

Vice Versa

A psychological tabletop role-playing game for 3 or more players

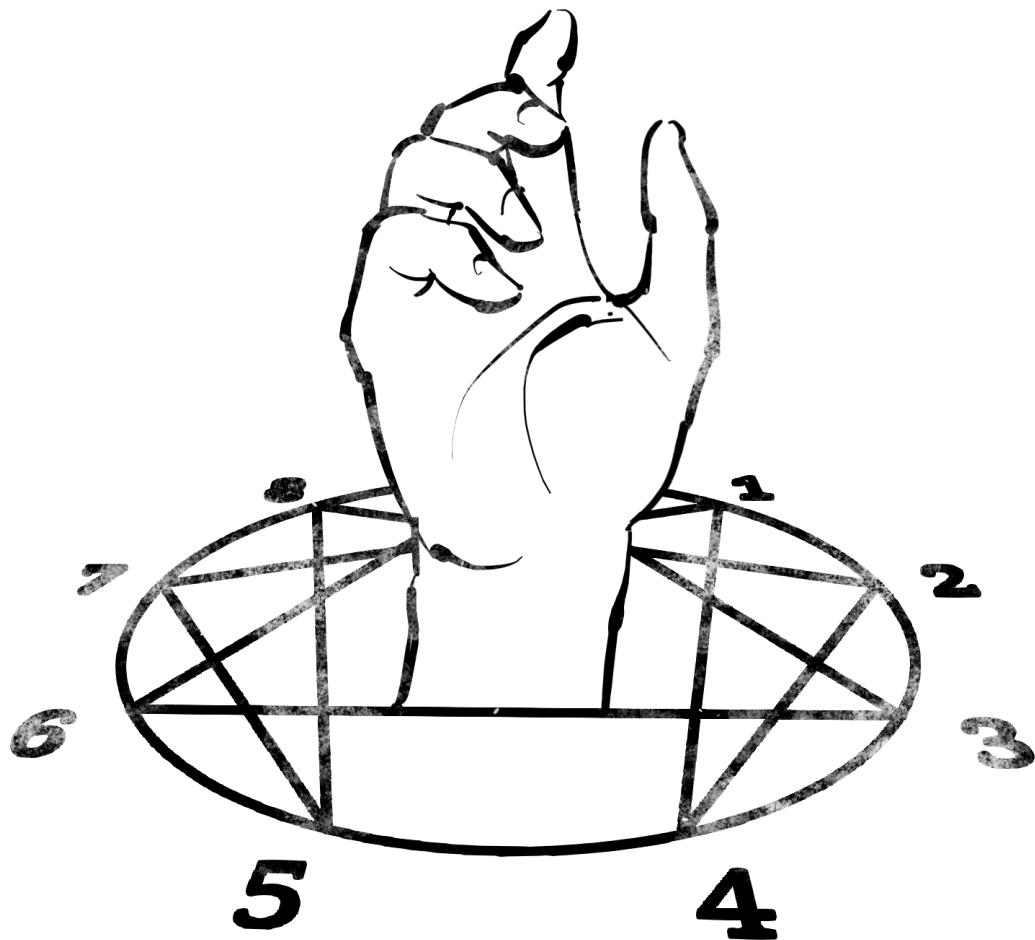
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The enneagram becomes a living engine for narrative, conflict, and character growth. How will you use it to tell your stories?

Instruction Book

Read This First!

Dealing With Difficult Subject Matters

Vice Versa uses the concept of the Enneagram as its basis. Likely, the people you play with will consciously or unconsciously associate themselves with one of the nine types in real life. Demons represent the darkest, most unhealthy aspects of each type and are often shaped by personal experiences and trauma. Because of this and the themes of introspection and confronting uncomfortable truths inherent to the game, some players may find aspects (especially Demons) difficult to talk about when playing.

As a GM - Make sure players understand the type of game they are getting into.

Explain the tone of the game you wish to run and how deep you plan to examine the events/traumas that make up a demon. Encourage them to enter the game with an open mind, but be receptive to any concerns they may have. If players start to feel too distressed, it is your responsibility to reel things back in. The most important thing is that everyone at the table feels safe while playing the game, even if their characters feel far from it.

As a Player - You should approach Vice Versa with an open mind, and allow yourself to be uncomfortable at times. You will get the most out of this game if you are receptive to diving into the darker parts of the psyche and confronting it, rather than burying it deeper. An encounter with a demon should be a visceral and challenging scene, and part of playing this game means agreeing to that. However, if you have serious concerns, you should consult with the GM before playing.

The X-Card

You may consider using the 'X-Card' in your game if you are worried about content that will cause a problem at the table. You can write an 'X' on an index card and place it in the middle of the table for anyone to tap if they want to move on from a topic. If someone taps the card, the GM knows to dial back or abandon the topic that triggered the tap.

What Are Demons?

The voice inside your head. Your hidden urges. Your deepest fears. Your trauma. Your most hated flaws. The horrific physical manifestation of everything wrong with you. This is a Demon. Every human being has a Demon, but most of the time they are dormant and repressed. When people are unhealthy, their Demon influences them. It speaks in their head, goading them into giving in to their worst aspects. For most people, this is as much control as their Demon can have over them. However, when someone faces something so traumatic that it pushes them over the edge, when the weight of the world becomes impossible to bear, the Demon is in charge. When a Demon becomes the primary force in the body, it is called a Possession. The human still has an amount of control, but their Demon's commands are no longer able to be ignored. Left unchecked, a Possession will usually end with the Demon destroying the human's life or outright ending it. When the situation becomes this drastic, the Demon must be expelled and confronted.

What You Will Need

- 1 Player Sheet for each person
- 1 d20
- 3 d6
- 3 d4
- 2 sets of Type Cards (9 total)

Before the Game

Before a game can begin, one player must choose to be the Game Master (GM) and create a campaign for the rest of the players to roleplay.

Once the players have decided on a GM and the GM has created a campaign, the group can begin the game.

Beginning the Game

Creating Characters

Determining Types

Every player must create their character before the first chapter of the game begins. Shuffle a deck of 18 Type Cards (2 cards per type). To determine their character's class, each player must draw some Type Cards from the top of the deck - three if there are fewer than or equal to six players, and two if there are more. The player picks the type they will play as from that amount and discards the rest. Once they decide on their type, each player must notify the GM of what type they have chosen.

Filling out the Character Sheet

After every player has chosen a Type Card, they should be given the Character Sheet for their specific type. This will let them know their type's individual stats, as well as how their type must be roleplayed.

Once every player has their type's Character Sheet, players must fill out their Player Sheet according to the special abilities and skills the type grants.

- At the top of the Player Sheet, write the name of the character you will be roleplaying, as well as the type written on the Type Card.
- Under the "Base Stats" section, write down your starting Health Points (HP), HP threshold, Base Attack Bonus (BAB), Armor Class (AC), and Damage, which are all found on your Character Sheet.
- Write down your starting mana. Every player starts with 1 of each type of mana.
- Pick 2 general abilities. Every type has access to the same list of general abilities. The descriptions for each ability are listed under the "General Abilities List" section of this rulebook. Choose any 2 and write them down in the "General Abilities" subsection.
- Pick 3 abilities specific to your type's groupings (Hornevian and Harmonic). The names of the abilities available to you are found in your Character Sheet. All of the ability descriptions and mana costs are listed in the "Abilities List" section of this rulebook. You may choose 1 Hornevian Triad ability and 2 Harmonic Group abilities. Write them in the "Special (Hornevian Triad + Harmonic Group) Abilities" section.

- You will add 2 abilities that are specific to your type. These abilities are listed on your Character Sheet. One of these has to be your type's passive ability (this will be the first one listed), and you can choose the other one. Write both down in the "Special (Type-Specific) Abilities" section.
- Do not fill in the "Special (Post-Awakening) Ability" section yet.
- Each type gets two skill proficiencies, determined by its Center of Intelligence (Col). These proficiencies may be used for skill checks or for saving throws throughout gameplay. Write down these two proficiencies in the "Skill Proficiencies" section.
- You may choose to write down the type setbacks and demonic behaviors for your type, under the "Type Setbacks" and "Demonic Abilities" section, but this is an optional step.

Once all of the players have created their characters, the first chapter of the game can begin.

Chapters

The game takes place over a variable number of chapters. The suggested number is 5, but the GM can change this as needed for their desired narrative. Each chapter corresponds to a set amount of in-game time, which the GM can decide on (1 day, 5 hours, 2 minutes, etc.).

It is up to the GM to weave all of the chapters together into a narrative.

Each chapter is broken down into 4 phases:

- 1. GM Phase:** During this phase, the GM announces what has progressed in the game's narrative. This includes covering the results of the players' actions from the previous chapter, if applicable. They then describe the scenario for the current chapter – usually an enemy encounter or a moral dilemma.
 - Note that if the group encounters an enemy, once they begin fighting, they will enter a Combat scenario, which is broken down differently than typical gameplay. Check the "Combat" section for information on how this should play out.
- 2. Investigation Phase:** During this phase, players utilize their abilities and skill proficiencies to gather information about the current scenario. This can involve asking the GM questions, if any players have the ability to do so. The phase ends once all players decide to move on to the discussion phase.

3. **Discussion Phase:** During this phase, players are free to discuss among themselves to plan their actions. This includes deciding what moves each player will use and in what order they will act. The phase ends once all players have come to a consensus on what to do.
4. **Action Phase:** Each player acts once, in the order that was determined during the discussion phase. The phase ends once every player has acted.

These 4 phases repeat until the GM has determined the current chapter has reached its narrative conclusion.

The GM Phase

Managing Damage and Mana

The goal of a GM phase is to put players in a situation that will change their HP – that usually means increasing it, to get the players' demons to awaken. The GM should use their knowledge of each player's type to most effectively lower their HP. Check the Character Classes for information on how each type responds to specific stressors.

It is also the responsibility of the GM to reward mana to players throughout gameplay. Mana is essential for player actions, and though players *might* have abilities that can greatly restore their own mana, it is ultimately up to the GM to provide players with enough mana to act often, without giving them so much that there is no tension. How much, and how frequently, mana is rewarded depends on the GM's own judgement. Typically, mana should be rewarded after risky plays during enemy encounters, after successfully accomplishing a difficult task, and for accurate roleplay.

GM Combat

During an enemy encounter, the game exits regular gameplay and enters a Combat Scenario, in which chapters are replaced with rounds, and there is a different order to phases. GMs will assume a different responsibility during combat, as they will be in charge of how each threat acts during the battle. See the Combat section for how these encounters will play out.

Player Phases

The Difficulty Class (DC), or target number required to perform an action successfully, is based on how much damage the player has taken. So, the greater the difference

between current and maximum HP, the higher the minimum number to roll. A player's capacity to perform certain actions is determined by their mana. Different attacks will cost different amounts of each of the three types of mana – gut (GT), heart (HT), and head (HD) – and each character type will prefer to use more of a specific type of mana. What type of mana a character type will prefer is determined by their Col.

During their turns, players may choose to make skill checks, or may be forced to by the scenario the GM has put them in. When making a skill check, a player must roll a d20 against a GM-determined DC for the action – if the number rolled is higher than the DC, then the action is successful. When rolling, if a player has a proficiency in that type of skill, add a proficiency bonus of 3 to the total. Additionally, any player may spend one mana of the associated Col for the skill to gain a proficiency bonus of 3 in the skill for that roll. These two proficiency modifiers can stack.

The different kinds of skill proficiencies are:

GUT (can be boosted with GT mana):

Intuition – A gut feeling, pattern recognition on an instinctual level.

Composure – The ability to keep cool and focus in otherwise stressful situations.

HEART (can be boosted with HT mana):

Insight – Emotional investigation. How does this person feel? Are they lying to me?

Influence – Someone's charisma, or ability to persuade with words.

HEAD (can be boosted with HD mana):

Deduction – Used for logical reasoning.

History – Knowing facts. This is any factual knowledge from the past.

If a player's action, or some other event during gameplay, lets them gain multiple mana of their choice, they can split the mana type (e.g., 1GT + 1HT as opposed to 2GT).

Combat

Combat occurs when the players must fight a threat. Usually, this means a confrontation with an enemy or an awakened demon. (See more on fighting demons in

the “Demon Battles” section.) When the players enter combat with a threat, they exit regular gameplay and enter the Combat Scenario, which has separate rules for taking actions. The game cannot end while in combat.

Rounds and Phases

A *round* in combat represents when each participant has taken their turn. Once a round is over, the next round begins.

Rounds take place outside of the regular scenario, meaning they do not count towards the overall chapter limit of the game. They also do not follow the standard phase order of a regular turn.

Each round is broken into two phases: the Threat Phase and the Player Phase. The Threat Phase always leads the round, unless the GM determines that the players have an advantage, such as by sneaking up on an enemy. In such a case, the player phase will occur first in the round for the entire encounter.

1. **Threat Phase:** During the Threat Phase, each enemy/threat active in the combat takes its turn in an order determined by the GM. It is up to the GM to determine what moves the active threat(s) take. This phase ends once each threat has taken its turn.
2. **Player Phase:** During the Player Phase, the players can take their turn in any order the group decides. Players are allowed up to 2 actions per turn. The phase ends once each player has taken their turn, at which point a new round begins.

Round Limits

Each combat encounter will have a limited number of rounds. The GM determines this limit before the start of the encounter and announces it to all of the players when they enter combat. More difficult encounters will typically have a shorter round limit than easier ones, though this is just a rule of thumb. Encounters with a lot of threats will already be difficult, even without a reduced number of rounds.

Actions

Each player in combat is allowed up to 2 actions per turn. Some actions (like Meditate) may forbid the user from taking any other actions that turn. Once they have used both actions, the player’s turn ends.

Some actions get to be used as reactions, meaning they can be used immediately after another entity's action. Participants with reactions get to use them once per round. They can trigger at any point during the round, both within and outside a player's turn. The following are actions every combat participant has access to:

- **Move:** This action allows you to change your position on the battlefield.
- **Basic Attack:** This action allows you to roll a d20 plus your character's Base Attack Bonus against the target's AC. The attack succeeds if the roll is over the target's AC. When successful, roll your character's associated Damage die plus any modifiers and deal that amount of damage to the target.
- **Meditate:** This action lets you gain 2 of any type of mana immediately. Only players can use this action. Meditating forbids the user from taking any other actions that turn.
- **Guard:** This action lets you gain a +2 to your AC until the start of your next turn.

Some actions call for a Saving Throw. These work the same as regular skill checks, which are outlined in the "Player Phases" section.

Taking Damage and Burning Out

When players take damage, they must lower their HP by that amount.

If their HP is below their threshold, then their demon has awakened – see the "Demon Awakenings" section.

If their HP is at or below 0, then they have burned out. A character that has burned out must leave the campaign, as they have endured too much stress. Players should always prioritize their character's HP to make sure it never reaches this point.

Ending Combat

Combat ends in one of two ways: either the players eliminate the current threat, or they run out of turns.

- If the current threat has been eliminated, players exit the combat scenario and return to regular gameplay. Gameplay resumes from the chapter the players left off on when the threat was encountered.
- If the players are out of turns, then they will also exit the combat scenario and return to regular gameplay, during the chapter they left off on. All players will take 1d4 damage. Because the threat has not been eliminated, the GM must

adjust the game scenario so that it appears again in a later chapter for the players to confront once more.

Once combat ends, the chapter continues where it left off.

Demon Awakenings

If a player's HP falls below their threshold, they will have a demon awakening. When a player's demon awakens, they do not tell any other players. The player must change how they roleplay their character to fulfil the requirements listed in the "Demonic Behaviors" section of their type's Character Sheet (these behaviors may have also been written on the Player Sheet, if the player opted to do so).

Additionally, if a player's HP reaches 1, then the demon will forcibly be called out, giving the demon advantage in combat.

Calling Out Awakened Demons

If a player is suspicious that one of the other players may have awakened their demon, they can choose to call out the demon. Players can choose to call out a demon at any point in the game.

If the accused's demon has, in fact, been awakened, then all the players enter a demon battle.

However, if the demon *hasn't* been awakened, then the accusing player loses 1d4 HP.

Demon Battles

When a demon battle occurs, normal play pauses, and the game's scenario changes to a Demon Battle scenario.

During a Demon Battle, the GM assumes the role of the demon. Every player must work to defeat the demon, including the player who awakened it.

A Demon Battle has the same structure as a Combat scenario, where chapters are replaced with rounds. Like in a typical Combat scenario, rounds during a Demon Battle do not count towards the total chapter limit.

Each round of a Demon Battle has two phases: the Demon Phase and the Player Phase. If the demon has been called out by another, then the players have advantage, and the Player Phase occurs first every round. If the demon has been forcibly called

out, however, the demon has advantage, and the Demon Phase occurs first every round.

1. **Demon Phase:** During the Demon Phase, the demon acts as determined by the GM. This phase ends once the demon's action has resolved.
2. **Player Phase:** During the Player Phase, the players can take their turn in any order the group decides. The phase ends once each player has taken their turn, at which point a new round begins.

The battle scenario ends once the demon's health reaches 0.

When the demon's health reaches 0, it is defeated, and the player who awakened it unlocks the post-awakening ability, which is detailed on their Character Sheet. They may write this ability on their Player Sheet, as they are now permanently able to use this ability during both regular gameplay and combat. Additionally, this player's demon cannot be awakened again for the rest of the game.

Once the demon battle ends, the regular game scenario continues where it left off.

Ending the Game

The game ends when all of the turns have been completed as dictated by the GM. If none of the players have active, awakened demons, then they win. If any demons are still active, however, then the players lose and the demons win.

If all of the players have defeated their demons before the end of the campaign, they do not automatically win – they still need to complete the main story outlined by the GM. However, it is absolutely within the GM's power to shorten the campaign, increase the difficulty of the remaining chapters, or otherwise alter the upcoming events to better suit a more powerful team that is no longer threatened by a demon victory.

Abilities List

General Abilities

All general abilities have a mana cost of 0.

- **Psychic Burst** – Distribute 1d6 damage among three enemies or fewer within 4 squares.
- **Headache** – Make a basic attack that deals no damage. On a hit, the target takes 1 damage at the end of each of its turns for 4 rounds..
- **Second-Guess** – As an action, choose an enemy within 8 squares. They must make a DC 13 Saving Throw. On a failure, they can only use half their movement on their next turn.
- **Fatigue** – Choose 1 enemy within 4 squares as an action. The target must make a DC 13 Saving Throw. On a fail, the target enemy's next damaging effect is halved.
- **Lethargy** – Choose 1 enemy within 4 squares as an action. The target must make a DC 13 Saving Throw. On a failed save, the target's attacks deal 1d4 less damage until the end of their next turn.
- **Grab Attention** – Shift the focus of an enemy to yourself. As an action, choose one target within 4 squares. That target takes a -2 penalty on attack rolls against anyone but you.
- **Drain** – As an action, choose a target within 4 squares. They must make a DC 13 Saving Throw, and on a failure take 1d4 damage. If this ability succeeds, you also heal 1d4 health.
- **Hype Up** – As an action, give yourself a +3 bonus to damage rolls on your next attack. You cannot use Hype Up more than once per combat encounter.
- **Inspire** – As an action, choose an ally within 4 squares. Their next damage dealing effect deals 1d4 extra damage. You cannot use Inspire more than once per turn.
- **Give** – Remove 1 mana of your choice and give it to another player as an action.
- **Support** – Roll 2d4. Take the lower number and heal an ally that amount as an action.
- **Over Exert**– As an action, add 3d6 to your next attack this turn. Do not act next turn.

- **Team Player** – As an action, give all allies within 8 squares a +1 bonus to damage until the start of your next turn. You cannot use this ability multiple times in a turn,
- **Share Burden** – As an action, heal all allies for 1d4. Deal 1 damage to yourself.

Hornevian Abilities

All Hornevian abilities can use ANY kind of mana.

- **(1 mana) Momentum** - If one ability/roll succeeds, you may add a +1 bonus to your roll for a higher chance to succeed next time... these compound- ex. Succeed once, the next roll gets +1... if that one succeeds, the next one gets +2, and so on. This is a free action.
- **(1 mana) Intimidate** - Overwhelm someone with confidence and conviction. You are SO SURE that you trump someone's doubt. +2 to an influence check. This is a free action.
- **(3 mana) [Reaction] If There's a Will** - Temporarily ignore a setback. As a reaction, delay the outcome of a negative effect until your next turn. You cannot guard against the effects of the delayed attack. This is a free action.
- **(2 mana) Harmonize** - Spend an action to encourage a teammate and boost their next roll to hit by +2.
- **(4 mana) Protect** - Choose a player to protect with a shield as an action. Reduces the next damage blow by 5HP.
- **(3 mana) Reassure** - Heal 5 hp of any player within 3 squares.
- **(0 mana) Hermit** - Gain 3 mana of your choice when meditating.
- **(6 mana) Disassociate (Fade)** - You may spend an action entering a dissociative state. While in this state, you become immune to damage and any other effects inflicted upon you. You may not take any actions besides spending an action to get out of this state. You may also not react. You may still move.
- **(2 mana) Observant** - You get a +2 bonus to any Deduction, Insight, or Intuition checks. This is a free action.

Harmonic Abilities

All Harmonic abilities can use any kind of mana.

- **(2 mana) Morale Boost** - Everyone gains one mana of your choice as an action.

- **(X mana) [Reaction] Reframe** - As a reaction, for each mana spent on this ability (x) reduce the damage dealt by one attack by 2 (1 mana spent is 2 reduced damage).
- **(1 mana) Optimism** - Ignore all damage taken from an attack. This can only be used the first time you are hit in an encounter.
- **(1 mana) Efficiency Boost** - If your next roll succeeds, gain 3 mana of your choice. This is a free action.
- **(3 mana) Prepare** - You may spend an action to prepare your next attack. Add 1d6 damage.
- **(7 mana) Mastery** - Choose a skill or ability to be proficient in... that one gets a permanent +4 bonus to succeed, cannot stack.
- **(3 mana) [Reaction] Ricochet** - As a reaction, mirror the damage dealt to you. Then take 5 more damage.
- **(6 mana) Lash Out** - Heal 10 hp and deal 5 hp to everyone who can hear you (including allies)
- **(1 mana) Vigilant** - Your reaction time is faster and therefore gains priority. Resolve the effects of your reaction before the effects of the triggering action.

Character Sheets

On the following pages are sheets for every character type. It is encouraged that players print these out to easily reference during gameplay.

Type I: Paladin

“Someone told me once that there’s a right and wrong.” - Jerk-Off, TOOL

Max HP:	30	HP Threshold:	5	BAB:	+5	AC:	16	Damage:	1d6 +2
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Roleplaying a Type I: You have strong values and you want things to perfectly fit within those values. You are willing to stand up for what you believe in, which can be inspiring but can easily slip into self righteousness.

Passive Ability

Mercy: You show mercy with your attacks, giving your enemies the chance to repent. If you don't deal any damage this turn, you gain 1 GT.

Type-Specific Abilities (choose 1):

1. **(4 + X GT, 2HT) Smite:** You righteously strike down the evil in this world. Make a basic attack with a +5 bonus to hit. Deal 2d6 extra damage + 1d6 for every 2 GT beyond the required. On a miss, you may still deal the extra dice.
2. **(3GT, 3HT) Cleanse:** Remove a negative trait of your choice.

Hornevian Triad Abilities (choose 1): Duty Bound, Rule Junkie, Stabilize, Cooperative

Harmonic Group Abilities (choose 2): Efficiency Boost, Prepare, Mastery, Analytical

Skill Proficiencies: Intuition, Composure

Setback: A Paladin has a strict Moral Code that they adhere to. Choose 3 statements that make up your moral code. For example, these could be:

1.) Don't harm innocents, 2.) Don't speak profanely, 3.) Always help those in need

Anytime you violate a statement in your Moral Code, you take -1 HP. If you see an ally violate one of these statements, you may correct their ways. That ally takes 1 damage and you gain 2 GT.

Demon Behavior: You will likely become judgemental and even cruel to those you deem to be immoral. You are not at all receptive to any criticisms of yourself, making it unlikely for you to acknowledge you are possessed and prone to lashing out at those who suggest you are anything less than completely righteous.

Post-Awakening: Gain the ability Denounce.

- **(0 mana) Denounce:** A Paladin condemns those who they consider immoral. You can denounce a creature you see as an action. Taking this action restores 1 GT and 1 HT. If you have seen the target break your moral code within the Chapter, you instead gain 2 GT and 1 HT.

Type II: Cleric

"When you cried, I'd wipe away all of your tears, When you'd scream, I'd fight away all of your fears." - My Immortal, Evanescence

Max HP:	30	HP Threshold:	5	BAB:	+2	AC:	14	Damage:	1d4 -1
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Roleplaying a Type II: You are likely willing to sacrifice your own well being for the sake of others. You care for others, but you may feel that you are owed something for this at times, though you are likely unwilling to admit it.

Passive Ability:

Avoid: when it seems like feelings might be hurt, you avoid making the situation worse. If you chose to deal half damage, gain 1 HT mana.

Type Abilities (choose 1):

1. **(5HT, 1GT) Heal:** You soothe the minds of your allies. As an action, you can heal a single ally's HP by $1d10 + 3$. Additionally, you can choose to take any amount of HP as damage. For each damage point you take, you heal your ally for an additional 2 HP.
2. **(3HT, 2GT) Land of Sunshine:** You magically create a small, temporary oasis of light and nature. Any ally that spends 10 minutes resting in this oasis gains 3 HT and 2 GT.

Hornevian Triad Abilities (choose 1): Harmonize, Protect, Reassure

Harmonic Group Abilities (choose 2): Morale Boost, Reframe, Optimism

Skill Proficiencies: Insight, Influence

Setback: Pick 2 things you love about yourself. These can be material or not, as long as they are about you. If you don't live up to your own standards of yourself or if someone makes a comment that goes against your perception of yourself, take 1 HP of damage.

Demon Behavior: You likely become manipulative while intentionally or unintentionally acting as a victim. You may feel entitled or demand things of those you help. You may be more willing to come to terms with the fact you have been possessed than other types, and be desperate for someone to help you.

Post-Awakening: Gain the ability Affirmation.

- **(Passive - 0 mana) Affirmation:** If you affirm your perception of yourself / you do a good deed, get 1HT 1GT... if someone notices, take 2HT and 1GT mana instead

Type III: Swashbuckler

“He’s going the distance. He’s going for speed.” - The Distance, CAKE

Max HP:	30	HP Threshold:	5	BAB:	+3	AC:	15	Damage:	2d6
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Roleplaying a Type III: You may be very self-confident and motivated. You are likely invested in success and your own self-image, sometimes potentially bordering on narcissism. You may be blind to or intentionally hiding your own flaws from yourself.

Passive Ability:

Strategize: If you skip all actions this turn, you may add +3 to your next attack roll.

Type Abilities (choose 1):

1. **(4 + X HT) Hot-Shot:** for every mana spent above 4, shoot a fiery projectile dealing 1d4 damage each. These automatically hit the target.
2. **(2HT + 2GT + 2HD) [Reaction] You Saw Nothing:** As a reaction, reroll any dice.

Hornevian Triad Abilities (choose 1): Momentum, Intimidate, If there's a will

Harmonic Group Abilities (choose 2): Efficiency Boost, Prepare, Mastery

Skill Proficiencies: Insight, Influence

Setback: Pick two skills or talents (performance, survival, ect.) unrelated to gameplay... When you perform this well, gain back 3 health... if someone ever questions you, doubts you, tells you you're bad, take 9 damage.

You can “show off” by describing the attack or action you are about to do for the chance to gain mana. If the attack or action you bragged about succeeds, you gain 2HT. If it fails, take 3 damage.

Demon Behavior: Pick two skills or talents unrelated to gameplay... When you perform this well, heal 3 HP... if someone ever questions you, doubts you, tells you you're bad, take 9 damage.

Post-Awakening: Gain the ability Showboat.

- **(0 mana) Showboat:** You can “show off” by describing the attack or action you are about to do for the chance to gain mana. If the attack or action you bragged about succeeds, you gain 3HT. If it fails, take 3 damage.

Type IV: Warlock

"I may be paranoid, but not an android" - Paranoid Android, Radiohead

Max HP:	18	HP Threshold:	3	BAB:	+6	AC:	14	Damage:	2d4 +3
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Roleplaying a Type IV: You may be highly creative and emotionally aware. However, you are likely gloomy and detached from the world, feeling as if others cannot understand you. You may be prone to becoming withdrawn and self-absorbed.

Passive Ability:

[Reaction] Sacrifice: As a reaction, when you see an ally take damage, you may take half the damage in their place. You may choose to instead take the full damage from the attack, which will gain you +1 AC until the end of your next turn.

Type Abilities (choose 1):

1. **(3HT 2HD) Bathing in Sorrow:** You align yourself with the melancholy coursing through the veins in life. By spending this mana, you are reinforcing the belief that nothing can hurt you because you are damaged enough as is. Gain +3 to AC for the next 2 turns.
2. **(4HT 1HD) Empathetic Link:** You may create a one way link between yourself and another being (ally or enemy). Any effects dealt to them are now dealt to you as well.

Hornevian Triad Abilities (choose 1): Hermit, Dissociate (Fade), Observant

Harmonic Group Abilities (choose 2): Ricochet, Lash Out, Vigilant

Skill Proficiencies: Insight, Influence

Setback: You feel the need to carve out your own identity, and that without it you are worthless. Pick one thing about yourself that you believe makes you unique (ex. creativity, style, wit, etc.). If you see someone else exhibiting that trait exceptionally, you take 5 damage. You can pick a new identity at the cost of 4 HT mana.

Demon Behavior: You may distance yourself from everyone else, becoming incredibly depressed and unwilling to interact with anything outside of your own imagination. You may be too consumed with your own self-hatred to care about others. You likely become more morbid and self destructive, pushing away those who try to help as you spiral downwards, but secretly yearning for a savior.

Post-Awakening: Gain the ability Romantic.

- **(0 mana) Romantic:** You see the beauty in life and search for hidden meanings in every encounter. You may decide to see the nuance in your situations or describe your surroundings in a poetic way... you gain 1HT and 1HD mana from this. If someone agrees with you, you gain 2HT 1HD.

Type V: Wizard

"I can drop some historical facts about World War II and other things, but it doesn't mean anything if you ain't here with me 'cause I need you and you need me." - You N33d Me, Viagra Boys

Max HP:	20	HP Threshold:	4	BAB:	+5	AC:	10	Damage:	2d8
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Roleplaying as a Type V: You are wise, thoughtful, and perceptive. Or are you? Actually, you may not be there quite yet. Fives can never be sure how much information is enough, so they often take the backseat and observe before getting involved in anything. You tend not to dwell in areas that aren't your expertise, because why would you? You'd have to gain the same amount of knowledge as you do in other areas to have even a smidge of competency in it.

Passive Ability:

(Passive - 0 mana) Not Yet: For every turn in battle that you don't move, your AC is raised by 1 until the end of the battle. Every turn that you move, your AC is reduced by 2 (minimum 10).

Type Abilities (choose 1):

1. **(3HD, 2HT) Expand Space:** For a period of time, you multiply the distance it takes to traverse the space around you by 2 (radius of 3). For each turn you spend in this space, gain 1HD and +1 to your next attack roll.
2. **(5+ X HD, 1HT) Orb of Ponderment:** for a radius 5 area create an orb that damages everyone caught inside by 2d8 damage. Every mana spent above 5 HD is another turn where the orb is active in a weakened state and now deals 1d4 damage.

Hornevian Triad Abilities (choose 1): Hermit, Dissociate (Fade), Observant

Harmonic Group Abilities (choose 2): Efficiency Boost, Prepare, Mastery

Skill Proficiencies:

Deduction History

Setback: Pick 2 topics that you know a lot about. Say fun facts, answer questions, offer knowledge, but if you are ever caught off guard or not knowing something, take 5 damage.

Demon Behavior: You are a stereotypical wizard in the truest sense, reclining into your tower to focus on your studies. Cynical and pessimistic, you refuse to engage in any meaningful bonding with others. You retreat into your increasingly darker and darker mind, your darkest thoughts frightening even yourself.

Post-Awakening: Gain the ability Star Student.

- **(0 mana) Star Student:** Every time you learn something new, gain 1HD 1HT. If you immediately get to apply it, use it, teach it, then gain 2HD 1HT

Type VI: Guardian

"Every breath you take, and every move you make, every bond you break, every step you take, I'll be watching you" Every Breath You Take, The Police

Max HP:	45	HP Threshold:	10	BAB:	+4	AC:	18	Damage:	1d4 +1
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Roleplaying a Type VI: You are likely fiercely loyal and courageous. You may be a great leader, but suspicious of those outside your group. At the same time, you may look towards some form of authority to relieve yourself of burdens.

Passive Ability:

[Reaction] Selfless Block: As a reaction, when you see an ally take damage from an attack, you may jump in front of them and take all of the damage instead. When you do this, you gain 1 HD.

Type Abilities (choose 2):

- (X <= 6 HD) Protection:** Every 2 mana spent on this ability is +1 AC to any ally, limit of 6 HD to spend.
- (6HD) [Reaction] Anchor:** You latch yourself onto a belief and anchor your mind. As a reaction, you may completely block an attack against you.

Hornevian Triad Abilities (choose 1): Harmonize, Protect, Reassure

Harmonic Group Abilities (choose 2): Ricochet, Lash Out, Vigilant

Skill Proficiencies:

Deduction History

Setback: Pick 2 sources of stability. Any time you feel these sources slip away, or you feel like their values stop aligning with yours, take 5 damage.

Demon Behavior: You may become extremely subservient to something or someone while simultaneously lashing out and enacting your own authority against others. You likely become paranoid and unwilling to hear anyone out in fear that they are out to get you and undermine the little stability you feel you have.

Post-Awakening: Gain the ability Contribute.

- (0 mana) Contribute:** If you help someone or something by protecting or serving them, gain 3HD mana, if this person is unappreciative, take 3 damage.

Type VII: Jester

"Hungry things in circles crowd around TVs turned up too loud." - Dr. Seuss Is Dead, Acid Bath

Max HP:	30	HP Threshold:	5	BAB:	+5	AC:	15	Damage:	1d6
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Roleplaying a Type VII: You are possibly extroverted and strike others as joyful or whimsical. You are likely spontaneous but may have difficulty controlling yourself. You often look for the next adventure or exciting scenario, but this can cause you to become frustrated when faced with boredom.

Passive Abilities

Minimize: When a situation gets too heavy, you like to minimize. You may choose to deal half damage for any attack prior to rolling its damage when it hits – if you do so, add +3 to your next attack roll.

Type Abilities (choose 1):

1. **(3HD, 2GT) Ease Tension:** Once you have overcome an obstacle, you can make a quip or sing a song to inspire others. Heal all allies for 1d10 HP.
2. **(4 + X HD, 1GT) Escapism:** You can think your way out of any painful situation... reduce the damage of any attack by half + 1d4 for every HD above 4 that you spend.

Hornevian Triad Abilities (choose 1): Momentum, Intimidate, If there's a will

Harmonic Group Abilities (choose 2): Morale Boost, Reframe, Optimism

Skill Proficiencies: Deduction History

Setback: Your mind often wanders when you do things you don't want to do. Answer two questions:

1. What bores me? (e.g. long conversations, waiting, physical pain, failure, etc.)
2. How do I deal with boredom (e.g. stunts, alcohol, drugs, humor, sarcasm, etc.)

When faced with something that bores you, you must partake in whatever you do to deal with it. If you fail to do this, you take 1 damage.

Demon Behavior: You likely become highly erratic and impulsive, unable or unwilling to process any long-term consequences of your actions. You might be unable to deal with any amount of boredom, constantly looking for stimulation or even relying on some type of addiction.

Post-Awakening: Gain the ability Life of the Party.

- **(0 mana) Life of the Party:** Do something fun. Get 1HD and 1GT mana. If people join you in on the fun, gain 2HD and 1GT mana.

Type VIII: Champion

“Fuck you, I won’t do what you tell me.” - Killing In The Name, Rage Against the Machine

Max HP:	45	HP Threshold:	10	BAB:	+5	AC:	16	Damage:	2d6
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Possessed: AC is 12, Damage is 3d6

Roleplaying as a Type VII: Your very presence exudes power. You are the embodiment of strength, and you won’t let anyone convince you otherwise. To prove your strength, you like to take on whatever challenge available and you encourage others to do the same. You may come across as intimidating, but you hold a strong desire to protect those you care about.

Passive Ability:

Protect the Weak: When an ally within 1 square is attacked, you can use your reaction to take the attack’s damage in their place. You gain +3 to your next attack roll.

Type Abilities (choose 1):

1. **(3GT, 2HD) Bypass Weakness:** Target any ally within 4 squares and inspire them to surpass their weakened state. They get a +2 bonus to AC for the next 3 rounds
2. **(8GT, 1HD) Reject:** Make a basic attack with a +4 bonus. Use whatever damage you took throughout this whole battle and deal that as the damage for this attack’s damage.

Hornevian Triad Abilities (choose 1): Momentum, Intimidate, If there’s a will

Harmonic Group Abilities (choose 2): Ricochet, Lash Out, Vigilant

Skill Proficiencies: Deduction History

Setback: Pick 2 things you feel vulnerable about. For example, they could be:

1. I’m not physically strong enough
2. I am not a good brother

If someone points out these flaws, take 5 damage.

Demon Behavior: Your facade is fracturing, and the vulnerability you’ve worked so hard to conceal is slipping through the cracks. Your intimidating side comes full force. You can’t allow others to see your weak side, so you will take any means necessary to push others away. No longer can you rely on the walls you’ve put up, so you’ll have to resort to pure aggression instead.

Post-Awakening: Gain the ability Get Ahead.

- **(0 mana) Get Ahead:** Every time you take the initiative and act as a leader, gain 1GT and 1HD mana. If people choose to follow your lead, gain 2GT and 1HD instead.

Type IX: Druid

"Always look on the bright side of life." - Monty Python's Life of Brian

Max HP:	20	HP Threshold:	4	BAB:	+1	AC:	13	Damage:	1d4
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Roleplaying a Type IX: You are an agreeable and supportive person. Optimistic and affable, you like to maintain peace in your environment, almost to an extreme. You don't hold many grudges, but the one thing you absolutely hate is conflict. This ironically makes you a very stubborn person in what otherwise is your very carefree personality. Out of all the personalities here, however, yours tends to be the hardest to identify because of how much you hate to stand out. You may mimic the personalities of others just to avoid any type of conflict with them. You are very resistant to change and would prefer to keep things the way they are.

Passive Ability:

Diffuse: You tend to avoid big conflicts. You may choose to deal less damage. For each point of damage you don't deal, you gain +1 AC until the start of your next turn.

Type Abilities (choose 1):

1. **(2 + X GT) Crown:** You may select an ability from any class in the game. The mana cost all transforms to GT, but you must spend a 2 additional GT mana as well.
2. **(2GT, 2HD) Balance:** Swap health with another player.

Hornevian Triad Abilities (choose 1): Hermit, Dissociate (Fade), Observant

Harmonic Group Abilities (choose 2): Morale Boost, Reframe, Optimism

Skill Proficiencies: Intuition, Composure

Setback:

Pick two convictions. Examples:

1. I hate meetings
2. I have good fashion sense

Every time someone tramples on those convictions and you say nothing, take 3 damage, if you defend yourself, only take 1 damage.

Demon Behavior: You are incapable of facing any problem, large or small. You are easily the most incompetent on the team, even when people rely on you, because you aren't confident in anything that you do. Being the stubborn person that you are, you also refuse to acknowledge anything is wrong with you. Ironically enough, though, you can become extremely passive-aggressive towards others.

Post-Awakening:

Gain the ability Peacemaker.

- **(0 mana) Peacemaker:** Every time you resolve a conflict, gain 3GT... if you fail, take 3 damage.

GM Instruction Book

Type Groupings

There are 9 types of character “classes” in *Vice Versa*. Their qualities lend these character types to be grouped in specific ways, and these groupings are used to inform everything from moves to skill proficiencies to weaknesses. For later reference, these main groupings are:

Center of Intelligence

These groupings inform what kind of mana each type prefers, as well as what skill proficiencies each type has.

GUT (8, 9, 1)

HEART (2, 3, 4)

HEAD (5, 6, 7)

Hornevian Triads

These groupings inform the types’ special abilities and some of their weaknesses.

WITHDRAWN (4, 5, 9)

ASSERTIVE (3, 7, 8)

COMPLIANT (1, 2, 6)

Harmonic Groups

These groupings are used to inform the types’ special abilities and some of their weaknesses.

POSITIVE OUTLOOK (2, 7, 9)

COMPETENCY (1, 3, 5)

REACTIVE (4, 6, 8)

Enemies

One kind of challenge the GM can give to the players is an enemy encounter. Here we have provided some basic enemy types, but feel free to create your own. Generally, the GM should aim to design enemies that target the weaknesses of one specific type or triad, to try and get a certain player to awaken their demon.

Example Enemies

Corrupted Jester

Description: A king's jester from a far away land, some mystical force taking control of them and contorting their jokes into vicious remarks. And it seems they picked up a mace from somewhere.

Health: 30

Speed: 6

Base Attack Bonus (BAB): +2

AC: 12

Basic Attack: Range 1. The jester flails their mace around viciously at their target, dealing 1d6 damage if it makes contact.

Vicious Mockery: Range 5. The jester viciously insults one of the players within range, dealing 1d4 damage to them if their words strike a chord. Additionally, if hit the target must make a Heart saving throw with a DC of 14, upon failing the check, the target will be extra vulnerable, temporarily lowering their AC by two until the end of the jester's next turn.

Spike Ball Juggling: Range 3. The jester pulls out dangerous spike balls from their pockets, juggling them around before throwing them at three targets within range, with a penalty of -2 on accuracy for every square over one between the target and Jester. Every player hit by a spike ball takes 1d4 damage. The jester cannot aim for the same target more than once.

Rapid Rat

Description: A single sewer rat might not pose a substantial threat to a party of seasoned adventurers, but a large group of them can be deceptively threatening.

Health: 6

Speed: 4

BAB: +0

AC: 10

Basic Attack: Range 1. The rat attempts to take a bite out of their target, dealing 1d4 damage if hit.

The Plague: Range 1. Form a chain that are all orthogonally adjacent, not allowing the same rat to be chained twice, that ends at this rat. For every rat in the chain, the plague grows stronger. Deal 1d4 damage to the target, +2 for every additional rat in the chain

Wolf

Description: Not all dogs are just cute and cuddly, some are also feral.

Health: 20

Speed: 6

BAB: +1

AC: 12

Basic Attack: Range 1. The wolf attempts to take a lunging bite out of their target, dealing 1d6 damage if hit.

Licking Wounds: Range 1. Wolves treat wounds through licking them, healing itself or an ally for 1d6 health.

Howl: Range 3. The wolf howls out a battle cry, rallying itself and all nearby allies.

Every ally within range gains +2 to their BAB until the end of the wolf's next turn.

Additionally, for every ally affected, the wolf gains one damage to its basic attack until the end of its next turn.

Stone Golem

Description: Rocks given form by some sorcerer or another a long time ago. These stones are quite upset about being roused from their perpetual inanimatecy.

Health: 40

Speed: 3

BAB: +2

AC: 16

Basic Attack: Range 1. The golem slams its earthen arm onto its target in an attempt to crush them, dealing 1d6 damage if hit.

Molten Core: Range N/A. At the start of its turn, the golem can activate or deactivate its molten core. When active, all damage dealt by the golem adds 1d4, its speed is increased by one, but its AC is reduced to 14 and it takes 50% more damage (rounding down) from all sources.

Rock Sweep: Range 3. The golem creates a wave of rock on the ground the target is standing on, dealing 1d4 damage if hit. Additionally, the target must make a saving throw for Gut with a DC of 13, if they fail then the rock wave topples them and they are unable to move or make reactions until the end of their next turn. If Molten core is active, the DC is instead 15.

Leech

Description: A long, tall, worm-like creature that is of similar size to a person, the leech maintains its own lifeforce through draining the energy of its victims. Leeches come in different colours and sizes, but all of them attempt using tricks and disguise to blend in among the regular population.

Health: 15

Speed: 5

BAB: +3

AC: 12

Basic Attack: Range 1. The leech uses a discarded weapon from a previous victim to attack it's target, dealing 1d4 damage on hit, +1 damage for every point of energy this leech has stored.

Blood Drain: Range 5. The leech chooses a target to drain the energy of from a distance, this deals no damage, but the target must make a Brain saving throw with a DC of 14. On failing, the target must discard one energy of their choice and the leech gains one energy, powering it up, and regaining up to three lost health.

Ki Blast: Range 5. The leech sacrifices one or more energy it has stored to fire a long ranged energy based attack at its target, dealing 1d4 damage plus 1d4 for every energy it spends.

Moral Dilemmas

Moral dilemmas are another challenge the GM can set up during a campaign. These are typically shorter than an enemy encounter, though they will encourage much more discussion amongst the players. These target Centers of Intelligence, and the result of a moral dilemma will deal damage to one or more centers, while healing damage from the remaining center(s).

Example Moral Dilemmas

Dilemma I

Repay a dept vs. protect something from harm

A stranger saves the players from certain death. They ask for a favor afterwards: retrieve their lost weapon. Seems simple, but the players find out that this stranger wants to use this weapon to hurt their neighbor's pet, who wronged them by unknowingly eating something very valuable to the stranger.

Choice

Do you retrieve the weapon, or not?

Consequences

Retrieve the weapon: +1 HP for Gut, Heart, -1 HP for Head

Ignore the stranger's request: +1 HP for Head, -1 HP for Gut, Heart

Dilemma II

Small scope, certain impact vs. Big scope, uncertain impact

A talented apprentice blacksmith is at a crossroads in her life: she is considering leaving the shop she works at to enlist in the local militia. The militia is departing on a new campaign, to defeat a group of monsters that killed the apprentice's mother. It is uncertain whether the militia will be successful in their campaign if she chooses to join them, but the blacksmith shop she works at will certainly fail without her talents.

Choice

Do you convince her to stay, or to enlist?

Consequences

Stay: +1 HP for Gut, -1 HP for Heart, Head

Enlist: +1 HP for Heart, Head, -1 HP for Gut

Dilemma III

Should you lie?

A young adventurer has come back from a journey, incredibly proud of himself. He believes that he just defeated a beast with the help of his friend, and is about to embark on a more dangerous expedition than the last – one that will put the lives of him and his friends in danger. In reality, he cut down a bush instead of slicing up a monster, but it was too dark for him to notice otherwise. If he finds out this truth, it would protect both him and his friends, but it would also crush him and result in him losing the confidence to continue doing what he loves.

Choice

Do you tell him the truth to keep him out of danger?

Consequences

Truth: +1 HP for Heart, -1 HP for Gut, Head

Lie: +1 HP for Gut, Head, -1 HP for Heart

Inspiration for Writing Dilemmas

A moral dilemma is centered around a choice with no correct answer. Often, all of the available options are wrong in some way. Here are a few other moral choices to center a dilemma around:

- Who do you choose to believe?
- Who do you choose to save?
- Choosing safety vs. choosing privacy
- Choosing to convict an accidental murderer
- Honoring a promise to the dead at the expense of someone living
- Killing to save more lives: direct vs. indirect

Type Weaknesses

Different character types will react to different negative forces in the campaign. It is up to the GM to notice these triggering forces and instruct players to subtract from their HP by an appropriate amount whenever they occur.

Demons

When a demon battle begins, it is the GM's job to act out the part of the demon during its phase of the battle. Each type has a unique demon with specific behaviors, abilities, and weaknesses.

Type I - Charred Angel

"I'm not the same as you cause I've seen the light and I'm gaining in height now." -
Halo, Porcupine Tree

Health: 100	BAB: +6	AC: 16	Damage: 1d6+ 1	Speed: 6	Size: 2x2
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A bruised and broken angel, desperately gripping a holy weapon that burns its skin at the touch. It drags itself across the ground, its skin charred off from the divine energy of its weapon.

A Charred Angel is the manifestation of corruption and hypocrisy. No matter how much it is burnt by the touch of holy artifacts, it will always believe it is the most righteous being in the universe.

Decree: The word of the Charred Angel is absolute. The demon has a Decree, which is a list of rules for the battle. At the start of each of its turns, it adds one new item to the Decree. The Decree does not need to be followed, but anyone in combat takes 1 damage per rule they did not follow at the end of the round. The Charred Angel also takes 1d4 damage if it fails to follow its own rules. Once the demon has run out of rules to assign, it starts assigning contradictory rules, making damage inevitable. The rules the demon can add to the Decree are as follows:

- Everyone must/must not use basic attacks
- Everyone must/must not use special abilities
- Everyone must spend an action praying

- Everyone must/must not use a guard action
- Everyone must/must not use a reaction
- Everyone must/must not utilize all their movement speed

[Reaction] Intolerance: The demon corrects those who dare raise their hand against it. The Charred Angel summons holy chains of light to bind a creature within 3 squares who damages it as a reaction. These chains last until the start of the demon's next turn, and a creature bound by chains takes a -2 to attack rolls as it is held back.

Judgement: There is no other option than for the guilty to be utterly destroyed. The demon chooses one creature it can see and marks them for judgement by spending their entire turn telegraphing their attack. On their next turn, they spend their turn to deal 6d6 damage to their target. Each player can spend an action to guard the demon's mark to reduce the damage by 1d6.



Type II - Weeping Shadow

“Black and blue and broken bones, you left me here, I’m all alone. My little piggy needed something new.” - Piggy, Nine Inch Nails

Health: 40	BAB: +4	AC: 13	Damage: 1d4	Speed: 0	Size: 4x4
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A pitch black, looming cloud with an uncanny sobbing face. It has long tendrils extending downwards controlling puppets.

A Weeping Shadow is the manifestation of self-pity, manipulative behaviors, as well as the fear of being unloved. It believes that it is nothing but a contemptible burden to everything around it. Its self worth is tied to how many puppets it controls.

Burdensome Miasma: The aura of the Weeping Shadow is a weight that brings everything down to its level. Every round the demon is on the ground, all players within 8 squares must make a DC 11 Saving throw or take a -2 to all attack rolls for that round.

Flying: While it has puppets active, the Weeping Shadow is high up in the air and unable to be affected by anything. At the start of its turn, if it has no puppets left, the demon tumbles down and is able to be fought. While flying, the demon's basic attacks have unlimited range.

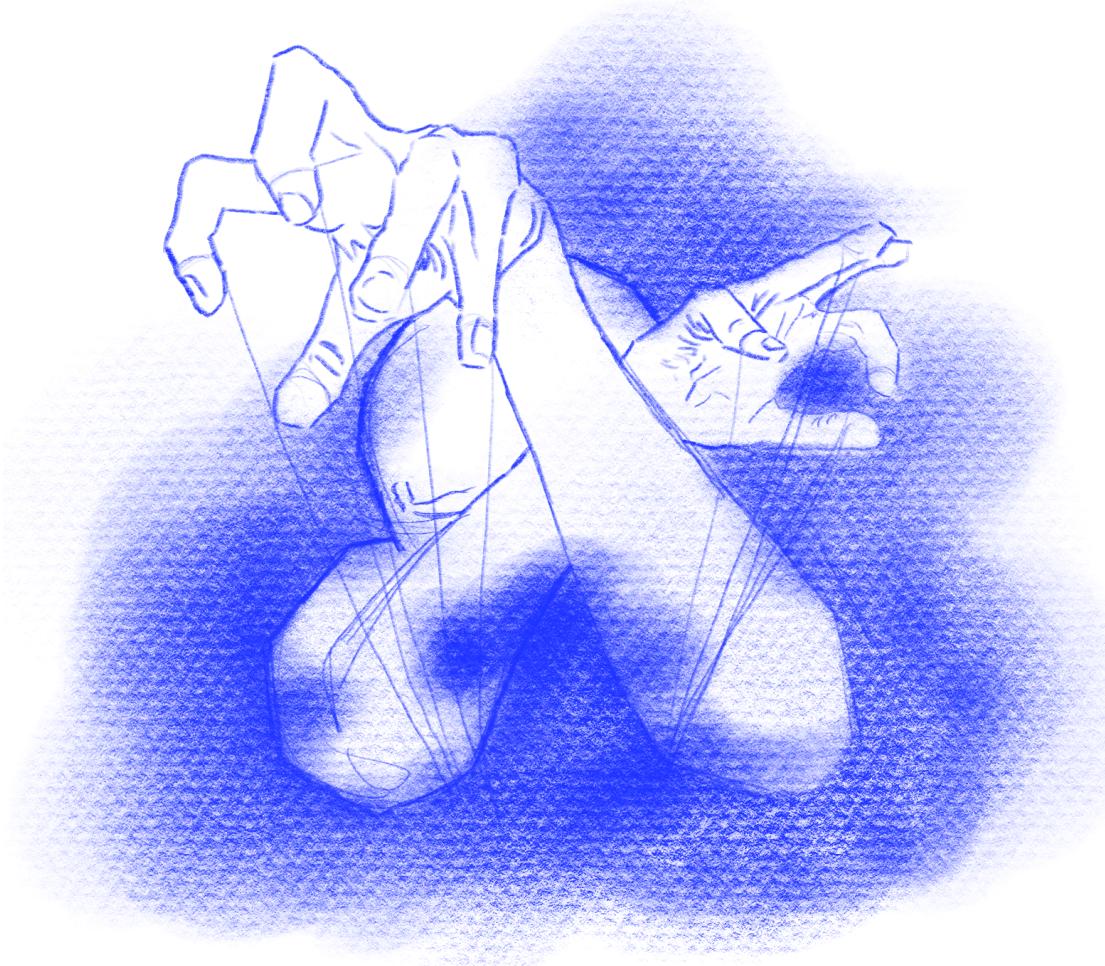
Leeching Whip: The demon takes what is rightfully theirs. If the Weeping Shadow has four or less puppets, it can use an action to make a basic attack. It heals an amount equal to the damage dealt.

My Immortal: The Weeping Shadow will not be left alone. If it has at least one puppet left, it can spend an action to reconstruct one with 8 health. This cannot make it have over five puppets. If it has no puppets left, this ability takes 2 actions. The demon can only use this action once per turn.

Puppets: A Weeping Shadow lives vicariously through its puppets. The demon starts off controlling five puppets with the following stats:

Health: 10	BAB: +4	AC: 10	Damage: 1	Speed: 4	Size: 1x1
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The Weeping Shadow can use an action to allow each puppet to make a basic attack and movement.



Type III - Mirror-Man

“The ecstasy that comes with her image grows from the power that the money gives.” - Celebrity Lifestyle, Swans

Health: 90	BAB: +5	AC: 15 (18 with mirrors)	Damage: 1d6+ 1	Speed: 6	Size: 2x2
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A beautiful, androgynous figure connected to a floating device of hundreds of hand mirrors via a noose-like chain. It clutches a shimmering, gold object.

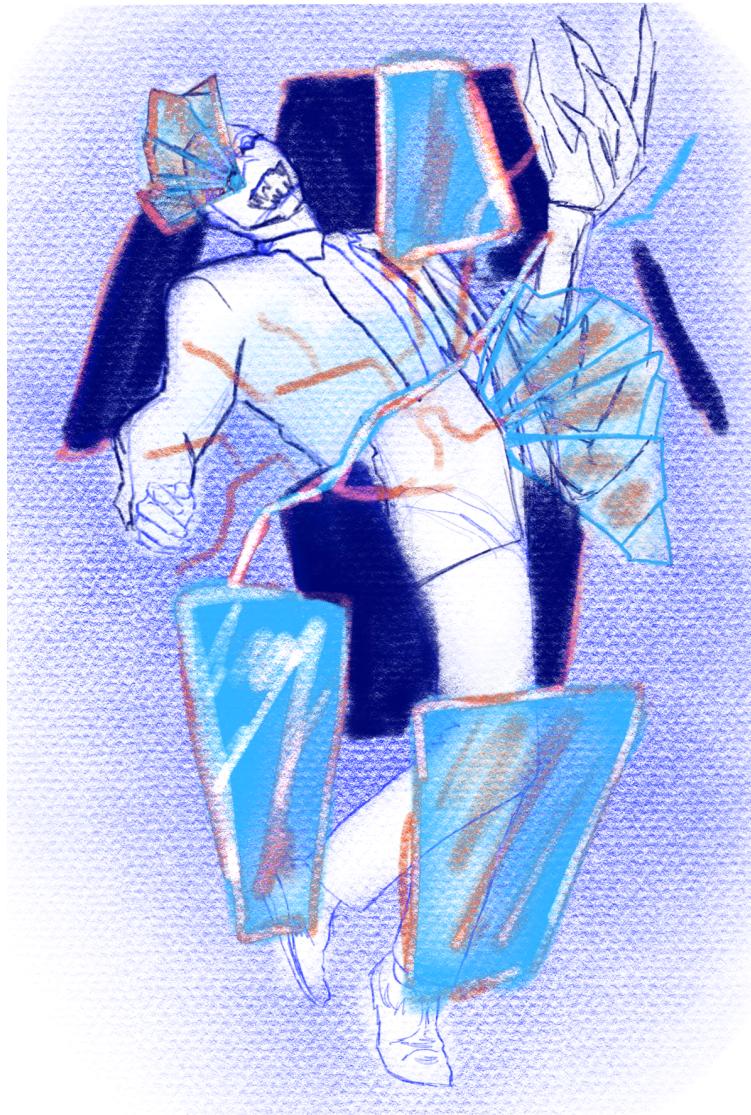
A Mirror-Man is the manifestation of narcissism and self-deception. The human-like being at the center of the massive apparatus of mirrors appears as a perfectly molded specimen, but it is only an illusion to disguise the ugly creature inside. Even still, the Mirror-Man cannot stop admiring this facade.

[Reaction] Outshined: Whatever a player can do, the Mirror-Man can do better. When targeted with an ability while its mirrors are turned outwards, the Mirror-Man can use a reaction to copy that ability through a reflection. The demon uses the triggering ability as if it were its own. If it was a damage dealing ability, it deals damage to players instead.

Punish Failure: There is no place in this world for the weak. When a player fails a roll against the Mirror-Man, it is deemed inferior and cannot be allowed to live. Those players take 1d4 extra damage from the Mirror-Man’s basic attacks until the end of the demon’s next turn.

Reflection: The mirrors constantly flip back and forth, as the demon observes itself and the world around it through them. At the start of the demon’s turn, it can choose to make its mirror apparatus face inwards or outwards as a free action. When facing outwards, the mirrors shield the demon, granting it a +3 bonus to AC for the Demon and the crown. When facing inwards, the Mirror-Man admires and is calmed by its own reflection, instantly restoring 2d4+1 health. The Mirror-Man is obsessed with its reflection and cannot go more than 2 turns without facing the mirrors inwards.

Trophy: The Mirror-Man clutches some sort of trophy that is symbolic of its triumphs and self-worth. This trophy has no actions, but can be targeted with attacks and abilities. It has an AC of 16 and 30 health. When the trophy is destroyed, the human figure of the Mirror-Man is shattered, revealing a pathetic, revolting creature. Also, when the demon's mirrors face inward, it takes $2d4+1$ damage instead of restoring health.



Type IV - Blank

“If I can’t be my own, I’d feel better dead.” - Nutshell, Alice in Chains

Health: 100	BAB: +6	AC: 14	Damage: 1d6+1	Speed: 6	Size: 2x2
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A tall, lanky creature completely covered in dark robes. None of its skin is visible, and where its face should be is instead a blank canvas.

A Blank is the manifestation of extreme self hatred, isolation, and the fear of having no significance. It desperately uses a paint brush to create a unique face on its canvas, only for it to be swirled away.

Terrible Lie: A Blank has no true self, and must construct a false identity. At the start of its turn, the demon can paint one of the following symbols on its canvas-face as a free action. These symbols change the stats of the Blank while active. It cannot have the same symbol for two turns in a row, and if it doesn't use this ability, the paint swirls away into nothing.

- Crosshair - BAB changes to +11, damage changes to 1d4
- Dagger - Damage changes to 1d4, and the demon can attack twice for one action
- Heart - The demon instantly heals 2d4 health
- Shield - AC changes to 18, BAB changes to +3
- Skull - Damage changes to 1d8 + 2

Withdraw: A Blank is unworthy of being seen. It becomes invisible until the end of its next turn as an action. Anyone that tries to attack the demon while it is invisible must roll an 11 or higher on a d20. On a failure, the attack automatically misses. On a success, the attack is rolled as normal.



Type V - Celestial Algorithm

“I wanna know everything. I wanna be everywhere. I wanna fuck everyone in the world. I wanna do something that matters.” - I Do Not Want This, Nine Inch Nails

Health: 100	BAB: +6	AC: 15	Damage: 1d4	Speed: 6	Size: 2x2
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A mechanical amalgamation, buzzing and humming with the power of technology from a distant future. In the middle of its robotic body is a screen displaying a 3D render of an eye.

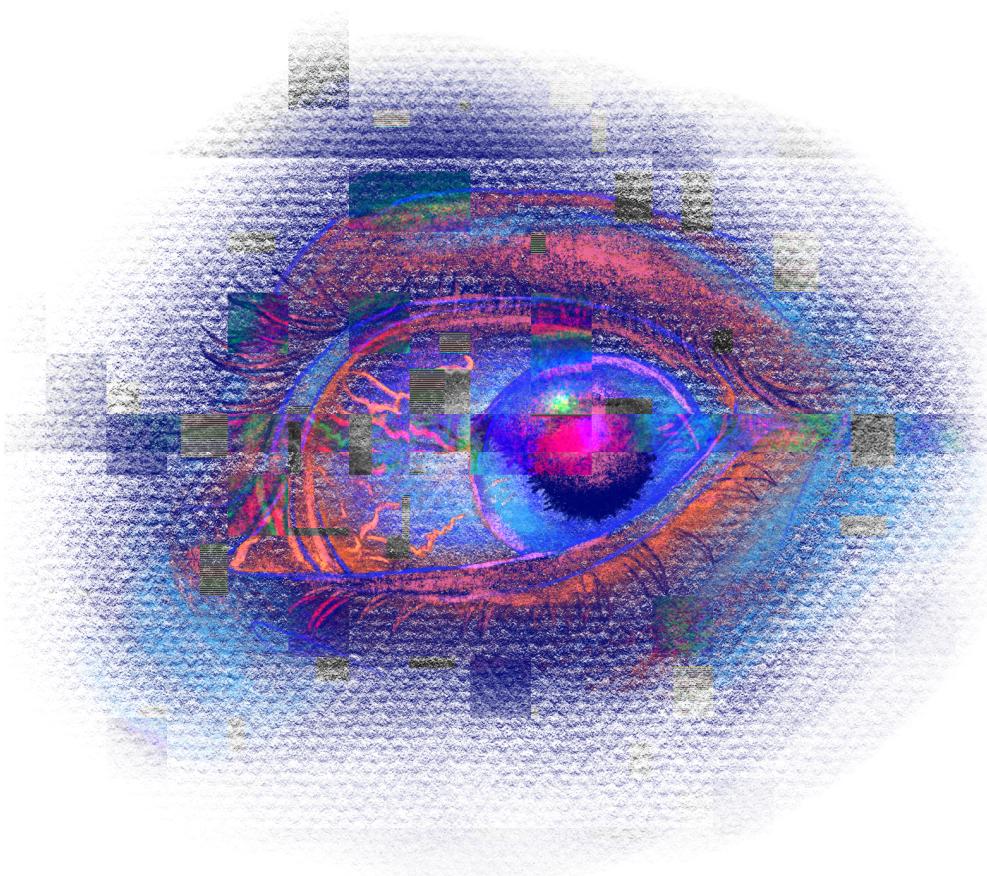
A Celestial Algorithm is the manifestation of derealization, neurosis, and the obsessive pursuit of knowledge. It coldly analyzes the world in hopes to correct - or destroy - it.

Bug Fix: The Celestial Algorithm is hyper-aware of everything that could harm it, and when it sees something, it fixes it. As an action, the demon chooses one ability it has seen a player within 5 squares use within the last round. Players cannot use that ability until the demon uses Bug Fix again.

Ctrl+Alt+Delete: Once the Celestial Algorithm knows about its enemy, it deletes it. As two actions, the demon forces a player within 8 squares of which it has 3 or more abilities stored in its RAM to make a DC 15 saving throw. On a failure, that player takes 2d12 damage, plus 1 per ability in their file from the demon's RAM ability.

Oblivion: What the demon cannot see doesn't exist. Its monitor powers off and the world around it fades into code. As an action, it enters an Oblivion state. While in this state, any player targeting the demon must spend an extra 2 HD mana to use any abilities that would target it. The Celestial Algorithm also heals 1d6 health whenever it ends its turn in this state. While in the Oblivion state, the demon cannot use any other actions, but it can choose to exit the state at the start of its turn.

RAM: The Celestial Algorithm scrutinizes every move its enemies take. Every time a player uses an ability, the demon automatically catalogues that ability in its RAM under that player's file (it cannot do this while in an Oblivion state). The demon gains a +1 to damage against a player per each ability catalogued in their file.



Type VI - Fanatic

"I wanna heal. I wanna feel like I'm close to something real. I wanna find something I've wanted all along, somewhere I belong." - Somewhere I Belong, Linkin Park

Health: 140	BAB: +5	AC: 15	Damage: 1d6	Speed: 4	Size: 3x3
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A mass of rotted undead corpses dressed in cultist robes sewn together into one hulking mass. The Fanatic is, in fact, made up of many creatures united and acting as a hivemind.

A Fanatic is the manifestation of paranoia and the overwhelming desire to belong somewhere, no matter what it is. Together, the corpses serve their dark god, and shut out those who are against them.

Everything In Its Right Place: Being in the cult is so much better than wandering alone with no direction. The Fanatic tries to show a player within 4 squares this truth as an action. That player must roll a DC 11 Saving Throw. On a failure, they must move adjacent to the demon and then spend an action sewing themselves into the Fanatic, becoming a part of the cult and taking 1d4 damage in the process. A player that starts its turn as part of the cult takes 1 damage automatically, but is immune to the Hands of Hell ability and can take the Sabotage action. A player can break out of the cult as an action, physically ripping themselves free from the Fanatic.

Hands of Hell: Nonbelievers only want to rip away the security that each cultist has. The Fanatic summons the infernal hands of their god to strike down these heretics. Every player within 10 squares that is not a part of the cult must roll a DC 14 Saving Throw or take 2d4 damage.

Ritual: The cult partakes in a dark ritual in which they give their energy to a higher power. Each player that is part of the cult must spend 2 mana of any type. If they do not have enough mana, they take 1d4 damage. The Fanatic then gains a +2 bonus to AC until the start of its next turn. This ability cannot be used if there are no players in the cult.

Sabotage: A player that is a part of the cult may spend an action to sow seeds of doubt in the cultists that make up the Fanatic. That player rolls a d20. On an 11 or higher, they convince the cultist that the others are out to get them. At the start of each of the Fanatic's turns, it takes 1d4 damage as the cultist starts ripping it apart. This action can be repeated any number of times by any player, convincing a new cultist each time and increasing the damage by 1d4 for each success.



Type VII - The Lovers

“Constant overstimulation numbs me, but I would not want you any other way.” -
Stinkfist, TOOL

Thrall

Health: 60	BAB: +4	AC: 15	Damage: 1d8	Speed: 6	Size: 2x2
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Mistress

Health: 60	BAB: +6	AC: 15	Damage: 3d4	Speed: 6 (See Walking Throne)	Size: 2x2
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The Lovers are actually two entities rather than a single demon: The Thrall and the Mistress. Both are vaguely humanoid creatures completely covered in latex and chains. The Thrall is more animalistic, crawling on the ground, while the Mistress stands on their back, more regal and commanding.

The Thrall is the manifestation of deprivation and the constant need for stimulation to avoid mental anguish. The Mistress is the manifestation of impulsivity, frustration, and sadism.

Closer to God: Pain feels better than boredom. The Thrall constantly craves sensations that border on pleasure and pain. As long as the Mistress is alive, it is healed by any effect that would deal damage to it. Additionally, it takes damage from any effects that would heal it. Healing effects do not need to roll against the Thrall's AC to effect it. This means the Thrall is healed whenever the Mistress uses abilities that call for her to make an attack against the Thrall. The Thrall can be considered an ally for the purposes of being targeted by a player's healing effects.

Impassion: The Mistress whips the Thrall as an action, filling it with a surge of energy. The Thrall gets a +2 to hit and a +2 to damage until the start of the Mistress' next turn.
Junkhead: At its peak, the Thrall is filled with ecstasy. When at full health, the Thrall has a +2 to damage.

[Reaction] Sentimental: The Mistress shows her twisted love to the Thrall by rewarding it with pain. When the Thrall hits a player with an attack, the Mistress can use a reaction to make an attack against the Thrall, which automatically hits.

Thrash: Without a constant source of stimulation, the Thrall lashes out. As two actions, the Thrall makes 3 attacks with a -1 penalty to hit and a +2 bonus to damage. This ability can only be used if the Mistress is defeated.

Walking Throne: The Mistress stands atop the Thrall rather than moving herself. While the Thrall is alive, the Mistress does not need to take move actions. Instead, it moves with the Thrall and occupies its same space.



Type VIII - Dictator

"You woke up this morning, got yourself a gun. Your mama always said you'd be the chosen one." - Alabama 3

Health: 120	BAB: +5	AC: 14	Damage: 1d6	Speed: 6	Size: 3x3
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A hulking, animalistic beast with four arms, wearing a long leather coat. Its form is shadowy, with the most distinctive feature being its pointy teeth twisted into a chilling smile.

A Dictator is a manifestation of unadulterated rage, ruthlessness, bloodlust, and the desire for power. It is willing to go to any lengths to prove that it is the most powerful creature in the universe.

Challenge: The Dictator chooses one player within 2 squares to best in a trial of strength as an action. Both the demon and the target make a D20 roll. Whoever rolls higher gets a +1 to all damage for the rest of combat.

[Reaction] Cool, In Denial: Nothing can hurt the Dictator, so it has no problem showing everyone how little they are affecting it. As a reaction, whenever the demon is damaged, it can choose to reduce the damage by 10. Doing so gives the demon a -2 penalty to AC until the end of its next turn.

Flex Your Muscles: The Dictator will bring everyone on an even playing field to it, just to prove that it can still defeat them. As an action, the demon calls on everyone within 3 squares to show it what they can really do. The next damaging effect that any creature affected does, including the demon, deals an additional 1d4 damage.

Unbridled Rage: The Dictator unleashes its fury upon its subjects. The demon gains a +2 bonus to damage and a -1 penalty to AC until the end of its next turn.



Type IX - Seething Dream

"I am falling, I am fading, I have lost it all." - Duvet, bôa

Health: 50 (see Phases)	BAB: +0	AC: 15	Damage: 0	Speed: 3	Size: 2x2
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A swirling gust of wind and snow given a vaguely humanoid form. A clump of smoldering coal floats in its very center.

A Seething Dream is the manifestation of hopelessness, repressed rage, and the fear of losing everything. It is the husk of something that could have once been a powerful demon, but is now too numb and lethargic to care.

Phases: The Seething Dream has 3 phases: Dormant, Hatred, and Woe. The demon always has its base abilities, plus any abilities listed under the phase name. It starts in its Dormant phase, and when its health is depleted, it immediately regains 50 health and enters its Hatred phase. Then, once this phase is defeated, it immediately regains 50 health again and enters its Woe phase.

Base Abilities

Animus: A Seething Dream does not want to raise its hand, but being attacked releases a bit of the hatred within it. Anytime the Seething Dream takes damage from a player, that player takes 1d6 damage. Once per round, a player can take an action to make an DC 19 Influence check to disable this ability until the start of the Demon's next turn.

Bitter Chill: The environment around a Seething Dream becomes cold and snowy at its very presence. At the start of every player's turn within 100 squares, they must make a DC 8 Saving Throw or take a -2 penalty to attack rolls and damage.

Shriek: The Seething Dream lets out a bone-chilling wail as an action, and the world seems to get colder. Until the start of its next turn, any player that fails their saving throw against Bitter Chill takes 1d4 damage as well.

Dormant

Ethereal: The Seething Dream is so far away from its own pain. The demon takes half damage (min. 1) from any physical damage effects, and 5 extra damage from any mental damaging effects.

Sloth: Whenever the demon ends its turn without having used any actions, it heals for 1d10 health.

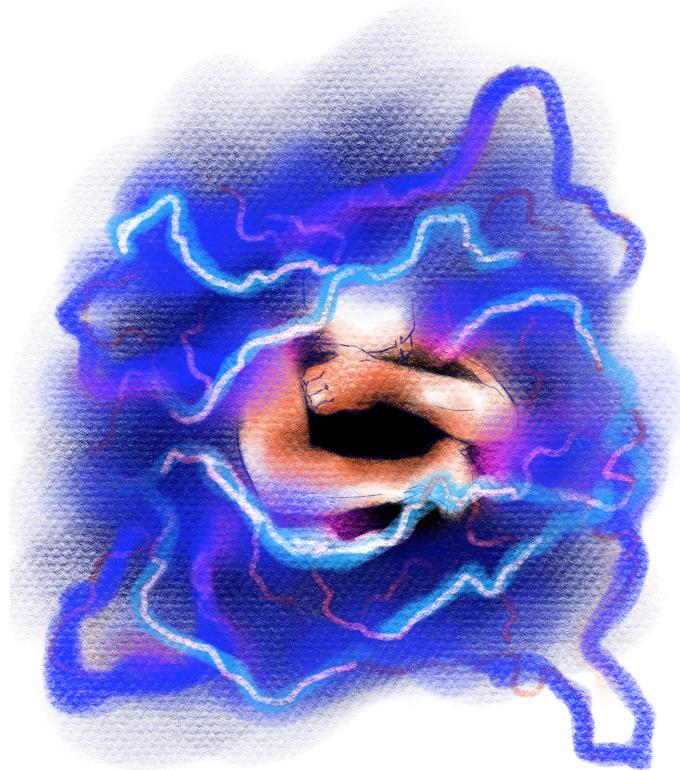
Hatred

Explosion: The demon lets out the fury inside of it and spews fiery bile from the coal in its center. A player that ends its turn within 5 squares of the Seething Dream must make a DC 11 Saving Throw or take 1d10 damage.

Fester: When the Seething Dream does not act, it is consumed by its fury. Whenever the demon ends its turn without having used any actions, players take an additional 2 damage from its Explosion ability.

Woe

Hopeless: The Seething Dream gives up. At the end of each of its turns, it takes 2d10 damage.



Print and Play Files

Cards

<p>IX Druid [GT] The Peacemaker</p> <p>The Druid is agreeable and supportive. Without them conflicts escalate, but their carefree nature and need for peace makes the Druid very resistant to change.</p> <p>They are incredibly specialized, mimicking abilities and swapping health. Not recommended for new players.</p> <p>Awakens the Seething Dream.</p> <p><i>Reassuring, accepting, amenable, stable, diplomatic</i></p>	<p>VIII Champion [GT] The Challenger</p> <p>The Champion exudes power at all times. They are the embodiment of strength. Underneath their intimidating facade, they have a strong desire to protect the ones important to them.</p> <p>They are a high-damage champion.</p> <p>Awakens the Dictator.</p> <p><i>Strong-willed, resourceful, confident, protective, assertive</i></p>
<p>VII Jester [HD] The Enthusiast</p> <p>The Jester is extroverted, joyful, and whimsical. Such a spontaneous personality is easily frustrated when faced with boredom.</p> <p>They are a healer that is focused on creating fun for the group.</p> <p>Awakens The Lovers.</p> <p><i>High-spirited, playful, optimistic, factual, eager</i></p>	<p>VI Guardian [HD] The Protector</p> <p>The Guardian is fiercely loyal and courageous. Everyone respects them as a leader – but even the Guardian needs someone to look up to.</p> <p>They specialize in blocking attacks and preventing damage.</p> <p>Awakens the Fanatic.</p> <p><i>Reliable, approachable, determined, engaging, trustworthy</i></p>

V Wizard [HD] The Observer	IV Warlock [HT] The Individualist
<p>The Wizard is wise, thoughtful, and perceptive. They exude intelligence. However, their need for knowledge often leads to hesitation.</p> <p>They are focused on wide area attacks.</p> <p>Awakens the Celestial Algorithm.</p> <p><i>Alert, insightful, curious, innovative, introverted, private</i></p>	<p>The Warlock is a creative, emotionally aware and detached from the world. Such impressive talent could only come from isolation, and they are prone to becoming withdrawn.</p> <p>This is a support who is focused on redirecting mana and damage.</p> <p>Awakens the Blank.</p> <p><i>Creative, self-aware, emotionally honest, inspired and inspirational</i></p>

<p>III Swashbuckler [HT] The Achiever</p> <p>The Swashbuckler is self-confident, motivated, and internally focused – perhaps to the point of narcissism. They always outshine everyone else in the room. But maybe this is a way of hiding their own flaws.</p> <p>This is a glass cannon with high damage, risky attacks.</p> <p>Awakens the Mirror-Man.</p> <p><i>Versatile, motivated, influential, charming</i></p>	<p>II Cleric [HT] The Helper</p> <p>The Cleric is incredibly caring, willing to sacrifice their own well-being for others – but they don't want to admit that they feel they are owed for all this generosity.</p> <p>This is a healer who specializes in supporting allies.</p> <p>Awakens the Weeping Shadow.</p> <p><i>Generous, sincere, friendly, possessive, warmhearted</i></p>
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<p>I Paladin [GT] The Reformer</p> <p>The Paladin has strong values and is always willing to stand up for what they believe in, though this can result in self-righteousness.</p> <p>They are focused on damage, but also on following self-imposed rules.</p> <p>Awakens the Charred Angel.</p> <p><i>Ethical, balanced, noble, discerning, focused</i></p>
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Player Sheet

Name:	Type:
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Base Stats

HP:	_____ (current) / _____ (threshold)	BAB:	AC:	Damage:
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Available Mana

Head Mana [HD]:	Heart Mana [HT]:	Gut Mana [GT]:
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Actions

1. Move – Change your position on the battlefield.	0 mana
2. Basic Attack – If d20 + BAB beats target AC, deal Damage + modifiers.	0 mana
3. Meditate – Gain 1 of any mana. This is your only action this turn.	0 mana
4. Guard – Add +2 to AC until the start of your next turn.	0 mana

General Abilities

1.	0 mana
2.	0 mana

Special (Hornevian Triad + Harmonic Group) Abilities

1.	_____ mana
2.	_____ mana
3.	_____ mana

Special (Type-Specific) Abilities

1.	_____ mana
2.	_____ mana

Special (Post-Awakening) Ability

_____ mana

Skill Proficiencies

1.	
2.	

Type Setbacks

Demonic Behaviors

