

Love & War

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Stock No: AG3226
ISBN: 1-58978-044-2
SRP:US\$29.95
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FIRST PRINTING • FEBRUARY 2004

ISBN 1-58978-044-2

treated as three levels better on the table. It isn't possible to get an effective DC of more than 30.

A character may take 10 when composing poetry, but may not take 20, no matter how much time he has available.

For example, Sir Andurin wants to write a poem for his beloved. He needs it by tomorrow, or she will be disappointed, and his Perform (oratory) total is 6. He chooses to write merely pedestrian verse, so that he can write the poem in one day if he rolls a 14 or higher. His player rolls a 15, and the poem is written. His beloved is somewhat mollified, but the poem does not put her in a good mood.

Determined to improve her opinion of him, Sir Andurin decides to write a better poem, spending as long as it takes. He aims for fine verse (DC 20), so that he makes no progress unless he rolls a 15 or higher.

The first day, he rolls a 17 for a total of 23. He gains 3 points towards writing the poem, and needs another 17. On the second day, he rolls an 8, and makes no progress. On the third day, he rolls a 20, but the re-roll is only a 6, so inspiration doesn't strike. Nevertheless, he gains 6 points, for a total of 9, with 11 still needed. On the fourth day, he rolls a 20 again, this time followed by a 15. Inspiration strikes, and the poem is completed! It's a work of brilliance, as if he had aimed at a DC of 30, and when he recites it to his beloved, she smiles dazzlingly at him.

DIPLOMACY CHECK: WINNING BELOVED'S LOVE OR FAVORS

Ideally, the relationship between the knight and his beloved should be roleplayed. Love is, however, easily the most difficult situation to handle in a roleplaying

WINNING BELOVED'S LOVE OR FAVORS: RELUCTANCE

RELUCTANCE	SITUATION
10	Base reluctance, where everyone starts.
+2	Beloved is of high status in her society.
+3	Beloved is of very high status in her society.
-2	Beloved is of lower status than the knight.
+2	Beloved is of higher status than the knight.
+3	Beloved is of far higher status than the knight.
+2	Beloved finds knight unattractive.
-2	Beloved finds knight attractive.
+2	For every step of difference in alignment. (For example, lawful good to lawful neutral is one step, chaotic neutral to lawful good is three steps.)
+5	Beloved already has an accepted knight.
+5	Beloved believes that she should be independent and rely on her own resources.
+5	Beloved is a knight herself. (This always stacks with the addition from believing that she should be independent.)
+2	Beloved and knight are of different races.
+3	Beloved and knight are of mutually hostile races.
+2	Beloved and knight have different ultimate lords (for example, they are loyal to different kings).
+3	Beloved and knight have hostile ultimate lords.
+1	Beloved and knight worship different deities.
+4	Beloved and knight worship hostile deities.

game, so these rules allow you to abstract romantic scenes. While it might be difficult to roleplay love, it can be a lot of fun, so there are some suggestions later in this chapter for how you might do that, instead.

Check to Win Beloved's Love or Favors: The beloved's attitude to the knight *as a person* may be completely different from her attitude to him *as a lover*. While a beloved who was hostile toward the knight as a person and accepting of him as her lover would be unusual, it's not an impossible situation, and one that does appear in literature. For this reason, a separate series of Diplomacy checks is necessary for a knight to either become the lady's accepted courtly love, or to win her bodily favors. An honorable knight normally attempts the first and then the second, but this isn't a requirement. In fact, some knights, particularly paladins, are content with the first. The rules for the two are the same, however.

In general, a beloved will be at least Friendly to her knight once she has accepted him as such, and should be Helpful before the knight even starts trying to win her love or favors. Use the standard d20 System rules for influencing NPC attitudes with the Diplomacy skill to determine the beloved's feelings; these rules

determine the relative positions of the two in the elaborate game of courtly love.

Reluctance: First, determine the beloved's reluctance to accept the knight. This is a number determined by the table below, and by the GM's judgment. The table should cover most situations, but the GM might want to adjust the number by a point or two to reflect special circumstances. All applicable modifiers to the beloved's reluctance stack, so a beloved who has very high status in her society adds 5 to the base reluctance — +2 from having high status and another +3 from having very high status — for example.

Approaches: The knight pursues his beloved by making approaches to her. The most obvious way to make an approach is to visit the beloved and put his case in person. However, letters, messengers, and simply sending a spectacular gift can all qualify. When a knight makes an approach to his beloved, he makes a Diplomacy check against a DC equal to her reluctance. If this check succeeds, his beloved's reluctance is reduced by 1.

A knight can't make more than one approach per week, and must always have some grounds for the

 WINNING BELOVED'S LOVE OR FAVORS: GIFTS & DEEDS

GIFTS TABLE

BONUS	GIFT
+5	Significant gift, suitable to beloved.
+8	Very significant gift (twice the value of significant gift), suitable to beloved.
+8	Significant gift, very suitable to beloved*.
+10	Very significant gift, very suitable to beloved*.

*A gift is very suitable to the beloved if it fits particularly well with her interests and needs. The knight must learn quite a bit about his beloved before he can determine what such a gift should be.

DEEDS TABLE

BONUS	DEED	EXAMPLE
+2	Ordinary deed, little chance of failure.	Fighting opponent with CR far below knight's level.
+5	Significant deed, significant chance of failing.	Fighting opponent 1 or 2 CR below knight's level.
+10	Spectacular deed, even chance of failing.	Fighting opponent with CR equal to knight's level.