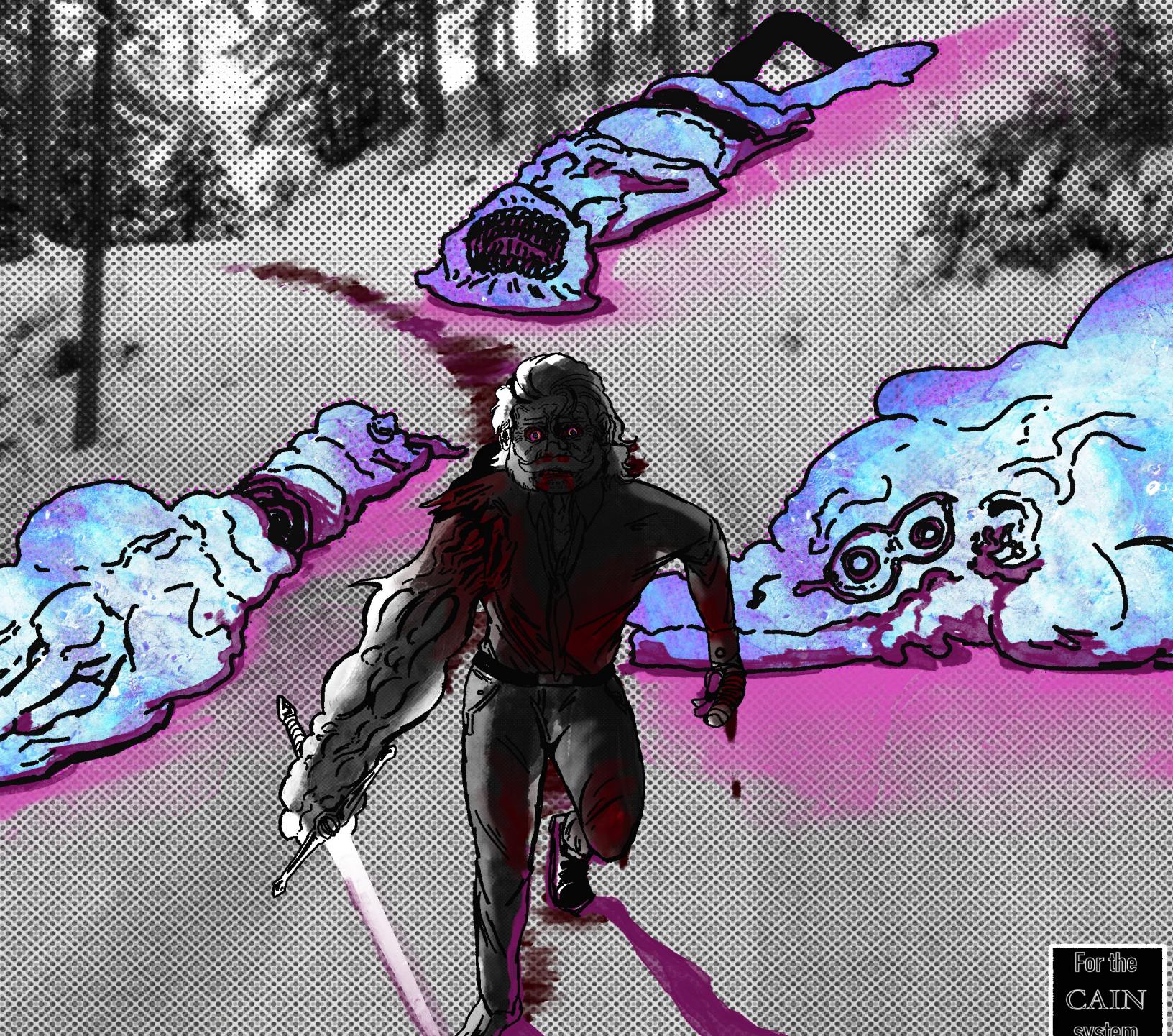


CAIN

MARCHING EVER ONWARD



For the
CAIN
system

When, lo, as they reached the mountainside,
A wondrous portal opened wide,
As if a cavern was suddenly hollowed;
And the Piper advanced,
And the children followed,
And when all were in to the very last,
The door in the mountainside shut fast.

CAIN is a creation of Tom Bloom/CHASM

This is an unofficial fanmade homebrew and
Is unaffiliated with the original work.

All fonts used are free for commercial use, and all background and texture images are free use. Some design elements were taken from the original CAIN PDF (logos and some textures). Poem on the across page is an excerpt of the Pied Piper of Hamelin by Robert Browning.

Blasphemy portraits are by Kolibri

Archive Sins are by HeyoBeo ([ko-fi](#))

Front cover and main Sin artwork are by Selevan ([twitter](#))

Thank all of you so much for your incredible work

And thank you to the Unofficial CAIN Server for being just a cool place to hang out (and, hopefully, the first guinea pigs for the content of this book)

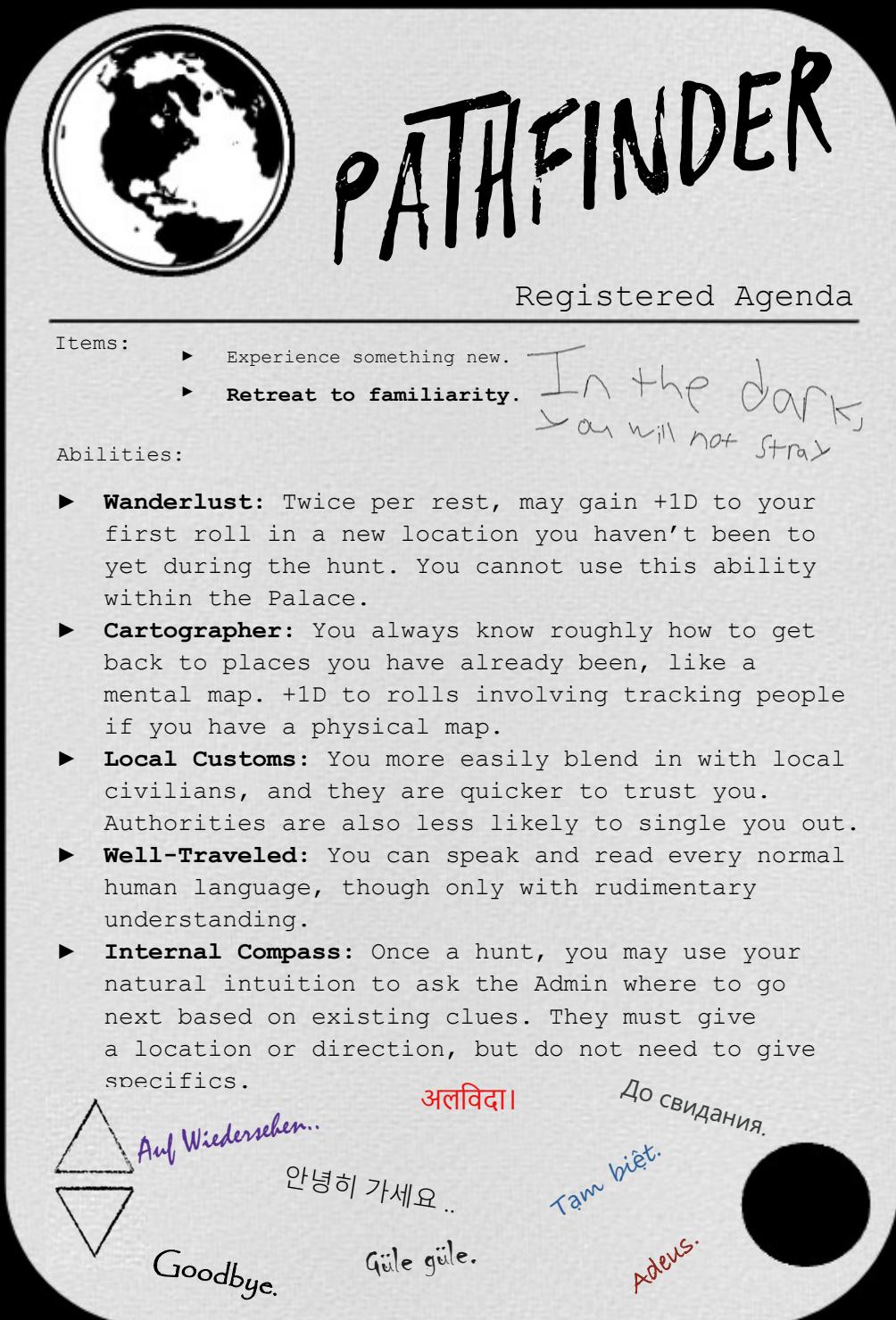
I really love all of Tom's work and am happy to have been able to put together this little supplement for CAIN, which has already cemented itself as one of my personal favorites of his. I hope you enjoy using the contents as much as I enjoyed making them.

**WIPE OUT THE STAIN
NO MATTER HOW LONG IT TAKES**

AGENDAS

As CAIN's duty stretches on in the fullness of time, the makeup of their army shifts. New beliefs, behaviors, and ways of being percolate amongst the Exorcists – a strange, often somber melting pot of people from across the world, all with different stories, all bound in service to the greater good.

New Agendas are often a headache for CASTLE Administrators to classify – especially the more volatile or unsavory ones – but it is hard to deny how often a change in perspective can benefit in the efficiency of a hunt.



The image shows a "Pathfinder Registered Agenda" card. At the top left is a circular icon containing a stylized globe. To the right of the icon, the word "PATHFINDER" is written in large, bold, black, hand-drawn-style letters. Below "PATHFINDER", the words "Registered Agenda" are printed in a smaller, standard font. A horizontal line separates this header from the rest of the card.

Under the line, the section "Items:" is listed with two bullet points:

- ▶ Experience something new.
- ▶ **Retreat to familiarity.**

To the right of these items, there is handwritten text:

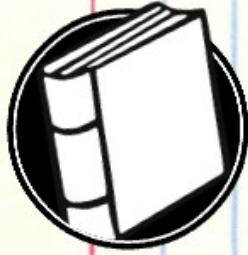
In the dark,
You will not stray

Below the "Items:" section, the section "Abilities:" is listed with seven bullet points:

- ▶ **Wanderlust:** Twice per rest, may gain +1D to your first roll in a new location you haven't been to yet during the hunt. You cannot use this ability within the Palace.
- ▶ **Cartographer:** You always know roughly how to get back to places you have already been, like a mental map. +1D to rolls involving tracking people if you have a physical map.
- ▶ **Local Customs:** You more easily blend in with local civilians, and they are quicker to trust you. Authorities are also less likely to single you out.
- ▶ **Well-Traveled:** You can speak and read every normal human language, though only with rudimentary understanding.
- ▶ **Internal Compass:** Once a hunt, you may use your natural intuition to ask the Admin where to go next based on existing clues. They must give a location or direction, but do not need to give specifics.

At the bottom of the card, there are several language translations and icons:

- A triangle icon with the text "Auf Wiedersehen..".
- The Korean phrase "안녕히 가세요 ..".
- The Hindi phrase "अलविदा।".
- The Vietnamese phrase "Tạm biệt.". A small circle hole is located to the right of this text.
- The German phrase "Güle güle.". A small circle hole is located below this text.
- The Russian phrase "До свидания.". A small circle hole is located to the right of this text.
- The Spanish phrase "Adiós.". A small circle hole is located below this text.



SCHOLAR

Registered Agenda

Items:

- ▶ Educate someone.
- ▶ Acknowledge your own ignorance.

Abilities:

- ▶ **Lecture:** Gain +1D to any action where you present yourself as knowledgeable or intelligent to mundane humans.
- ▶ **Scribe:** Using your standard notebook and pen costs no KP.
- ▶ **Knowledge is Power:** Once per rest, you may instead use your PSYCHE for a check which requires a different skill, taking 1 stress.
- ▶ **Scathe:** Twice per rest, when you witness an ally fail an action roll, you may (harshly) advise them on why they failed. They take 1 stress, but their rolls using that skill are at +1D until the end of the scene.
- ▶ **Study Hall:** Once per hunt, you may spend a resting die to check with the Admin whether or not you have the correct solutions to Trauma Questions equal to the die value. The Admin may only answer 'yes' or 'no'.

UPON ENTERING THE PALACE, CLEAR 1 STRESS FOR EACH DOMAIN YOU ARE CERTAIN THE SIN HAS, AND TAKE 1 STRESS FOR EACH UNKNOWN.

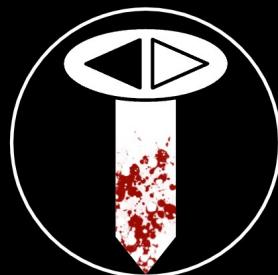
議題: HUNTER

EXECUTE: غرض

Ικανότητα: FRATRICIDE

WHEN YOU INVOKE THE NAIL OF ABEL, YOU MAY DESTROY WHOEVER OR WHATEVER YOU ARE USING AS A CONDUIT TO THE SIN. DOING SO COSTS A PSYCHE BURST, BUT MARKS SLASHES EQUAL TO YOUR

PSYCHE ON THE SIN'S EXECUTION TALISMAN. YOU MAY INVOKE THE NAIL OF ABEL WHILE THE SIN IS PRESENT AT THE COST OF STRESS EQUAL TO THE SIN'S CATEGORY. AUTHORITY COMMENDS YOUR SERVICE.



This agenda follows the same rules as SURVIVOR.



GAMBLER

Lucky numbers 7, 8, 22, 50, 191

- Items:
- ▶ Leave it up to luck.
 - ▶ Stick to the plan.

Abilities:

- ▶ **Rigged Game:** Regain 1 Psyche Burst when you fail a hard roll.
- ▶ **Counting Cards:** When Admin performs a Fate Roll, they must roll die equal to your PSYCHE and take the highest result.
- ▶ **All In:** Whenever you are the target of a Threat, you can refuse the assistance of allies and roll 1d6. If you roll a 6, negate the Threat and clear 2 stress.
- ▶ **Hedged Bet:** You gain Pathos when the risk die rolls a 1.
- ▶ **Cash Out:** You can use Divine Agony to add value equal to your Pathos to your final roll (cannot go beyond a 6 on the die) rather than granting re-rolls.

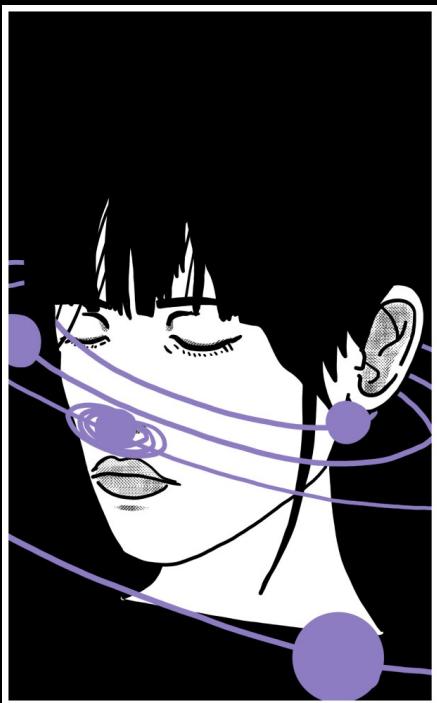
*When you die, you can freely allocate
your **Scrip** to your surviving peers.*



BLASPHEMIES

TEMERITY's ruthlessness is not without cause, nor is it ineffective; they work tirelessly within their inscrutable chambers to formulate new methods of controlling the raw psychic power within each Exorcist. The Twelve is not a constant; the count of officially endorsed Blasphemies has varied across centuries, as old options fade in efficacy and new discoveries prove their worth.

Now is another such time of successful development – but TEMERITY are not wont to rest on their laurels. They will continue their work, cruel and secretive and grueling as it is, such that CAIN always has as many options as they can bring to muster against their eternal foe.



GRAVITY

GRAVITY is a concept which TEMERITY has been attempting to refine for many decades. Their original focus was on literal manipulation of gravitational forces, which repeatedly proved too dangerous and destructive for approval – even juxtaposed to ARDENCE. However, when the philosophy shifted to using the Exorcist as a psychic anchor, results came quickly.

GRAVITY's abilities hinge on the natural attraction between all things – their common origin and common fate – and pulling on those attractions for various ends.



AUTHOR

AUTHOR has technically existed in secretive, classified cells of SEER since the organization's inception. It is used by covert operatives or plants when needing to remove problematic political or public figures while drawing the least amount of attention to themselves. Its recent introduction to standard Exorcists has seen great results.

AUTHOR'S abilities stem from the written word, imbuing specific words with great power and allowing the construction of elaborate and varied psychic traps.



WEAVER

WEAVER is an old Blasphemy, having been out of service since the mid-1800s following a series of poorly understood catastrophes relating to its use. However, TEMERITY is confident that newly developed instruction strategies and restrictions of the ability set will prevent a repeat of the notorious GEHENNA incident. Only time will tell.

WEAVER'S abilities draw on the power of the planet itself, coalescing the latent psychic energies of the environment, saturated from years of rampant human activity.

GRAVITY

All things are inexorably and inextricably bound to one another. In the beginning, all creation was as one, and it shall be so again.



ORBIT

Passive: You always know the direction your allied Exorcists are in. If you become suddenly separated from them, you may choose a single other Exorcist to pull along with you if they are willing.

STAR

Charm, 1 Scene, Short

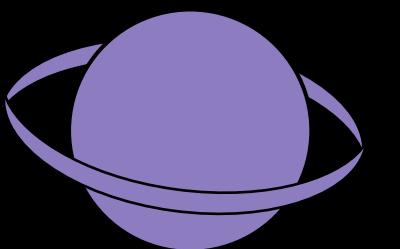
Once per rest, you can cover yourself in a shimmering coat of energy, forcibly becoming the center of attention. Any entities you are currently in conflict with now regard you as their primary target, and must Threaten you with their next reaction. Allied rolls to intercept this Threat roll at +1D, but if they fail, you take 2 stress on top of any other effects of the Threat.

COMET

Instant, Self

You may place an invisible mark on any humans or objects you touch, up to a total equal to your CAT. Placing a new mark removes the oldest one if you are at maximum. **This does not take a Psyche Burst.**

You can then draw a marked object or entity to you by spending a psyche burst; it will appear in your path naturally, as if by coincidence, before the end of the scene. Affected people will always have a reason they believe for coming this way, even if it would be otherwise unreasonable.

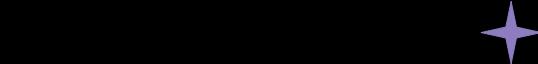


MOON

1 Scene, Transmute, Self

You may touch an object and imbue it with a strange attraction. Humans which see it are drawn to it and inordinately fascinated by it, though they don't know why. Supernatural entities may be drawn to it as a sort of psychic beacon. This allure fades with the effect at the end of the scene.

This power may easily affect the parameters of rolls, such as difficulty and risk.



Practical usage of GRAVITY for SEER still under active Investigation.



METEOR

Transmute, Instant, Long

You reach for the heavens, pulling a tiny fragment of astral rock towards your target. When you use this power, roll PSYCHE only spending a Psyche Burst on success. The meteor takes about one minute to arrive; reduce this time by 10 seconds per CAT. In a conflict scene, the meteor takes six player turns to arrive (it arrives at the end of the scheduled turn); reduce this time by one turn per CAT.

The meteor can pierce all mundane materials in the path of its target, but causes minimal damage to the environment on impact. Inflict one additional slash on the talisman if the meteor interrupts the target while it is making a threat or creating a complication.

ATMOSPHERE

1 Scene, Summon, Adjacent

You conjure an invisible circle, up to CAT+1 area, into which wayward humans cannot enter. Unless they have an important reason to enter this area - such as searching for your Exorcist - they will find themselves absentmindedly circumventing the radius, and will pay no attention to whatever is inside. Supernatural entities and Exorcists are unaffected. If you rest inside this area, the effect lasts until after resting.



AUTHOR

The pen is mightier than the sword. Your scripture is as law.



AUTHOR USERS RESTRICTED FROM
SENSITIVE DOCUMENT STORAGE
AREAS – CASTLE REF 128

CALLIGRAPHY

Passive: Any words which you physically inscribe are impossible to erase by mundane means, even without psychic energy imbued. Certain words carry special weight, and function as **Power Words**. The rules for **Power Words** are in the bottom left of this sheet.

STORYTELLER

Once per rest, you may speak a Power Word to enact its Read effect. Doing so adds a +2 to its CAT, but all communication becomes hard until the end of the scene. Additionally, gain the following Power Word.

BLEED

- **Touch:** Inflicts a deep gash to the area it touches. Requires a PSYCHE roll and refunds Psych Burst on failure.
- **Read:** All entities in CAT area begin bleeding superficially from their eyes, nails, and mouths.

DEUS EX MACHINA

Calligraphy now applies to words you type or write digitally, and you may additionally create Power Words through digital means. Only the original Power Word which you wrote contains power - screenshots or emails do not preserve the effect. Additionally, gain the following Power Word.

TRUTH

- **Touch:** The victim becomes unable to lie for CAT minutes.
- **Read:** All humans in CAT area are able to see supernatural entities and abilities for exactly one minute.

Whenever you write one of your Power Words, you may expend a Psych Burst to enchant it with psychic essence - this counts as a Summon. When you do so, choose whether it triggers from being Touched (which does not require skin contact) or Read (which does not require the word to be read aloud). You cannot trigger your own Power Words, but are susceptible to their effects. Power Words can affect the difficulty and risk of rolls. The psychic charge dissipate upon resting if not triggered, and can only trigger once unless stated. All Authors begin with the word **Push**;

- **Touch:** Launches the victim CAT distance away.
- **Read:** Pushes everything in CAT area away with light force.

IMMERSION

Gain the following Power Words.

SIGHT

- **Touch:** The victim briefly becomes highly visible to Exorcists up to CAT distance, even through surfaces.
- **Read:** The next CAT entities who read or hear this lose their ability to comprehend written language until this Word dissipates at rest.

SOUND

- **Touch:** A loud, distinctive noise emits from the victim's position.
- **Read:** You can perfectly hear everything in CAT area as if it was next to you until the end of the scene or you deactivate the ability.

CONFFLICT

Gain the following Power Words.

FIRE

- **Touch:** Severely burns the limb which touched the Word. Requires a PSYCHE roll and refunds Psych Burst on failure.
- **Read:** Flammable objects in up to CAT area ignite.

BLIZZARD

- **Touch:** Victim's limb which touched the Word is frozen over.
- **Read:** All liquid water in up to CAT area freezes instantly (excluding that of living creatures).

THUNDER

- **Touch:** Victim is struck with a nonlethal but severe shock.
- **Read:** All electronics in up to CAT area short circuit.

CHAPTER

Gain the following Power Words.

LOSE

- **Touch:** The victim forgets its current task or objective until reminded.
- **Read:** The reader somehow loses or misplaces CAT personal items and cannot find them without aid.

FIND

- **Touch:** The victim leaves behind a psychic shadow of their appearance.
- **Read:** All entities in CAT area leave behind psychic footprints until you rest.

WEAVER

You grasp the world's veins - will you strum them like a harp, or tear them out?

CASTLE INTERNAL MEMO – DR.



WEAVER users display markedly higher rates of ego death and often quickly shift to speaking in the third person. Theory that ████ is alive merits further research from TEMERITY, though they already have their hands full. Following the events on 08/18/███, WEAVER users are not to be deployed to volcanic regions unless

TANGLE

Passive: You can improve the combined CAT of any of your Tapestry powers by +2 when you use them (to a max CAT of 7 for individual parts). However, when you do, gain the **Tangle** Hook.

WARP

Instant, CAT Range

You can ride the current of the leylines, pulling you along with incredible speed. You may nearly instantly move to any grounded location in CAT Range - this is not teleportation, and requires an unobstructed path to your destination. You may also bring CAT adjacent entities along with you so long as they are willing.

TRIM

Curse, 1 Scene

Once per rest, you may snap one of the leylines connected to the local Sin entirely, temporarily severing its power. By calling out one of its Domains, you may negate that Domain and any of its effects (such as afflictions or creatures) until the end of the scene. If performed in a conflict scene, has lasts for one round. You must call out a Domain the Sin actually has; if you claim an incorrect Domain, you expend the Psych Burst for no benefit.



WEFT

Transmute, All Mission, Short

You can yank and tug on the leylines beneath the ground, causing direct responses from the earth. You may choose from any of the following effects;

- Create a CAT-1 size pit that goes CAT yards down.
- Create a two-yard dip in the earth in CAT area.
- Create a two-yard high hill in CAT area.
- Create a CAT-1 size pillar that goes CAT yards up.

These alterations are sudden, but not violent. This power may affect the parameters of rolls, such as difficulty and risk.

NEEDLE

Instant, Short

You concentrate the energy of the leylines into a single blinding point. Roll PSYCHE to impale your target with a spike of concentrated psychic energy which appears from any surface in range; gain +1D if your target is CAT size or lower. If you roll at least one 6, the needle temporarily remains, holding the target in place for one turn.

If this ability would trigger the eruption of Tangle, it inflicts additional slashes equal to PSYCHE to the target, but the backlash is greatly increased; you and any allied Exorcists in the area gain an injury **without clearing your stress**.

DYE

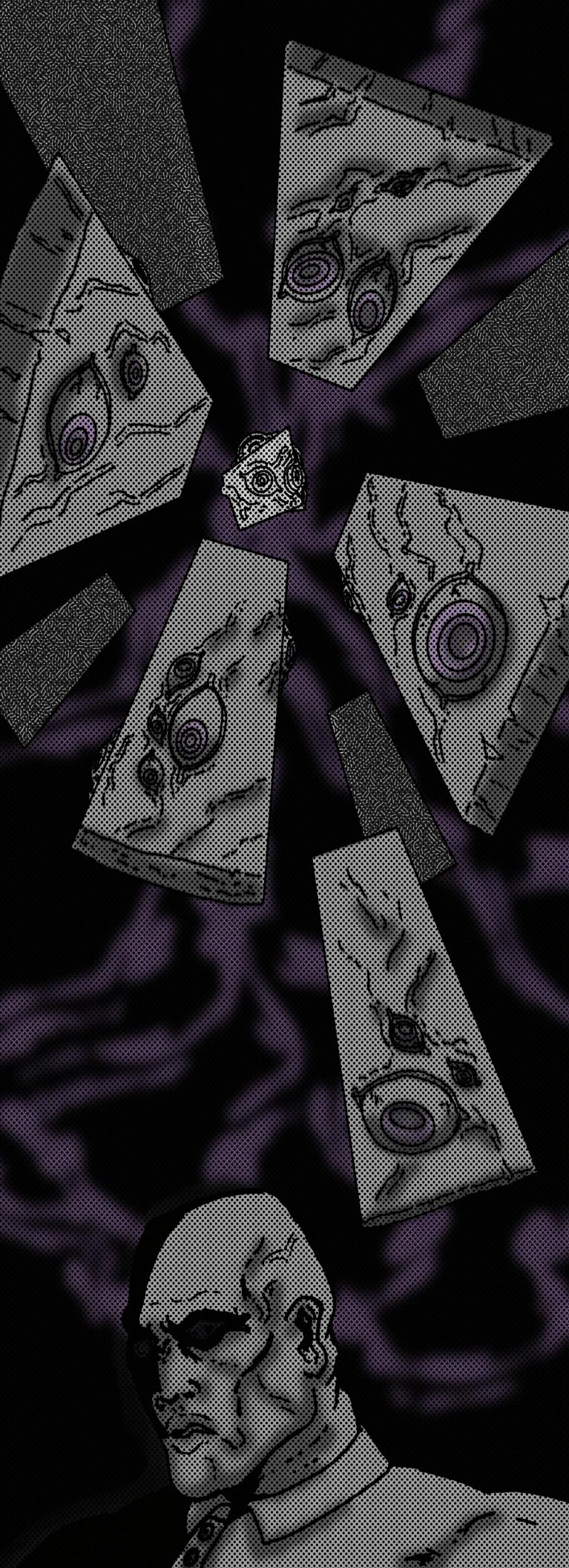
Transmute, Until Rest, Adjacent

You gently manipulate the polarity of the leylines around you, coaxing life into different hues. Choose one of the following effects for up to CAT area;

- Plant life grows at an incredibly increased rate, and you may slightly alter the course of its growth.
- Water begins quickly welling up from the ground, even if the area is made of impermeable materials.
- The land itself begins to glow brightly, up to the intensity of a spotlight.
- Animals in the area become friendly to you and will defend you from attackers while you are in the area.

This power may affect the parameters of rolls, such as difficulty and risk.

AUDITOR



Auditors are **cold, dispassionate** sins which, despite their professional and austere demeanor, pose incredible metaphysical threats to the world and any Exorcists sent to hunt them down.

Auditors are created from powerful concentrations of regret - when a host's past actions become too heavy to bear and they wish for themselves, and the world, to forget it ever happened. As opposed to Lords, which merely create the illusion of a land before the time of their host's loss, Auditors **actually** alter time, capable of traveling across time and altering past (or future) events directly. In service to their host, they warp through time, gradually erasing anything and everything which sparks feelings of guilt or shame within the host. Doing so has gruesome ramifications for the flow of history - reversing an Auditor's actions is a difficult and classified process, but ultimately necessary to prevent the total degradation of our own timeline. Worse still, should an Auditor complete its given task, it begins working on erasing the last vestige of its host's guilt; itself. Should this happen, the resulting **paradox** would be catastrophic.

Auditors commonly manifest in:

- Individuals who die with unfulfilled dreams
- Sole survivors of natural disasters, fatal accidents, or other similar events
- Politicians or celebrities whose reputations were tarnished by scandal or misdemeanor

Primary emotion: Regret

Appearance and Psychophysiology: Auditors are universally harsh and strange in their appearance, often taking forms of statues or constructs rather than resembling biological entities. The most common feature across all Auditors is the large number of eyes, seemingly peering across time in all directions. Even the more organic-looking Auditors are in some part comprised of stone, metal, or plastic - sterile and unfeeling, and at times uncomfortably abstract.

Behavior: Auditors are unique from every other Sin in the way that they interact with their host. Rather than having any real emotional or personal attachment, they merely view themselves as "employees" or "contractors" of the host, carrying out a necessary task as is their function. They speak in a manner similar to that of a simple machine; some degree of intelligence, but utterly lacking in affect or emotion. They rarely seek out conflict unless their "work" is hindered, in which case they bring the full force of their temporal manipulation to bear.



ARCHIVE AUDITORS



DEADLOCK

Type II, fused to [REDACTED] after involuntary manslaughter in an automotive accident. Erasures targeted huge swathes of [REDACTED] who witnessed or heard of the event after the fact. Temporal distortions severe enough to revert area surrounding the Palace to [REDACTED] BCE. Executed after 4 hours, 37 minutes, 12 seconds real time; Exorcist [REDACTED] lost in aggressive wormhole event, mummified corpse recovered by TEMERITY via The Spindle.

THE SPINDLE



UNIT 4828

Type I, manifested while subject 4828 was awaiting questioning by CASTLE administration. Subject had been acquired hours prior for assimilation into CAIN after manifestation of Grace. Executed after 5 minutes, 18 seconds real time; multiple CAT 5 Exorcists on-site at time of manifestation. Sin was not given enough time to begin process of erasure. Subject [REDACTED] before she could be restrained; corpse cremated.

TRAUMAS

The Admin, as the auditor, answers the following questions, then establishes a trauma based on the truthful answers.

- What memory brings you the greatest pain?
- What keeps you from forgetting it?
- What future hopes are you sacrificing by changing your past?

For every question the exorcists answer, they can counter a sin's reaction, rolling 1d3 after the sin acts. Reduce any stress suffered by all targets by the amount on the die, and the sin immediately takes that many slashes on its execution clock from the psychic trauma, which cannot reduce it below 1.



PALACE

An Auditor's palace has no actual entrance - they are able to remove their domain from linear time, isolated in a frozen moment from when their host summoned them. While there is no physical entrance to the palace, Exorcists can find the area of frozen time and psychically disrupt it, collapsing the bubble and folding them into the Auditor's realm. The area will be noticeably off, objects and creatures inside preserved unnaturally and suspended in a single moment.

Auditor's palaces are austere, perfectly clean spaces which resemble offices or security rooms. There are often windows, monitors, or mirrors lining the walls, showcasing scenes which the Auditor plans to erase, or has already erased. Any physical exits from the palace must be ignored at all costs. TEMERITY cannot guarantee your body will be recovered from whatever time you are sent.

Auditor palaces are typically: sterile, cold, stagnant, lifeless, calculated, robotic

PRESSURE: ERASURE

The duty of an Auditor is to erase anything related to the regrets of its host, doing so by traveling backwards through time and meticulously removing people, objects, and places. The changes will start small and benign, but can eventually progress to the point of massive changes to global history if left unchecked. Thankfully, CAIN has methods to reverse these changes - classified, of course.

Humans will have their memories rewritten along with these alterations as if the world had always been this way. Exorcists, however, are unaffected; they retain their memories of the world as it was.

Each time pressure increases, the Auditor erases another event significant to the host's traumas, making that information inaccessible by normal means. If pressure reaches 6, **the Auditor begins to erase itself, creating a paradox**. Failing to execute it before pressure increases again will require direct orbital intervention from CAIN, resulting in failure.

INVESTIGATING ERASURES

Exorcists that are dispatched to Auditor missions are each automatically given an Eye of the Spindle. An Exorcist can spend 1 Psyche Burst or mark 1d3 Sin to explore the original, unaltered timeline. This effect lasts until the end of the scene or may be dismissed.

Exorcists can interact with this timeline as if they were present in it; their body is rooted in place in the altered, Auditor-affected timeline, and the effect is forcefully ended if they are attacked in the altered timeline. If an Exorcist strays further than approximately 150 feet from their starting position, they are ejected back to the altered timeline.

TRACES

Surveyors

These dronelike entities hover ominously around areas which the Auditor has edited, ensuring that nothing can undo its work. They often look like smaller, more mechanical versions of the Auditor which spawned them, most of their mass taken up by their unblinking eye (or eyes, in many cases).

Surveyors (sins): Execution talisman 2 (solo), 4 (several), 6 (flock)

- Especially aggressive during use of Eye of the Spindle; persist across timelines
- Will also prioritize Exorcists who display knowledge of original timeline; gain +1D to rolls taking advantage of this fact.

Reactions:

Inflict stress: Attacks with: electric shocks, sharp edges, unsettling gazes. **(1)** 3 stress, **(2/3)** 2 stress, **(4+)** 1 stress

Or: create a complication or threat: Surround someone, begin overheating, freeze someone in time, escape to another timeline, combine and fuse, alert the Auditor.

EXECUTION

6+CAT

ATTACKS WITH: Cruel stares, angular bludgeons, Delphic calculus, futuristic ordnance (long range). (1) 3 stress, (2/3) 2 stress, (4+) 1 stress

COMPLICATIONS: Distort the flow of time, change someone's fate, reach out to other timelines, harden chassis, open a wormhole, overcharge weaponry, add a bystander, use a domain.

SEVERE ATTACK: REVISE

The Sin can use this ability on a '1' on the risk roll. They can only use it once a mission.

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate. Start with a pool of 5d6. Then remove one die for each of the following. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

- Do you fear your future?
- Are you repentant for any casualties you have caused?
- Do you still believe yourself to be human?
- Is the Auditor hindered, distracted, or under duress in some way?

Then roll the dice. The exorcist and any aiding them take 1 stress for every die rolled, no matter the result.

The Auditor attempts to remove their target from history. If at least one '1' comes up, the targeted Exorcist is replaced by another version of themselves; They take an injury and their Agenda and Blasphemy are switched out to those of the Admin's choosing (the Exorcist may select the powers and abilities). These effects fade when the Auditor is executed, or may be kept if desired. If two or more '1's come up, the target Exorcist either:

- Disappears instantly, erased from time, remembered only by their peers
- Suffers sin overflow to make their own fate

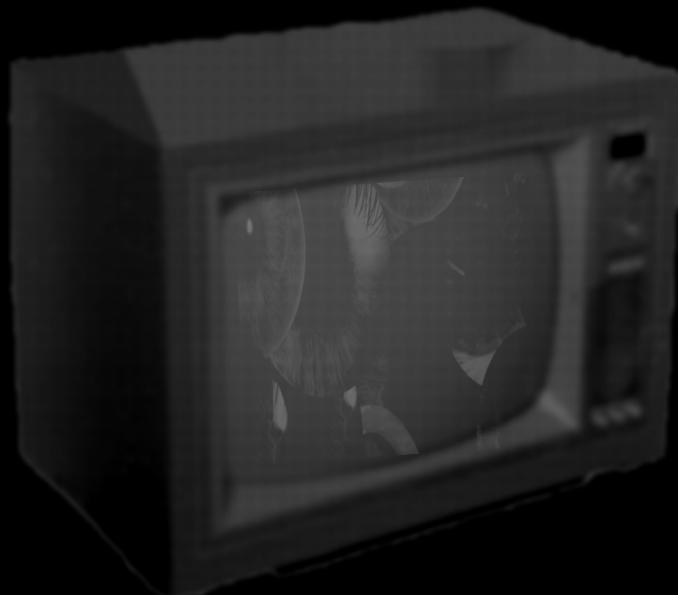
THREATS: Freeze someone in time, emit harsh energies, raze the battlefield with lasers, launch a dirty bomb, threaten history itself, ram with mechanical shell, employ inhuman logic. Inflict a hook. Use a domain. Do something cold, calculating, or optimal.

AFFLICTIONS

Usually given by a threat or a hook filling up.

1. **Guilty Conscience:** Gain 1d3 Sin when using a Blasphemy ability, even if you already rolled Sin to use it.
2. **Feedback Loop:** At the end of any scene where you took stress, you take additional stress equal to half of that stress, rounded up.
3. **Dissonance:** Roll -1D for any roll involving your service weapon; it has been replaced with one utterly unfamiliar to you.
4. **Optimized:** All Skills are set to 1.
5. **Rewind:** When Pressure rises, you return to the location you began the investigation at.
6. **The Task:** Permanently add to your agenda: **adhere to cold logic.**

Or improvise: make a skill hard or risky.



DOMAINS

Pick three.

1. Targeted Redaction

The Auditor has noticed your interference and must stall your advance. As a **tension move**, the Auditor performs an erasure powerful enough to bypass an Exorcist's natural psychic resistance. All Exorcists immediately lose and forget any information related to Domains or Trauma Questions; however, they are acutely aware that their memories have been altered.

This information may be regained by destroying a unique Surveyor which appears after this ability has been used; it may appear anywhere in the investigation area and will attempt to flee from the Exorcists, but using the Eye of the Spindle will allow them to track its signal.

2. Exponential Entropy

Time's eternal march increases in pace as the Auditor draws closer to its ultimate goal. At **0 Pressure**, the tension talisman has 4 slashes. At **1-2 Pressure**, it has 3 slashes. At **3-4 Pressure**, it has 2 slashes. At **5 Pressure**, it has 1 slash.

3. Machine Learning

The Auditor is self-assured, but not arrogant; it knows there are always further ways to optimize. As a **complication**, the Auditor and any of its minions can copy the Blasphemy ability of one Exorcist and immediately use it, copying its effects exactly and gaining any relevant benefits.

If used as a **tension move**, the Auditor permanently copies the ability and may use it as a reaction.

4. Antivirus

The duty must be completed. Any and all obstacles to finishing the job are to be excised.

The first time the Eye of the Spindle is used, the Auditor dispatches a **Tracer** to handle the disruption - a humanoid construct with enhanced capabilities. It will actively hunt the Exorcists down while they are using the Eye, and can only enter the altered timeline if the Auditor enables it to with a **tension move**.

TRACER

Tracer (sin): Execution talisman 3+CAT.

- Immune to mundane weaponry and can move at CAT speed in short bursts.
- Makes use of ambush tactics and the element of surprise; favors hit-and-run combat and separating the group.
- The first time the Tracer has its execution talisman filled out, it freezes itself in time rather than being destroyed. The next time Pressure increases, it unfreezes, returning with an execution talisman of 3 but dealing 1 additional stress on all reactions until it is destroyed permanently.

Reactions:

Inflict stress: Attacks with: *bladelike limbs, machine strength, built-in armaments (long range)*. **(1)** 3 stress, **(2/3)** 2 stress, **(4+)** 1 stress

Or: create a complication or threat: *Ensnare someone, emit nerve gas, initialize jet thrusters, lay mines, divert all energy to main cannon*.

OK

X

5. Pretty Little Hate Machine

The Auditor understands humans enough to know how to manipulate them. Once a hunt, when pressure increases, the Auditor causes a tragedy in the past and pins it on an Exorcist; they gain the Notorious Affliction.

Notorious: While afflicted, you are a target for law enforcement, who will stop at nothing to apprehend you once they have been alerted. People will try to call the police or run from you when you meet them, unless you can pass a hard roll to reassure them you are not, in fact, a wanted criminal.

6. CTRL+C CTRL+V

Reaching across alternate timelines, the Auditor sets a terrible trap. As a tension move, a parallel-world copy of an Exorcist is drawn into this timeline, nearly identical to the one they are based off of - save for the fact that they are Graceless, and not an Exorcist.

They will wander around the investigation area, and will usually attempt to chase down the original to get answers as to how they got here and why they look so alike. Should the two come into physical contact with one another, the copy will immediately explode into a gory mess, while the original will take an injury. If the copy is killed by the original, the original gains a hook with the **Guilty Conscience** affliction.

7. Endtimes

The Auditor peers into a future yet to pass, stealing schematics and designs for a weapon far beyond modern technological capabilities.

Once per hunt, as a **tension move**, the Auditor may prime the doomsday weapon in an effort to delay the Exorcists. The weapon appears in the investigation area in a place which is difficult to access; it can be seen by normal humans and incites panic. The Exorcists must disable or destroy the weapon before the tension talisman fills again, otherwise it will cause one of the following:

- Target the Exorcists with powerful lasers or explosives, regardless of their location; each Exorcist takes 3 stress unless they can find a way to mitigate or avoid it. The munitions penetrate all normal surfaces and require psychic defenses.
- Releases deadly energy or gas in CAT area; Exorcists in the area take 1 stress for every scene spent inside the radius and humans are killed en masse. The weapon may be disabled or destroyed once it is active to stop this effect.

Exorcists receive 2 bonus scrip if they disable the weapon, rather than destroy it. TEMERITY will find a use for it.

8. Random Access Memory

Difficult reminders of the past begin to resurface due to the Auditor's influence. As a **tension move**, the Auditor offers its services to the Exorcists; a chance to erase something from their past which causes them pain.

Those who accept clear an injury, affliction, or hook, but two of their stats (Admin chooses) decrease by 1. Those who refuse take 3 stress, but they may roll an additional resting die the next time they rest.

CAIN

MARCHING EVER ONWARD

Humanity is cursed, host to a roiling psychic sea barely understood or controlled, a phenomenon arising purely from the darkest portions of the human soul. And as time marches on, the sea grows more tempestuous and frightening, threatening to swallow the world as **SIN** consumes the souls of humanity.

CAIN is the solution, the global supranational shadow organization dedicated solely to the hunting and execution of Sins. And yet, for all their efforts, humanity is losing the war against itself; a stagnant conflict, no solution in sight, only more blood and death and tragedy at the hands of Exorcist and Sin alike.

YOU are an Exorcist, a powerful psychic soldier and tool of CAIN, to live and die by their hand, and labor for a lofty goal:

**WIPE OUT THE STAIN
NO MATTER HOW LONG IT TAKES**