

PENANCE

Church of Absolution - Equipment Slot System

Absolution Through Steel

Generated deck-equipment-system

Church of Absolution - Equipment Slot System

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)

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). **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.

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)

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). **Keywords:** Passive, Scaling, Vengeance **Flavor:** "Their sacrifice will not be wasted."

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 Resonance 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 Resonance 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)
- Strong ally support (Martyrdom Protocol, Consecrated Ground, Last Rites)
- Scaling power (Righteous Fury gets stronger with each kill)
- Flexible builds (melee DPS, ranged support, tank, berserker)
- Resource recursion (Consecrated Ground, Last Rites recover cards)

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

END OF DOCUMENT

“We bleed to absolve. We kill to repent. We die to be forgiven. This is the way of the Church.”