

# AGAINST the DARKNESS



A Roleplaying Game Of  
Vatican Horror And Conspiracy





# AGAINST the DARKNESS™

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## In This Book

Why in the world do we need another game system? Well, perhaps “need” isn’t the right word, but *Against the Darkness* was conceived as a rules-light system that would allow people to buy the game, learn the rules, generate characters, and begin playing all in the same day. It works just as well for a quick game to provide a night’s diversion or to create a campaign of terror and intrigue in the endless war between good and evil. The rules themselves are not complex because nothing can kill a well-crafted atmosphere of horror and suspense quite as thoroughly as stopping to hunt for something in the rulebook. *Against the Darkness* provides a coherent structure around which to play while at the same time allowing maximum flexibility for roleplaying and story development.

In this rulebook, whether you are a player or a Game Master, you will find everything you need to understand the rules, create characters, and begin playing. In addition there is a short section on some of the differences between running a horror adventure and running the more familiar type of action adventure, and also thoughts on running a campaign of terror and intrigue using the *Against the Darkness* rules system.

Please note – we said that you would have everything in here that you needed to begin playing. This is very different from saying that we have covered every situation that may arise, or have covered all of the abilities, character types, powers, or game experiences that can be played in this genre. In play testing we were able to play action-oriented adventures, light-hearted/humorous adventures, and also horrifying adventures. This variety is supported by the general framework of the rules. Whatever the Game Master or players want to do, this game framework can be modified to allow you to do it. All you need is to be familiar with the general difficulty levels and the players’ desires. If a player wants to do something that fits within the Game Master’s and players’ conceptions of what should be possible in the game, then the GM can assign a difficulty level to the task, identify what Skills are appropriate and let the players roll. *Against the Darkness* is meant to be your game and is here for your enjoyment. Feel free to modify it with house rules and new Archetypes to your heart’s content.

**Disclaimer:** *Against the Darkness* is a game and not an accurate simulation of any church or theology. While we have endeavored to give the game a “realistic” feel to keep it interesting and aid in the players’ suspension of disbelief, a great deal of poetic license has been used to make it fun and exciting. *Against the Darkness* does not claim to accurately reflect any real-world religious thought, belief, or practice nor is it an exercise in comparative religion or satire. This is a game, and its portrayals of church organizations, persons and situations are fictional and not intended to represent real-world structures, theology, or situations.

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Header and Footer text includes excerpts of English translations of the Rite of Exorcism from “The Rituale Romanum” originally written in 1614 under the authority of Pope Paul V.

Three sources were used for the scripture texts in this work: the King James Version; The Holy Bible, New International Version; and the New American Standard Bible. Please refer to the appropriate copyright statement governing the use of each text.

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## Scripture Texts of Word Art:

(Listed in order of appearance.)

- Ephesians, chapter 6, verse 12, King James Version
- Romans, chapter 12, verse 2, New American Standard
- Psalms, chapter 55, verses 5 and 8, New International Version
- Isaiah, chapter 40, verse 31, King James Version
- Second Timothy, chapter 1, verse 7, King James Version
- Matthew, chapter 10, verse 16, New International Version
- Psalms, chapter 144, verses 5-6a, New International Version
- Psalms, chapter 144, verse 1, New International Version
- Psalms, chapter 55, verses 5 and 8, New International Version
- Lamentations, chapter 3 verse 6, King James Version
- Psalms, chapter 55, verse 11, New International Version
  
- Scripture Reference – Page 3 – Revelations, chapter 12 verses 3-4 and 7-9; New International Version
  
- Scripture Reference – Page 40 - Genesis, chapter 6 Vvrses 1-2.

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# Welcome to the Darkness

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**If you gaze for too long into the abyss, know that the abyss also gazes into you.**

- Friedrich Nietzsche

*Against the Darkness* is a game that allows you to dance upon the edge of the abyss and attempt to drive the darkness back into its depths. To do this, however, you must first enter into the shadows where evil dwells. Once there you may come to realize that the illusions by which we tend to live are but a fragile façade that only survive because of the heroes who face the dread terrors and stand against the darkness.

From whence do these terrors come?

*Then another sign appeared in heaven: an enormous red dragon with seven heads and ten horns and seven crowns on his heads. His tail swept a third of the stars out of the sky and flung them to the earth. ...And there was war in heaven. Michael and his angels fought against the dragon, and the dragon and his angels fought back. But he was not strong enough, and they lost their place in heaven. The great dragon was hurled down—that ancient serpent called the devil, or Satan, who leads the whole world astray. He was hurled to the earth, and his angels with him.*

In *Against the Darkness*, the demonic forces began as rebellious angels in Heaven itself and the conflict is perpetuated because Satan is not a good loser.

No one in *Against the Darkness* knows for sure why this war began, but it is commonly believed that it had something to do with pride – Satan was the most beautiful and powerful angel ever created. Whatever the cause, the result is that Satan and his demons seek to destroy God’s Creation, and they have a special enmity for humanity, who God loves. To work against the evil powers of destruction and corruption that gnaw at his beautiful creation God has, throughout time, raised up people to wield a portion of Divine power. Today these are the Justiciars and their power to combat evil comes directly from the Creator.

The campaign world for the characters of *Against the Darkness* is primarily set in the 21st century, but in many ways it is much as the people of the Middle Ages believed the world to be. It is a world where demons, monsters, and sorcery are not just stories to frighten children. They are a grim reality that brings

horror to the most normal of settings in our world. The characters live in our world of business, football, amusement parks, and sitcoms. However, they come to realize that this world of enlightenment, reason, and political correctness is just a Pollyanna fiction that conceals an ageless war being waged between the servants of God and the powers of darkness.

In this exciting game of modern Vatican horror, conspiracy, and investigation, the creatures of myth and nightmare prey upon an unsuspecting humanity. The public at large believes the world to be a world governed by science and reason. It is, literally, the world in which the player (not the character) lives. It is a world that would quite possibly incarcerate someone in an insane asylum if they dared to profess to do battle with demons. Only an elite but steadily shrinking cadre of holy defenders knows the truth and battles the forces of darkness, bringing light and strength to a threatened world.

In *Against the Darkness*, the heroes can be Modern Templars, Treasure Seekers, Dispassionate Experts, Sacred Hunters, Blessed Non-believers or others, who face unspeakable evil with faith, knowledge, determination, and miraculous powers. Adventures can take the characters anywhere in the world, from a desert mission among forgotten ruins to a split-level in suburbia, but no mission is ever accomplished without cost. Despite the miraculous powers and knowledge that the heroes wield, the soul-searing combat endured when battling a true demon is a terrifying proposition. Death, crippling injury, or insanity are likely outcomes and all too often victories are but fleeting moments in the timeless war between good and evil.

Once you have entered the world of *Against the Darkness*, you may become aware that there is as much substance to the world of shadow as most people believe there to be in the material world of science. With this revelation you can never again go back to pretending that the world of the five senses is the only one that matters. Time will tell whether you are consumed by the abyss or whether you are able to stand against the darkness.

Welcome to my world,  
The Evil Overlord

... for we wrestle ~~not~~ against flesh and blood  
but against principalities, ~~against~~ powers,  
~~against~~ the rulers of the darkness of this world,  
against spiritual wickedness in high places.



## Chapter 1: Basic Game Mechanics

Characters in *Against the Darkness* are Justiciars (jus-tih-shee-ers), dispensers of divine justice to the supernatural things in the world. Most are priests or other persons with full-time vocations in the Catholic Church, though there can be exceptions.

### Character Creation

Creating a Justiciar is a simple process with four main steps:

- Assign build points or randomly roll values for the four Attributes
- Assign 4-6-6-8 Task Resolution Dice to Attributes
- Use Skill Points to select Skills and Miracles
- Add personal information about the character

Read through the information on all the Attributes and the Skills and Miracles associated with them. Next take a look at the Resolution Dice. Get an idea in mind of what you want your character to be like, and then use the process to develop the character you want.

An alternate method is to use a character Archetype. (see Appendix 1) These are ready-made Justiciars which represent the most common types of heroes in this world. They are prepared with Attributes, Resolution Dice, Skills and Miracles; all you have to do is add a few details.

### Attributes

The four Attributes are:

- **Corpus** (Body): Corpus is a measure of physical strength, speed, endurance, and beauty. Corpus also provides an indicator of the character's current health; as the Justiciar is damaged, the current Corpus score drops.

- **Mentus** (Mind): Mentus measures how well a being thinks, learns, and reasons. It measures both knowledge and innate intelligence.
- **Spiritus** (Spirit): Spiritus governs force of personality, will power, and social interactions.
- **Fidelis** (Faith): Fidelis represents the character's belief, hope, and genuine faith. It is also a measure of the character's sanity and stability. Fidelis is under constant attack from demonic forces, and can be damaged in spiritual combat.

### Build Methods

All Attributes begin at 1, which is considered the low end of the human norm, and max out at 7, which is the peak of human accomplishment. (Of course, the non-human beings and monsters in *Against the Darkness* are not limited to the human maximum.)

The primary method of character generation is the **point build method**. Each of the four Attributes starts at 1, and each build point spent increases an Attribute by 1 point. For standard games, the starting character has 10 points to spend on Attributes. At least one point must be assigned to each Attribute unless otherwise specified by the Game Master.

If you prefer a **randomly generated** character, simply roll a d6 for each Attribute and add the result to 1 to birth a new character.

#### Character Creation—Point Build Method

Susan uses the **point build method** to create a character. She decides her character, Sister Yvonne, will not be very strong or fast, but will have exceptional faith. Susan wants to assign 5 build points to Yvonne's Fidelis, leaving her 5 points to distribute among the other Attributes. She puts 1 point in Corpus and 2 each in Mentus and Spiritus, then takes a look at the results. Adding the points to the starting value of 1 in each Attribute gives Sister Yvonne: Corpus 2; Mentus 3; Spiritus 3; Fidelis 6. Realizing that a Corpus of 2 means that her character can only be wounded twice before dying, Susan decides that perhaps 2 in Corpus is not high enough. She rearranges her build points to put 2 in Corpus and only 4 in Fidelis, giving Yvonne a result of: Corpus 3; Mentus 3; Spiritus 3; Fidelis 5.

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God, Creator and defender of the human race, who made man in your own image, look down in pity on this your servant † now in the toils of the unclean spirit, now caught up in the

... for we wrestle <sup>not</sup> against flesh and blood  
but against principalities, **against powers,**  
**against** the rulers of the darkness **of this world,**  
against spiritual wickedness in high places.



## Chapter 2: Skills and Miracles

### The Attributes and their related Skills & Miracles

#### Corpus (Body)

Corpus is a measure of physical strength, speed, endurance, and beauty. Corpus also provides an indicator of the character's current health; as the Justiciar is damaged, the current Corpus score drops. Since the current Corpus score is used in Task Resolution, physical damage affects the use of any Skills associated with Corpus.

#### Combat

This Skill gives skill in all forms of combat, grants tactical-reasoning abilities that border on precognition at higher ranks, and makes the weapon in a Justiciar's fist, be it sword, gun, or something odder, an extension of his or her faith and will.

Trivial Tasks: Speak knowledgeably about military tactics or history. Clean and repair most weapons.

Easy Tasks: Conceal small weapons while in appropriate clothing. Modify weapons (guns, swords, or the like) for improved combat capabilities (more Specialties). Use military weaponry. Predict an adversary's tactics, this use is opposed by the enemy's Combat abilities or Cunning.

Moderate Tasks: Repair or modify military weaponry.

Hard Tasks: Conceal bulky or oddly shaped weapons. Simultaneously use two weapons. Trick shots. Using exotic or archaic weapons.

Wondrous Tasks: Never run out of ammo during a battle. Blind fighting. Ensure you always have a weapon hidden (somewhere uncomfortable) on (or in) your body, regardless of how carefully you are searched, through a combination of luck, expertise and sleight-of-hand tricks.

**Opposed Tasks:** Combat covers both offense and defense in battle, and an opponent can use his own

Combat Skill to avoid an adversary's attacks. Characters can also use this Skill to spot concealed weapons.

**Suggested Specializations:** Combat experts can specialize in fighting a specific foe, in a certain type of location, or with a specific weapon, such as Uzis, short swords, nunchucks, or any other weapons the player wishes to designate.

#### Endurance

This Miracle lets the Justiciar ignore the demands of the body, shrugging off pain, fear, hunger, or thirst, surviving conditions that would kill an ordinary man, and even ignoring death temporarily. This Miracle can also be used to attempt to prevent Terror. (see page 32).

Easy Tasks: Ignore pain: for a scene, when making Skill checks the Justiciar acts as if he has his maximum Corpus score, regardless of wounds. Ignore starvation or thirst for a day. (Normal humans can lose a point of Corpus per two days without food, and a point of Corpus per day without water.)

Moderate Tasks: Ignore the effects of an environment that would kill an ordinary human in a matter of hours, such as extreme heat, radiation, or cold. This Miracle lasts for a day.

Hard Tasks: Ignore the effects of an instantly fatal environment (hard vacuum, pressure equal to the ocean floor, lava, open flames, etc.) for a single scene. Each attempt to survive that environment for an additional scene increases in difficulty by +2.

Wondrous Tasks: Remain "alive" for a scene after being reduced to 0 Corpus; during this time, the Justiciar acts as if she has her full Corpus. Each additional scene increases the difficulty of the survival attempt by +2.

**Opposed Tasks:** Endurance can be used to help avoid damage in combat; the Justiciar uses this Miracle as a "body-hardening defense" to reduce the chances of injury. The difficulty is Easy versus one opponent, Moderate against more than one opponent. Success gives a +2 to defense for a scene.

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stripped you of your powers and laid waste your kingdom, bound you prisoner and plundered your weapons. He has cast you forth into the outer darkness, where everlasting ruin awaits

... for we wrestle  
not against flesh and blood  
but against principalities, against powers,  
against the rulers of the darkness of this world,  
against spiritual wickedness in high places.



## Chapter 3: Advanced Mechanics

### Creating Parties

In *Against the Darkness*, characters cannot be strong in everything. Even if a person has the human maximum of 7 in all Attributes, he or she still will not have access to Miracles in every area.

For any adventure, a GM may be able to think of a list of Skills and Miracles that could be useful during play. Many things can be accomplished more than one way. Many can be done adequately by a less-skilled person. However, some tasks in the course of an adventure will need to be successfully accomplished, and a GM should try to be sure that the group of characters involved will be able to do so. The play of the game can really benefit from teamwork, as people cooperate and use their strengths to bolster each other's weaknesses. A GM could encourage this tendency by suggesting ways to build a balanced party, or at least a party with a wide range of Skills and Miracles.

On the other hand, players often have very decided ideas about what they want to play. If everyone in a group of heroes ends up being a strongman and pyrokinetic, the GM should suggest that a variety of Skills might be helpful in dealing with things that cannot simply be beaten or blown up. If there seems to be really only one way to handle a situation, the GM needs to be sure that the Skill or Miracle necessary is represented in the group, or is available through a helpful non-player character contact.

*Against the Darkness* is geared more toward group than individual play, with the opportunity that gives to complement others' strengths. The game system is flexible enough, thought, that it can be used with a group of almost any size

### Character Archetypes

The following are a list of standard character types. While many players will want to custom build their own heroes, or GMs their non-player characters, these ready-made Justiciars represent the most common types of adventurers in this world. Each of the Archetypes below is also available as a mini-character sheet in Appendix Two – a complete character, ready to use; all a player (or GM) needs to do is a little customization. Give the person a name, describe his or her appearance, and add a little background or some individualized effects to create a unique character.

Almost all of the Archetypes are designed using the standard point-build method; the few more-powerful exceptions are listed in a separate section. They are designed for use in a high-powered scenario such as the Nephilim Campaign. (see page 40).

#### Anointed Assassin

The Anointed Assassin is a specially trained soldier who kills for the good of the Church. The character is stealthy, mysterious, amazingly deadly, and extremely clandestine. Only a handful of high-level Vatican officials even know of this deadly killer's existence, and even fewer can call upon his services. Roleplay this character as a stylish killer straight out of a gun-fu movie, complete with thousand-dollar suits, customized handguns, and high-tech gadgets; speak very little, but say something meaningful every time you open your mouth. Or go the other route and accept the challenge of playing a faithless, jocular killer working for a somber, philosophical secret society.

#### Blessed Non-Believer

While the Blessed Non-Believer may work with the Justiciars for the good of humanity, he or she is not part of the Catholic Church and may or may not even share Christian beliefs with the other characters. Whether the Non-Believer is a charismatic Baptist politician, a Muslim *imam* committed to his own faith, a young Wiccan girl with a gift for divination, or an atheist philosopher and

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model of vileness, promoter of heresies, inventor of every obscenity. Depart then, † impious one, depart, † accursed one, depart with all your deceits, for God has willed that man should

... for we wrestle  
not against flesh and blood  
but against principalities, against powers,  
against the rulers of the darkness of this world,  
against spiritual wickedness in high places.



## Chapter 4: Adventures and Campaigns

If you wish to run isolated adventures with *Against the Darkness*, to provide variety for your gaming group, that is a wonderful idea. The easy to learn, casual structure of the rules will make it easy to pull out the game, teach it to people, and begin playing all in the same night. However, if you want to run a complex campaign with ongoing characters over a long period of time – you can do that as well! There are some things that you need to know whether you are going to run a single game or an ongoing campaign.

Running an *Against the Darkness* adventure or campaign will vary with the type of results or effect you want to get, so before you start it would be a good idea to decide what kind of game you and your players want to play. Do you want an action-oriented campaign with heroic battles? Do you want to have quests for lost items of great mystical power? Do you want to have a suspenseful horror campaign against demonic forces? Perhaps you want to have a game of political intrigue marked by eminent men and dark back-room deals. You can do any and all of these things with *Against the Darkness*.

First, let us look at the tone of the adventure.

### Atmosphere

Adventures can be light-hearted, serious, apocalyptic, or a combination thereof.

In a humorous adventure, the players are playing their way through a spoof of horror movies and tales that you have seen or read. Whether someone plays a teenage demon hunter with a keen fashion sense or a klutzy hero who strikes up a relationship with a slightly dysfunctional spirit, you have a situation where the seriousness of the game is overshadowed by the light-hearted fun. There are a lot of options out there in a humorous adventure; it really doesn't matter how the world is going to end as long as they are going to die laughing. Whatever you decide to do, there should be a lot of laughing and fun and players should have

a chance to do pretty much whatever they want as long as it does not spoil the fun of the other players.

In play testing we tried an optional rule, “Always the Right Tool”, that allows the hero with the Combat Skill to draw out whatever weapon he or she wants (see page 42). In the course of the adventure one hero produced everything from a .44 magnum, to a flamethrower, to a super-absorbent roll of paper towels, all from under the same trench coat. It was an hilarious adventure but it did not exactly inspire fear in the players. Still, since *Against the Darkness* uses a more casual system than some games (even in the combat mechanic), it was easy for the player to describe the action as he wished without upsetting the game balance. Even though he was declaring himself to have a flamethrower, it still did only one point of damage, and so to, by the way, did the roll of paper towels when “mopping up the demons.” The feel of the game, however, varied dramatically according to how the action was described. This is just one of many examples of how you can use the casual structure to get the effect you wish.

In a serious adventure, the characters are facing real dangers and the conflict, investigation, and intrigue become the driving force of the game. In serious adventures the heroes may enjoy some humorous moments but overall the dangers are real and the stakes are high, at least for the individuals involved. An example here could be a situation such as a possessed child or a monster that has come to plague a location or town. The situation is serious and the consequences for the priest, child, doctor, and/or community may be grave but the world is not going to end one way or the other. If the hero dies another may need to come, but all will probably be all right with the world. The battle against the darkness is rather like plugging leaks – remedying situations that are askew to return lives to normal.

In the apocalyptic adventure, your players get to experience the world that the Evil Overlord's players have struggled in for decades. All may seem fine at first glance, but the farther the characters go into the game, the more they come to realize that something is terribly, —and horribly—wrong. The fiction pieces in this book

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every onslaught of the infernal adversary, every legion, every diabolical group and sect, in the name and by the power of our Lord Jesus † Christ. We command you, begone, and fly far from



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# Appendix 2: The Indiculum Maleficiorum

## A Short List of Evils

From the seething darkness, the servants of evil strike out to destroy all that is good and wholesome in the world. Only the Justiciars and their allies stand against them, but these servants are powerful foes. If one does not proceed carefully it may be the Justiciars who are enveloped by the rising shadow rather than driving back the night by wielding the light of the Divine.

The GM must be aware of the varying power of the demons and how that relates to the power level of the characters. In general, there are four levels of power to consider in the Indiculum Maleficiorum; they are as follows:

POWER LEVEL	DESCRIPTION	EXAMPLES
Low	Weaker than Basic Characters	Undead Pawns
Moderate	Comparable to Basic Characters	Banshee, Lesser Demon, Golem
Strong	Comparable to Experienced Characters	Aswang, Succubus, Werewolf
Formidable	Very Dangerous; You Go First	Raksha, Vampire

### Aswang

This is a Philippino demon with a reserved and elusive demeanor, capable of taking either human or animal form, such as a dog, pig, or black bird. It usually appears as a bird-demon, all lice-flecked ebony wings and hollow fangs, or it can take the form of a beautiful Asian woman or a withered crone. It must retain human form during the day (often an attractive Asian individual to entice prey) and may hide in communities working at tasks such as butchering where it can be around dead things. It prowls the night searching for dead bodies or sleeping persons and can sometimes be revealed by its sleepless bloodshot eyes. The Aswang extends a long proboscis into the victim to suck blood while making a “tik-tik” sound. Its attacks are birdlike in nature and its un-Holy Aura appears as a storm of stinking black feathers that swirl around it. When becoming intangible, it literally disappears into its feathers.

### Banshee

The Messenger of Death - the Banshee is not so much a ghost as a fey spirit who is said to wail or sing when someone's death is imminent. It often appears in ghostly form or as a young girl dressed in white with long, flowing hair she brushes with a silver comb (an artifact that the banshee may use to lure the unwary to its lair). It has a wail or keening cry that calls the spirits of the living from life to death. This ability can also be used to draw the life from anyone who interferes with the banshee's earthly task. (This is Wrath, taking the form of a wail of

death. Banshees cannot use the Wrath ability during daylight or when on hallowed ground.)

### Goetic Demon

The Goetic (or summoned) demon is a typical possessing demon; if visible at all in its true form, it appears like a hairless cat or monkey, branded with obscene occult symbols. It typically speaks all known languages, and is expert with profanity, riddles, and pessimistic or heretical quotations. It uses its cunning to discover embarrassing secrets about potential exorcists and exercises control over vermin, spiders, and insects. A demon is governed by a true name; if this is discovered, it can be used to banish or enslave the demon. An enslaved demon will follow its master's instructions to the letter, but will pervert their meaning, and will always scheme to corrupt or kill its controller.

A Goetic Demon can inhabit a human body by making an opposed Exorcism check against its victim; success means it enters the body and can control it indefinitely. Discovering a Goetic Demon's true name is a Hard or Wondrous Occultism check.

### Golem

Golems are humanoid statues brought to life by secret rituals found in the Kaballah (a book of Jewish lore), animated by carving the Hebrew word *emet* on their skull. Defacing this carving so it reads *met* (Hebrew for death)

Character Name: \_\_\_\_\_

Position: \_\_\_\_\_

Archetype: \_\_\_\_\_

Narrative/Background: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## Attributes (Skills and Miracles. ‡ indicates those tasks which could be opposed.)

<b>Corpus</b> d	<b>Mentus</b> d	<b>Spiritus</b> d	<b>Fidelis</b> d
Combat ‡	Animation	Cunning ‡	Discernment ‡
Endurance ‡	Genius	Divination	Divine Intervention
Mechanics ‡	Hard Science	Ghostliness ‡	Ecological Dominance
Pyrokinesis ‡	Investigation ‡	Medicine ‡	Exorcism ‡
Raw Physicality ‡	Knowledge	Psychology ‡	Holy Aura
Speed ‡	Occultism ‡	Telekinesis ‡	Sacrificial Healing
Transformation ‡	Technical ‡	Wealth ‡	Stewardship ‡
	Telepathy ‡		Wrath ‡
	Translation		

## SPECIALIZATIONS:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## NOTES / CAMPAIGN INFORMATION:

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### Character Creation Basics:

1. There are four Attributes; values for these range from 1 to 7:
  - Corpus** - Physical abilities and "hit points"
  - Mentus** - Intelligence and brain power
  - Spiritus** - Force of will and personality
  - Fidelis** - Faith and divine power.
2. Each Attribute has a Resolution Die assigned to it. The Resolution Dice are 1-d4, 2-d6 and 1-d8. The character excels in the Attribute to which the d8 is assigned, and is weakest in the Attribute to which the d4 is assigned. Miracles can only be performed with the Attribute to which the d8 Resolution Die is assigned. (*This limitation does not apply to monsters or nonhumans.*)
3. Each character has Skills and Miracles. Like Attributes, they can rank 1 through 7. A Skill or Miracle with a rank of 7 can be further improved by taking Specializations.

### Primary Game Mechanic:

#### Difficulty Checks:

Attribute + Skill/Miracle Rank + Specialization/Bonus + Resolution Die vs. Target Number (for Unopposed checks) or opponent's total (for Opposed checks).

#### Healing:

Use Medicine for *Corpus* damage (First Aid, Paramedic Care or Surgery); Psychology for *Fidelis* damage

#### Working Together:

Use Corporate Prayer (based on *Fidelis*) or Aid (based on any Skill or Miracle).

### Task Resolution:

Tasks are rated by their difficulty. The target range for each difficulty is:

**Easy Tasks: 8-11**

**Moderate Tasks: 12-14**

**Hard Tasks: 15-17**

**Wondrous Tasks: 18+**

### Summary of Skills and Miracles by Attribute: (Miracles listed in bold)

#### Corpus

- Combat - fighting ability
- **Endurance** - resistance to pain and injury
- Mechanics - operate, build and repair machines
- **Pyrokinesis** - mentally start or control fires
- **Raw Physicality** - feats of strength
- Speed - perform tasks and move quickly
- Transformation - limited shapeshifting

#### Mentus

- Animation - create artificial servants
- Genius - supernatural intelligence and memory
- Hard Science - understanding of a specialized scientific subject
- Investigation - detective work and forensics
- Knowledge - understanding of a specialized social or religious topic
- **Occultism** - understanding of magic
- Technical - mastery of complex electronics
- **Telepathy** - reading and influencing minds
- Translation - understand languages

#### Spiritus

- Cunning - negotiation, influence or manipulation
- **Divination** - see or affect the future
- **Ghostliness** - turn invisible or intangible
- Medicine - heal physical (*Corpus*) injuries
- Psychology - heal non-physical (*Fidelis*) injuries
- **Telekinesis** - move objects mentally
- Wealth - business skill and/or disposable income

#### Fidelis

- Discernment - see through lies and illusions
- Divine Intervention - incredible luck
- **Ecological Dominance** - control plants and weather
- Exorcism - cast out possessing demons
- Holy Aura - a divine protective field
- **Sacrificial Healing** - risk injury to heal others
- Stewardship - command animals
- Wrath - destroy enemies through faith