

CAT

CATEGORY RATING SYSTEM

Please circle clearly

MISSIONS SURVIVED:

CATEGORY AFFECTS THE
PARAMETERS AND
EFFECTIVENESS OF POWERS**PSYCHE** ○○○1/2 CAT, rounded up.
Use for your powers

REGISTERED KIT

KIT POINTS: ○○○○○○○○○○

Spend KP to pull out the following items any time:

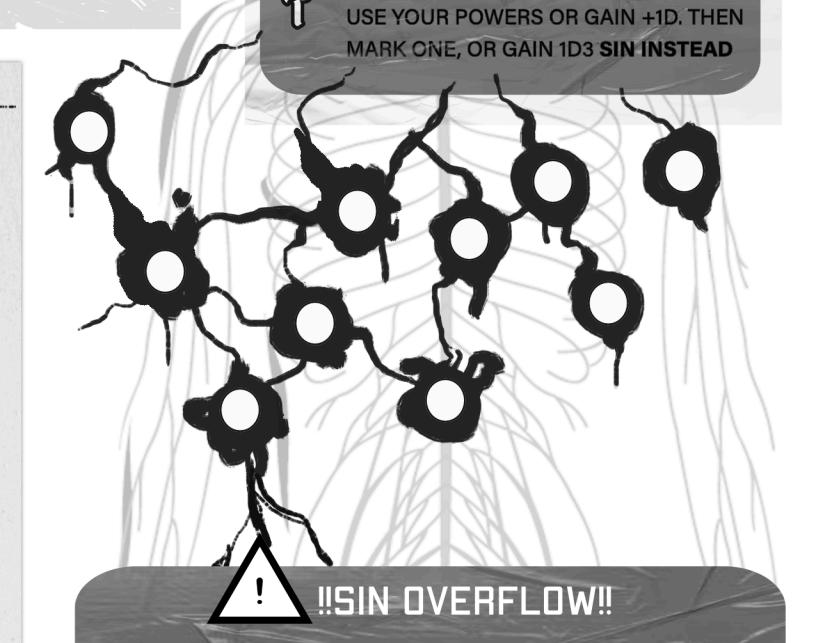
Description

SERVICE WEAPONS (2 KP): CAT 0 and may be upgraded by spending 3 scrip (Max CAT 3)

ISSUE UNIFORM (0 KP)

NOTEBOOK, PEN (1 KP)

MATCHBOOK (20 MATCHES), CLEAN HANDKERCHIEF (1 KP)



!!SIN OVERFLOW!!

Give up or make a resistance check.

Resistance: Roll 1d6 and add 1 for each sin mark. Gain a sin mark on a total result of 7 or lower and keep control. A result of 1 always succeeds. On success, clear all sin, gain a sin mark then permanently cross out two boxes. Otherwise, give up.

**SCRIP:**

Paid out per mission (5: success, 3: spare, -1: failure, +3 advance)

**SIN MARK**

Evolve with an advance

Evolve with an advance XX0018
as above, so below

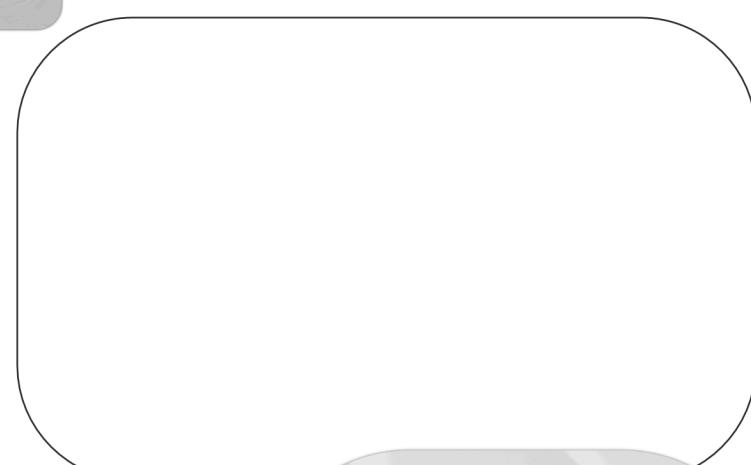
CAIN

REGISTERED ABILITIES**AGENDA**

AGENDA ABILITIES

Describe registered agenda here.
Swap agendas between missions. Keep any **bolded** items.
Spend an Advance to gain a new ability. 5 abilities max.

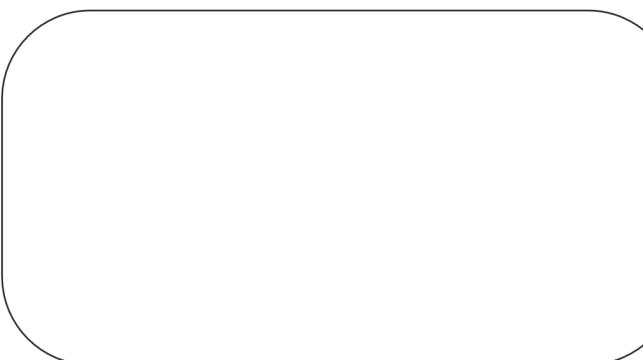
AGENDA ITEMS

**BLASPHEMY:**Describe registered psychic phenomena.
Keep sticker attached at all times.
Spend an Advance to gain a new power.
Spend an Advance to gain a new blasphemy. If you do, cross out a sin box, and increase xp to advance by +1

PASSIVE



OBSERVED POWER

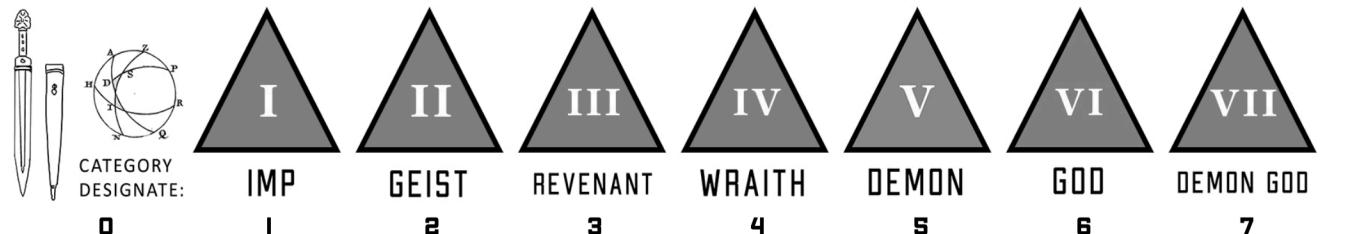


OBSERVED POWER



FIRMLY AFFIX ALL STICKERS

DOCREF XX0012
As above, so below



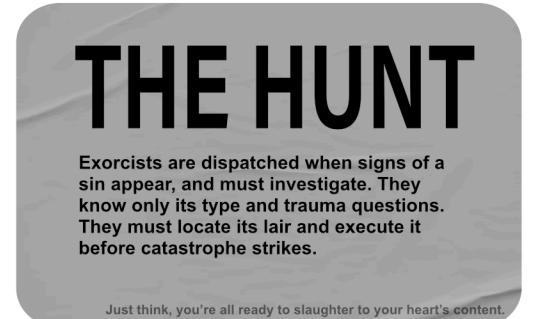
| PEOPLE | One | A few | Small group | Large group | A Crowd | A large crowd | Thousands of people | Many thousands of people |
|---|---------------|-----------------|-------------------|----------------|-------------------|---------------|----------------------|--------------------------|
| SIZE | Human Size | Heavy Furniture | Large animal | Vehicle | Large vehicle | Building | Large building | Skyscraper |
| AREA | Personal | A few people | Entire Room | A few rooms | Whole building | A city block | A whole neighborhood | A whole town |
| DISTANCE (0-2 Short) (3-4 Long) (5+ Extreme) | Touch | Same Room | Across the Street | Down the Block | A few blocks away | Across town | Visual range | Over the horizon |
| SPEED | Average human | Fast human | Fast animal | Car | Train | Maglev | Airliner | Jet Fighter |
| MAGNITUDE | Small | Noticeable | Large | Very Large | Massive | Destructive | Overwhelming | Cataclysmic |

Use CAT 0 when describing general human or mundane capabilities.

Well trained humans can sometimes reach CAT 1.

Higher CAT effects vs **lower CAT** targets are **more effective** and may not even require a roll if they are 3 or more lower.

Lower CAT effects vs **higher CAT** targets are **less effective**, more risky, or harder, and may be impossible if they are 3 or more higher.



ATTACH MISSION FLOW MATRIX

1. BRIEFING
2. ARRIVAL
3. TRACK
4. INVESTIGATE
5. PREPARE
6. CONFRONT
7. EXECUTE

Return for debrief.
RNR allowances.

FIND THE PALACE
A sin creates a parasitic pocket dimension. It cannot be slain outside. Enter the palace and execute it.

ERADICATE THE VERMIN



AFFIX TALISMANS FIRMLY



Slash when a scene passes, or a '1' is rolled on risk (once per scene only).

Slash when tension fills out, degrading the situation.



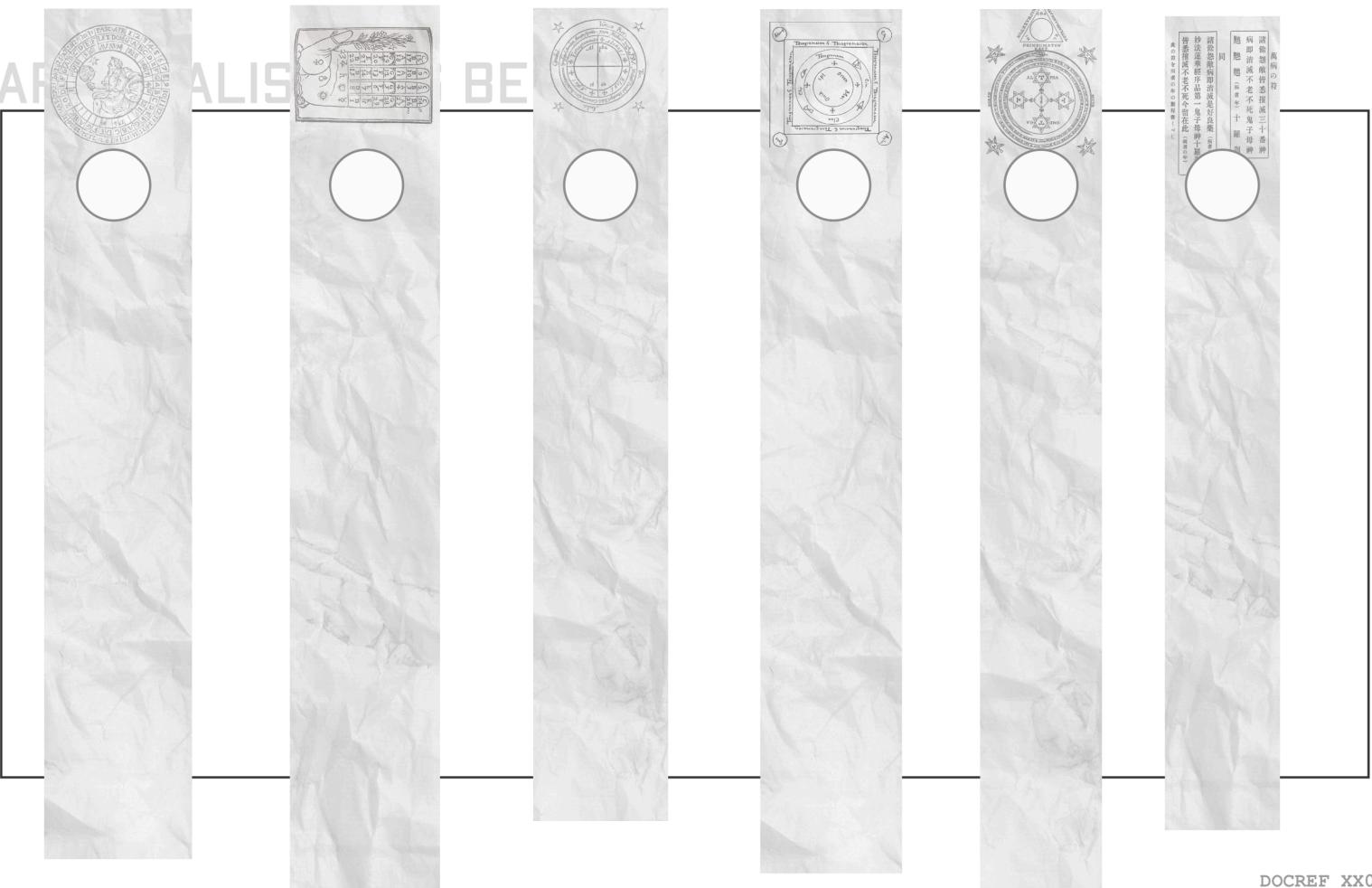
INSTRUCTIONS: Write what each talisman represents, write length in circle (2-short, 3/4 medium, 5/6 long), slash 1 for each success when acting. Actions that don't fill it up represent partial progress.

Increase pressure by 1, then clear tension. Then: Send minions/Ambush the exorcists/Involve authorities/Separate someone/Force a difficult choice/Escalate the situation/Afflict an exorcist/Start or progress a ticking clock/Use a domain/Threaten or twist an NPC/Introduce a new obstacle

The situation gets out of control. The sin increases in CAT by +1 and things get worse.

REST

Characters rest as a group. Increase pressure by 1, and roll 2d3. Then for each d3, gain that many psyche burst, heal that much stress, or untick a hook.



SIN

RECORDED MANIFESTATION FIELD SHEET

INSTRUCTIONS:

- RETREAT TO SAFE DISTANCE
- DO NOT MAINTAIN EYE CONTACT
- IMMEDIATELY CALL 994



TRAUMAS

RECORDED TRAUMAS

- 1.
- 2.
- 3.

| VITAL INFORMATION CARD | | | | | | |
|---|----|-----|----|---|----|-----|
| NAME : _____ | | | | | | |
| Refrain from speaking name aloud | | | | | | |
| HOST : _____ DECEASED? <input type="checkbox"/> | | | | | | |
| EXECUTED (MM/DD/YYYY) : _____ / _____ / _____ | | | | | | |
| TYPE : _____ | | | | | | |
| FORM (Circle) : I II III | | | | | | |
| CATEGORY (MARK CLEARLY) : | | | | | | |
| I | II | III | IV | V | VI | VII |
| Please promptly file card | | | | | | |



AFFIX EXECUTION TALISMAN BELOW. SLASH WHEN TAKING HARM.



7+PRESSURE+CAT

After 4 slashes, must retreat to palace until pressure increases and heal 1d3, or 2d3 if full. Cannot retreat inside palace, and instead is at the mercy of exorcists if full.

EXECUTION

- EXECUTE
 - FAIL
 - SPARE
- Sparing requires at least 1 trauma*

CONFLICT

ATTACK

Attack with:

Inflicts stress: (1) 5 stress,
(2/3): 3 stress, (4+) 2 stress

Adjust up or down by +1 depending on situation.



SEVERE ATTACK

Only usable on a 1, once a scene. Check sin sheet for details.

COMPLICATE

Add a twist to the fight. Complications can:

- make something **hard**
- deal 1 **stress** a round to all exorcists
- make the sin take **1 less slash** on its talisman under certain circumstances
- make the sin deal **1 more stress** under certain circumstances
- change the parameters of the fight

The same effect **cannot stack** with itself.

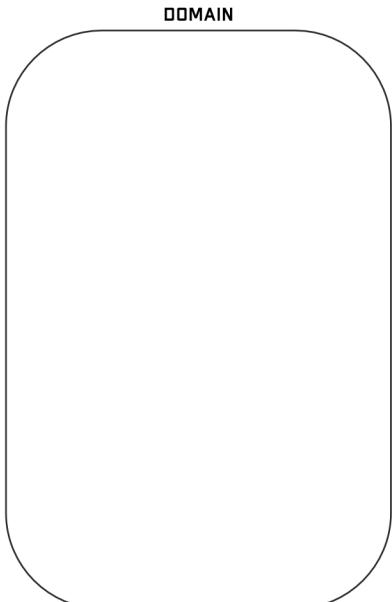
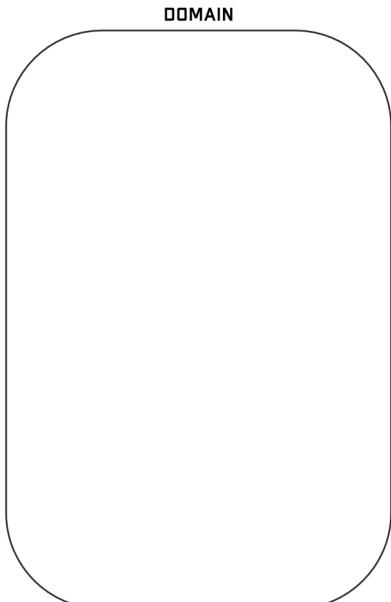
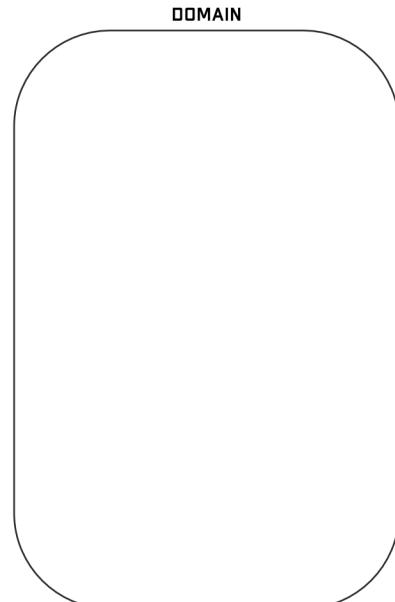
Complications are worse and take more effort to deal with the worse the reaction die (4-6): 2 talisman, (2-3): 4 talisman. (1): 6 talisman. Add a complication up to **three times** per conflict scene total.

THREATEN

Threaten a worse consequence, once a round. An exorcist must immediately make an action toll to try and counter the threat. Threats can, if executed:

- **Inflict stress:** (1): 1 injury, (2-3): 5 stress. (4-6): 3 stress
- **Separate an exorcist** completely, or
- **Afflict** an exorcist, or
- Cause **collateral damage**, or
- Massively change the parameters of the fight

Or improvise: (1) Strongest reaction, (2/3) strong reaction, (4/5) Weaker reaction, (6) Weakest reaction.



FIRMLY AFFIX ALL STICKERS

DOCREF XX0121
As above, so below