AFFIX ID CARD FIRMLY

REGISTERED EXORCIST

CAIN
as above, so below

do not cover eyes when affixing photo

NAME: _____

XID: _____

CATEGORY RATING SYSTEM

AGND: _____
BLSPH: _____

SX: HAIR:
HT: EYES:
WT:

CID: XXX_____

CASTLE

EXECUTION

Starts at 6. -1 per injury.

Final slash takes any amount of stress

Health evaluation form

INJURIES:

Each gives -1 stress.
Suffer an injury when taking stress at maximum.
Clear all stress when gaining an injury.

!!BRINK OF DEATH!!
Any more harm will cause instant death

Gain this injury box if visitation rights have been acquired.

HOOKS:

Gain hooks when bargaining with the Admin, from your own powers, or when there's a delayed consequence.

INSTRUCTIONS:
NAME HOOK
SLASH HOOK ONCE WHEN:

- Gaining the same hook again
- Pressure increases
- Rolling a 1 on risk

WHEN HOOK FILLS UP, ERASE AND RESOLVE IT

AFFLICTIONS:

Record afflictions here.
Debrief after mission for decontamination.

CASTLE

Report all changes to dormitory supervisor (see code C664)
If you suspect you are cursed, call 994 immediately

REGISTERED SKILLS

FORCE	○ ○ ○
CONDITIONING	○ ○ ○
COORDINATION	○ ○ ○
COVERT	○ ○ ○
INTERFACING	○ ○ ○
INVESTIGATION	○ ○ ○
SURVEILLANCE	○ ○ ○
NEGOTIATION	○ ○ ○
AUTHORITY	○ ○ ○
CONNECTION	○ ○ ○

Spend 1 advance to improve, then tick a box below.
Two skills at 3 max.

Improvements: ○ ○ ○ ○ ○ ○

TM STANDARD 00398

ACTION ASSESSMENT METRIC

4+	RISKY	HARD
SUCCESS	Admin rolls the risk die.	Successes on a 6.

Gain bonus dice:
- **Teamwork** (Combine highest bonuses)
- **Setup** yourself or another: (+1D, -risk, or -hard)
- Spend 1 **psyche burst** to use your powers (+1D)
- Use your **abilities**
- **Bargain** with the Admin (Gain a hook or tradeoff)

...+3 dice maximum

DIVINE AGONY

- *When you take no successes on a roll, gain an affliction, fil out a hook, gain an injury, or an exorcist dies or suffers sin overflow, store a pathos.*
- *Once a session, and once a scene for the whole group, you may burn away all pathos to add one extra die to a roll per pathos burned, stacking with all bonuses.*

PATHOS

Clear after session end

//ADVANCEMENT TMSTANDARD 067

XP: ○ ○ ○ ○ ○ ○ ○ ○

ADVANCES: ○ ○ ○

At the end of each session, answer each question, then mark xp. Cash an advance each time you mark 4.

- Did you **survive?**
- Did you **follow your first agenda item?**
- Did you **follow at least one bolded agenda item?**
- Did you **follow two or more bolded agenda items**?
- Did you take an **injury** or **affliction**?

2011
As above, so below

CAT

CATEGORY RATING SYSTEM
Please circle clearly
MISSIONS SURVIVED:

I	II	III	IV	V
0	1	2	4	7

CATEGORY AFFECTS THE PARAMETERS AND EFFECTIVENESS OF POWERS

PSYCHE ○○○

½ CAT, rounded up.
Use for your powers

BURST

USE YOUR POWERS OR GAIN +1D. THEN MARK ONE, OR GAIN 1D3 **SIN INSTEAD**

REGISTERED KIT

KIT POINTS: ○○○○○○○○○

Spend KP to pull out the following items any time:

Description

SERVICE WEAPONS (2 KP): CAT 0 and may be upgraded by spending 3 scrip (Max CAT 3)
ISSUE UNIFORM (0 KP)
NOTEBOOK, PEN (1 KP)
MATCHBOOK (20 MATCHES), CLEAN HANDKERCHIEF (1 KP)

■$■ SCRIP:

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

!!SIN OVERFLOW!!

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

SIN MARK

Evolve with an advance

SIN MARK

Evolve with an advance

SIN MARK

Evolve with an advance

CAIN

REGISTERED ABILITIES

AGENDA

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

AGENDA ITEMS

AGENDA ABILITIES

BLASPHEMY :

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

BLAST: Spend a **psyche burst** and roll **PSYCHE** to produce a weaponized form of concentrated psychic energy in melee or short range. The specific look and feel of this basic exorcist skill varies between exorcists. The strength of this blast scales with CAT.

PASSIVE

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

FIRMLY AFFIX ALL STICKERS

CATEGORY DESIGNATE:

0	I	II	III	IV	V	VI	VII
	IMP	GEIST	REVENANT	WRAITH	DEMON	GOD	DEMON GOD
	1	2	3	4	5	6	7
PEOPLE	One	A few	Small group	Large group	A Crowd	A large crowd	Thousands of people	Many thousands of people
SIZE	Human Size	Heavy Furniture	Large animal	Vehicle	Large vehicle	Building	Large building	Skyscraper
AREA	Personal	A few people	Entire Room	A few rooms	Whole building	A city block	A whole neighborhood	A whole town
DISTANCE (0-2 Short) (3-4 Long) (5+ Extreme)	Touch	Same Room	Across the Street	Down the Block	A few blocks away	Across town	Visual range	Over the horizon
SPEED	Average human	Fast human	Fast animal	Car	Train	Maglev	Airliner	Jet Fighter
MAGNITUDE	Small	Noticeable	Large	Very Large	Massive	Destructive	Overwhelming	Cataclysmic

Use CAT 0 when describing general human or mundane capabilities.
Well trained humans can sometimes reach CAT 1.
Higher CAT effects vs **lower CAT** targets are **more effective** and may not even require a roll if they are 3 or more lower.
Lower CAT effects vs **higher CAT** targets are **less effective**, more risky, or harder, and may be impossible if they are 3 or more higher.

REFER TO DOCTRINE TM451 IN CASE OF CATEGORY 5+ EVENT

THE HUNT

Exorcists are dispatched when signs of a sin appear, and must investigate. They know only its type and trauma questions. They must locate its lair and execute it before catastrophe strikes.

Just think, you're all ready to slaughter to your heart's content.

ATTACH MISSION FLOW MATRIX

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

Return for debrief.
RNR allowances.

FIND THE PALACE

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

ERADICATE THE VERMIN

CAIN
as above, so below

AFFIX TALISMANS FIRMLY

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

3 TENSION FILL>

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

Slash when tension fills out, degrading the situation.

6 PRESSURE FILL>

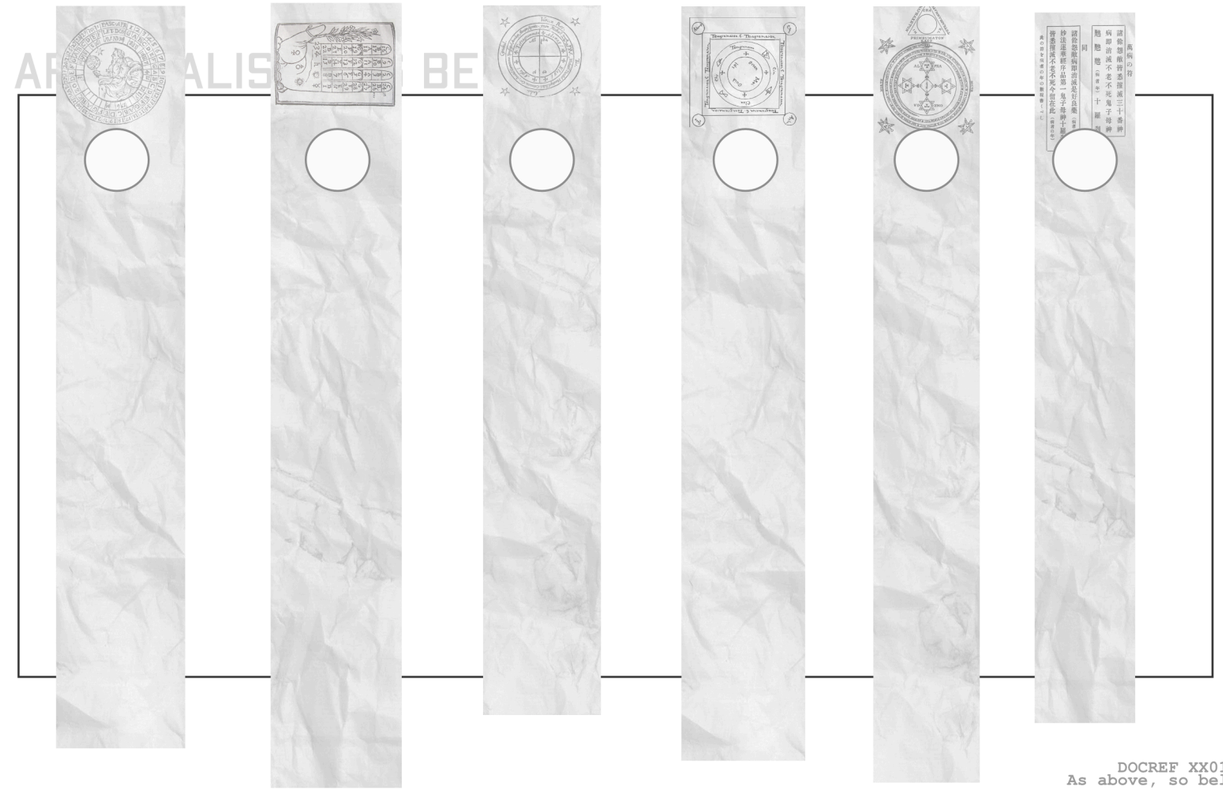
*The situation **gets out of control.** The sin increases in CAT by +1 and things get worse.*

TALISMAN WORKSPACE

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

REST

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



SIN

RECORDED MANIFESTATION FIELD SHEET

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

VITAL INFORMATION CARD

NAME: _____
Refrain from speaking name aloud

HOST: _____ *DECEASED?* ☐

EXECUTED (MM/DD/YYYY): ___/___/___

TYPE: _____

FORM (Circle): I II III

CATEGORY (MARK CLEARLY):

I II III IV V VI VII

Please promptly file card

TRAUMAS

RECORDED TRAUMAS

1.

2.

3.

FACT: Traumas can be used to counter a sin's reaction, reducing stress suffered by all targets by 1d3 and inflicting 1d3 slashes on the sin.

AFFIX EXECUTION TALISMAN BELOW. SLASH WHEN TAKING HARM.

EXECUTION

7+PRESSURE+CAT

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

- EXECUTE
- FAIL
- SPARE

Sparing requires at least 1 trauma

CONFLICT

ATTACK

Attack with:

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

Adjust up or down by +1 depending on situation.

SEVERE ATTACK

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

COMPLICATE

Add a twist to the fight. Complications can:

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

The same effect **cannot stack** with itself. Complications are worse and take more effort to deal with the worse the reaction die **(4-6)**: 2 talisman, **(2-3):** 4 talisman. **(1):** 6 talisman. Add a complication up to **three times** per conflict scene total.

THREATEN

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

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

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

DOMAIN

DOMAIN

DOMAIN

FIRMLY AFFIX ALL STICKERS

DOCREF XX0121
As above, so below