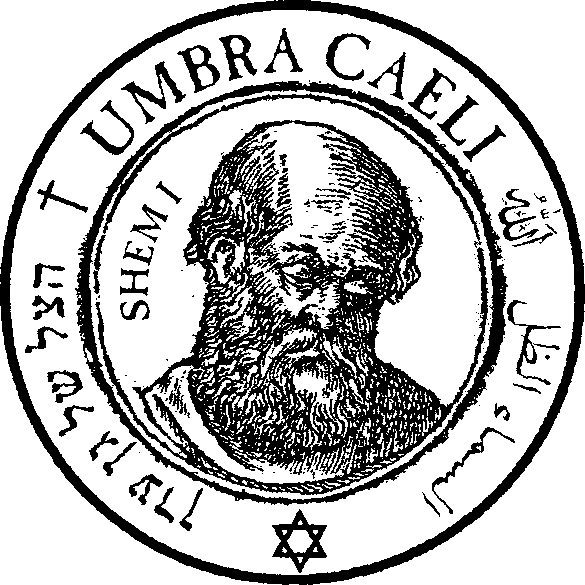
Heaven’s Shadow

A Mini Six Compatible Roleplaying Game

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**Dedicated to Maru, my beloved angel**

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# An Address to New Shadows

“And from the day of the time of the slaughter and destruction and death of the giants, the Nephilim, the mighty of the earth, the great ones of renown, the spirits that come forth from the soul of their flesh will continue to cause desolation, uncondemned. Thus they will cause desolation until the day of the consummation of the great judgment …” - **Book of Enoch**, 16:1

In the beginning, God created Man, and saw that it was good. Yet then for the first time, His work was tampered with by the fallen of His first creation, the Angels, in the form of Satan, the Adversary, appearing before Eve in the form of a serpent and tempting her with the knowledge of good and evil and the promise of being as a God.

Casting Adam and Eve out from the Garden, God gave them a second chance, sending some of the Angels to the earth to guide His creation back to righteousness and to a proper use of their newfound knowledge. These Angels became known as the Watchers, and they guided the fledgling human race in its early days.

Yet once again God was betrayed by His first creation. The Watchers rebelled, taking of the sins of man and practicing auguries and sorceries. Some of the Watchers came to lust after their human charges, laying with the women of the flesh, and bearing sons and daughters: the Nephilim, an unholy spawn of spirit and man defined by the lesser natures of their parents. These Nephilim were revered as heroes and men of renown among the people, despite their sinful natures, because the Watchers had set up sin as the new morality.

Those of the Watchers and the Archangels who remained holy came to the Most High, telling Him of the sins of their fallen brethren. The Lord looked out and saw the corruption of his creation, and was filled with anger. Hiding away His last noble servant Noah, He sent out the Angels to foment a great and terrible war among the Nephilim until nearly all had been wiped out. When this war had laid barren the land and stained it with blood and corruption, He bade Noah to build an ark, and bring with him his family and the creatures of the earth aboard the ark. Then God flooded the earth, wiping it clean with a holy deluge and leaving nothing untouched. Those souls claimed in the conflict and the ensuing flood were condemned to Hell for their sin and corruption.

In the aftermath, God entreated Noah to go forth and foster the survivors in accordance with God’s holy doctrines, and to restore the earth and make it once again prosperous. Yet Satan came before the Creator and pleaded that God spare some of the Nephilim. Without his agents of sin, he would hold no influence on Earth to tempt man. The Lord agreed, seeing that a faith without trial is no faith at all.

He spared ten percent of their number, to survive on the Earth until slain by men, and they would walk among men as spirits made flesh, indistinguishable from man. Yet in the bargain, he ordered Satan to share the secrets of the Nephilim’s evils, and teach them to Noah, who recorded them in detail. Satan was also sworn from harming any of the sons of Noah, and so while the Nephilim went into hiding and plotted their schemes against the next generation, Noah, his sons, and their wives and families, lived long and fruitful lives, and in his time Noah passed down the book of these demonic secrets to Shem, his eldest son.

Seeing within his father’s words the potential danger of these evil beings, Shem created the first Order of Shadows, gathering around him a small group of those whose faith was unquestionable, and taught them to Watch for the Nephilim and the corruption they would soon spread, and to send them back to Hell by fire and blood when found. Much is lost from this time, and though it is believed that this order lasted into the time of Abraham, the book and most knowledge of this first Order has been lost.

Yet it is in the tradition of Shem’s task that the modern Agencies came to be founded. Even as time has gone on and the message of God and His divine will has become splintered like shards of a mirror, there have always been those of us who have watched from the shadows for the ever malicious presence of the Nephilim and their influence on the earth.

Each Agency holds its own dogma and its own way of operating, but all are committed to the goal of protecting mankind from this evil, by sharing with a carefully chosen few the knowledge, skills, and faith needed to find and destroy the ancient demons that still walk among us.

Each of you has been selected and brought to us today not just because you are among the best at what you do, but because you are among the rare breed that can do so while still holding on to the faith, wisdom, sense of justice, and moral character one expects from a faithful servant of our Lord. Many of you come from backgrounds as spies and assassins, but we have chosen you because you were among those who never became the enemy that you hunted. Others of you have come from positions of law and justice, and so have learned to fight injustice without relying on it yourselves. Some of you have even been criminals or men of violence yourselves, but have found your way to a straighter path.

Regardless of the road you have walked to this point, now you are part of a congregation that takes on that ancient mission: to do what it takes to protect mankind from the corruption and wickedness of Satan’s servants on Earth, and to find those servants and deliver upon them the “sword of total destruction.”

I welcome you all to the fold, and may the Almighty grant you his protection, wisdom, and strength in the coming days, as you seek to become Agents of His will.

Amen.

*Fr. Armistead Gale*

*Address to new recruits of the Congregation of Judith, May 4th 2004*

# Chapter 1: Introduction

“And we did according to all His words: all the malignant evil ones we bound in the place of condemnation, and a tenth part of them we left that they might be subject before Satan on the earth.” - **Book of Jubilees, 10:11**

*Heaven’s Shadow* is a tabletop roleplaying game in which the players take on the role of “Shadows,” trained assassins in service to a secret Agency tasked with finding and eliminating ancient demonic beings called Nephilim, who hide amongst mankind in the guise of normal human beings in order to sow discord, sin, and destruction.

## Shadows

Shadows are skilled operatives, hand-picked from any number of backgrounds, and while the particulars of any given Agency for recruitment may vary, they all share one thing: they understand the importance of having something to believe in, especially when the means to the end start walking into the darker side. Shadows are killers, spies, and often criminals, but they never lose sight of their faith, and it is that faith that keeps them on the right path when the road gets muddy.

Every Shadow is chosen for their faith in the Supreme Director, and in the principles He has taught His servants throughout the millennia. No matter what the needs of the mission at hand and what dirty deeds they must commit, they ultimately believe in a code of conduct, and in protecting the innocent from threats to mind, body, and soul.

It is this faith that drives them, gives them something to fall back on in their decisions, and imbues their Icon of Faith with the power to reveal and fight the dark Nephilim who hide among us. It also makes for an excellent operational security measure: you can’t fake true faith, so getting Nephilim double agents into the halls of an Agency is almost impossible.

The name “Shadow” is taken from the original Agency, the Order of Shadows founded by Shem, son of Noah, after the Great Flood. The title is still in common use in most modern agencies out of a sense of tradition, used to describe the main operators within the organization.

## Nephilim

The Nephilim are man’s most insidious and secret foe on Earth. They are the only surviving descendants of the Watchers and their mortal wives. Most of their kind were banished straight to Hell after the Flood, but some of their number were spared so that the Adversary might have agents on Earth to practice his dark work of testing the mettle of man.

Twisted and evil to the core, Nephilim worship sin itself, selecting a chosen sin as their path in life, and seeking to spread it by whatever means they can, whether directly or through luring mortal sinners into their corruption. The Adversary rewards them with arcane power in accordance with their success in their path, making the most successful Nephilim incredibly dangerous prey.

In appearance, they appear much like any mortal man or woman, though they often appear to be at the peak of human ability and appearance. In the pre-Flood times the Nephilim were warriors and heroes, and that bearing still lives in the line of those who have survived. However, exposure to the sight and presence of a holy Icon in the hands of a Shadow of Faith will reveal their true demonic visage, twisted and ugly like the souls within.

## Icons

Every Shadow carries with him an Icon of Faith. Each Icon is a personally selected or crafted object that the Shadow wears as a reminder of his faith and the mission he strives for, and as the focus for that faith when he calls on the Supreme Director for aid in that mission. Icons are specially constructed or modified to include at least some small portion of a holy relic or physical connection to a holy site, event, or miracle. It is said that the original Icon carried by Shem was carved from a piece of the wood of the Ark, a simple roughly hewn dove, to remind Shem and his followers of the mercy the Supreme Director gives to those who are truly dedicated to good and just living.

A Shadow’s Icon is his most basic and vital tool. If his faith is strong enough, then by holding the Icon within his hand and intoning one of the ancient prayers recorded by Noah after the Flood, the Supreme Director will grant him momentary blessings or assistance in accordance with that prayer. The most basic prayer and the first any Shadow learns is the Wordless Sight, which enables the Shadow holding his Icon within his hand to reveal Nephilim in their true form, making them easily identified for their true natures.

## Religion

Shadows come from many faiths, but generally all come from some belief in the God of Noah and Shem and their descendant Abraham, often referred to as the “Supreme Director” in many modern Agencies. Individual Shadows may be everything from Jewish to Anglican to Sufi, and the varying agencies may stem from some specific religious group, or take a more multi-faith approach. To the modern Agencies, the specific trappings of modern belief have often been seen as less important than the mission itself and the traditions of Shem and his followers in the generations to come, and there are even some who lay claim to a faith that dates back that far. Agencies of various faiths may even work side by side from time to time, and some organizations, such as ICON, were founded expressly to bring together the best of many faiths and denominations into a single modern Agency fit to fight the Nephilim in all their forms.

It is not always all brotherhood and pluralism between the Agencies, of course. While the uniting mission of the Watch (as the hunt for the Nephilim is often called) and the use of Icons and the Prayers of Shem have generally been enough to convince most that they all indeed serve the same Supreme Director; Agencies and their Shadows have often been drawn into the holy wars of their parent religions, or brought into conflict among themselves based on national boundaries, conflicting operations, or even bad blood between members.

In the field, the discovery of another Agency’s involvement with a Nephilim target can be a tense situation. Most modern agencies are generally on friendly terms, but planning an operation is a delicate matter, and finding that someone else’s assets and agents are already in the field can complicate things substantially. Shadows may be cagey about joining forces on the fly, even if they might otherwise have been happy to work together if they’d been planning in concert beforehand, as it is difficult to have full awareness of an operation’s security when bringing in a strange team and its assets blind. It is often up to the chain of command or the gut instincts of the Shadows involved as to whether their shared Watch is enough to put differences aside and work together.

## Agencies

While there are a few Shadows who operate as lone wolves or in independent teams, the vast majority of them operate within an Agency. Most Agencies are in some way connected to, or at least descended from, one of the Abrahamic religions, and all claim to share some spiritual lineage to the original Order of Shadows founded by Shem.

In practice, however, the level to which this affects operations and the structure of the organization varies. Since many Agencies are founded and run by former members of secular organizations, the day to day operation of many modern Agencies more closely resembles that of a modern day intelligence agency than a religious organization; though obviously doctrine varies heavily from Agency to Agency, this secularized structure is common among Western agencies.

In other territories where the rule of law is shakier, or a dominant political force makes operation more difficult, an Agency may take on a structure more resembling an insurgent cell or even a criminal network. The important thing is having the operational flexibility to ensure the security of the organization and the completion of its mission. Nephilim often have allies very high on the food chain in the local government or power structure, and so the ability to operate without that power structure being able to hinder or even destroy an Agency’s operations is paramount.

A given Agency’s resources will vary from outfit to outfit, though at the most basic they will generally have manpower, assets and contacts in the field, equipment, discretionary funding, safe houses for evading heat from authorities or enemy factions, and may even have legal connections for making those sorts of problems go away. It all depends on the Agency’s standing in their area of operations, level of funding, legal status, and manpower as to what sort of aid they may be able to offer to Shadows on a mission, and the amount of those resources is liable to vary based on the importance of the mission and the standing of the operatives involved within the organization.

## Operations

The primary mission of any Shadow is the elimination of Nephilim. In practice, getting to that point is no small feat. Nephilim must first be located and identified; intelligence must be gathered about their operations in order to ensure they come to a close once the Nephilim itself is eliminated; reconnaissance must record their daily routine, security measures, and details about their location, so that the best time to strike can be planned; and of course, the operation itself needs to have all its cards put in place, with both plans for the strike itself, as well as how to clean up afterwards once the target is eliminated.

How much of this legwork is left up to a particular Shadow or team of Shadows is dependent on the needs of the operation, the size and resources of the Agency, and the Agency’s standard operational procedures. Some missions may call for a team to do much of the work themselves with only a name of a possible enemy to go on, while others may already have all the reconnaissance in place, and the team need only layout and execute a plan to eliminate the target. Some agencies protect the security of their operations by segmenting the steps of it and providing a team only the information and instructions needed for a specific section of an operation, while others may allow a team to operate largely autonomously, handling the full breadth of an operation themselves and providing agency resources when needed, to allow for maximum deniability and minimizing connections to home base.

Identifying Nephilim targets is itself a significant challenge for agencies. A Shadow’s Icon allows him to sense and even see a Nephilim for what it truly is, but only within the being’s presence, and many Nephilim can in turn spot a dedicated Shadow, or at least his Icon, risking a blown cover. In order to better identify candidates, Agencies maintain intelligence presences in criminal, governmental, military, and even secular intelligence circles, keeping an eye out for individuals with a *modus operandi* that fits that of a demonic presence. This side of operations is often performed by a separate wing of the organization, and tends to be the most likely to employ outside individuals as long-term information assets. For this reason, such individuals may not even be kept privy to actual elimination activities, for their own safety as well as the security of future operations.

## Playing the Game

*Heaven’s Shadow* is a roleplaying game. In a roleplaying game, a single overseeing player called the Gamemaster or “GM,” creates a world and a scenario, and the remaining players create characters or “PCs,” who will encounter that scenario and play out how their characters would act under the circumstances, while the GM narrates the result of their actions and how any non-player characters or “NPCs” act in response to the new events.

The game rules will provide a framework for resolving these situations, defining how skilled or inept the PCs and the NPCs are at different types of actions, how to resolve those actions, and what some of the consequences might be for failure, especially when that failure takes place in a combat or life-and-death situation. Most often, this will involve rolling dice related to the character’s skill, and comparing the result to some number.

It is important to remember, however, that unlike a traditional board game or a video game, the rules of a roleplaying game are not intended to be set in stone, but only to provide guidelines and frameworks for handling the situations of the game. If a given rule doesn’t work for your group, or something isn’t covered by the existing rules, feel free to change them to suit your needs.

## Rolling the Dice

*Heaven’s Shadow* uses six-sided dice exclusively, just the sort you can find in bricks at everything from department stores to the local bodega, or swipe out of your favorite popular board game. Your character’s statistics will generally be measured in some amount of dice, and it is these dice you will roll, total, and compare to a target number when you need to know if you’ve succeeded at a task.

Dice in *Heaven’s Shadow*, are notated in the form of (number of dice) D+ (pips). You roll the number of dice shown, total them, and then add any pip amount to that total. So for instance, if you have 4D+2 in a skill, you would roll 4 dice, total them, and then add 2 to the result to find your final total.

Pips especially come into play during character creation and advancement. When distributing dice for attributes and skills, each die can be broken down into 3 “pips” of +1 each, and those pips can then be distributed as desired, with the exception that no group of dice can ever have more than +2 in pips. If an attribute or skill would be raised to +3, instead the total number of dice increases by 1 and the pips are dropped (1D, 1D+1, 1D+2, 2D, 2D+1, and so on).

## Rule Number One

Roleplaying games are a creative and collaborative hobby, unlike most games you may have played. Enjoyable play involves working together with your group to create the most fun possible for everyone, and it is this “rule of fun” that should be paramount above any detail or rule described in this book. If something isn’t fun for your group, change it: you paid for it, it is yours to do with as you wish.

# Chapter 2: Characters

“For a spy, loyalty is a strange thing. Your job is to deceive, to live among your enemies, to perform dark deeds for a noble purpose. And it's that purpose that guides you through the darkness. When you lose sight of that, the darkness is all there is.” - Michael Westen, **Burn Notice**

Every Shadow is defined by his abilities, skills, history, and the faith that drives him, and these qualities are measured and described through game mechanics. Character creation is a relatively quick and simple process in *Heaven’s Shadow,* however it is important before one begins to take a moment to think about what sort of character he is, so that the decisions that follow can flow quickly. Some of the steps along the way will provide guidance for this process, but knowing a few details ahead of time will help make those decisions easier. Consider details such as what his background is, what his life was like before becoming a Shadow, what he looks like, and so forth.

As you go through the sections below, record your decisions on a character sheet or piece of paper, or in an editable digital file, so that you can easily update the information and reference it later during play.

## Attributes

We begin by assigning 12D to the character’s four attributes. These attributes describe the character’s innate talents, general experience, and training in the field. In general terms, a 1D in a given attribute indicates significant deficiency, 2D is roughly average ability for most people, while a 4D indicates top-flight talent in that area. In the beginning, a Shadow may not have less than 2D or more than 4D in a given attribute. Higher values can be purchased later with character points. Remember also that dice can be split into pips, giving a total of +3 per dice that can be distributed where desired.

The four attributes are described as follows:

**Might** represents physical strength, muscle control, toughness, and damage dealt when striking in melee or unarmed combat.

**Agility** represents aim, coordination, dexterity, and quick reflexes.

**Wit** represents mental creativity, knowledge, intelligence, and perception.

**Charm** represents charisma, negotiation, leadership, and verbal skill.

## **Skills**

Skills represent specific applications of a Shadow’s training and experience towards specialized subjects. Any Shadow can attempt an action with any skill by rolling the attribute it falls under, however by adding additional dice in a skill, it represents special training in that particular area of expertise.

Shadows get 7D to distribute among skills. When adding dice or pips to a skill, add the dice to the base amount from the attribute that governs it, and record the total, remembering that if any pips combine to make a +3 it instead becomes a full die. A Shadow may not spend more than 2D on a single skill at character creation. Higher values can be purchased later with character points.

The following sections list the skills, separated by which attribute covers them, and offers brief descriptions of their functions.

### Might Skills

*Athletics*: The gym class skill. Running, jumping, climbing, and swimming, as well as any similar athletic or acrobatic exercise.

*Lifting*: Exerting one’s raw strength to lift, push, or carry heavy objects.

*Martial Arts*: Skill at handling oneself in an unarmed fight. Every 4 dice (total) in this skill adds +1D to unarmed combat damage.

*Melee*: Ability with close combat weapons, like knives, swords, or even improvised weapons.

*Stamina*: Ability to endure long periods of pain, exertion, deprivation of food or oxygen, as well as resistance to illness or poisons.

### Agility Skills

*Dodge*: The skill of getting out of the way, Dodge is used to avoid ranged attacks by anticipating shots and quickly moving to cover or away from the line of fire.

*Drive*: Ability in operating motorized vehicles effectively in defensive or dangerous driving conditions.

*Firearms*: Covers the operation of personal firearms, including pistols, SMGs, rifles, and light machine guns.

*Pickpocket*: The ability to relieve a target of possessions on or around their person without detection.

*Stealth*: Moving through shadows, stepping carefully, and generally being able to move from place to place without being seen or heard.

*Throw*: Hurling objects for precision and distance, whether it’s pegging someone with a rock, landing a grenade, or putting a throwing knife between the eyes.

### Wit Skills

*Awareness*: One’s perceptive ability, whether it’s noticing the out of the ordinary, searching a room, or spotting a sniper or an ambush.

*Computer*: Skill with computers and computerized devices like smartphones and tablets, from operation to programming to hacking.

*Concealment*: The ability to conceal objects from view, whether on one’s person or within an object or area. Useful for hiding weapons or surveillance devices.

*Demolitions*: Knowledge and training in the construction, proper implementation, safe detonation, and disabling of explosive devices.

*Demonology:* Knowledge of the Nephilim, their Paths, the powers they possess, and their identification and demonic appearance.

*Forgery*: The ability to fake documents and records in order to construct covers, forge identification and licenses, and create convincing false documentation.

*Jury-Rig*: One’s ability to perform hasty repairs, assemble makeshift devices, or otherwise improvise mechanical or electronic solutions to problems.

*Language*: Linguistic skill. Determines one’s ability to translate a given conversation or text. Also covers the ability to convincingly fake accents and dialects.

*Medicine*: Field surgery, first aid, knowledge of medicines, poisons, diseases, and their cures.

*Religion*: Knowledge of religious doctrine, history, symbolism, and occult practice.

*Security*: Experience with implementation and disabling of mechanical and electronic security systems such as safes, locks, detection systems, and sensors.

*Surveillance*: Shadowing, following, installation and operation of listening and spying devices.

*Willpower:* The character’s ability to withstand mental torture, fear, stress, or overcome his own failings or compulsions.

### Charm Skills

*Con*: The ability to convince others of things that are not true, especially about oneself as in playing a cover, selling a lie, or setting up a con.

*Contacts*: One’s ability to find someone with the information or connections needed to find a given piece of otherwise non-public information. Represents an agent’s network of informants, contacts in various governments or companies, and other such assets.

*Diplomacy*: Formal negotiation skills and knowledge and ability to navigate bureaucracy and official channels.

*Interrogation*: Getting the information you want out of someone who doesn’t want to give it to you, either through persuasion, coercion, intimidation, or cleverness.

*Resources*: Getting ahold of goods or equipment needed for a mission, whether through bureaucratic channels, clever bookkeeping, or even finding one to steal.

*Seduction*: The ability to distract, coerce, or otherwise encourage someone toward action through one’s appearance and sex appeal.

*Streetwise*: Finding illegal substances and services, knowledge of criminal organizations and decorum, identification of criminal behavior patterns.

### Other Skills

No skill list can ever cover all possible specialties, but it is hoped that the above list will cover the most common ones among Shadows. If you think of a particular skill or specialty your character would have that you don’t feel is covered by the existing list, simply invent a name for it, and add it to your sheet and spend dice as desired, after first clearing it with your GM.

## Special Training

In addition to their usual skill dice, Shadows receive an additional +3 in pips to distribute to their skills to indicate areas of special training, experience, or ability. There are two special rules to this however:

1. No more than +1 of special training can be applied to a given skill.
2. For each skill to which special training is applied, the Shadow must include a short sentence explaining how they came to be so skilled. This can be anything the player feels is suitable to their backstory, whether a course of special training as the name implies, a tour of duty somewhere, an unusual experience, or any other suitable explanation.

Remember that when adding a pip from special training to a skill that is already at +2 pips, the pips combine to bring it to the next full die.

## Faith

One of the Shadow’s most important weapons is his Faith. In game terms, this manifests as a special Attribute, Faith. All Shadows begin with 1D in Faith, though they may optionally spend one of their 12D in Attributes to bump it up to 2D at character creation. In addition, every Shadow begins with the Prayer “Wordless Sight.” If they have bought Faith up to 2D, they may select an additional Prayer that they are capable of succeeding at (Difficulty 11 or less). More Prayers can be learned later with character points.

A Shadow’s Faith serves two purposes in game terms. The first is that it is the Attribute rolled when attempting to use a Prayer. Each Prayer learned has a difficulty that is compared against when attempting it.

The second purpose of Faith is that it provides the amount of bonus received when spending Conviction to increase the odds of an action. Characters may spend a point of Conviction to add their Faith dice to a skill or attribute roll.

## Agency

Almost every Shadow operating currently is part of an Agency. Agencies provide a united front of resources, manpower, and intelligence against the Nephilim threat. Even independent Shadows will almost invariably have first been trained by an Agency, as without the knowledge of the Icons and the ancient Prayers, it is unlikely that one would ever be made aware of the Nephilim.

It is up to the GM whether the players can select which Agency they hail from, as in a joint operation or task force, or whether they all come from the same Agency. Details on a number of the current Agencies in operation are covered in Chapter 7. Record the Agency the Shadow is part of on his character sheet.

Shadows have a second special Attribute, Agency, which covers their rank, seniority, and reputation with their chosen Agency. This attribute starts at 1D, and cannot be bought up at character creation, and improvement with character points is subject to approval from the GM as it represents advancement in the organization.

Agency acts as a pool of dice that can be called upon to gain access to resources during a mission. A Shadow can add up to as many dice as they have in Agency to any Resources, Contacts, Streetwise, or Diplomacy roll used to acquire access to items, equipment, contacts, sensitive information, or assistance with legal or intelligence issues. This represents the Shadow calling in help from his Agency.

Once a die in Agency has been spent, it cannot be spent again for the remainder of the mission. Agencies only have so many resources to go around, and an Agent who overextends Agency resources may be left to his own devices.

## Conviction

The Shadow’s commitment to his mission is a powerful thing. In the service of protecting mankind from its enemies, he will go to great lengths and accomplish things surprising even to a skilled and trained professional. In game terms, we model this with Conviction.

Every Shadow begins the game with 1 Conviction. A point of Conviction can be spent during play in one of the following ways:

1. Add one’s Faith to any skill or attribute roll.
2. Shrug off one wound level of received damage.
3. Receive “divine inspiration” during a stuck situation.

How “Divine inspiration” manifests is up to the discretion of the GM, but essentially means the player receives a short hint or tidbit of information or is suddenly aware of an object or aspect of the environment that will help him in his present predicament.

Conviction points must be spent in pursuit of a good cause, whether it’s a task involved in an ongoing mission, or a noble deed performed for someone in need, or some other worthy goal. Conviction spent for selfish or evil purposes earns a point of Sin. A character who has a balance of Sin cannot earn further Conviction, and the Sin total acts as a die penalty to all Faith rolls made until that Sin is removed: -1D per point of Sin. Instead, any Conviction points earned cancel a point of Sin until such time as it is wiped clean. Additionally, GMs may hand out points of Sin to players who have engaged in particularly selfish or evil acts.

Conviction points are earned by GM award, and for confronting a characters Complications. GMs are encouraged to give Conviction rewards for especially heroic, noble, or self-sacrificing actions; excellent roleplaying; or whenever a character experiences something that would bolster their conviction towards their faith and the mission of the Shadows.

## Complications

The life of a Shadow is a dangerous one. Few even make it to the halls of an Agency without already accruing some form of baggage. Whether it’s the dark deeds of one’s past, or the enemies one has made along the way, a Shadow’s newfound Faith is likely not to matter as much to an outside world which may still have scores to settle, and the habits of the past may prove hard to break.

At character creation, a Shadow selects two Complications, providing story details as required for the Complication chosen. Whenever that complication arises in play, and the player successfully overcomes the encounter, he is awarded a point of Conviction. Each Complication can award Conviction only once during a play session. Should a Complication ever be resolved permanently, the Shadow may replace it with a new one suitable to the present storyline, at the approval of the GM.

A list of possible complications follows. Players are welcome to invent their own as well, using the following as models or creating ones from whole cloth, so long as the GM approves.

### Complications List

*Anti-Social*: A lifetime of deception, betrayal, and violence has left this Shadow less than interested in dealing with the world outside the Agency or their immediate circle of friends and family. +5 to the difficulty of all Charm and Charm-based skills when employed with those outside his social circle.

*Bad Habit*: The character has a bad habit: a compulsion of sorts that despite his faith he’s been unable to fully shake. Gambling, alcoholism, drugs, whatever the addiction, the character must make a Willpower roll against 15 to resist the urge to indulge when presented with the temptation, or when under severe stress.

*Bad Reputation*: Past actions in the field have left a sour taste on the tongue of many who’ve worked with this Shadow. Whenever encountering someone from the Shadow’s previous field, make a Contacts roll against 15, and on a failure, the individual recognizes him and reacts accordingly.

*Bounty*: There is a price on this Shadow’s head. Whether a rogue operative, a criminal syndicate, or even a legitimate government with no qualms against contract hires, someone out there has placed a price on his head, and there are plenty of pros willing to collect. When and where is at the GM’s discretion.

*Burned*: This Shadow’s previous intelligence outfit has blacklisted him, whether for good reason or no. Agencies with friendly ties to that outfit will refuse to work with him, any security clearance he possessed will be revoked, and he may be under ongoing surveillance and investigation. +5 to the difficulty of all Charm and Charm-based rolls involving intelligence agencies or top secret information.

*Criminal*: This Shadow has a criminal past. Though his time may be served, his criminal record still hangs with him. Law enforcement will be prone to mistrusting him, ex-partners may seek to reemploy him or settle old scores, and should his face or fingerprints be recognized it could risk blowing a cover ID. Consequences at the GM’s discretion.

*Enemy*: This Shadow has made a serious enemy. Somewhere in his past he crossed the wrong person, and now they’ve dedicated a significant amount of time and effort to finding him and making his life hell. They may wish for his death, or simply to make his life as complicated as possible. How this manifests is up to the type of enemy and the GM’s discretion.

*Guilt*: Sometime in the past, this Shadow did something terrible, and while the legal consequences have long since passed, his own guilt still torments him. It takes a Willpower roll against 15 to commit any act that reminds him of his past sin, and even if he succeeds, he’ll be haunted by the guilt afterward.

*Skeletons in the Closet*: There is a dark deed in this Shadow’s past that has never been shown the light of day. Should it ever be revealed, it could discredit him, have him blacklisted, land him in prison, or even cost him his life. The player and GM will need to discuss what that secret is, and what must be done to maintain it and avoid the consequences.

*Touched*: Somewhere in this Shadow’s past, he was touched by the presence of the profane. Whether through a chance encounter with a Nephilim, or even a visitation by the demonic itself, those who encounter the forces of the Adversary and survive will forever draw his attentions thereafter. He may even be descended from a Nephilim directly, demon blood still running through his veins. -5 to all rolls to resist demonic powers, and he may attract special attention from Nephilim.

*Trauma*: Something happened to this Shadow, something unspeakable, and it still shakes him to his core to this very day. Encounters with events or objects that trigger the memory of that trauma can unnerve and even cause panic. When experiencing such an encounter, make a Willpower roll against 15 to avoid a reaction.

*Unsolved Case*: There is one that got away in this Shadow’s casebook, one he cannot quite give up on despite his efforts, and this failure even colors his ability to let go of new dead-end cases. The character must make a Willpower roll against 15 to avoid pursuing any possible lead on that case that comes up, and must make a similar roll to be able to abandon a current investigation when the need arises.

*Wanted*: The Shadow has committed a serious crime in the past, for which he has yet to be brought to justice. The nature of that crime and who is investigating it will be subject to player/GM discussion, but the bottom line is that law enforcement is watching for him, and he must be careful where he rears his head.

## Equipment

While a Shadow is a trained operative and often more than capable of getting the job done with only his bare hands and the clothes on his back, it is generally far easier to come equipped for the situation.

At character creation, every Shadow receives a weapon of his/her choice, body armor if desired, and one appropriate piece of equipment for each skill the character spent skill dice on, so long as the GM terms it reasonable. So a character who spent dice on Security may begin play with a set of lock picks, for example.

Any additional equipment, and equipment acquired after character creation, is purchased or acquired by making Resources rolls. Roll the die, plus any Agency dice if desired, and test against the difficulty of the item as listed below. On a success, the character acquires the item in question. On a failure, his resources are tapped out and he won’t be able to attempt locating it again this session.

### Melee Weapons

Melee weapons are described in the table below, with a type, the damage (as a plus modifier to Might), and the difficulty to acquire.

|  |  |  |
| --- | --- | --- |
| Type | Damage | Difficulty |
| Bat | +1D+2 | Very Easy |
| Baton | +1D+1 | Easy |
| Combat Knife | +1D+2 | Moderate |
| Folding Knife | +1D | Easy |
| Kukri | +2D | Difficult |
| Machete | +1D+1 | Very Easy |
| Sword | +2D+2 | Difficult |

### Firearms

The following tables list common types of firearms by caliber and type. Each weapon is listed with a damage, range bands for Short/Medium/Long in meters, and the difficulty of acquiring them.

#### Automatic Pistols

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Damage | Range (S/M/L) | Difficulty |
| .22 Pistol | 2D+2 | 10/20/40 | Easy |
| 5.7mm Pistol | 3D | 10/25/50 | Difficult |
| 9mm Pistol | 3D+2 | 10/25/50 | Moderate |
| .40S&W Pistol | 4D | 10/30/55 | Moderate |
| .45 Pistol | 4D+1 | 10/20/40 | Difficult |
| .50 AE Pistol | 4D+2 | 10/30/60 | Difficult |

#### Revolvers

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Damage | Range (S/M/L) | Difficulty |
| .38 Special | 3D | 10/20/30 | Moderate |
| .357 Magnum | 4D | 10/20/40 | Difficult |
| .44 Magnum | 4D+2 | 10/25/45 | Difficult |

#### Submachine Guns

Submachine guns are capable of automatic fire. On a double success, the damage is increased by +2D, or the attack can hit an additional target. Also gives a +1D bonus to attack rolls for suppressive fire.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Damage | Range (S/M/L) | Difficulty |
| 5.7mm PDW | 3D | 10/50/100 | Very Difficult |
| .9mm Compact | 3D+2 | 10/20/40 | Difficult |
| .9mm SMG | 3D+2 | 10/45/90 | Very Difficult |
| .45 SMG | 4D+1 | 10/40/80 | Very Difficult |

#### Rifles

Rifles indicated as “sniper” are highly accurate custom rifles, with accurized barrels, scopes, and other features to allow for long range engagement. Attacks with them have a +2 bonus to the attack roll.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Damage | Range (S/M/L) | Difficulty |
| .22 Hunting | 2D+2 | 20/50/100 | Moderate |
| .223 Hunting | 4D+1 | 50/100/200 | Moderate |
| .308 Hunting | 5D | 75/150/300 | Moderate |
| .308 Sniper | 5D+1 | 75/200/400 | Difficult |
| .338 Lapua Sniper | 5D+2 | 100/300/600 | Very Difficult |
| .50 BMG Sniper | 6D | 100/300/600 | Very Difficult |

#### Assault Rifles & Machine Guns

The following rifles are capable of automatic fire. On a double success, the firer can deal an additional +3D damage to the target, or attack two additional targets. Also gives a +2D bonus to rolls for suppressive fire, +3D for the LMG and BMG.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Damage | Range (S/M/L) | Difficulty |
| 5.56mm AR | 4D+1 | 50/100/200 | Very Difficult |
| 7.62mm AR | 4D+2 | 50/125/250 | Very Difficult |
| .308 Battle Rifle | 5D | 50/150/300 | Very Difficult |
| .308 LMG | 5D+1 | 50/150/300 | Heroic |
| .50 BMG | 6D | 100/250/500 | Heroic |

#### Firearms Accessories

*Bayonet:* An optional attachment for SMGs, rifles and ARs, a fixed bayonet enables the weapon to be used as a melee weapon more efficiently in combat, dealing +1D+2 damage. Difficulty: Moderate.

*Holographic Sight:* Enhanced gun sight provides holographic reticle or red dot, enabling faster target recognition and aiming at close ranges. Increases chance to hit by +1 within Short and Medium ranges. Difficulty: Difficult.

*Laser Sight:* Emits a small red dot at the approximate point of impact of the weapon. Gives +1 to hit with the weapon within Short range (or up to Medium range with a Sniper rifle), but could give away shooter’s position, especially in foggy or smoky environments. Difficulty: Moderate.

*Suppressor:* Reduces the report of the weapon it is attached to, increasing the difficulty of Awareness rolls to detect fire by 10. Only effective on weapons firing subsonic ammunition. .22 guns can use with standard ammunition. 5.7mm, 9mm, .45, .223, and .308 weapons can be used with a suppressor if subsonic rounds are used, but damage is reduced by -1D and ranges by 25%. Difficulty: Very Difficult.

### Armor

Body armor is not commonly used by most operatives for day to day wear, because of the bulk and difficulty of concealing heavier armors, but it can still be useful for armed operations in force where significant gunplay is expected. Armor provides a bonus to your Soak value, effectively reducing the chance that you’ll experience a serious injury when struck by a weapon. Armors also have a Move/Conceal penalty, which is a negative penalty to Dodge, Athletics, and Stealth rolls made while wearing the armor, and Concealment rolls to hide it under clothing.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Armor Value | Move/Conceal | Difficulty |
| Type I | +3 | -1 | Moderate |
| Type IIA | +6 | -2 | Difficult |
| Type II | +8 | -4 | Difficult |
| Type IIIA | +10 | -6 | Very Difficult |
| Type III | +12 | -8 | Very Difficult |
| Type IV | +15 | -10 | Heroic |

### Explosives

*C4 Plastic Explosive:* Highly charged moldable explosive, excellent for demolitions. Deals 5D of damage to a 3m radius. Difficulty: Difficult

*Det Cord:* Handy explosive cord with minimal explosive radius but excellent at cutting holes in buildings. Difficulty: Difficult

*Fragmentation Grenade:* Throwable explosive device with considerable blast radius. 5D damage to a 16m radius, Range 10/20/30. Difficulty: Difficult

*Rocket-Propelled Grenade (RPG):* Launcher tube fires rocket propelled grenade. Damage 6D to a 10m radius. Range: 50/100/200. Includes 1 rocket, additionals sold separately (Heroic difficulty). Difficulty: Heroic

### Other Equipment

*Binoculars:* Quality distance viewing in an easily portable form. Difficulty: Easy.

*Cellular Phone:* Cheap, prepaid ‘burner’ phone, difficult to trace, easily disposed of in a hurry or jury-rigged to other purposes. Difficulty: Very Easy

*Climbing Kit:* Body harness, rope and basic equipment for safe climbing and rappelling. +1D to Athletics rolls to climb, and potentially saves from a fall. Difficulty: Easy

*Compact Laptop:* Small 8” laptop designed for maximum portability, including wireless internet service. Not the most powerful, but more than enough to do the job, and handily cheap and small enough that in a pinch it can be concealed somewhere for long-term on-site data collection. Difficulty: Moderate

*First-Aid Kit:* Bandages, antiseptics, basic pain relievers, and other tools for basic field medicine. +1D to Medicine rolls. Difficulty: Very Easy

*Garrote:* Thin but sturdy wire with hand grips, designed for effective strangulation. +1D to Martial Arts rolls to choke a grappled opponent. Difficulty: Very Easy

*GPS Tracker:* Small combination GPS tracker and cellular transmitter can be attached to moving vehicles to track their movements remotely by computer. Difficulty: Moderate

*Handcuffs:* Durable metal clasps pin the subject’s hands together, or to something else, as the case may be. Pick-able, but difficult to break. Difficulty: Easy

*Keylogger:* Small device connects between keyboard and PC to silently log keystrokes. Great for finding passwords and other information. Difficulty: Very Easy

*Listening Device:* Small, easily concealable device contains a microphone and radio transmitter for spying on remote audio. Difficulty: Easy

*Lockpicks:* Torsion wrench and picks for opening standard locks. +1D to Security for picking traditional mechanical locks. Difficulty: Easy

*Multi-tool:* The ultimate everything tool: screwdriver, pliers, pocket-knife, wire-strippers, bottle opener, can-opener, and more. Not the most efficient or easy to use example of any of them, but generally does the job in a pinch. Difficulty: Easy.

*Night-Vision Goggles:* A classic favorite of many a video game cover. Special optics enhance ambient lighting to allow visibility in low-light conditions. Exposure to bright light can temporarily blind wearer. Difficulty: Moderate

*Long Range Microphone:* Highly sensitive directional mike can listen in on conversations up to 50m away. Difficulty: Moderate

*Satellite Phone:* For when regular cell-phone coverage just isn’t available. Difficulty: Moderate

*Smartphone*: As much a phone as it is a pocket sized computer. Cellular internet, camera, microphone, audio and video playback, and open-source operating system for all you computing needs in a fraction of the weight. Difficulty: Moderate

*Wireless Micro-Camera:* For when more than just audio is needed. Wi-Fi camera can be set to either record, or transmit via encrypted signal to a receiving laptop or PC up to 30m away. Difficulty: Easy

*Zip-Ties:* A cheap disposable alternative to handcuffs, perfect for temporary restraints. Still pick-able, and half as strong as metal cuffs, but can be had by the bundle for a song. Difficulty: Very Easy.

### For Everything Else

The preceding sections have focused primarily on common tools, weapons, and armor in use among operating Shadows. It is, of course, not at all possible to come up with a complete list of objects in the world that a deviously-minded operative might come up with, or even an effective list of all possible espionage tools available.

When determining the difficulty to acquire a given item, try to estimate or confirm the real world price of the item, and compare it to the following table. If the item is restricted such that a special license is normally required to legally own one, increase the difficulty by one step. If the item is flat out illegal for non-governmental access, increase by two. If this increases it beyond the levels listed on the table, increase the difficulty by 5 for each power of 10 by which the cost exceeds that listed.

|  |  |
| --- | --- |
| Real World Cost | Resources Difficulty |
| Cheap (less than $20) | Very Easy |
| Inexpensive (less than $200) | Easy |
| Nominally expensive (hundreds of dollars) | Moderate |
| Somewhat expensive (a few thousand dollars) | Difficult |
| Expensive (several thousand dollars) | Very Difficult |
| Very Expensive (tens of thousands of dollars) | Heroic (35) |
| Costly (hundreds of thousands of dollars) | Heroic (40) |

## Combat Values

Now that the characters skills and equipment have been determined, one must determine a few key values for combat which determine the character’s defenses and ability to withstand damage. These values are determined based on the base number of dice in the relevant attribute or skill plus any pips and certain bonuses and penalties from armor, as explained below.

*Block:* (Martial Arts skill dice x 3) + Pips. Defends against unarmed strikes.

*Dodge:* (Dodge skill dice x 3) + Pips - Move/Conceal. Defends against ranged attack.

*Parry:* (Melee skill dice x 3) + Pips. Defends against melee attack when armed.

*Soak:* (Might attribute dice x 3) + Pips + Armor Value. Reduces chance of injury from damage taken.

## Personal Details

Now that your Shadow has been fully equipped and recorded, it’s time to sit down for a bit and start thinking in more detail about just who he is. By this point, hopefully you have a good idea of what your character is like, but the following questions should help you get flesh out some more ideas.

1. What is his name? Does he have a particular cover identity or identities that he tends to reuse, or a codename or nickname he or those who know him use?
2. What does he look like? Describe his hair, eye color, build, prominent features like scars or birthmarks, and his favored style of dress.
3. Where is he from? Where has he lived or served so far in his life? Any favorite travel destinations or dream retirement spots?
4. Who were his parents and what did they do? What were they like? Is he on good terms with them still?
5. Does he have any siblings or extended family? Are they close still, or does he remain at a distance?
6. How was his childhood? What was his school life like? Did he attend college?
7. What was his career before becoming a Shadow? How did he come to work in that field? What was the training like for his field?
8. What is his faith, and how did he come by it? Was he raised in the faith, or did he convert, and if so, when and why and under what circumstances?
9. How was he recruited into the Agency? Is it his first one, or had he served with others before?
10. What does his Icon look like? Is it a common symbol of his order or religion, or some personal image that reminds him of his faith? What holy mystery or miracle or place is incorporated into its construction and how?
11. Does he have any special war stories, either from his old career or his life as a Shadow? What are some of the highlights and extraordinary accomplishments or missions he’s experienced that might’ve brought him to the attention of an Agency?
12. Does he have any long term friends, either from his old life or his new one as a Shadow? Any notable contacts or rivals from his past? Any former love interests of note, or even a current one like a girlfriend or even a wife?

By thinking about some of these details and writing them out, it will give you a more solid basis as to what your character is like and the history that informs his actions, and in the long run can make it easier to portray him and decide how he would act in a situation.

## Character Advancement

As Shadows continue their careers, they gain experience and become more skilled at the craft of espionage and assassination. In game terms, they earn Character Points (CP), which can be spent to increase their skills and abilities.

At the end of each game session, the GM will award each player with an amount of character points based on the stakes of the session’s events, whether they were accomplished, and how well the players played their roles and participated in the game. Generally this will be between 3 and 7 points, at the discretion of the GM. A good rule of thumb is to start with 3 as standard, then award an additional 1-3 points based on how “big” the task before the players if they succeeded, and another 1-2 for good participation and roleplaying.

Character Points can be spent to improve skills in the following ways:

* Spend an amount of CP equal to the current die code of a skill (sans pips) to increase that skill by 1 pip.
* Spend an amount of CP equal to 5 times the current die code of the Faith or Agency attribute to increase it by 1 pip.
* Spend an amount of CP equal to 10 times the current die code of an attribute to increase it by 1 pip.
* Learn a new Prayer at a cost of 5 CP, so long as the character has sufficient Faith to successfully use it.

It should be noted, however, that no skill may exceed 12D, and no attribute (including Faith and Agency) may exceed 5D, as these represent the limits of human ability.

# Chapter 3: Rules

“Kill Wombosi? We can do that any time we want. I can send Nikki to do that, for Chrissakes. Mr. Wombosi was supposed to be dead three weeks ago. He was supposed to have died in a way where the only possible explanation was that he'd been murdered by a member of his own entourage. I don't send you to kill. I send you to be invisible. I send you because you don't exist.” - Conklin, **The Bourne Identity**

Not everything in the life of a Shadow is violence and combat. The life of an assassin is mostly composed of preparation, investigation, planning, and acquisition, all leading up to that impending moment of hopefully brief and problem free violence. The following chapter covers the basic rules that handle those non-violent actions.

## Basic Rolls

Whenever a character is called upon to attempt a non-combat task that has a chance of failure, he makes a roll using the appropriate skill. Should he lack skill dice in that skill, roll the attribute under which it falls. If there is no skill that applies, he makes a roll using the most appropriate basic attribute.

The roll is then compared to a difficulty determined by the GM, based on the following table. If he meets or exceeds the chosen difficulty number, he succeeds. Note that each difficulty provides a small range of numbers, giving the GM latitude to fine-tune the challenge of prescribed difficulty levels.

|  |  |
| --- | --- |
| Difficulty | Target Number |
| Very Easy | 2-5 |
| Easy | 6-10 |
| Moderate | 11-15 |
| Difficult | 16-20 |
| Very Difficult | 21-30 |
| Heroic | 31+ |

**Very Easy:** Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand.

**Easy:** Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.

**Moderate:** Average characters have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.

**Difficult:** Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.

**Very Difficult:** Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.

**Heroic:** These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.

## Double Success

When making any roll, if the target number is exceeded by double, it’s called a double success. This means the character has performed exceptionally well at the task at hand, more than was required.

When a character makes a double success, he has the option of narrating an additional beneficial effect of the roll, related to whatever task was at stake. For instance, a successful Security roll to open an electronically locked door might also find a way to wipe the access logs and leave no trace the door was accessed.

Such add-on effects are of course subject to GM sanity checking, and some GMs may prefer to narrate these bonus effects themselves.

## The Stunt Die

A clever plan and quick thinking have gotten many an agent out of a jam, and can not only be the difference between success and failure, but also between a small failure and a big one. In game terms, this effect is handled with the Stunt Die.

If the character presents a well-narrated plan or improvisation to improve the action they are about to take, the GM may allow them to add the Stunt Die to their roll. This special die increases the chance of success, but also of failure.

This is an extra die that is rolled along with their normal skill dice, with some special rules. On a roll of 2 through 5, it works as any other die would. However, on a roll of 6, it “explodes”: add the 6 to the total so far, and roll again, adding that result as well to the total. On a roll of 1, it “implodes”: The 1, and the next highest die rolled, are removed from the total.

It is best to either roll the Stunt Die separately, or use a differently colored die in order to more easily distinguish it from the rest.

## Opposed Rolls

Sometimes the character attempting action isn’t just attempting something passive, but being actively opposed by another character. In this case, both sides find the appropriate skill or attribute, and roll their dice against each other. The higher roll wins and achieves its aim. In the event of a tie, player characters always beat GM characters. If both are players, or both are GM characters, the win goes to whoever initiated the action. Note that double success can still apply here, and the Stunt Die can still be used.

## Fighting for Advantage

Sometimes a given opposed challenge calls for more than a one off roll. A task may have an extended duration, or involve a tit-for-tat between opposing characters. It could be a car chase, evading or pursuing a tail, a poker tournament, or a cat-and-mouse game of stealth between a sneaking spy and a watchful guard.

In these situations, the opposing forces are “fighting for advantage.” Rather than resolving the situation with a single roll, it is instead resolved by multiple rolls as each side jockeys for success against his opponent.

In the beginning, each side makes a roll on the appropriate skill or attribute. If one side wins over the other, that side now has “advantage”, and we proceed to the next roll.

The side with advantage gains a +1D to subsequent rolls so long as he maintains the advantage, and in order to win, must hold said advantage for two consecutive opposed rolls. Should he fail, the advantage is lost and both sides are again on equal footing.

On a double success, a character with advantage instantly wins the challenge, while a character without the advantage gains it immediately.

The Stunt Die can be employed as usual by either side, provided they can provide sufficient detail as to what they are attempting to gain the upper hand. This can be an especially important tactic for the side without advantage in levelling the playing field.

*For example:* Jacob is a Shadow with ICON, currently tailing a low level enforcer for a local Nephilim mob boss. Jacob rolls his Surveillance of 4D+1 and scores a 12, but the enforcer gets a lucky roll on his 3D and scores a 15. The enforcer now has the advantage, which the GM interprets as him suspecting a tail and taking more caution, ducking down an alleyway.

Realizing the situation is now on a more level playing field, Jacob attempts to up the odds by rolling past the alley and circling around the block. The GM grants him the Stunt Die for the strategy, and he makes his roll, getting a 15 but a 1 on the Stunt Die, costing him both the 1 and a 5, leaving him with only a 10. The enforcer just squeaks by with an 11, escaping before Jacob can get around the corner.

# Chapter 4: Combat

"In nature there is no such thing as boundless slaughter, there is always an end to it. But you, Snake, are different. The paths you walk on have no end, each step you take is paved with the corpses of your enemies. Their spirits will haunt you forever. You shall have **no** peace." – Vulcan Raven, **Metal Gear Solid**

While the most ideal mission for a Shadow is one in which only Nephilim blood is spilled, in silence and surprise, the reality can often be messier. The enemy is often entrenched in a position of power, surrounded by allies, and though a team ideally targets the head and no more, sometimes those allies get in the way or the operation does not go according to plan and combat cannot be avoided.

## The Combat Round

When the fighting starts, timing becomes of the essence, and so combat is broken down into rounds. Each round represents about 5-10 seconds of real time, and involves an exchange of each participant making their attempts at attacks and other actions within that timeframe. The order of every combat round is as follows:

1. Each character declares his intended action for the round.
2. All characters roll Agility to determine the order those actions resolve, with the highest going first.
3. Each character, in order, then makes any necessary rolls to resolve that action.

## Multiple Actions

A character may declare an attempt to perform more than one action in a given round, such as firing on two separate targets, but each action he takes has a penalty of one die for each action in total attempted in the round beyond the first. So a character taking two actions would be at -1D to both actions, a character taking three would be at -2D, and so forth.

## Attacking

When attacking a target, roll the appropriate skill for the type of attack being made against the matching combat value, as listed below:

* Unarmed Attacks: Martial Arts vs. Block
* Melee Attacks: Melee vs. Parry (if target is armed), Melee vs. Block - 5 (if target is unarmed.)
* Ranged Attacks: Firearms/Throw vs. Dodge (modified by Range and Cover)

If the attack exceeds the target combat value, it is a success. If it exceeds the value by double, it is a double success, and allows for possible special maneuvers. If the attack fails by more than half the combat value, the opponent gains “opportunity,” opening the attacker to counterattack.

## Range and Cover

When making a ranged attack, there are additional factors at play in affecting the target number. The distance to the target and the amount of cover concealing that target affect how difficult it is to score a successful hit against it.

Each firearm has a list of ranges, describing Short/Medium/Long ranges for attacks with that weapon. Depending the range to the target, there are modifiers applied to the target’s Dodge combat value, as follows:

* Point Blank/Melee Range (up to 3m): -5
* 3m to Short Range: +/- 0
* Short to Medium Range: +5
* Medium to Long Range: +10

In addition, cover further modifies the combat value: 50% cover adds +5 to Dodge value, and 75% adds +10. Firing against a target in full 100% cover is possible if the cover is soft enough but is at +15 to Dodge.

## Movement

A character may move during his action, up to 5m for free, or 10m at the cost of an action. The character may take a full out move, and add the results of an Athletics skill roll divided by 4 to the 10m option, but his defenses will be at -5 for the round.

## Full Defense

A character may choose to use his action in a round doing nothing other than avoiding attacks. In this event, he forgoes any other action in the round, but gains +10 to his Dodge, Parry, and Block scores.

## Grappling

A character may attempt to grapple with an opponent in combat, restraining his action and preventing movement. This is handled using the Fighting for Advantage rules. A character initiates a grapple by attempting an opposed Martial Arts roll. On a success, the opponent is now locked in a grapple, and each action from now until the grapple is broken is a fight for advantage.

A character with advantage in a grapple may make Martial Arts strikes against his opponent on his turn, and the character who wins the grapple has the option of either breaking it; executing a Takedown, Disarm, or Disable maneuver as for double success; or attempting to “choke out” the target: roll damage against the target’s Soak and if the result exceeds Soak, the target is rendered unconscious for the next 1D rounds. A double success on a choke out gives the grappler the option of executing a fatal choke out, killing the victim.

## Double Success

A character who exceeds the target’s appropriate combat value by double or more has achieved a double success. Unlike in non-combat options, double-success in combat has more explicit results, in that it allows the character to take one of the following secondary actions or effects.

*Extra Damage:* The character finds a weak point and drives the attack home, dealing +2D of damage. Note that this is in addition to any bonus damage from automatic fire.

*Disarm:* The character forgoes damage and instead attempts to remove or damage the opponent’s weapon. Make an opposed check between Melee or Martial Arts in the case of close quarters attempts, or Firearms and Dodge in the case of a ranged attempt, and on a success the target drops his weapon. On a double success the weapon is damaged and no longer usable.

*Disable:* The character forgoes a normal wounding blow for an attempt to cripple the opponent’s limb. Roll the weapon’s damage dice against the target’s Soak as normal, however a result of Wounded or above instead results in crippling the chosen limb.

*Takedown (Melee/Martial Arts only):* The character follows his blow through into a motion to quickly bring the target to the floor. Roll opposing skill dice. On a success, the target is knocked prone and stunned. On a double success, a Martial Arts takedown deals Might+2D of damage from the force of the impact with the floor, while a Melee takedown follows with a second finishing strike that automatically hits.

*Daze:* The character attacks with such force or flair as to disorient the target, rendering it unable to act in this round or the next, and temporarily reducing Dodge, Parry, and Block by 5, in addition to normal damage.

*Hit and Run:* The target strikes and moves, taking advantage of the successful attack to set himself into a more defensible position against future attacks. +5 to Block, Parry, and Dodge for this round and the next. Alternately, the character quickly moves to another location within 10m for free.

*Suppressing Fire (Ranged only):* The incoming hail of bullets is enough to put the fear of God into the target and his allies nearby. Make an additional Firearms roll, adding any bonus from the type of weapon used. The target, and any allies within 10m are now pinned down, and must beat this total on a Willpower roll in order to take any action but hiding behind cover.

## Opportunity

If a character fails to strike a target by half or more less than the relevant combat value, he has failed such that he leaves an opening for his opponent. The opponent has the option of counterattacking immediately, or attempting a Disarm, Disable, or Takedown action if the attack was a Melee or Martial Arts attack.

## The Stunt Die

As in non-combat rolls, the player has the option of describing some additional clever stunt or plan of attack in order to gain access to the Stunt Die. This gives him the option of gaining a bit of an edge in combat at the risk of both increased success, and failure.

One unique use of the Stunt Die in combat is the case of improvised weaponry. Found objects used as weapons in the field deal Might+1D damage, but that additional die is rolled in the same fashion as the Stunt Die.

## Loss of Defenses

Any attack or effect that causes a die penalty to actions also causes a penalty to combat values, reducing Block, Parry, Dodge, and Soak by -3 per die.

Any attack or effect that prevents action also prevents defensive action, reducing Block, Parry, and Dodge to 5, or their current value if it is lower.

## Damage

Once a character has struck an opponent in combat, he rolls damage and compares it to the target’s Soak value. Firearms deal their listed damage, Martial Arts attacks deal Might +1D for every 4 skill dice in the skill, and Melee weapons deal Might plus the listed bonus for the weapon.

If the damage roll exceeds the soak value, it deals effect according to the table on the following page. Note that any damage taken that is greater than zero but less than or equal to the character’s current wound level increases it by one. A character receiving a second Wounded result becomes Severely Wounded instead.

## Nonlethal Strikes

Melee and Martial Arts attacks can strike with the intent to deal non-lethal damage, the goal being rendering a target unconscious rather than deceased. In this case, roll damage as normal, but ignore any result above Stunned. If the target is already Stunned, further damaging strikes force a check to remain conscious, as per the rules for Incapacitated.

## Wound Level Table

|  |  |  |
| --- | --- | --- |
| Result | Wound Level | Effect |
| 1-3 | Stunned | -1D to all actions for this round and the next |
| 4-8 | Wounded | -1D to all actions until healed |
| -- | Severely Wounded | -2D to all actions until healed |
| 9-12 | Incapacitated | As a free action before losing consciousness, the character may try to stay up with a Moderate (15) stamina roll. If successful, he may continue to act, but with a -3D penalty. If he fails, he is knocked out for 10D minutes. |
| 13-15 | Mortally Wounded | The character is near death and knocked unconscious with no chance to keep up. Roll the character’s Might each round, the character finally dies if the roll is less than the number of minutes he’s been at this level. |
| 16+ | Dead | The character has perished. |

## Healing

A wounded character who rests is allowed a Might roll to heal naturally, and if successful heals a wound level. The frequency with which he can make that check and the difficulty of the roll depends on his wound level, as described on the table below.

Characters with the Medicine skill can attempt to help others heal more quickly. A skill check may be made once per day for each patient treated, against the difficulty listed in the table below. On a success, the patient is healed by one wound level.

|  |  |  |  |
| --- | --- | --- | --- |
| Wound Level | Frequency (Might) | Might Difficulty | Medicine Difficulty |
| Stunned | 1 minute | Automatic | Easy |
| Wounded | 3 days | 6 | Moderate |
| Severely Wounded | 3 days | 6 | Moderate |
| Incapacitated | 2 weeks | 8 | Difficult |
| Mortally Wounded | 5 weeks | 9 | Very Difficult |

# Chapter 5: Assassination

“No assassination instruction should ever be written or recorded. Ideally, only one person will be involved. No report may be made, though the act will usually be properly covered by news services. … Assassinations can seldom be employed with a clear conscience. Persons who are morally squeamish should not attempt it. … In a lost assassination, the assassin must be a fanatic of some sort. Politics, religion and revenge are about the only feasible motives.” - **A Study of Assassination** (c. 1954), a CIA training booklet

The primary mission of any Shadow is aiding and executing assassinations of Nephilim targets. While any given operation generally has only one man with his finger on the trigger or his hand on the knife, he usually has a team behind him that helps arrange the situation to best ensure that when the time comes to take the kill, it goes off effortlessly and without resistance. Through stealth, careful planning, and even use of the environment, a team of Shadows can execute a target before it even knows it has been compromised.

## Stealth and Surprise

The best way to ensure a clean kill with a conventional attack is to make sure the target does not expect it. Long range sniping is a popular modern option, but approaching the target with the element of stealth or surprise is also a good way to catch him off-guard and give the assassin the opportunity to bring him to a quick and clean end.

A target at range that is unaware he is being targeted has a Dodge value of 0, modified by range and cover as usual. If the target is moving at a walking speed, he has only half his Dodge value, or 5, whichever is lower. A running target has full Dodge value, provided that the Dodge value does not exceed what it would be if calculated from Athletics instead. For instance, a target with a Dodge skill of 4D+1 would have a 13 Dodge value, but if his Athletics skill was only 3D, then he would effectively have only Dodge of 9. Targeting an enemy in a moving vehicle is more difficult, and is made against a flat 15-20 depending on the speed of the vehicle (GM’s discretion).

Melee and Martial Arts attacks are trickier. Getting up close and personal to end a target requires either a stealthy approach, or a surprise assault from an ambush point. Either one requires a Stealth vs. Awareness opposed roll, possibly even a fight for advantage if the attacker must approach from a distance, or remain hidden from a regular patrol.

If a target reaches close combat range without being detected and strikes, the enemy is denied defensive action, reducing his Block and Parry to 5 unless their default value is lower. Additionally, the character may also initiate a grapple, with the surprised opponent taking a penalty to his Martial Arts roll of half his dice, rounding down.

Because of the loss of defenses, attacks against unaware or surprised targets nearly always result in double success, thus opening them up to extra damage or special maneuvers. A grapple initiated from surprise also automatically awards a round of advantage on the first roll, meaning a double success transitions straight into the possibility of takedown or choke out maneuvers.

## Using the Environment

A popular method for eliminating a target without leaving clear clues as to the conspirator involved is to make use of environmental factors to eliminate the enemy rather than conventional weapons. Drowning someone in a bathtub, throwing him off a balcony, striking him with an automobile, or setting fire to his place of residence are all potentially just as effective means of killing as a gun or a sword, and if planned right are untraceable and may even appear as a simple accident.

### Drowning

Drowning someone by force is essentially a grapple. The assassin attempts to push the opponent underwater until they’ve lost enough oxygen and stamina in the struggle that the assassin can then finish the job, holding their head under the water until the last bubble goes bloop. This is a fight for advantage as per usual, save that rather than making Martial Arts strikes to injure, the attacker is instead making motions to submerge the target in the water. These are Martial Arts rolls as well, save that they are resisted either by Martial Arts or Stamina, *whichever is lower.* Once final advantage is gained, the victim has lost the ability to effectively struggle and begins losing consciousness. If someone is around to potentially stop the assassin, have the victim make Moderate Stamina rolls per round to hold on to life, turning to Difficult after 6 rounds, then Very Difficult, and so forth. Otherwise, assume the target has drowned.

The other means of drowning someone is simply to toss them into a body of water under restraint, weighing them down to ensure they do not float, or otherwise ensuring the person is liable to sink rather than swim. Once submerged, their survival is a matter of whether they had the opportunity to take in air beforehand. If they have, they can survive for about 2 minutes before Stamina rolls become a requirement, otherwise they commence immediately. If they’re engaged in strenuous activity like struggling with restraints, that time is halved. Once the character’s air has run out, they must make Stamina checks every minute, with escalating difficulty starting at Moderate. Failure means their oxygen has expired and they slip unconscious, and will die within 1D minutes without medical assistance.

### Falling

Falls are a very effective means of assassination provided the height is tall enough to ensure survival is not possible. While this is never a total guarantee, multi-story falls are generally pretty reliable routes to a quick grave. When falling, a character takes 1D of Damage per 5 meters of drop.

Getting someone to fall can be as simple as a surprise push if they’re already near an edge: treat this as an attack, and on a double success, the character forgoes damage to push the target off the ledge. Lacking surprise or distance, the character will probably need to be dragged to the edge. Treat this as a grapple, with the victor able to end it by hurling his enemy off the precipice.

### Fire

Arson is a time honored method for inducing “accidental” death. While modern arson investigation has become considerably more advanced, it still takes long enough that burning someone alive generally destroys more than enough evidence to give one time to flee the scene.

Fire kills in one of two ways: actually being on fire, and smoke inhalation, the latter of which is actually far more likely to kill first. The combination of toxic smoke, intense heat, and rapidly dwindling oxygen as the fire burns can turn deadly quickly. Every round in a burning building without adequate breathing protection requires a Stamina roll, starting at Easy, and going up one difficulty step every minute. Failure of a roll causes an automatic increase in wound level. Failure of two rolls consecutively means that the smoke inhalation has proved too much, and the character proceeds to Incapacitated. If a character falls unconscious, he will almost certainly die unless rescued, from suffocation alone.

Still, this does leave time for the victim to potentially escape, which is why it is common to attempt arson while a victim is asleep. A carefully set fire can begin subjecting the victim to smoke inhalation before they are even aware a fire is occurring, especially if smoke alarms are tampered with or disabled. This requires a Demolitions roll, opposed by the victim’s Awareness. On a success, the victim fails to awaken, and begins taking a new wound level every minute.

Actually being ignited is far quicker, but more unlikely unless deliberately set. So long as one stays out of actual flame, avoiding ignition is possible, but passing through flame or within 1 meter requires a Moderate Athletics roll to avoid ignition, with the difficulty increasing by one step per additional meter. Once ignited, the character suffers 4D of damage per round until extinguished. A Moderate Athletics roll is sufficient to “drop and roll” if in a non-burning area, and water will of course extinguish the flame quickly.

### Vehicular Manslaughter

Striking someone with a vehicle can be another effective means of ending them, as one is already within the vehicle at the time and thus both protected from harm, and already prepared and in the process of moving away from the scene of the crime.

Striking someone with a car requires a Drive roll against the target’s Dodge value + 6. Once impacted, the target takes 2D damage +1D per 30kph of speed. A heavier vehicle like a truck or even a tank deals 4D +1D per 30kph, but is harder to steer into the target: add +12 to the target’s Dodge value for the purpose of the roll.

When battling it out between two vehicles, however, such as when trying to drive one off the road, this is best handled as a fight for advantage. Successfully gaining advantage indicates that the opposing vehicle has been destabilized or damaged somehow, while winning the fight allows the winning driver to force a crash on the opposing car.

When crashing, all persons inside take damage as if struck by the vehicle, though use of safety belts adds +4 to their Soak value, and the presence of an airbag adds an additional +2. The vehicle itself also takes damage: roll 4D +1D per 30kph of speed against a Moderate difficulty. Success means the vehicle is disabled until repair. Double success indicates a rupture in the fuel line and the vehicle ignites, leaving the passengers at risk of the usual threat of fire.

### Electrocution

While not the most practical means of elimination, electricity is nonetheless a powerful source of lethality that happens to be readily available in most areas of the first world in a variety of sources.

Direct exposure to a typical wall socket and the wiring of most other small appliances deals 1D+2 per round, while a wall main line or large appliance circuit directly can deliver 4D of damage, and direct access to the street main or a power line deals 9D. Submersion of the target in water prior to introducing an electrical source to the water increases the damage by +2D.

Extended exposure carries further risk beyond simply electrical burns and immediate physical damage. Each round beyond the first that one is exposed to an electrical source induces convulsions, pain, and can even induce arrhythmia in the heart and lungs. Each round of exposure requires a Stamina roll against the damage total rolled. Failure means the heart of the target has ceased beating, and he will die without immediate resuscitation.

## Poison

There are a myriad of poisons and toxic agents capable of ending a human life quite effectively, from cyanide to ricin to clever uses of prescription and even over-the-counter pharmaceuticals, with varying levels of effectiveness, lethality, ease of treatment, availability, and legality. A good assassin often doubles as an amateur chemist, as knowledge of a wide variety of chemical compounds both common and rare can be invaluable for improvising poisons and explosives.

When choosing a poison, the assassin must first decide whether to use a fast-acting or a slow-acting poison. A fast-acting poison is vital when time is of the essence, and the assassin wishes to ensure a quick death for the target, while a slow-acting poison has the advantage of taking effect well after the assassin has vanished, reducing his chance of being discovered. The assassin must also decide the method of exposure, be it aerosol, injection, ingestion, or even skin contact such as a kiss.

To make and prepare the poison and its dosage and application, the assassin rolls his Medicine skill, the result of which becomes the difficulty that must be beaten on Stamina rolls to resist the poison’s effect. Administering the poison will depend on the chosen method, but once administered, the victim must make regular Stamina rolls against the difficulty until a cure can be administered. Fast-acting poisons require rolls per round, while slow-acting poisons require rolls upon the hour. Each failure increases the victim’s wound level by one, until he is dead or the poison is removed.

Treatment requires two things: keeping the patient alive, and finding a suitable cure. In the former case, the attending physician can substitute his Medicine rolls for the patient’s Stamina when making rolls to resist the effect of the poison. In the latter case, this is essentially a fight for advantage against a static opponent: the assassin’s roll is retained as before, and the physician must make two consecutive rolls against the difficulty, without failing two consecutive rolls.

## Booby Traps

An excellent way to deal with a target when you know where they’ll be, but not exactly when, is simply to leave behind some form of booby trap. Whether it’s a claymore rigged to their bathroom door, a car bomb wired to the ignition, or a poison needle concealed in a power switch, traps are a great way to leave someone dead without having to be around for the event when it happens.

The construction of a trap device will depend on the nature of the trap, and often involve at least one Jury-Rig roll, however the concealment of the device is most important, and requires a Concealment roll that will then provide the difficulty for the victim’s Awareness roll to detect the trap in time to avoid it. Failure to do so triggers the trap’s payload.

Spotting a trap, of course, merely means one knows it is there. Actually disabling said trap if continued progress is necessary is another matter. This will generally be an opposed roll based on the same skill as used to construct the trap.

## Silence

Achieving one’s goals silently, or at least going undetected, is one of the primary goals of any assassin. Noisy assassinations have a tendency to turn into bloodbaths: anyone important enough to need assassination invariably has protection, protection that may be more than a bit annoyed that the target has just been murdered and will seek to find and eliminate the assassin to balance the scales.

Killing someone with a firearm without alerting anyone to your presence takes one of two things: distance, or equipment. At Long range, the report of a rifle is scattered by the air and the wind, and slightly delayed if the range is far enough. Shooting from inside a room further makes things difficult, as the space and the walls allow much of the report to sound within, rather than being released to the open air. Awareness rolls to determine the origin of a shot from Long range are automatically Difficult or higher, especially if the shooter is indoors.

Barring significant distance, the other option is sound suppression. A suppressor traps the gasses escaping from the weapon and muffles the sound of the report, though they can do nothing to mask the sound of a sonic boom. .22 caliber weapons can fire with a suppressor with standard rounds, however all other weapons should use subsonic loads for best results. Subsonic handgun caliber ammo fired with a good suppressor is fairly quiet, but still audible, as there is still the hiss of the gas escaping and the click of the action, making it plenty apparent that something is being fired to anyone within any nearby rooms. Rifle ammo is more audible, but when used with subsonic, still well masked. In general, so long as the proper ammunition is used, assume Moderate difficulty to hear a suppressed weapon within roughly Short range of the firer, and Very Difficult at Medium or longer.

Killing someone up close and personal, with any weapon, also ventures the risk that the victim will cry out, whether from surprise or pain. This can be unpredictable, and depends how, and how quickly, the victim is killed. Attacks to the throat and lungs are effective here, in that removing one’s voice thus prevents crying out. Sufficient damage to kill or at least incapacitate instantly will also do so; assume that any attack that reduces a target to Incapacitated or worse prevents a scream so long as the victim fails the roll to remain conscious. Otherwise the best way to ensure silence is masking the victim’s mouth in some fashion to ensure than any crying out is inaudible anyhow. Grappling based attacks are assumed to include this action when performed with surprise, but for other attacks, treat this as effectively a second action in the turn: one to make the strike, the other to mask the mouth at the same time. The latter action is automatically successful as long as stealth is maintained, but it does cost a -1D penalty to the roll to strike.

## Planning the Hit

Assassinations are not like a simple murder of passion or revenge. An assassin or team of assassins spends countless hours planning and preparing for a hit, studying the target’s movements, defenses, habits, and weaknesses, and laying out a careful plan to execute a hit and then escape safely, hopefully with none the wiser. Assassination is a risky, dangerous, and bloody business, so any killer worth his salt is going to make it count.

Once the team has satisfied itself with its reconnaissance efforts, it is time to formulate a plan of attack. Generally, one member is designated as the “triggerman,” the one responsible for the act that actually directly results in the target’s death, with the other members providing backup and operational support. The triggerman is usually the most skilled individual at administering the chosen form of death, while the other members are responsible for covering his back, starting any distractions, covering the escape route, remote support like hacking or surveillance, and even “man on the inside” actions. If the team has a plant or a mole such as this, it is rare for this plant to be the actual triggerman, to provide him with deniability if the plan fails and he must remain undercover.

The team must work out each person’s role in the upcoming action amongst themselves, and the order of action. The team organizes a plan, deciding what each member of the team will do, all aiming to set up circumstances to be perfect for the triggerman to do his job.

Successful execution of the plan ultimately aids the triggerman in a successful kill and escape. For every team member that succeeds in their step in the plan, 1D is added to the Plan Pool. This is a pool of dice that can then be spent at will by the triggerman to add to both his attack and damage rolls and any other rolls related to actually eliminating the target. Once the target is dead, the remaining dice may then be spent on any action involved in escaping the scene of the murder, either by the triggerman, or his team.

It is thus beneficial to plan carefully, and make sure that each person on the team takes the task most suited to their abilities, so that the plan can be executed successfully and thus lead to a successful assassination.

# Chapter 6: Faith

“You're not going to do it Larry, because Sam would kill you where you stand; and while I would give my life for something I believe in, there is nothing in this world that you would die for.” - Michael Westen, **Burn Notice**

A Shadow’s faith is what distinguishes him from a simple killer. It is the defining mark that every Agency looks for in a Shadow, a powerful belief in the true Supreme Director of mankind and in the mission of the Watch. Every Shadow believes, and for that belief the Supreme Director, through the focus of the ancient Prayers and the Icon, rewards His servants with blessed miracles and the spiritual rewards of conviction to the cause.

## Using Faith

Faith is a special attribute that every Shadow possesses. There are no skills based directly on Faith, instead, Faith provides the die code rolled when attempting one of the ancient Prayers, secret rites passed down through the millennia from Shadow to Shadow since the days of Shem.

Each Prayer has a Difficulty, which must be rolled against with the Shadow’s Faith dice in order to successfully complete the ritual and receive its effects. Completing this ritual consumes a combat round, and no other action may be taken that round. Any effect takes place instantly if the prayer is successful, unless otherwise indicated by the prayer’s description.

Conviction can be spent to improve a Faith roll as normal; this effectively doubles the Faith dice for that one roll. Certain special “Secret Prayers,” taught only to high-ranking Shadows, cannot even be attempted without spending Conviction.

Prayers cannot be used for evil or selfish purposes. Any attempt to call on the Supreme Director to commit a blatantly evil act simply fails: the Creator does not grant his gifts in the name of Sin. That is the domain of the infernal, of the Nephilim and their master the Adversary.

At the start of his career, a Shadow is taught the Wordless Sight, an unspoken prayer that grants the Shadow the ability to see the true form of the Nephilim and thus distinguish them from normal mortals. Further prayers are learned later by spending Character Points.

A Shadow cannot learn a prayer if the maximum possible roll of his Faith is not sufficient to beat the difficulty. The only exception to this are the Secret Prayers, but these are taught only by those higher ranking Shadows who have mastered them, and only offered to those who are felt truly worthy. Such consideration is thus left to the GM’s discretion and consideration of the character’s record and actions.

## The Prayers

The following sections cover the ancient Prayers, organized by their difficulties, followed by the Secret Prayers. Each individual Prayer will explain its effects and provide a specific Difficulty Number that must be met in order to cast it.

### Very Easy

*Holy Lamp (3):* A small flame appears above the Shadow’s head, casting a light forward and temporarily blinding any Nephilim before him for 1 round. Lasts 1 hour.

*Wine to Water (5):* For the remainder of the evening, any alcohol consumed turns to water on the lips of the Shadow, preventing intoxication and absolving one of any vows against drinking.

*Wordless Sight (Automatic/4):* By holding his Icon in hand, the Shadow can see Nephilim for their true form. By beating a 4, he can briefly make that vision seen to others around the Nephilim for 1D rounds.

### Easy

*Blinding Sands (6):* The Shadow casts his hand forth, and from it comes a blinding sand that fills the eyes of his enemies. Up to 5 targets within 10m in front of him are blinded for 1D rounds.

*Freeing the Bonds (8):* Shackles and chains fall from the Shadow’s hands, releasing him instantly from any restraints.

*Speaking in Tongues (9):* The Supreme Director grants the Shadow the gift of universal language. For the next hour, regardless of his native language, anyone hearing him speak hears his words in their own.

*Passing Unseen (10):* The Shadow blends into a crowd such that none notice his presence so long as he is within it, not even those also within it. Effectively, Stealth rolls automatically succeed when within a crowd of people. Lasts 5 minutes.

### Moderate

*Casting Out (13):* Evil stands in the presence of the faithful only at the will of the Supreme Director. Intoning this prayer forces a Nephilim to immediately flee the Shadow’s presence.

*The Curse of Babel (15):* The Supreme Director scrambles the tongues and voices of those within the walls of the building, as he once did at Babel. For the next hour, enemies within the walls of a given building can neither understand their allies’ speech or be understood.

*Speech of the Wolf (11):* The Shadow hears the voices of the animals, speaking to creatures to learn their secrets. For one conversation, the Shadow may speak to any animal and learn what it knows about the area around it.

*Throw Open the Doors (14):* A locked door is no barrier for the man of faith. The Shadow instantly unlocks a target door regardless of security measures, and without alarm.

*Walking on Water (15):* The Shadow may cross the top of the water as if it were a surface of glass for 5 minutes.

### Difficult

*Burial of the Dead (20):* Lays a curse upon a corpse that sends it deep beneath the earth, never to be exhumed except by act of God.

*Covering Darkness (18):* The building falls under apparent darkness for 5 minutes. It appears normal to those outside it, but to those within it is as if blackest night. Stealth rolls are at +2D and rolls to hit are at -1D.

*Exorcism (19):* The Shadow seeks to rend a Nephilim’s demon half from its body. The process is excruciatingly painful as the two halves of its soul seem to come apart at the seams. The Nephilim is paralyzed in agony for the round and suffers 4D of damage unhealable by mortal medicine.

*Laying of Hands (16):* The Shadow lays his hands upon the wounded and asks for healing from the Supreme Director. One wound level is instantly healed and any poisons or diseases purified from the blood.

### Very Difficult

*Armor of God (28):* The Supreme Director offers his protection from harm, shielding even the Shadow’s bare skin as if armored. The Shadow gains +10 to his Soak until the end of combat.

*Plague of Retribution (25):* The target is cursed with boils and pestilence upon its body, acting as a fast-acting poison with a strength equal to the Shadow’s Faith roll.

*Standing in the Furnace (22):* The Shadow is protected by the Supreme Director, shielded against fire and heat completely for 5 minutes.

*Stone of David (24):* A single stone is blessed, and hurled at a target with the force of a bullet. The attack is silent, yet deals 5D of damage to the target and automatically hits.

*The Flaming Sword (30):* The Shadow’s blade is imbued with divine might, glowing like the sun and searing like a holy fire, dealing an additional +2D until the end of combat.

### Secret Prayers

*Commanding the Storm (34):* The Shadow asks Heaven itself to grant a favor, silencing a storm or creating one. A created storm blankets the city and brings powerful thunder and rain, masking sound and making Awareness checks to hear suffer -2D penalty.

*Resurrection (32):* The Supreme Director is the ultimate authority over all life and death, and through entreaty to him, the recently slain is healed and rises again. The body must still be new within the last week, and awakes fully healed.

*Shaking the Earth (36):* The very earth trembles at the might of the Supreme One, rippling through the city and sending men trembling. All enemies within a city block of the Shadow are rendered Stunned, and doors and locks are thrown open to him.

*The Night Walk (38):* A grisly but powerful rite, the Shadow cuts himself from neck to waist and from the open wound his spirit may walk free, unseen, as a ghost. The duration lasts as long as his body survives or until he returns to it. Every minute the body’s wound is open he must make a Difficult Stamina roll or his wound level increases by one. Should the body die, he may return to his companions long enough to impart what he has learned, after which his soul is taken to Heaven.

*Transfiguration (40):* The Shadow is taken into Heaven, and returned to the place of his choosing without travelling the space between. He may travel to any point within a city’s radius from his present location.

# Chapter 7: Agencies

“You should know something about me and the people I work with. We deal with the left or the right, with dictators or liberators. If the current president had been more agreeable, I wouldn't be talking to you. So if you decide not to sign, you will wake up with your balls in your mouth and your willing replacement standing over you. If you doubt that, then shoot me, take that money, and have a good night's sleep.” - Dominic Greene, **Quantum of Solace**

The modern day Agencies trace their traditions back to the original Order of Shadows founded by Shem, son of Noah, in the time after the Flood. Each Agency has its own doctrines and practices, and vary in what faith they hold true and in some of their interpretations of religious history, but all roughly agree on the core history of Shem’s Order, and on the vital importance of the Watch. The following sections describe some of the largest, most influential, or unique Agencies currently in operation, though others certainly exist and throughout history many other Agencies have risen and fallen.

## ICON

The Interfaith Commission on Nephilim is one of the most recent and modern Agencies currently in operation. Headquartered in Langley, Virginia, ICON was founded in 1954 in the United States, originally as a government task force operating under the CIA’s discretionary budget in order to investigate a string of assassinations of prominent businessmen, later discovered to be the work of the Congregation of Judith. As the investigation continued it became apparent that the Nephilim threat constituted a serious danger to national security, and so ICON was organized out of key personnel from the original task force as well as cooperating liaisons from the Congregation and, eventually, the Sons of Ehud and the Second Order.

Officially, ICON is no longer part of the U.S. Government. Because the operation of Shadows involves, by necessity, religious faith and belief, concern was raised over the constitutional implications, so it was officially shuttered as a government body, and now operates as an independent non-profit agency with unofficial government sanction. The so called “faith-based initiatives” instituted in the 2000s serve as a cover for providing funding to ICON’s operations.

In day to day operation, ICON heavily resembles the modern American intelligence agencies from which it originally sprang. Like the CIA it spawned from and its kin organizations, ICON is run by a Director, who has under him two Deputy Directors, one in charge of the intelligence gathering wing, the other the head of “targeted operations,” Agency speak for assassination. Below them are Assistant Directors in charge of various regions both within borders and overseas, and under that still are Field Directors who run the day to day operations of ICON field offices on the ground.

As an interfaith organization, ICON seeks to remain as non-denominational as possible. It was in ICON that the colloquial expression “Supreme Director” was first coined, originally as a sort of black humor among ICON-employed Shadows regarding the not-always-shared terminology between the different beliefs held by the Agency’s members. Indeed, many of the more modern neutral terms used in the Shadow community sprang from ICON’s organizational slang and bureaucratic policy.

ICON agents come from all different faiths, as a matter of doctrine. Organizational policy requires that Shadows be partially selected on quota, in order to ensure a diversity of representation among its ranks. Officially ICON recognizes no specific faith, only the history of Shem and his Order itself, as it is believed to predate all current Abrahamic religions and provide shared ground. As such, ICON agents are a wide mix of Christians, Jews, and Muslims, of all different denominations and sects. Shadows within ICON tend to be former intelligence operatives selected from the CIA, NSA and other Homeland Security agencies, as well as the FBI and various Special Forces units within the Armed Services.

Its strong ties to the American government give it considerable latitude in operations within U.S. borders, afforded more or less the same legal protections as that of any U.S. intelligence agency, and granted a considerable budget. They are well equipped, and well connected, with field offices in most large cities as well as liaisons with the major “alphabet soup” agencies.

In return however, ICON is expected not to wear out its welcome, and as such it has strict policies on civilian casualties and extralegal operations, and the government must be notified of any planned assassinations. In practice, such notification is often deliberately last minute, as such oversight has in the past proved disastrous to operations after unfortunate leaks through Nephilim spies within Washington. For that matter, ICON generally avoids getting involved with Nephilim planted within positions of political power, because of its tenuous political position, often handing off intelligence it receives about Nephilim political targets to fully independent outside Agencies to avoid any unfortunate consequences to ICON should their involvement in the assassination of an American politician be made known.

## Congregation of Judith

The Congregation of Judith is one of the oldest Christian Agencies, and the official Catholic order militant in the cause of the Watch. Organizationally, the Congregation is a semi-independent branch of the Dominican Order, and its members are considered Dominican Friars, though their Rule varies in accordance with their mission. While officially subject to the Master of the Order of Preachers, the operation of the Congregation is generally left in the more than capable hands of the Master of Congregation and a hierarchy of Prior-Generals who oversee different aspects of operations.

Founded in the 1300s, the Congregation is headquartered in Rome, in an unassuming manor two blocks from the Santa Sabina on the Via di Sant’Allesio. The Congregation is funded by the Vatican, and members are subject to its legal protections, which are considerable. Besides the central office in Rome, the Congregation maintains offices and quarters within Dominican priories around the world. Each office has a Prior in charge of local operations, and is the primary point of Agency contact when on assignment in a region. Overarching operational control remains with headquarters in Rome, in order to more easily maintain operational deniability and the protection of the Vatican.

Members of the Congregation are expected to maintain vows of chastity, poverty, and obedience. As part of their tradition as a mendicant order and to bring humility and moral centering, they are also required to take part in charitable works regularly. Because of their vow of poverty, a friar with the Congregation possesses no equipment or money of their own; these things are provided by the order as needed for an assignment. Friars live together in shared quarters, and spend their off hours studying and training in both religious subjects and spycraft.

Despite this modern commitment to piety however, there is a dark history to the Congregation. In the past, the Congregation made strong relationships with the various Inquisitions of the Catholic Church. The purpose of this was to trade intelligence on heretical activities that might have a Nephilim origin, but in practice the trade often resulted in muddied and poor intelligence, and complicity in any number of tortures and abuses. Whispered suspicions and legends suggest that at some time in the past Nephilim moles may even have manipulated the organization towards their own ends as a result of this.

It is for this reason that today the order maintains extremely strict guidelines on the handling of suspects, on non-Nephilim casualties, and on informational security. It is said that, while the order officially answers to the Master of the Order of Preachers, it takes nothing less than the hand of the Pope himself for the Master of Congregation to hand over order secrets of even the most seemingly innocuous variety. Torture is expressly forbidden, and a report of justified force is required for all non-Nephilim fatalities during an operation.

## Lazarus Pact

One of the most secret Agencies known, the Lazarus Pact is thought even by most other Agencies to be nothing but legend. Less an organized intelligence body and more a secret society of the condemned, the Lazarus Pact purportedly dates back to the Old West.

According to legend, a former Shadow of a defunct attempt at a Baptist Order had retired to a small mining town and, by right of his talents, took up the job of sheriff. A young man murdered his wife’s lover in cold blood, and in accordance with his sentence, was to be executed. The Shadow was moved, however, by the young man’s remorse at his crime and in his faith in the Almighty, and while as sheriff he could not pardon the man, he was responsible for disposing of the body after his hanging. That night, he prayed to the Lord for resurrection, and the young man awakened, though the suffocation and pain had cost him his identity. The sheriff named the man Lazarus, after the Biblical figure, and trained him as a Shadow, offering him a second life in the service of God against the Nephilim.

In accordance with the tradition of the story, Shadows of the Lazarus Pact are selected from those on death row who have undergone a true conversion to faith and thus can be brought into the fold and taught the ancient Prayers. Whenever possible, they are then raised by prayer after their execution, and connections within and without the penal system and the morgues ensure access to the body. Because those with the knowledge of resurrection are rare however, more and more members in recent times are instead made to undergo a symbolic ritual of death, cut or otherwise wounded and left to bleed before being healed from the verge of death by a laying on of hands. It is believed that through these methods, God has sanctioned their entry into the ranks of the Shadows, and in the case of a failure, that they were not after all worthy to join the cause.

There is no hierarchy in the Pact, though members will generally defer to those of greater seniority and experience when it comes to matters of leadership, and those who were recruited through true resurrection are often seen as more trustworthy or even regarded reverentially by those who instead joined through ritual. On joining, each member is marked with a small tattoo on the wrist of a cross formed of blades, so that they will be known to other members. The meaning and significance of this mark is never discussed outside of the Pact.

As an entirely decentralized organization, the Pact does not have resources of its own necessarily, but as its members are all uniformly former criminals, often with significant records and connections in the underworld, relying on the favors of others within the Pact is generally more than enough to get the job done. In larger cities, a loose network of independent teams or solo operatives work by dead drop, clandestine meetings, and even maintain front ministries or businesses as well as safe houses.

As former killers seeking redemption in their new life, the members of the Pact seek to avoid killing when possible, but generally do not have the qualms about necessary violence that other more formal Agencies do. Individual opinion varies from Shadow to Shadow of course, but many see violence done to end wider suffering as a justifiable act in pursuit of the larger goal of eliminating Nephilim and the criminal organizations that they often rule. Gangs and organized crime are primary targets for the Pact, so violence is seen as a sad inevitability by many, though some try hard to employ non-lethal means whenever possible under the argument that any given non-Nephilim foe could be a future member someday. Every member of the Lazarus Pact is living proof of the redemption and forgiveness of God, and many members believe strongly in ensuring all criminals are given the chance they themselves received.

## Royal Order of Daemonhunters

Founded by royal decree of Her Majesty Queen Victoria in the year 1845, the Royal Order of Daemonhunters is the officially sanctioned anti-Nephilim Agency in the United Kingdom of Great Britain and Northern Ireland, a joint operation between the Church of England, the British Army, and since WWI, MI6.

The culture of the Daemonhunters is often said to reflect the eccentric character of its founder and original Chief Advocate, Major-General Thomas W. Winthrop. A game hunter and adventurer who’d spent much time abroad and built quite a fortune for himself in the process, Winthrop chafed against the life of a retired general, constantly wishing for new sport to occupy his endless energies, but deprived of the ability to do so by a sizeable business holding to maintain and an illness contracted on a world tour that meant he no longer responded well to the climate of his once favorite grounds in India, Africa, and Southeast Asia.

A devout man despite his occasional temper and love of combat, Winthrop had come over time to form a great friendship with the vicar of his local parish near the family estate in Suffolk. The Rev. William Holm was a man of unknown past, known in the community for being a bit standoffish and private, and the subject of much local legend as to his past origins. Local gossip in the parish was that he had been overseas himself, having taken part in some ghastly military business or other, while others claimed he was an escaped murderer living under another name.

The truth, as he eventually revealed to his new friend, was that the Rev. Holm was in fact a former Shadow, who had quit in disgust from a previous attempt to organize an Anglican Agency under independent auspices. Holm’s efforts had been stymied by a failure to recognize the problem on the part of the Church and the Crown, and the difficulty of funding operations without the assistance of either.

Winthrop saw an opportunity, and shortly, he had a plan. Excited about the prospect of a little adventure on his home soil, he set aside a trust to fund what he hoped would be a successful raid of a major Nephilim threat operating within Parliament itself, a cabal of MPs and Lords working in congress under the direction of one Thaddeus Murfree, an opium smuggler and an Abettor of vilest reputation. Working together, Winthrop and Holm plotted to reveal Murfree’s true form before the Queen herself, arranging his presence at a royal banquet. The plot was executed flawlessly, Holm silently praying for the Wordless Sight to reveal Murfree’s gluttonous demonic nature to the Queen’s shock and horror, moments before Winthrop drew a pistol and shot Murfree in the head. Within a week, a royal charter was issued by Her Majesty Queen Victoria, authorizing the creation of the Royal Order of Daemonhunters under the mandate that they do their best to keep the existence of the Nephilim tightly under wraps in the future.

One of the unique qualities of the Daemonhunters is that they are a joint secular and religious organization, containing both a lay side and a clerical side to the order. The lay side is headed by a Chief Advocate appointed by the Prime Minister, who serves both as the agency’s voice to the throne and government and that of the people’s within the agency, as well as overseeing much of the internal operations. The clerical side is headed by a Bishop-General, a rank unique to the service, who oversees the religious instruction of Shadows, chaplain duties, internal and external security, as well as militant operations. Originally a male-only organization, recruitment and hiring was opened to women in the 1940s, when the current Chief Advocate saw the potential for women to work as agents to weed out Nephilim and their servants from within the ranks of both Allied and Nazi armed forces.

The agency is well funded, and has the full legal protection of the crown when it comes to operational latitude, though Shadows and secular agents alike are expected to take care at all times to protect the lives of British citizens, even those working wittingly or unwittingly for Nephilim. Membership recruitment is a mix of former SAS, Army, MI6, and Special Branch personnel as well as civilian analysts, and they have long been considered experts in code breaking, sometimes even offering their services to outside agencies in this regard.

## Sons of Ehud

The Sons of Ehud are the most ancient order of Shadows still in existence, believed by its members to descend from an unbroken line stretching clear back to Ehud ben-Gara, the ancient Judge of Israel who slew the Moabite king Eglon in his own throne room. According to order legend, Eglon was himself a Nephilim of the path of Greed, and Ehud was chosen by God to be not just Judge, but founding actor of a new Order of Shadows since the fading of the original Order of Shem.

In those ancient days the Sons of Ehud were but a small group, and according to lore, literally the sons of Ehud, who he instructed in the ways of the Shadow as he had been told by the Lord himself. As Israel became a Kingdom and expanded and grew, so did the secret society, accepting members outside the family while assuring that its head, the Shadow Judge, was still of the line of Ehud. In order to maintain secrecy, none of the secrets of the order were recorded, and were instead passed down verbally from one Judge to the next, who would then teach what was needed to the worthy among them.

When the Kingdom was dissolved, and the Diaspora widened, a new tactic was taken. A single Judge, least of all one from a single family line, was no longer sufficient to protect all of the Jewish people. The reigning Shadow Judge, Eli ben-Ehud, gathered a group of his most faithful and expert Shadows and instructed them in the full knowledge of the Shadow Judges. He instructed them to go out into the world and become the “lesser Orders” and live among the Jews in exile and protect them from the Adversary’s minions. Each “lesser Order” was independent, and had its own Shadow Judge, but could still call upon its brothers and on the original Order still in hiding in Jerusalem, which would remain to watch over the holy city. Over time, the “lesser Orders” rose and fell; new ones were formed and others faded; and though some drifted from the tradition, many others held fast to the teachings of Ehud and their fellow Sons. In time, enough of these grew in such stature as to rival the original Order in Jerusalem, and so a meeting was called in secret, gathering the leaders of the lesser and greater Orders together.

What was founded on that day is still the informing structure by which the Sons of Ehud operate to this day. Each Order remained independent, but would share knowledge and aid with its brothers freely, and decisions at the international level would be handed by a Council of Judges who would oversee global operations and serve as an advisory board, as well as providing them with a central link between the other Orders for sharing intelligence and resources. New Orders could be founded as needed by passing vote from the council, though continued expansion of existing Orders was preferred where possible, so long as they did not over-reach their territories.

The modern Sons are well equipped, well connected, and well trained. Since the founding of the new nation of Israel, new recruits are expected to begin the process of becoming an Israeli citizen, and many members have trained with the IDF or even served in Mossad. Despite the name “Sons,” the Council voted to allow women to join the Sons in 2001, in the spirit of the Israeli Equality amendment that allowed women to serve in combat in the IDF. While individual Orders are free to ignore the change in policy as independent agencies, few have chosen to exercise that right.

Order standard operational procedure heavily prizes secrecy above all else. The Sons have survived the centuries in part by maintaining absolute secrecy, and even now, the doctrines of faith within the Orders, such as knowledge of the Ancient Prayers and the Secrets of the Nephilim, are passed along only by verbal instruction and memorization. Order safe-houses and offices are trained to forge any documentation to appear as that of regional intelligence agencies and dissident factions in the country they are operating on, so that if a base is compromised it will still appear as if it were the responsibility of secular groups. Use of force policy is liberal, considering those who serve the Nephilim to be as Nephilim themselves, and thus use of lethal force is up to the consideration of the Shadow or Judge leading the operation rather than an Agency-wide mandate as with many other Agencies.

## The Second Order

The Second Order of the Asasiyun is the direct spiritual descendent of the ancient order of assassins founded by Hassan-i Sabbah in the year 1090 AD. The originators of the word “assassin” itself, Hassan’s order was infamous throughout the Middle East in his time and after, such that for some time even those assassinations carried out by others were often credited to the Asasiyun, or “Hashashins” as they were often called in spite by the order’s enemies.

History records the Assassins as a religious movement in support of Ismaili Muslims, and in this it is partially correct. Hassan himself was a devout Ismaili, and the religious instruction and public goals of the order often coincided with this purpose. Hassan believed that this provided cover for the true goal of the order’s activities: hunting the Nephilim that had come to hold many positions of power in the region. Hassan’s gamble was that by making a public spectacle of selecting certain high profile targets, the public’s attention might be diverted from subtler works against more insidious foes as well as generating fear of the Order and thus preventing retaliation from outside actors.

Hassan was a deeply learned and intelligent man, revered by his followers, who were so legendarily committed to his cause that countless legends sprang up around how he could inspire such absolute devotion in his followers. Tales of gardens of women and speaking severed heads circulated in the region and beyond for centuries. In truth, all that was required was to teach his young charges from an early age in the faith, and to show them what they were fighting against. As part of the initiation rites of new Assassins, they would be led to a dungeon beneath the fortress Alamut, where a Nephilim would be kept bound in chains whose true nature would be revealed to the initiates. Such was the young charges’ horror at the sight of so corrupt a creature that those who did not quit in fear would commit themselves on the spot to fight this evil even at the cost of their lives.

Alas, Hassan’s gamble did not outlive him. After his passing, the remaining Assassins took up his mission, but without his guiding hand the faction fell to political exploitation and later even devolved into killers for hire. They remained successful and feared for several centuries, but their original mission was lost and their public nature eventually led to them being wiped out by their enemies.

Or at least, so it seemed. In truth, by the time of the end, the two sides of Hassan’s gamble had largely separated. Hassan had always maintained a level of separation between the public war for Ismailism and the secret fight of the Shadows against the Nephilim. With Hassan’s passing the Ismaili cause soon took precedent, but the Shadows within the Assassins slowly vanished, maintaining the Watch in secret as they had before and passing on the secrets of the Shadows among themselves.

In time, they came to call themselves The Second Order, considering their secret order to be the true heirs to Hassan’s mission, and while the public face of the Assassins rode its way to ruin, the Second Order bided their time and acted strategically and carefully, even using the public reputation to its advantage to deflect suspicion towards the old Order and away from any suspicion that a new agency was at work.

Today the Second Order lives on, operating a network of Asasiyun throughout the Muslim world and beyond. The Second Order upholds the commitment, faith, and expert skills of its predecessor while maintaining absolute secrecy wherever possible, masking hits as the acts of local terror cells, militias, government intelligence, or simple lone murderers. Where the public side of Hassan’s old Order was about creating a visible fear, the Second Order works to be a silent and unsuspected killer.

However much like Hassan’s gamble of old, the modern Order has a public front of its own. The rise of capitalism paired with the distrust of Muslim organizations in a Western world fearful of terrorism led to the creation of the Alamut Corporation. A multinational corporation founded in 1983, Alamut was the brainchild of Farim Agrajeeta, head of an order cell operating in Saudi Arabia. Farim leveraged the oil rights to some ancestral lands into startup capital for the ultimate front corporation. Riding the mergers and acquisitions wave of the 1980s, Alamut expanded quickly, founding offices across the world and dipping its toes in everything from oil exports to children’s shoes.

Alamut’s offices provide bases of operations across the globe for the Second Order’s work, and the corporation’s considerable holdings also provide the income that funds the Second Order’s operations against the Nephilim. The two halves are kept separate, much as in the old days, and the corporation remains privately owned, under the direction of a President who also serves as the head of the Order. A Board of Directors advises him on business affairs, while a Shadow Board oversees the Watch Department, which is the company face of the Order proper. Business side employees are kept largely in the dark about Shadow side operations. Most low level employees believe the Watch Department to be an R&D division in charge of top-secret research, if they are even aware of its existence.

The operation of the Order itself functions much as it has for hundreds of years. A hierarchy of the President at the top where Hassan once stood, is followed by Propagandists, who handle information control and security; Companions, who handle intelligence gathering and strategizing; and the Adherents, who are the Assassins proper and do the job of executing targets. Much like the old Order, civilian casualties are strictly prohibited, and even the killing of a target’s direct bodyguards or assistants is discouraged. Ideally, the target, and the target alone, is the only one to die on a mission.

## The Church of the Lotus Root

The Church of the Lotus Root *(Jiaohui de lian-ou)* is an informal network of Chinese Christian Shadows in operation in the People’s Republic of China. Operating as a network of independent cells similar to house churches, the Church in its present structure was formed out of necessity after the persecution of Chinese Christians during the Cultural Revolution and their subsequent harassment and persecution into the present day.

The name stems from the appearance of the edible root of the lotus plant, which appears on the outside a single hearty stalk but when sliced contains a network of hollow channels, creating an appearance of individual cells. This symbolism mirrors the operation of the Church, which operates as a unified body but is composed of individual cells that are each intended to be independent of one another. Other Agencies working with the Lian-ou have often compared the structure of the organization to that of the Internet. Each “house church” of Lotus Root faithful holds a discrete amount of information on only its own neighborhood and contact information with its immediate neighbors, but by a system of go-betweens, dead drops, burner phones, and online contacts, information and intelligence can travel across China at a dizzying pace. This structure means as well that the elimination of individual churches ultimately is insufficient to take down the network or even seriously hamper its progress, as information and operations simply route around their absent comrades to others who are available.

Such is the level of absolute secrecy and security within the Church that little of its actual history is known. It has most definitely been in operation since the Cultural Revolution, but some Shadows of the Church have suggested that it may date back even further to earlier periods of Christian persecution during prior dynasties, perhaps even dating clear back to the days of Nestorian Christianity in China. Each new Shadow is trained in a master/student relationship, and knows only what his master has taught him and the intelligence of his fellow Shadows with an individual church.

Each Church is led by a Minister, who is in charge of the cell, and is followed by Disciples, who carry out the various aspects of a cell’s operations. The Minister also chooses one among his Disciples to be his Second, a personal apprentice whom he instructs with the intent of replacing him when he is gone or moving on to found a new Church somewhere else. The Minister and his Second are the only members of the group with full knowledge of the contact information for other cells, so requests for information and assistance must always go through them.

Because each individual Church is small, immediate resources tend to be limited to the most common equipment available to citizens of the PRC. Weapons beyond knives, blades, and hunting rifles are rare and highly illegal, and acquisition of equipment of great expense or illegality often involves the pooling of a number of cells’ resources. To this end, an array of shell charities exist to take “donations” from individual cells and distribute the total collection or requested goods to the cell in need of them.

Operational parameters make security and deniability absolutely paramount. The discovery of militant Christians among the PRC could be disastrous not just for the cell, or the wider Church, but even to innocent Christians who might suffer persecution, harassment, or even death or imprisonment at the hands of overzealous Communist authorities. Innocent and non-combatant casualties are strictly forbidden and cells take pains to ensure that hits do not become bloodbaths that could raise undesirable attention from authorities.

## Talvenacht

The Talvenacht was born from the oppression and strife of World War II. Founded as a joint alliance of dissident forces among the German and Finnish Lutherans (the name is a portmanteau of Finnish and German, meaning “Winter’s Night”), its members were inspired strongly by the works of Dietrich Bonhoeffer, a vocal opponent of the Nazi regime and even a later conspirator in several attempts on the Fuhrer’s life. They were initially not a Shadow organization per se, but rather a resistance group especially interested in protecting and concealing Jews in Germany, and eventually the other Scandinavian countries as their influence expanded, secreting them away to Finland, which had refused to deport Jews back to Germany.

It was the rescue of a cell of Sons of Ehud that brought the Talvenacht to the awareness of the Shadows. Judge Malachi Shevitz and a handful of his subordinate Shadows were able to make a heroic escape from an impending Gestapo raid with the assistance of Talvenacht agents. Judge Shevitz was so impressed with the efficiency and piety of his rescuers that he resolved to bring them into the fold and teach them the way of the Shadow and the secrets of Shem’s teachings. It was primarily in this capacity that the organization continued after the close of the war, though they also continued their rescue operations within East Germany as well, smuggling citizens out of the Communist-controlled portions of Germany throughout the Cold War.

Their reputation for dedication, faith, commitment to social justice, and their steadfast belief in the principles of discipleship espoused by Bonhoeffer earned them the motto of “Agents of Costly Grace.” Talvenacht take their duties very seriously, and believe strongly that all violence must be undertaken with gravest care, taking to heart Bonhoeffer’s quote regarding his involvement with the plot on Hitler’s life: “Before other men he is justified by dire necessity; before himself he is acquitted by his conscience, but before God he hopes only for grace.” To the Talvenacht, even the execution of the Nephilim themselves is a grim duty, and the destruction of innocents and bystanders absolutely unconscionable.

The current day Talvenacht maintains operations throughout the primarily Lutheran countries of Northern Europe, as well as outlying operations in many former Iron Curtain countries. The organization is entirely independently operated from any mainstream church in order to remain immune to political manipulation such as that committed by the Nazi government with the German state church, and it continues to operate as if it were a dissident or resistance church, maintaining a veil of secrecy but ensuring those trustworthy enough know where to call upon them when needed.

The group is overseen by the Central Synod, a council of ministers who collectively vote on decisions that affect Talvenacht as a whole. Below the Central Synod are regional Synods in each country, headed by a Bishop, and below that are the individual operations units, each headed by a Pastor. Churches are larger cells with a relatively permanent base of operations, usually reserved for larger population centers, while Missions are smaller, more flexible units that set up temporary safe houses but are expected to be able to vacate cleanly at a moment’s notice. Missions are established in areas of particular danger or in situations where the region and circumstances don’t warrant a permanent presence. Funding is provided largely through private charity and agreements with the larger official churches.

Operations are executed carefully, with a special focus on minimizing loss of life to non-Nephilim presences in the field, and assignments tend to prioritize threats against liberty and justice, and combatting those who would spread racism and bigotry, making them particularly vicious foes of the Tyrants and False Teachers. The Talvenacht have not forgotten the lessons of Nazism and Soviet Communism, and are ever vigilant towards ensuring such horrid atrocities never again occur within the borders of the Lutheran countries.

## Other Agencies

Other Agencies exist besides those listed, of course. Those present in this book have been selected because they are among the most prominent or unique organizations. GMs are encouraged to invent their own organizations for their campaigns if those present are unsuitable. When creating a new Agency, consider the following:

* What is the dominant faith of the Agency’s members? Is there an official one, or is it more of a big tent for various denominations? Is it an interfaith organization?
* How is it organized? How does the chain of command work and are members under a rank system of some kind?
* Where does it get its resources? What kinds of capital and access to technology and equipment does it have?
* What sort of connections does it have to secular governments or intelligence agencies? Does it have formal ties with any of the other major Agencies?
* What are its policies on standard operational procedure? Is use of force meant only for the Nephilim, or are hostile allies of the demons fair game? What is its policy on civilian and non-combatant casualties?
* How does the organization stay hidden and secret? What steps does it tend to take to cover its tracks, and how does it operate within the larger world?

By answering a few of these questions, and the others that might stem from them, the GM may find they’ve created a more believable organization for the players to follow.

## Inter-Agency Cooperation

It is not always easy for even mainstream intelligence agencies to cooperate. The needs of secrecy, operational security, and the tendency for intelligence to be seen as property of those who worked to retrieve it, means that getting along is not always easy and often cooperation comes at a price.

However, sometimes the needs of an operation necessitate cooperation. The pieces of the puzzle may simply not all be in the hands of one Agency, leaving a target out of reach unless everyone involved can play along. Sometimes another Agency is discovered to be working the same case, and it is decided to work together to accomplish the mission. Sometimes there is a whole network at hand that is beyond the manpower of a single Agency’s operations in a region. Other times an Agency may have pursued a lead into a region where they lack resources, contacts, or legal protection, and require the assistance of the locals to stay under the radar.

Ultimately, Agencies are all serving the same master, and the same goal, and despite their theological differences, when working together will do what working apart will not, it’s better to take the path that ends in a dead Nephilim. These alliances are generally temporary, however, and last only as long as the operation requires, though this can prove a very long time indeed depending on the scope of it.

Long-term joint operations are rarer, but do occur. ICON in particular maintains friendly relationships with several other agencies, largely in the hopes that their operations within US borders in particular will at least take place under their watchful eye, and to that end long-term and even permanent inter-agency teams may be active at any given time on particular operations, especially those that involve international relations. Shadows from other Agencies have also been appointed as long-term exchange personnel between friendly agencies.

# Chapter 8: Nephilim

“I hold here a list. Nine names adorn it. Nine men who need to die. They are plague bringers. War-makers. Their power and influence corrupts the Holy Land and ensures the Crusades continue. You will find them. Kill them. In doing so you'll sow the seeds of peace: both for the region and for yourself. In this way, you might be redeemed...” - Al Mualim, **Assassin's Creed**

The Eternal enemies of Man and the very reason for the existence of the Shadows, the Nephilim are beings of purest evil, servants of the Adversary himself, and worshippers of Sin itself. They are the living avatars of Sin and corruption and horror on Earth, and their sole mission is the destruction and perversion of creation and the souls of all Men.

## Nature

Nephilim are creatures of a dual nature, the soul of a demon within the body of a human being. They retain the agelessness of their demonic parents, but not their full immortality; wounds which would slay a man will still slay a Nephilim, though they do tend to be of hardy stock and strong. It is for this reason that Nephilim seldom wage direct conflict themselves, preferring to exploit mortals to do their bidding and protect them. There is nothing a Nephilim fears more than death, for their souls are damned from birth, and their only afterlife is an eternity in Hell’s torment.

As each Nephilim has dwelled on the Earth for thousands of years, many have honed their bodies and minds to the limits of what their mortal form can bear, making them crafty and dangerous opponents. Each Nephilim chooses a Path, an unholy allegiance to one of the ten greatest Sins of the ancient Watchers, taking it as their unholy religion and seeking to spread that Sin across the mortal realm and to unmake and disrupt that which the Supreme Director has created.

Nephilim by nature gravitate to power. Positions of power allow them the base from which to foment sin and destruction, and give them the wealth and manpower to extend their reach beyond their personal fiefdoms. Throughout the millennia they have masqueraded as everything from kings and crime lords to generals and demigods, wreaking their chaos by means both subtle and overt before retiring back to the shadows to escape the suspicion aroused by their agelessness.

## Society

Contrary to what is often believed, Nephilim and other demons do not “worship” Satan. Nephilim revere and worship Sin itself, seeing it as an act of freedom and rebellion against the oppressive rule of Heaven. However, as demons, and as unrepentant sinners they are eternally damned, and the Nephilim who passes from this world will find his soul in Hell under the rulership of Satan, the Adversary.

To the Nephilim, Satan is not a god, for they would not worship another singular entity as they once did the Supreme Director, seeing such a thing as simply trading one tyranny for the next. However, they do fear him, for they know that as ruler of Hell, Satan will be the one responsible for choosing their torments throughout eternity once they pass from this world. So in bargain with him, they carry out his will in order to curry favor with their future warden in hopes of a gentler sentence, and more power while still on the mortal plane to ensure their reign of terror lasts as long as possible.

Because of this eternal competition for the favor of Hell, and their innately deceitful and rebellious natures, Nephilim seldom work together, and indeed, have often warred with one another over territory and influence. Satan offers his greatest favor only to the best and the most destructive of his rebel progeny, so Nephilim compete with each other viciously. When they do work together, such alliances are often tenuous, and last as long as either feels the relationship benefits them.

As a result, family ties are often weak to non-existent. Nephilim stem from a limited number of paternal lines, that of the original Watchers who spawned them, and over the centuries rivalries within the lineages have largely eroded any sense of familial loyalty, especially as the original patriarchs have all long since been banished to Hell. Some Nephilim choose their Path in part out of family tradition, but many more choose it for reasons of personal taste or appeal.

Nephilim can, however, have families of their own. Two Nephilim cannot create children, as their demonic natures are anathema to the creation of life, and even the womb of a female Nephilim cannot host a child, but male Nephilim can sire offspring by human women. These children will be mortal, like their mother, but Touched by their demonic heritage, making them more vulnerable to a Nephilim’s demonic power and influence. Some Nephilim take advantage of this to create a whole lineage of easily manipulable descendants, providing a loyal retinue for generations to come. These demonic family lines can stretch across centuries, each generation serving as loyal subjects to their demonic patriarch. Some Nephilim have even used this to provide a convenient alibi for their apparent agelessness, disappearing and reappearing periodically as a new family member, while generations of his progeny maintain his holdings in his absence.

## Rules

Nephilim are created similarly to PCs, though GMs have far more latitude in selecting their stats. Generally they will have between 12D and 16D in the four Attributes, and from 7D to 12D in bonus dice to distribute amongst their skills, though usually they have specialized in skills directly related to their Path. There are no limits on how many skill dice they can spend on a single skill, but they still obey the same upper limit of 5D for attributes and 12D for skills. Sample stats for a typical Nephilim of each Path are included in the section on Paths. In general it is advised to keep their attribute total roughly on par with the PCs for an even matching, while giving them a bit of an edge in skills to ensure a dangerous challenge that requires careful planning to overcome.

Nephilim do not have a Faith or Agency attribute, and do not earn Conviction. Instead they have the Favor attribute, which governs their favor with the Adversary and thus affects the strength of their demonic powers accordingly. This attribute is ranked from 1D to 5D. When the Nephilim employs one of his demonic powers, he rolls his Favor to determine its effectiveness. The Favor of Hell is fickle, however, and the Nephilim always rolls one of his Favor dice as if it were a Stunt Die.

When employing Nephilim powers against a Shadow, the Shadow always adds his Faith dice to the roll, regardless of the skill or attribute resisting the roll. If the resisting value is a static Combat Value, he rolls his Faith dice and adds them to the total.

Nephilim are ageless, but not immortal, however they do heal at a remarkable rate, significantly faster than normal humans. Treat wound levels as one level lower for the purposes of healing damage. This means that a Nephilim who survives a fight and escapes heals from Wounded level automatically.

## Rebirth

All Nephilim possess knowledge of the Rebirth, a special ritual they may perform if so favored by Hell. The Rebirth allows the Nephilim to change his appearance, creating a new face for himself and even taking on the characteristics of another ethnicity, thus allowing the Nephilim to blend into new surroundings or escape into hiding of discovered. The process is painful and difficult however, requiring a full week of rest unmolested. If interrupted, the change fails, and they revert to their previous state.

Casting the ritual requires a Favor roll against a static value based on the amount of Charm the Nephilim wishes to possess in his new form: 3 x the desired number of Charm dice + any pips. The results are as follows:

* Failure by half or more: Ritual fails completely, appearance remains the same, and the ritual cannot be attempted again for at least a month.
* Failure: The ritual succeeds, but the Nephilim has one fewer Charm die than desired, though not less than 1D.
* Success: The ritual succeeds, and the Nephilim earns the Charm dice he desired.
* Double Success: The ritual succeeds, and the Nephilim earns one more Charm die than desired, but not more than 5D.

In addition, the pain of the transformation is dangerous. On any failure or interruption of the change, they immediately take damage against their soak equal to the number of desired Charm dice.

Because of the danger inherent to the ritual, many Nephilim prefer to find other ways to blend in or evade capture and identification, relying on go-betweens, periods of hiding, and other means to ensure that an actual change of appearance is unnecessary.

## Paths

Each of the following Paths represents the course of one of the sins spread and committed by the ancient Watchers. By following a Path, indulging in its Sin, and driving mortals to commit that Sin, they gain greater Favor with the Adversary, thus becoming more powerful. Each Path provides unique abilities, as well as informing the appearance of the Nephilim’s demonic true form.

The following descriptions will explain the nature of each Path of Sin, as well as provide a list of abilities acquired by the Path at 1D, 3D, and 5D of Favor, and include a sample Nephilim for that path. Note that the sample Nephilim doesn’t include a specific Favor score; it is recommended that the GM select one based on how much of a threat they wish the enemy to be.

### Blasphemy

*“the Idolaters”*

The first and greatest sin is the rebellion against the Supreme Director itself. Idolaters seek to war against Heaven by diverting the faith of the people away from Him through false religion, magic, and even assaulting the very idea of faith itself. Idolaters may be cult leaders, atheist activists, occultists, or even false prophets and corrupted clergy. Idolaters are experts in the faith they seek to destroy, and often use that expertise to infiltrate the mortal churches and undermine them from within.

Idolaters are masters of manipulating the beliefs of Man, and surround themselves with devoted followers. They ply their Favor and millennia of practice in tricks and stage magic to display false miracles and win the absolute faith of their disciples, sometimes even leading them on with promises of arcane power for their most zealous acolytes.

The true form of an Idolater is that of a twisted mockery of a true angelic messenger of God. A false halo of molten gold is melted into their ever burning heads, and from their shoulders spring upside down wings of leather and scales covered in burning pitch and plastered with filthy grey feathers. Their raiment is opulent but obscene, adorned with filth-covered open robes of silk and velvet lined with gold inscriptions of pure blasphemy, and worn such that their prominence is displayed and no modesty might be found.

#### Gifts

**1D** *False Healing:* The Idolater lays hands upon a target and adds his Favor to its Might for an instant healing roll, however any damage healed remains so for only 1D days.

**3D** *Sermon of Madness:* The Idolater delivers a speech of doubt and heresy to the crowd. Roll Favor, and all who are within immediate hearing distance of the Nephilim must make a Willpower roll against the total or descend into weeping regret for 1D rounds.

**5D** *Voice of Doubt:* The Idolater speaks words of heresy and blasphemy into the target’s ears to shake his faith. Roll Favor against target Wit+Faith, and on a success, the target’s Faith is temporarily reduced by 2D for 1D rounds.

#### The Cult Leader

*Attributes*: Might 2D, Agility 2D+1, Wit 3D, Charm 4D

*Skills*: Melee 4D, Dodge 3D, Religion 6D, Con 7D

*Gear*: Dagger (+1D+1), robes, grimoire

*Combat*: Block: 6, Parry 12, Dodge 9, Soak 6.

### Deceit

*“the Deceivers”*

Deceit was perhaps the first sin, committed first by the serpent in the garden, then by Adam and Eve seeking to conceal their sin from God. For the Watchers and all demons, Deceit is a way of life. When the Watchers betrayed the Supreme Director, it was through Deceit that they disguised their crimes on Earth. To some among the Nephilim, Deceit is the most primal and basic value of all Demons, and thus to be revered as the most treasured of all Sins.

Deceivers revel in fraud and the con. To the Deceiver, the lie is everything, and the bigger the better. The more destruction and suffering they can bring about by a lie, the more reward they will earn in Hell. They revere the Serpent as an icon, and many Deceivers wear some form of serpentine iconography somewhere on their bodies. They move from one big fraud to another, riding it for all its worth and then disappearing before they’re discovered. Phony cures, bogus investments, doctored intelligence, false prophecies, bad science, all designed to sucker in as many as possible and destroy their lives in the process. The more pain and misery and destruction they can cause with a lie, the more they glory in it.

The true form of the Deceiver mimics that of their idol, the serpent. Their bodies are covered in scaly skin, slender, and bend in strange ways. Their mouths bear fangs and forked tongues. Their eyes show the slitted appearance of the snake, and in place of hair they grow a hood not unlike that of a cobra, which grows in prominence as their Favor with Hell rises.

#### Gifts

**1D** *Smooth Operator:* The Deceiver is a master of the lie, and may add his Favor to Con rolls, though any opposing roll may add Faith.

**3D** *Venomous Tongue:* The Deceiver knows full well that words can be poison, but with this gift that takes on literal meaning, speaking words of pure agony into the victim’s ears. Make a Favor roll against the target’s Stamina+Faith. On a success, the target is afflicted with a fast acting poison. Treat the Favor roll as the difficulty of future Stamina and Medicine rolls.

**5D** *Mass Illusion:* The easiest way to pull a con is simply to make an audience believe something is present that doesn’t exist. While good old fashioned stagecraft can be enough, the Deceiver’s favor with Hell allows the creation of visible illusions out of thin air. Roll the Deceiver’s Favor to find the difficulty one must beat on an Awareness+Faith roll to see through the illusion.

#### The Con Man

*Attributes*: Might 2D, Agility 3D, Wit 3D, Charm 4D

*Skills*: Firearms 4D, Dodge 4D, Pickpocket 5D, Concealment 5D, Security 4D, Con 6D

*Gear*: .45 Pistol w/suppressor (3D+1), lockpicks, smartphone.

*Combat*: Block 6, Parry 6, Dodge 12, Soak 6

### Defilement

*“the Desolators”*

To some among the Watchers, the beauty of the Supreme Director’s creation was nothing less than a constant reminder of His favoritism for mankind. The Nephilim who survived the Great Flood see creation as an ever twisting knife, and the bounty of the Earth as so many sour grapes. In their hatred and anger at their perceived betrayal and mistreatment by Heaven, the Desolators seek to destroy that which God has given unto man, by polluting and corrupting it until no life remains. Nothing fills a Desolator with more joy than the sight of nature defiled and razed.

The pettiest of Desolators confine themselves to mass arson, poaching, black market animal products, and illegal clear-cutting, but the most successful modern Desolators find their business in industry, and business is booming. Industrial pollutants, carbon dioxide emissions, pesticides, nuclear waste, clear-cut farming, overfishing, rogue genetic modifications, biological, chemical, and nuclear weapons, and other such wonders of modern technology have made the Desolators among the most favored and successful Paths in practice today.

The true form of the Desolator reflects the toxic nature of his life’s work, cast across the skin in the form of boils, chemical burns, open tumors, rotting flesh, and thinning hair. They appear emaciated, sickly, and scarred. Their mouths are dry and stained with vomit, and their eyes bloodshot. Often, parts like noses, ears, fingers and toes have sloughed off. The sight of the Desolator is one of the more gut-wrenching and nauseating to behold, and the more favored he is the more grotesque and rotted his form becomes.

#### Gifts

**1D** *Gift of Venom:* The Desolator is a practiced hand at the crafting of poisons, and is gifted with great skill in making, curing, and resisting them. He may add his Favor to Medicine rolls to make or cure a poison, and to Stamina rolls to resist its effects. Opposing rolls may add Faith if desired.

**3D** *Plague Touch:* The Desolator’s very blood exudes pestilence and corruption, and by touching a victim with an open wound he may attempt to afflict a target with one of the horrid plagues that live inside him. Contact with the blood of the Desolator requires a Stamina+Faith roll vs. his Favor. A failure afflicts the victim with a plague that deals 3D damage every hour and may only be cured by a Medicine roll against the original Favor total or by Laying Of Hands.

**5D** *Razing of the Land:* The Desolator’s command of the infernal spark has become an exercise of pure will. By making a Favor roll, he may ignite any flammable object within a range of meters equal to the total with unholy flame, including clothing. Faith may be added to Soak when resisting damage from this unnatural flame.

#### The Big Game Hunter

*Attributes*: Might 3D, Agility 4D, Wit 3D, Charm 2D

*Skills*: Athletics 4D, Melee 4D, Firearms 6D, Stealth 5D, Awareness 5D

*Gear*: .308 Hunting w/laser sight (5D, +1 to hit), Kukri (+2D), multi-tool, night-vision goggles.

*Combat*: Block 9, Parry 12, Dodge 12, Soak 9

### Greed

*“the Usurers”*

Once the Watchers had tasted of material wealth, many found it an addiction, and they hungered constantly for more. Never satisfied with their own, they sought to expand their wealth by any means necessary. Those Nephilim who follow in their path worship Greed and the relentless pursuit of wealth. To the Usurer, life is the endless pursuit of more: more money, more power, more fame, and more sex, more of everything the world has to offer. Nothing satisfies the endless craving of the Usurer, and no act is too vile if it gets them what they want.

Usurers seek whatever position will allow them to continue their relentless pursuit of wealth. Thievery is common, from the jewel thief to the white collar securities fraudster, Usurers thrive on taking from others. They gravitate to the halls of finance and industry, becoming CEOs, bankers, stock traders, merchants, and industrialists. Many of the greatest Usurers have founded financial empires that span the globe, yet nothing is ever enough for them.

Their true form displays their insatiable hunger for its consequences. Corpulent and bulbous, their bodies undulate with ripples of fat, and they constantly sweat searing liquid gold and tallow, leaving streaks of scorch marks across their skin. They are adorned with the gaudiest and tackiest of jewels and robes of the finest cloth, but tarnished and stained from their own constant secretions.

#### Gifts

**1D** *Nimble Fingers:* The Usurer is an expert thief, and may add his Favor to Pickpocket and Security rolls when thieving.

**3D** *Wealth Sense:* The Usurer has an innate intuition for the presence of valuables of all stripes. The Usurer can roll his Favor against a Moderate difficulty to locate any precious metals, jewels, or cash in a room.

**5D** *Account of Lies:* It is said one has to spend money to make money, but to a being obsessed with getting and holding as much wealth as possible, this is an unacceptable state of affairs. A Usurer learns to fake his assets and use those fake assets to build real wealth. He may add his Favor to Resources rolls, however, if he fails, the fraud is revealed and the consequences must be dealt with.

#### The Corporate Raider

*Attributes*: Might 2D, Agility 2D, Wit 4D, Charm 4D

*Skills*: Firearms 4D, Forgery 5D, Diplomacy 6D, Contacts 5D, Resources 7D

*Gear*: .38 Special (3D), smartphone.

*Combat*: Block/Parry/Dodge/Soak 6

### Ignorance

*“the False Teachers”*

The Watchers’ original mission was to teach the fledgling race of humanity the ways of God and how to survive on the world He had created. But as their corruption became complete they instead came to revel in the power of concealing their knowledge, and took delight in teaching false wisdom to their still faithful charges. The False Teachers thrive on the suppression of knowledge, the destructions of the means to distrubute that knowledge, and the spread of false teaching and ignorance.

They take their name from their most frequent tactic: setting themselves up in a position to teach mankind and instead exploiting that position to spread ignorance and falsehood. The False Teachers are especially adept at the exploitation of new media, in all its forms. They play the role of load-mouthed pundits, crooked reporters, quack scientists, TV “doctors” and evangelists, and other such purveyors of televised and digitally distributed ignorance. Others exploit the legal system and government to silence speech and information, or become authors of thinly-veiled fictions meant to hammer home disinformation and cast fable and fairy tale as truth. Above all, the False Teacher sees knowledge as a thing best kept out of the hands of mortals, and disinformation as the key to their destruction.

The False Teacher’s true form is that of an emaciated frame topped by an enormous and swollen head, throbbing and straining against its own limits as if ready to burst from the knowledge concealed within. This constant throbbing ache even reflects itself in the False Teacher’s human guise, as they are often plagued by headaches and migraines.

#### Gifts

**1D** *False Credibility:* The False Teacher’s work depends upon others taking him seriously from the get go. He may add his Favor to Diplomacy rolls, however, when doing so, opposing rolls may add Faith.

**3D** *Feel My Pain:* The ever present headaches the False Teacher suffers can be spread to others, overwhelming their minds with pain. Roll Favor against the victim’s Willpower+Faith, and on a success, the victim is paralyzed with pain for 1D rounds. On a double success, the victim is also Stunned.

**5D** *Bestow Forgetfulness:* The False Teacher’s command of ignorance is such that he can even erase memories. Make a Favor check vs. the Wit+Faith of all present in the room. On a failure, the victim immediately forgets the last 5 minutes of time.

#### The Book Burner

*Attributes*: Might 3D, Agility 2D, Wit 4D, Charm 3D

*Skills*: Melee 4D, Lifting 4D, Demolitions 6D, Religion 6D, Willpower 5D

*Gear*: Machete (+1D+1), lighter, fire bombs.

*Combat*: Block 9, Parry 12, Dodge 6, Soak 9

### Lust

*“the Violators”*

As immortal beings, the Watchers had never known carnal pleasures until mankind was placed in their charge. It is whispered that the sight of Woman’s beauty was itself the driving force behind the betrayal of the Watchers, as they took to the pleasures of the flesh with relish and even force. It was through these unions that the first Nephilim were sired, and many of the Nephilim came to revere this act of forbidden fornication, worshipping Lust as their creator instead of the true Supreme Director. They seek to partake in carnality in all its darkest forms and spread exploitation and violation throughout Creation; to the Violator, God created Man in his image, and so Lust created Nephilim in its.

Violators set themselves up anywhere that skin and perversion are peddled, working as pimps, pornographers, slavers, and other sex traffickers. They often found a base of operations in a sex club, brothel, or dungeon, and the depths of their trade knows no limit. To the Violator, consent is irrelevant, and no act is too debased and vile. Sexual slavery, underage prostitution, and organized rape are merely another aspect of the worship of Lust, and they delight in the corruption of the innocent and the just.

The true form of the Violator is often considered one of the more stomach-turning to behold. An undulating mass of lurid flesh, they throb and pulse with visible veins laced across nude flesh and exposed genitalia in an almost unintelligible pornographic mass, ugly and venal and without shame.

#### Gifts

**1D** *Diabolic Charm:* The Violator is an expert in seduction and exploitation. He may add his Favor to any Charm-based roll, but the target may add Faith to his opposing roll.

**3D** *Paroxysm:* The Violator fills the victim’s mind with visions of the lurid and violate. Roll his Favor vs. the target’s Stamina+Faith, and on a failure, he is overcome by revulsion, becoming Stunned immediately.

**5D** *Enslaved Will:* The Violator whispers unholy seduction in the ear, plying the victim to his will. Roll Favor vs. the target’s Willpower+Faith, and on a failure, he becomes the Violator’s willing slave for the next 1D days.

#### The Skin Merchant

*Attributes*: Might 2D, Agility 3D, Wit 3D, Charm 4D

*Skills*: Martial Arts 4D, Con 5D, Seduction 6D, Streetwise 5D

*Gear*: Smartphone, wireless webcam

*Combat*: Block 12, Parry 6, Dodge 9, Soak 6

### Oppression

*“the Tyrants”*

The Watchers’ role on earth was meant to be that of a teacher and a guide, but their Heavenly power made them arrogant, and soon they began to lord over mankind as kings, with their Nephilim spawn as the princes and heirs to their legacy. The Nephilim thus came to view power as their birthright, and the mortals beneath them as chattel to be dominated beneath their superior will. To the Tyrant, mortals are weak and impotent and must be regularly beaten, demoralized, and even culled, in order to keep their spirits crushed and their position in its rightful place beneath their unholy masters.

Tyrants gravitate to roles of unlimited power. The crown and the miter are its goals, but it will make do with the role of dictator, despot, or corrupt politician, and in the world of rising corporate power some have learned that the halls of wealth can grant one a freedom from law that is as much a kingdom as any mortal government. Others gravitate to the world of organized crime, finding a natural kinship in so much thuggery and brutality. At all times they seek to deprive mortal kind of its freedom, dignity, and life, seeing liberty as the behavior of a disobedient child in need of the whip, and slavery as the natural state of man.

The true form of the Tyrant is that of the tin pot ruler. Clad in dingy armor and covered with crudely forged medals, he stands in mock pride, crowned with a ring of twisted horns. His hands are stained with blood, and one is always tightened to a rictus lock around a cat of nine tails, his eyes ever wary for one to strike.

#### Gifts

**1D** *Torturer’s Knife:* The Tyrant is a master of inflicting pain. He may add his Favor to damage rolls, however any roll made with a Favor bonus cannot kill; an attack with this power cannot injure the victim past Mortally Wounded. Victims may add Faith to their Soak to resist this damage.

**3D** *Censor’s Silence:* Speech is often the greatest weapon against a Tyrant, and so he has learned to control it. By succeeding in a Favor roll against a target’s Willpower+Faith, the target’s voice is silenced for 2D rounds. This silence prevents the intoning of all prayers but the Wordless Sight.

**5D** *Despot’s Command:* Despite his brutality, the Tyrant often commands fierce loyalty from his favored subjects. Those under his command may, at any time, add up to +2D to any roll, though the total number of bonuses taken by his subjects within a day may not exceed his Favor. Rolls bonused with such extra dice may add Faith to any opposing roll.

#### The Dictator

*Attributes*: Might 3D, Agility 3D, Wit 4D, Charm 3D

*Skills*: Melee 4D, Firearms 5D, Dodge 4D, Interrogation 5D, Awareness 5D

*Gear*: 7.62mm AR (4D+2), Baton (+1D+1), Type I Armor (+3/-1), torture kit

*Combat*: Block 9, Parry 12, Dodge 11, Soak 9

### Self-Destruction

*“the Abettors”*

Life on Earth brought other pleasures to the attention of the Watchers besides merely those of the flesh. Gluttony came quickly to their kind, having previously possessed no need for food or sustenance. With that followed intemperance, and as they spiraled further some came to even glorify self-harm. To an immortal being, even the feeling of pain was a new experience worth relishing. To the Abettors, if the body is a temple, then its defilement is an act of glorious rebellion, and it’s destruction a stone in the face of God Himself. They worship the art of self-destruction and seek to spread vice and excess among their mortal kinsmen, and see suicide as the ultimate goal of all mortal life.

The Abettors have often been nick-named the “False Friends,” for in spreading and encouraging self-destruction they often play the role of friend and confidant to their human victims, slowly paving their path to hell by offering a sympathetic ear on one hand, and a needle in the other. Others, however, are not content with such personal destruction, and seek to spread their influence across a wider range. They set up drug empires, designing new drugs to destroy the mind and body. They create whole new levels of unhealthy food and beverage to push on the public. Others become record producers, creating new pop idols and rock stars to act as evangelists for a lifestyle of self-destruction from drugs to alcohol to suicide. Always the message is one of friendship, but the Abettor is the wrong sort of friend.

Their true form often reflects their chosen favorite vice. Each Abettor’s form represents their chosen poison taken to its worst extremes: a glutton may be corpulent and sweaty, while an addict may be emaciated and bloodshot, and the suicidal may be scarred across its body.

#### Gifts

**1D** *False Friend:* The Abettor works his victims by playing the role of the charming friend. Once he has chosen a victim, all Charm rolls against that person may add his Favor dice. The Abettor may only have one chosen victim at once, and may not change it until that target is dead.

**3D** *Enslaving Blood:* The Abettor’s blood itself takes on addictive properties. By adding a single drop of it to a consumable substance its addictive properties are enhanced, requiring a Willpower+Faith roll vs. the Abettor’s Favor to avoid becoming instantly addicted. Once hooked, the victim must continue to acquire more of the tainted substance every day. Failure to acquire it on a given day subjects one to 3D of damage from the withdrawal. Should the addict survive a week of these withdrawal symptoms, the addiction is broken.

**5D** *Join Me in Death:* The Abettor’s ultimate goal is the death of his victims, and he has learned that one of the best methods for convincing the suicide to take the plunge is to offer to join him. To that end the Abettor has learned to fake his own death with aplomb. The Abettor adds his Favor to Soak rolls from self-inflicted injury. Should he succeed, he still appears quite dead, the wound inflicted still readily apparent, but he will rise from said death in a matter of 1D hours.

#### The Kingpin

*Attributes*: Might 3D, Agility 2D, Wit 4D, Charm 3D

*Skills*: Martial Arts 4D, Awareness 5D, Concealment 5D, Contacts 5D, Streetwise 6D

*Gear*: Smartphone.

*Combat*: Block 12, Parry 9, Dodge 6, Soak 9

### Treachery

*“the Betrayers”*

The rebellion against Heaven was perhaps the first act of betrayal, and to the Betrayer, the act that gave them their freedom. Betrayers worship Treachery as the ultimate act of freedom. They see it as a release from the bonds of loyalty and order, and the end of the slavery of morality. “The traitor has no master,” says the Betrayer, and so he worships anarchy, lawlessness, and the sabotage of the just state.

Betrayers naturally gravitate to positions of trust and power or places where they have access to vital secrets, setting themselves up as dirty politicians, blackmailers, power brokers, and double agents, though others prefer to rebel against society itself, becoming terrorists and anarchists who seek to tear apart all order. Betrayers see all apparatuses of power as nothing but crude attempts to reinstate the stultifying structures of Heaven on earth, and thus they must be destroyed.

Forever the rebel, the true form of the Betrayer reflects his own delusion as the oppressed victim of heaven, decorating himself with chains and broken manacles, his body scored with the mark of the whip, and his hands mangled in what appears as a crude self-inflicted imitation of the holy stigmata.

#### Gifts

**1D** *Backstabber:* The Betrayer is an expert at the unsuspected kill. He may add his Favor to damage rolls when attacking from surprise or stealth, however the opponent may add Faith to his Soak to avoid damage.

**3D** *Devil’s Bargain:* The Betrayer is adept at finding a target’s weakness, the one thing that can be exploited to turn him against his better nature, be it vice, competing virtues, or something he cares about enough to break his vows. The Betrayer rolls his Favor against the opponent’s Wit+Faith, and on a success, he learns what card to play to turn his opponent to treason.

**5D** *The Hanged Man:* The life of the professional traitor is a short one, as the penalty for treason is death the world around, but the Betrayer is an expert at evading death. If an injury brings him to Dead, he may roll his Favor against the damage roll. If he succeeds, he still appears dead, but instead is Incapacitated and may yet survive.

#### The Rogue Agent

*Attributes*: Might 2D+2, Agility 3D, Wit 4D, Charm 3D

*Skills*: Martial Arts 4D, Firearms 5D, Dodge 4D, Stealth 4D, Demolitions 5D, Contacts 5D

*Gear*: 9mm Pistol (3D+2), Type I Armor (+3/-1), C4, Listening Device

*Combat*: Block 12, Parry 8, Dodge 11, Soak 11.

### Violence

*“the Warmongers”*

Heaven is a place of peace, a paradise where no blood is ever spilled nor pain inflicted. For some among the Watchers and their Nephilim children, the discovery of violence was an awakening, a revelation to a new religion of destruction and rage. Warmongers crave death and suffering, and are often among the rare Nephilim to take direct part in violence despite the risk to themselves, because they lust after the kill. Their goal in life is to destroy creation one lifeless body at a time.

Warmongers are happy anywhere where they can conduct a symphony of violence and death. They work as terrorists, warlords, gang leaders, generals, weapons merchants, military strategists, marauders, assassins, and anywhere else that gives them the opportunity to encourage murder on a grand scale. Often, simple leadership is enough for them if it means an ability to direct violence. While despotism is usually the domain of the Tyrants, Warmongers in charge of a regime will be especially brutal, taking personal charge of torture, genocide, war, and wholesale slaughter of the innocent.

The true form of the Warmonger reflects its endless bloodlust and rage. Their blood-red skin is covered in scars, burns, and even open wounds, and their heads are crowned with horns which eternally drip blood. Their bodies are a parody of fitness, ripped with muscle to grotesque extent, and their hands and feet have twisted into blade-like claws.

#### Gifts

**1D** *Infernal Might:* The Warmonger imbues his attack with demonic strength, adding his Favor to the damage roll of any melee or unarmed attack. The target may add his Faith dice to his Soak to resist damage from the attack.

**3D** *Bloodthirst:* By consuming the blood of the dead, the Warmonger’s wounds are healed. Warmongers may add their Favor to natural healing rolls if they consume the blood of the recently dead.

**5D** *War Cry:* The Warmonger releases a cry that rings of the screams of Hell itself. Roll Favor, and all enemies must beat that target on Willpower+Faith or be at -2D to all attack rolls.

#### The Warlord

*Attributes*: Might 4D, Agility 3D, Wit 3D, Charm 2D

*Skills*: Melee: 5D, Dodge 4D, Firearms 5D, Awareness 4D

*Gear*: Combat Knife (+1D+2), .45 Pistol (4D+1), Type II Armor (+8/-4)

*Combat*: Block 12, Parry 15, Dodge 8, Soak 20

# Chapter 9: Missions

“Unfortunately the wrong man was generally assassinated. The true criminal was an absentee, and his agent was shot instead of him. A noble lord living in England, two of whose agents had lost their lives already in his service, ordered the next to post a notice in his Barony that he intended to persevere in what he was doing, and if the tenants thought they would intimidate him by shooting his agents, they would find themselves mistaken.” - James Anthony Froude, **“On the Uses of a Landed Gentry"(**1876)

Mission success hinges on good intelligence and careful planning. Assassinations are a delicate business, and the more one knows the fewer surprises arise in the process and the fewer lives have to be lost. This chapter will help GM’s build the ideal mission profile, and thus, the information and intelligence the players will be seeking and working with. It will also provide some useful guidance on generating NPCs as well as include some pre-generated stats for useful example NPCs.

## The Target

The central figure in any assassination is the target himself. When planning an assassination, a team wants to know everything they can about their target, and if they don’t have that information at their fingertips, they’ll want to get it. The more you know about the target the more you can piece together how he thinks and how he might react to each step in the plan as it goes forward.

Start with the basics. What Path does he follow? A Nephilim’s chosen path will define a lot about his personality, how he reacts to problems, and the kind of solutions he comes up with. A Tyrant or a Warmonger is likely to solve problems with violence and torture, but a Usurer or Violator may tend to try to bargain their way out. How a given Nephilim reacts when his life is on the line can be vital information in anticipating his actions, especially if a plan goes wrong or a cover is blown.

What line of work is he in? Is it criminal activity, or is it, on the surface at least, on the up and up? The chosen racket of a given target will not only further inform his personality profile, it will also give one some idea of who he surrounds himself with, what kind of security he has, and what his day to day activity and movement schedule is going to be like. It will also affect what the legal response to Shadow actions will be.

Who does he work for? Many Nephilim are independent operators, more or less running their own private empires, especially if they are in a criminal outfit. However, just as often, the Nephilim plays the advisor, the second in command, or just the one who gets the dirty work done. Some Nephilim prefer to coach some mortal into being the public face of privately advised evil, so that when reckoning comes they can disappear into obscurity. Where the target stands in the totem pole and the legality of his position will tend to inform what kind of security he possesses and in particular whether that security is legally backed or otherwise.

Who works for him? Most Nephilim gather about themselves a small army of followers, the better to provide other bodies to die in their stead. Seldom will they have any idea of the true nature of their employer, and level of devotion and loyalty may vary. An Idolater is likely to be surrounded by devoted cultists, while the Deceiver’s companions may only be as loyal as the next good score, or even be totally unaware of his true nature. Knowing the level of commitment behind a target’s lieutenants tells one what kind of resistance to expect and whether they might be turned against their master and how.

What is his routine? What is his schedule? Knowing the daily and weekly movements of the target, as well as any special dates or engagements, allows the team to analyze when he might be most vulnerable to attack. This information is vital to formulating a strategy for eliminating the target.

Where does he live? Does he keep up appearances with a more or less “normal” place to live, or hide himself away on some heavily armed compound? How good is the security at his home? Is it lined with the latest in high-tech alarm and surveillance systems, or does he rely mostly on good old-fashioned manpower, keeping a private army of his own on staff to patrol the grounds? Knowing the details of his security, in conjunction with his routine, will give the team the chance to make an informed decision on whether to strike him at home, or whether the better chance is to catch him away from a well-defended home turf.

By preparing all this information in advance, you’ll be ready as a GM to provide players with the intelligence they need to formulate a sound plan. It is up to you how much you wish to provide directly, in the form of Agency dossiers and intelligence briefings, and how much you want the players to have to acquire through their own leg work. Consider also the nature of the Agency they work for; larger Agencies are more likely to have intelligence gathering wings that do much of the work separately from the job of the Shadows themselves, while smaller Agencies or ones with an eye towards keeping operations small and deniable will tend to leave a team to do much of their own intelligence gathering.

## The Location

Once the team has gathered enough intelligence on their target, it’s likely they’ll begin selecting a location for the hit. They’ll want to know as much detail about the location as possible, so they know when to strike, the best way to do it, and how to handle contingencies, as well as executing an escape route.

This would be a good time to draw a map. While not strictly necessary, a good map or even just a rough sketch of the area will help provide a concrete sense of space and environment, and give the players something to work with in terms of making sure everyone’s on the same page when it comes to the details. The map layout itself need not necessarily be more detailed than a simple sketch of the general layout, and those not particularly adept at it may find all manner of building plans in real estate guides, planning and records offices, architecture books, and RPG sourcebooks that can be easily co-opted to stand in for a Nephilim’s armored compound.

It is best as well to keep two copies of the map: one with all the details, and one with only the layout, for the players to fill in the details they learn through scouting and information gathering. Players will want to fill in their maps with things like guard patrol routes, security cameras, motion detectors, alarm systems, key access points, and their own positions and routes during the operation. As such, it’s good to know these details inside and out. Know where the security measures are, how they work, what sort of security staff is present, where they are stationed, and so forth.

## Consequences

Killing someone, no matter how vile they may be, generally has consequences. The most immediate concern at the moment of action is the reaction from those whose job is to protect the target, as well as any law enforcement or military response to the act of violence. In the long term, there will also be the repercussions of his death in the form of potential investigations and the aftermath of the target’s removal from the status quo.

Much of this depends on two things: the Nephilim’s position in society, and the effectiveness and subtlety of the team’s plan. Ideally the team is able to execute the hit and escape before anyone involved knows it has even happened, but this is not always possible. Gunfire and explosions will tend to attract police attention, and the more of it, the more quickly and in force they will respond. If the Nephilim has security staff, they’ll respond immediately to any obvious audible threat or detection by security measures. Any escape plan will want to factor in the possibility of such response.

The legality of the Nephilim’s dealings also factor in. A high-level government official is going to warrant a more swift legal response than a crime lord, though the crime lord’s allies may seek revenge if they are capable. Law enforcement is also inclined to spend less time investigating the murder of a criminal than an ostensibly upstanding citizen.

It may also be important to consider the consequences of the Nephilim’s absence. While some Agencies concern themselves primarily with the Nephilim himself and leave the remaining mess for someone else to clean up, others take efforts to make sure that a Nephilim’s operations end with them. Often, the Nephilim’s paranoia and megalomania is such that simply eliminating them leaves the operation in chaos, but others plan contingencies such that in the event of their death, other ramifications take effect that might make killing them outright an unsavory and even dangerous option unless steps are taken to defuse the potential consequences of the Nephilim’s death.

There are also the Nephilim’s followers to consider. Idolaters and Abettors in particular tend to produce fanatically loyal followers, who may see his death as a martyrdom and even seek to emulate it. A Usurer CEO, meanwhile, may have set up business such that operations continue in spite of their death, and decisions must thusly be made as to whether the mission should include finding ways to shut down operations as well.

## Winging It

Of course, one cannot plan for everything. Sometimes the players will think of a detail that simply never occurred to you, improvise something you didn’t expect, experience a colossal failure or success beyond what was anticipated, or go outside the bounds of what you had planned for the game session.

Don’t be afraid to improvise in response to changing situations. Prior planning can only account for so much. Just think through the information you have at your disposal, what you know about the characters involved and how they might react, and what the environment you’ve created would contain in real life.

When all else fails, just follow your common sense and what will make for the most fun game for everyone. As the GM, you know better than anyone what will produce the most enjoyable result.

## Ripped From the Headlines

Nephilim are power players, always seeking to sow sin on a grand scale, and in the process, they often wind up right in the headlines. As such, real-life news headlines can be an excellent source of mission ideas. Unexplained deaths, unusual outbreaks of violence, and prominent public figures can all make excellent bases for a mission profile.

A particularly disreputable public figure might make a good basis for a Nephilim, for example. Perhaps a misinforming news pundit might provide inspiration for a False Teacher, a rising African warlord a Warmonger, or a corrupt Senator a Tyrant. And don’t limit yourself only to the stars, look at the people behind the stars. Many Nephilim prefer to play the role of second in command or advisor, manipulating things from behind the scenes. A Defiler might not be the President signing the bill to deforest a region, but he might be the Secretary of Agriculture that advised him to do it, or the Vice President whispering in his ear that it’ll earn him votes with anti-environmentalists.

Major events can also be useful. Look for events with consequences that amount to one of the Great Sins, or at least that could lead to them. Consider the major players in the event, or if they are even known. A fire-bombing at an embassy might be the work of a Betrayer or his minions, a sex-trafficking ring the work of a Violator, or a suicidal cult the work of an Idolater. Look also not just at the major actors, but how something might be manipulated behind the scenes: an outbreak of gang violence might not be the work of a Warmonger directly leading one of the rival gangs, but instead that of the gun smuggler selling weapons to both sides.

## Non-Player Characters

In addition to the target himself, there are likely to be any number of other characters the players will interact with over the course of gathering intelligence and executing a mission. Contacts, assets, bystanders, law enforcement, security, henchmen and more will all arise during the course of the game. The GM’s job is to provide those NPCs’ statistics as well as act them out in play, but providing detailed stats for every such character is bound to become time consuming and tedious, so we’ll present some guidelines for how to quickly produce stats for characters.

Most normal, non-trained civilians and other regular folks have a 2D in each attribute for a total of 8D, and one or two job related skills in the 4D range. Attributes above 2D and skills above 4D generally indicate dedicated training and talent beyond that of the average member of the population. A 5D in an attribute represents near perfection by human standards, and is thus extremely rare. Similarly, a 6D to 8D score in a skill represents serious levels of training and experience, while a 9D and above will almost certainly make the character one of the best in the field.

In general, when creating NPCs, full stats are not necessary. Save a full stat line for the Nephilim target and any particularly important figures. Descriptions are provided in the following section for some common types of characters, and if more is needed on the fly, simply work from that 2D baseline, assigning skill dice or bumping attributes as needed to provide a suitable level of challenge. The closer a die code is to that of the PCs’, the more evenly matched the foe will be.

## Sample NPCs

The following is an assortment of pre-made NPCs for use in your campaigns. In general they are designed to provide a “common” example of the form, and GMs may wish to improve them by adding dice to their stats. Remember when improving combat skills to also increase their combat values appropriately, adding +3 for each die added.

### Average Human

*Attributes*: Might: 2D, Agility: 2D, Wit: 2D, Charm: 2D

*Skills*: Any three at +1D each.

*Gear*: As needed by profession.

*Combat*: Block 6, Parry 6, Dodge 6, Soak 6

### Confidence Man

*Attributes*: Might: 2D, Agility: 2D+1, Wit: 3D+1, Charm: 3D+1

*Skills*: Dodge 3D+1, Con 5D+2, Seduction 5D

*Gear*: Counterfeit money, fake ID, stolen credit card.

*Combat*: Block 6, Parry 6, Dodge 10, Soak 6

### Cultist

*Attributes*: Might 2D, Agility 2D, Wit 2D+1, Charm 1D+2

*Skills*: Melee 3D, Stealth 3D, Religion 3D

*Gear*: Hooded robe, dagger (+1D+1).

*Combat*: Block 6, Parry 6, Dodge 6, Soak 6

### Policeman

*Attributes*: Might: 2D+2, Agility: 2D+1, Wit: 2D, Charm: 2D

*Skills*: Martial Arts 3D, Firearms 3D, Search 3D

*Gear*: Type I armor (+3/-1), .40 S&W pistol (4D), handcuffs.

*Combat*: Block 9, Parry 8, Dodge 6, Soak 8(11)

### Soldier

*Attributes*: Might: 3D+1, Agility: 2D+1, Wit: 2D, Charm: 2D

*Skills*: Dodge 3D+1, Firearms 4D+1

*Gear*: Type IIA armor (+6/-2), 5.56mm AR (4D+1).

*Combat*: Block 10, Parry 10, Dodge 10(8), Soak 10(16)

### Spy

*Attributes*: Might 2D+2, Agility 3D+1, Wit 3D, Charm 3D

*Skills*: Dodge 5D+1, Firearms 5D+1, Stealth 4D

*Gear*: Camera, passport, 9mm pistol (3D+2), smartphone, sports car, suicide pill.

*Combat*: Block 8, Parry 8, Dodge 16, Soak 8

### Special Response Officer

*Attributes*: Might: 3D, Agility: 3D, Wit: 2D+1, Charm: 2D

*Skills*: Martial Arts 3D+2, Dodge 4D, Firearms 4D, Search 3D

*Gear*: Type II armor (+8/-4), 5.56mm AR w/laser sight (4D+1), handcuffs.

*Combat*: Block 11, Parry 9, Dodge 8, Soak 9(17)

### Thug

*Attributes*: Might: 2D+2, Agility: 2D+1, Wit: 1D+2, Charm: 1D+1

*Skills*: Brawling 3D, Firearms 3D

*Gear*: Crowbar, 9mm pistol (3D+2), ski mask.

*Combat*: Block 9, Parry 8, Dodge 7, Soak 8

## Mission Hooks

The following are some sample mission ideas to get GMs started on a campaign. Each one describes in broad strokes a possible mission involving a Nephilim from each of the ten Paths of Sin, and is intended to give GMs enough information to build a full mission briefing from.

### The Black God

An Idolater has taken up operation as a minister at a regional mega church, twisting the notion of “prosperity theology” even further, with bizarre rituals of blood sacrifice where parishioners are draped over a bronze replica of the Wall Street Bull placed on the altar, and left to bleed over the bull’s blackening patina. Several have died in the ritual, and countless others have bankrupted themselves giving to the church’s “promise tithe” program, which claims to promise prosperity in reward to the biggest givers.

### Murder on Line One

A Warmonger has taken to the phone lines to play a bizarre game of interconnected murder and assassination. Through a web of bizarre coded messages, death threats, and competing hitmen, the Warmonger has directed a wave of killings across the criminal underworld. The killers are recruited through mysterious phone calls and packages containing masks, and given target locations where they are expected to leave no man alive lest another hitman come for them too. Those who raise too much police heat or refuse cooperation are executed by other mask-wearing killers, making it difficult to track the source of the killings, but the connectedness of the operation suggests connections in the local phone company or a base of operations near a major telecommunications hub.

### Anarchy in the Cotswolds

A Betrayer of some infamy has been spotted in Britain, and is suspected to be behind a rash of recent riots in the English countryside. “Flash mobs” of angry youth congregate en masse in small villages and market towns, taking advantage of the limited police presence to tear the places apart with impunity, and retreating before reinforcements can be brought in to quell the mob. The constabulary has been on high alert, and some of the perpetrators have been captured, but the mastermind has eluded them.

### A New Sheriff in Town

A Tyrant has taken office as the Sheriff of a small southern town, and by stoking the fires of moralism in a joint campaign with the Idolater in charge of the church, has exploited the small town morality in the interest of setting up a regime of harsh control of the region. Book burnings, lynchings, and severe penalties for the slightest infraction are employed to keep the local populace under their thumb and under a false impression of safety, while the Tyrant and his allies grow fat and rich by extorting the real local criminals.

### The Immunity of Wealth

Exploiting loopholes in financial regulations, using hard sell tactics and an open door approval method, a Usurer has recently made an absolute fortune selling bogus loans with extravagant interest rates to low income home buyers, then double dipping by selling the inevitably foreclosed homes to the next willing patsy. Thousands have been bankrupted, and despite investigation by financial authorities, the Usurer has evaded all consequences for his shady business practices, being let off with a small fine a mere fraction of his current net worth.

### Sound and Fury

A False Teacher has risen to national prominence as the host of an increasingly popular radio show by relying heavily on content full of hatred and disinformation, and exploiting his audience to extort favors from politicians and even incite violence through campaigns of bigotry and ignorance. Several recent killings, including one mass killing in a synagogue and the deaths of several imams, have been linked to the bigoted calls for violence broadcast on his show.

### Little Red Pills

An Abettor has recently gone into the drug business with a new designer drug, laced with his own toxically addictive blood. The effects are dramatic: the addictive properties are such that users often overdose because cravings set in even before the effects of the last dose have worn off, and the drug is known to cause violent or suicidal behavior. A rash of deaths by overdose or suicide, paired with bizarre incidents of violence have raised the attention of drug enforcement authorities, but the source has proved elusive, though some leads point to a small town bar on the west coast.

### Placebo Effect

A Deceiver has risen to national fame as a syndicated TV “doctor” selling bogus “alternative medicines” and fictitious diet cures, complete with his own line of personally branded health foods and homeopathic remedies. Patients around the world have been abandoning proper medical treatment and wasting away on phony placebo cures, and some estimates put the number of deaths that could be attributed to his false medical advice in the thousands or more.

### Downloadable Sin

The Internet has created the ability to distribute all manner of illegal content efficiently and without consequence, thus making it the perfect vehicle for spreading the sin of Lust. A Violator has taken up residence on an off-shore sea fort and founded a studio for making all manner of illegal pornography. “Actors” for his filthy films are imported by sea from third-world countries, drugged, and filmed engaged in all manner of grotesque perversions of sexuality, before their careers are ended by way of starring roles in graphic and bizarre snuff films, and then their bodies are dumped at sea. Materials are distributed via the Internet, and the Violator has become quite clever at masking the origin, often not hosting content directly but using outside hosts and back doors into reputable servers to hide his “productions.”

### Beasts in the ‘Burbs

A particularly vengeful Desolator with a background in big game hunting and poaching has found a new means of wreaking vengeance on mankind for their dominance over creation. A rash of strange animal attacks has broken out in several suburbs of a major city, the result of illegally imported and endangered wild predators being deliberately loosed into the neighborhoods. 12 children in the last month have been killed by big cat attacks, and a pack of rare wolves is rumored to be roaming the grounds of a local park. Several individuals have died of poisoning from various species of rare and highly toxic snakes and insects, and in the most shocking and overtly biblical display of natural vengeance, a cloud of locusts was released near a local botanical garden.

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