

PENANCE

Church of Absolution - Equipment Slot System

Absolution Through Steel

Generated deck-equipment-system

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Penance: Absolution Through Steel

Version: 2.0 (Equipment System Overhaul) **Last Updated:** October 11, 2025

Faction Identity

Church of Absolution - Aggressive martyrdom specialists - **Philosophy:** "Absolution through suffering. Redemption through sacrifice." - **Playstyle:** Self-harm for burst damage, ally protection, high-risk aggression - **Signature Mechanic:** Blood Offering (discard your own cards for power)

Deck Composition Formula

Variable Deck Size = 10 Universal Core + 6 Church Core + X Equipment + 2 Tactics

Where X depends on Casket class and equipment loadout.

CHURCH FACTION CORE (6 Cards - Mandatory)

These 6 cards define Church identity and cannot be removed or smelted.

1. BLOOD OFFERING (REVISED for Dice System - BALANCE NERF)

Type: Gambit (Self-Harm) **SP Cost:** 0 **Effect:** Discard 2 cards from top of your deck (self-harm). Your next attack this turn: +3 damage, ignores 1 Defense, and **-1 to target number** (easier to hit). **LIMIT: You can only play 1 Blood Offering per turn.** **Keywords:** Gambit, Self-Harm, Buff, Accuracy **Flavor:** "Pain purifies. Blood absolves. Sacrifice ensures the strike."

DESIGN NOTE: Added -1 to target number so that self-harm guarantees better aim. Original version could miss after sacrificing 2 cards, which felt terrible.

BALANCE NOTE (2025-10-16): Added 1-per-turn limit to prevent degenerate turn-1 alpha strikes (original allowed stacking multiple Blood Offerings: discard 6 cards, +9 damage, instant win). Limit maintains power while preventing burst cheese.

2. MARTYRDOM PROTOCOL

Type: Reactive Defense **SP Cost:** 0 **Effect:** When an ally within 2 hexes would take damage, redirect that damage to yourself instead. Gain 1 Heat. **Keywords:** Reactive, Ally, Sacrifice **Flavor:** "I will bear your sins."

3. RIGHTEOUS FURY (Passive - REVISED - BALANCE NERF)

Type: Passive Ability **SP Cost:** N/A **Effect:** Each time an allied Casket is destroyed this mission, gain +1 damage to all attacks permanently for the rest of the mission (stacks). **LIMIT: Max +3 damage from this effect.** **Keywords:** Passive, Scaling, Vengeance **Flavor:** "Their sacrifice will not be wasted. But even fury has limits."

BALANCE NOTE (2025-10-16): Original infinite scaling broke multiplayer (5+ allies destroyed = +5 damage permanently). Capped at +3 damage (still 60% increase on 5-damage attacks) to maintain power while preventing runaway scaling.

4. DIVINE JUDGMENT

Type: Attack (Execute) **SP Cost:** 4 **Range:** Melee (Range 1) **Effect:** Deal 6 damage. If target has 10 HP or less after damage, deal 8 damage instead. **Keywords:** Attack, Execute, Judgment **Flavor:** "The guilty know their sentence."

5. CONSECRATED GROUND

Type: Utility (Zone) **SP Cost:** 3 **Effect:** Create a 3-hex radius healing zone centered on you until end of round. Allied Caskets in this zone recover 2 cards from discard pile at start of their turn. **Keywords:** Utility, Ally, Healing, Zone **Flavor:** "Stand in the light. Be redeemed."

6. LAST RITES

Type: Reactive (Death Trigger) **SP Cost:** 0 **Effect:** When an allied Casket within 3 hexes is destroyed (deck reaches 0), immediately recover 5 cards from your discard pile and draw 2 cards. **Keywords:** Reactive, Ally, Healing, Death Trigger **Flavor:** "Their souls empower mine."

CHURCH FACTION CORE - NEW CARDS (Dice System Optimization)

NOTE: These 7 new cards can be added to Equipment slots (treated as Sigils/Accessories) to optimize for the dice system. They are OPTIONAL additions to enhance accuracy and auto-hit capabilities.

7. DIVINE GUIDANCE (Sigil)

Type: Accuracy Buff **SP Cost:** 1 **Range:** Self **Effect:** Your next attack this turn: **-2 to target number** (easier to hit). If it hits, apply “Blessed” status to target (all allies’ attacks against this target: -1 to target number until end of round). **Keywords:** Accuracy, Buff, Targeting **Flavor:** “The Harmony guides my hand.”

8. MARTYRDOM’S CERTAINTY (Sigil)

Type: Accuracy Buff (Self-Harm) **SP Cost:** 0 **Range:** Self **Effect:** Discard 1 card from deck. Your next attack **cannot miss** (auto-hit) but deals -2 damage. **Keywords:** Gambit, Self-Harm, Auto-Hit **Flavor:** “I give my blood so that justice strikes true.”

9. ZEALOT’S FOCUS (Sigil)

Type: Attack Enhancement **SP Cost:** 0 **Range:** Self **Effect:** **Reroll 1 Attack Die** on your next attack this turn. **Card Count:** ×2 (2 copies) **Keywords:** Reroll, Accuracy **Flavor:** “Failure is not an option when faith burns bright.”

10. RIGHTEOUS WRATH (Weapon Attack)

Type: Attack (Auto-Hit) **SP Cost:** 3 **Range:** Melee (1 hex) **Effect:** Deal 5 damage. **This attack cannot miss.** If target has killed an ally this mission, deal 7 damage instead. **Keywords:** Attack, Auto-Hit, Vengeance **Flavor:** “You killed my brother. Now face holy retribution.”

11. CONFESSION UNDER DURESS (Utility)

Type: Debuff **SP Cost:** 2 **Range:** 2 hexes **Effect:** Target enemy's next attack: **+2 to target number** (harder for them to hit). Draw 1 card. **Keywords:** Debuff, Utility, Control
Flavor: "Speak your sins, and your aim will falter."

12. POINT-BLANK EXECUTION (Weapon Attack)

Type: Attack (Auto-Hit) **SP Cost:** 3 **Range:** 1 hex (adjacent only) **Effect:** Deal 6 damage. **This attack cannot miss.** If attacking from rear arc (hex 4), deal 8 damage instead. **Keywords:** Attack, Auto-Hit, Execute **Flavor:** "Muzzle pressed to steel. The Harmony demands payment."

13. DIVINE JUDGMENT (REVISED)

Type: Attack (High-Cost, Miss Compensation) **SP Cost:** 4 **Range:** Melee (1 hex) **Effect:** Deal 8 damage, ignore 1 Defense. **On Miss:** Recover 2 SP and gain "Judgment Delayed" status (+3 damage to next attack). **Keywords:** Attack, Execute, Miss Compensation
Flavor: "Judgment delayed is judgment magnified."

DESIGN NOTE: This REPLACES the original Divine Judgment (#4 above). Original dealt 6-8 damage conditionally. New version deals 8 flat with miss compensation.

CASKET CLASSES & EQUIPMENT SLOTS

Confessor (Scout - 6 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 1 Accessory
- **Philosophy:** Fast striker, aggressive martyr
- **Total Equipment Cards:** 8-12 cards
- **Total Deck Size:** 26-30 cards

Martyr (Assault - 5 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 2 Accessories
- **Philosophy:** Balanced offense/defense, ally protector
- **Total Equipment Cards:** 12-18 cards
- **Total Deck Size:** 30-36 cards

Crusader (Heavy - 4 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 3 Accessories
- **Philosophy:** Tank, defensive support, endurance warfare
- **Total Equipment Cards:** 15-24 cards
- **Total Deck Size:** 33-42 cards

Cathedral (Fortress - 3 SP)

- **Equipment Slots:** 1 Weapon (2-handed) OR 1 Weapon + 1 Shield + 4 Accessories
- **Philosophy:** Immovable fortress, overwhelming power
- **Total Equipment Cards:** 18-30 cards
- **Total Deck Size:** 36-48 cards

SAMPLE BUILDS

BUILD 1: “Aggressive Martyr” (Confessor - Scout)

Casket Type: Confessor (Light, 6 SP)

Equipment Loadout: - **Weapon:** Longsword (6 cards) - **Offhand:** Buckler Shield (2 cards) - **Accessory:** Martyr’s Brand Sigil (3 cards) - Church-exclusive

Tactics (choose 2): - Flagellant’s Zeal - Crusader’s Vow

Total Deck: - 10 Universal Core - 6 Church Faction Core - 11 Equipment (6 + 2 + 3) - 2 Tactics - **Total: 29 cards** (fast cycle, aggressive)

Playstyle: - Use Blood Offering turn 1 for massive alpha strike - Longsword provides reliable melee offense (Slash, Thrust, Parry) - Buckler provides light defense without slowing you down - Martyr's Brand allows ally protection (Redirect Damage) - Crusader's Vow keeps SP costs low while healthy

BUILD 2: "Defensive Support" (Martyr - Assault)

Casket Type: Martyr (Medium, 5 SP)

Equipment Loadout: - **Weapon:** Mace (5 cards) - **Offhand:** Tower Shield (4 cards) - **Accessory 1:** Martyr's Brand Sigil (3 cards) - **Accessory 2:** Reinforced Plating (3 cards)

Tactics (choose 2): - Last Rites (already in Core, DON'T duplicate) - Absolution

Total Deck: - 10 Universal Core - 6 Church Faction Core - 15 Equipment (5 + 4 + 3 + 3) - 2 Tactics - **Total: 33 cards** (balanced, tanky)

Playstyle: - Tower Shield + Reinforced Plating = massive defense - Mace provides armor-breaking offense (Shield Break, Stun Strike) - Martyr's Brand + Martyrdom Protocol = ally protection specialist - Absolution purges Heat and recovers HP - Slow but unkillable support tank

BUILD 3: "Self-Harm Berserker" (Crusader - Heavy)

Casket Type: Crusader (Heavy, 4 SP)

Equipment Loadout: - **Weapon:** Greatsword (8 cards, 2-handed) - **Offhand:** EMPTY (2-handed weapon) - **Accessory 1:** Repair Sigil (2 cards) - **Accessory 2:** Heat Sink Sigil (2 cards) - **Accessory 3:** Spike Plating (2 cards)

Tactics (choose 2): - Flagellant's Zeal (burst SP) - Absolution (purge Heat, recover HP)

Total Deck: - 10 Universal Core - 6 Church Faction Core - 14 Equipment (8 + 0 + 2 + 2 + 2) - 2 Tactics - **Total: 32 cards** (heavy offense, self-destructive)

Playstyle: - Spam Blood Offering + Greatsword Cleave for AoE devastation - Flagellant's Zeal provides burst SP for massive turn - Repair Sigil + Absolution recover HP after self-harm - Heat Sink keeps Heat manageable - Spike Plating punishes melee attackers - Play on the edge of death, use self-harm as a weapon

BUILD 4: "Ranged Martyrdom" (Martyr - Assault)

Casket Type: Martyr (Medium, 5 SP)

Equipment Loadout: - **Weapon:** Crossbow (5 cards) - **Offhand:** Kite Shield (3 cards) - **Accessory 1:** Martyr's Brand Sigil (3 cards) - **Accessory 2:** Targeting Sigil (3 cards)

Tactics (choose 2): - Righteous Fury (already in Core, DON'T duplicate) - Crusader's Vow

Total Deck: - 10 Universal Core - 6 Church Faction Core - 14 Equipment (5 + 3 + 3 + 3) - 2 Tactics - **Total: 32 cards** (ranged support)

Playstyle: - Crossbow allows safe ranged attacks (Aimed Shot, Suppressing Fire) - Kite Shield provides mobile defense - Martyr's Brand + Martyrdom Protocol protect allies from range - Targeting Sigil improves ranged accuracy (Aim Assist, Lock-On) - Stay at distance, support team, redirect danger

CHURCH FACTION TACTICS (Choose 2 from 5)

TACTIC 1: RIGHTEOUS FURY

Type: Passive **SP Cost:** N/A **Effect:** Each time an enemy Casket is destroyed this mission, gain +1 damage to all attacks permanently for the rest of the mission (stacks). **Strategic Use:** Scales with kills, incentivizes aggressive play **Notes:** Already in Faction Core - DO NOT TAKE THIS AS TACTIC

TACTIC 2: FLAGELLANT'S ZEAL

Type: Gambit (One-Use) **SP Cost:** 4 **Effect:** Discard 5 cards from top of your deck (self-harm). Gain 5 SP immediately (in addition to normal SP). Once per mission. **Strategic Use:** Burst SP for alpha strike or desperate last stand **Keywords:** Gambit, Self-Harm, SP Burst **Flavor:** "Suffer now. Triumph later."

TACTIC 3: LAST RITES (Duplicate Check)

Type: Reactive (Death Trigger) **SP Cost:** 0 **Effect:** When an allied Casket within 3 hexes is defeated (deck reaches 0), immediately recover 5 cards from your discard pile and draw 2 cards. **Strategic Use:** Profit from ally deaths **Notes:** Already in Faction Core - DO NOT TAKE THIS AS TACTIC

TACTIC 4: ABSOLUTION

Type: Utility (Purge) **SP Cost:** 5 **Effect:** Remove all Heat. Recover 3 cards from discard pile. Gain 1 Taint. **Strategic Use:** Emergency recovery, but increases corruption **Keywords:** Utility, Heat, Healing, Corruption **Flavor:** "Forgiveness has a price."

TACTIC 5: CRUSADER'S VOW

Type: Passive (Conditional) **SP Cost:** N/A **Effect:** While you have 20 or more cards remaining in your deck, all attack cards cost -1 SP (minimum 1). **Strategic Use:** SP efficiency in early game **Keywords:** Passive, Conditional, SP Efficiency **Flavor:** "The strong need no hesitation."

FACTION STRENGTHS

- High burst damage (Blood Offering + Divine Judgment, limited to 1 Blood Offering/turn)
- Strong ally support (Martyrdom Protocol, Consecrated Ground, Last Rites)
- Scaling power (Righteous Fury caps at +3 damage, still strong)
- Flexible builds (melee DPS, ranged support, tank, berserker)
- Resource recursion (Consecrated Ground, Last Rites recover cards)

BALANCE NOTE (2025-10-16): - Blood Offering limited to 1 per turn (prevents turn-1 alpha strike) - Righteous Fury capped at +3 damage (prevents infinite scaling in multiplayer)

FACTION WEAKNESSES

- Self-destructive (many abilities harm you)
- Heat management issues (Martyrdom Protocol, Tower Shield generate Heat)
- Reliant on allies for some mechanics (Last Rites, Martyrdom Protocol)
- Low sustain without Repair Sigil (self-harm spirals down fast)
- Vulnerable when isolated (support mechanics need allies)

TACTICAL TIPS

Early Game (Turns 1-3)

- Use Blood Offering turn 1 for alpha strike
- Position aggressively (Martyrdom Protocol lets you tank for allies)
- Save Consecrated Ground until you're at ~15 HP

Mid Game (Turns 4-6)

- Trade HP for positioning (you have healing)
- Use Divine Judgment as execute (when enemy at 10 HP or less)
- Protect allies with Martyrdom Protocol (builds Righteous Fury stacks)

Late Game (Turns 7+)

- If Righteous Fury has +3-4 damage, you dominate
- Use Flagellant's Zeal for last desperate push
- Absolution if Heat is critical (5 SP expensive but worth it)

COUNTER-PLAY (How to Beat Church)

- Target their HP early (they rely on self-harm, accelerate it)
- Spread damage (don't feed Righteous Fury kills)
- Attack from range (melee Church builds are most dangerous)
- Destroy Primary Weapon early (no weapon = no threat)
- Inflict Pilot Wounds (PTSD ruins their aggression)
- Isolate them from allies (many mechanics need team)

CAMPAIGN PROGRESSION

Starting Loadout (Mission 1)

- Weapon: Longsword (4 Scrap to craft)
- Offhand: Buckler Shield (2 Scrap to craft)
- Accessory: None (can't afford yet)
- **Total: 6 Scrap investment**

Mid-Campaign (Mission 5-10)

- Upgrade to Mace or Greatsword
- Add Martyr's Brand Sigil (5 Scrap, faction-exclusive)
- Add Reinforced Plating (4 Scrap)

Late-Campaign (Mission 15+)

- Acquire looted cross-faction equipment (Dwarven Warhammer, Elven Bow)
- Upgrade to Heavy or Fortress Casket (more accessory slots)
- Stack defensive Sigils for endgame survivability

VERSION 3.0 OPTIONAL RULES

Church Interactions with Taint Exploitation

Taint Philosophy: Church pilots **embrace Taint as martyrdom fuel**. They willingly corrupt themselves for power.

Faction Bonuses: - **Martyrdom Training:** Church pilots start with **Grit 1** (instead of Grit 0) - **Zealot Resistance:** Corruption Save is **3+ instead of 4+** (50% more resistant) -

Taint Fuel: Church gains Taint normally but can spend it more efficiently

Church-Specific Taint Cards (if using Taint Exploitation): - **Blood Offering:** Now also grants +1 Taint (in addition to self-harm) - **Absolution** card: Remove all Heat, recover 3 cards, gain 1 Taint - **Flagellant's Zeal:** Discard 5 cards, gain 5 SP, gain 2 Taint

Taint Martyr Build: 1. Use Blood Offering repeatedly (stack Taint to 5-7) 2. Spend 2 Taint on "Tainted Fury" (+2 damage) 3. Attack with +3 (Blood Offering) +2 (Tainted Fury) = +5 damage burst 4. Risk Corruption at 10 Taint, but Corruption Save 3+ protects you 5. If Corrupted, "Mutation" result grants Clawed Limb (+1 melee damage permanent)

Strategic Use: Church can safely operate at 7-8 Taint (Danger Zone) due to +1 Corruption resistance. Use Taint as offensive resource (spend enemy Taint) and defensive burst (Tainted Fury).

Church Pilot Grit System

Starting Grit: 1 (Martyrdom Training) - All Church pilots start at Grit 1 (instead of Grit 0) - Represents zealot conditioning and pain tolerance training

Grit Progression: - Mission 5: Grit 2 (instead of requiring 10 missions) - Mission 15: Grit 3 (instead of requiring 20 missions) - Fast-track: Survive 1 Severe Injury → immediate Grit 2

Grit Check Example (Church Pilot, Grit 2):

Trigger: Neural Feedback (5 Component Damage)

Roll: 1d6 + 2 Grit = 5

Result: Tough It Out (Severe Injury becomes Minor)

Outcome: Church pilot shrugs off permanent injury through willpower

Thematic Fit: Church pilots are trained to endure suffering. They start tougher and progress faster than other factions. Martyrdom philosophy grants mechanical resilience.

END OF DOCUMENT

“We bleed to absolve. We kill to repent. We die to be forgiven. Taint and pain are our sacraments.”

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