can only cause a shaken result. If used on an already shaken target a second shaken caused by rock salt has no effect.

WOODEN BAYONETS:

Bayonets may be made from wood so as to be effective against vampires and similarly vulnerable creatures. However wood is not a durable material for this purpose and wooden bayonets are prone to breaking. Any character with a deployed wooden bayonet that suffers a fall, drops their weapon, or is caught within the blast of any damaging template effect must roll an Agility check and on a failure the bayonet has been broken.

A wooden bayonet may be used against any non-vulnerable creature for normal damage. On a hit damage is rolled and applied. Hit or miss the bayonet is broken at the conclusion of the attack and may not be used again.

HOLY WATER:

Holy water can be splashed as a Fighting roll with Reach 1. Vials may be thrown as a grenade with range 4/8/16 and cover a small burst template. Holy water vials that are thrown shatter on impact and are not dealt a card. Holy water does 4d4 damage to susceptible undead and demonic targets. Some creatures, such as vampires, have a specific vulnerability to Holy Water and special rules apply on a case by case basis.

A character with Arcane Background: Miracles from and an appropriate culture (one including the concept) may create Holy Water with a simple ritual lasting one minute and by spending 1 PP per gallon. Each vial or Fighting attack uses one pint or 1/8th of a gallon.

DEMONIC WARDS and DEVIL'S TRAPS:

Those with the knowledge to do so can create wards that will hold in or keep out supernatural evils. Any character with Knowledge: Occult of d8+ can draw a Ward or Trap the size of a small burst template that will hold an average strength demon if the character spends at least 30 minutes. Wards and Traps can only be drawn on a smooth flat surface but may be covered with sand, snow, a carpet or similar temporary cover after creation.

Wards and Traps for specific or powerful creatures require a mundane tome and a Knowledge: Occult roll for success. Some tomes may offer a bonus to the roll and stronger creatures may apply a penalty. For especially powerful creatures this roll is opposed by the creatures' Spirit.

A Ward or Trap may be hastily drawn in a combat situation. This takes two actions and always requires an opposed roll.

These are general guidelines as Wards, Traps, and the creatures they can effect are widely variable.