

CAIN



TOM BLOOM



CHASM

Please your honours, said he, I'm able,
By means of a secret charm, to draw
All creatures living beneath the sun,
That creep, or swim, or fly, or run,
After me so as you never saw!
And I chiefly use my charm
On creatures that do people harm.



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Art, layout and game design by Tom Bloom/CHASM ©2024

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Poem on the across page by Robert Downing. Sin Illustration on page 100 by the excellent Francine Bridge/Witnesstheabsurd.

If you enjoyed this game consider kicking me a subscription at patreon.com/killsixbilliondemons. I've love to hear what you think. You can e-mail me at ksbdabbadon@gmail.com

WIPE OUT THE STAIN

I listened to the albums Frances the Mute by the Mars Volta and To Bathe From the Throat of Cowardice by Vitriol quite often while making this album. I also listened a lot to the discography of Barber Beats artists Mabisyo and Opal Vessel, whose visual aesthetic inspired this game. Give them a listen!

CONTENTS

AS ABOVE, SO BELOW	6	THE TWELVE BLASPHEMIES	29	Conflict Scenes	42	The Shadow War	98
The Game	10	Taking additional blasphemies	29	Making an Exorcist	44	The Legion	98
Materials	10	Category and Blasphemies	29	Increasing in power	45	CAIN	98
PLAY	10	SIN	29	Experience	45	SINS	101
Taking Action	11	Sin overflow	30	Advances	45	TYPE, FORM, and CATEGORY	102
The Action Roll	11	Sin Marks	30	Survival	45	Powers and abilities	104
Hard	11	The Body	31	AGENDAS	46	Domains	104
Risky	12	Stress	31	BLASPHEMIES	52	Palace	104
Straight rolls	12	Injuries	31	Tags	53	TENSION MOVES	105
Admin Rolls	12	Instant Death	32	Advancing blasphemies	53	TRAUMAS	106
Fate Rolls	13	Dead Exorcists	32	TENSION	54	The Execution Talisman	107
Consequences	14	Afflictions	32	ARDENCE	56	1. Attacks	107
Upsides	15	Hooks	32	FLUX	58	2. Complications	107
IMPROVING a Roll	15	Bargaining	33	VECTOR	60	3. Threats	108
Teamwork and Setup	15	Kit	33	GATE	62	4. Severe Attacks	108
Divine Agony	16	THE HUNT	34	SMOTHER	64	Traces	108
Talismans	17	1. Briefing	35	WHISPER	66	Making a Sin	109
Category	18	2. Arrival	36	BIND	70	Fleshing out a sin	109
Mundane vs supernatural	18	3. Tracking	36	PALACE	72	Creating an investigation	109
Using Category	18	4a. Investigation	37	JAUNT	74	I. OGRE	110
THE EXORCIST	20	Traumas	37	SYMPATHY	76	II. IDOL	116
SKILLS	22	Countering	37	Kit expansion	78	III. HOUND	122
AGENDA	26	4b. Preparation	37	WEAPONS	84	IV. CENTIPEDE	128
BLASPHEMIES	26	4c. Rest	38	SIN MARKS	86	V. TOAD	134
PSYCHE	26	5a. Tension	39	Running	88	VI. LORD	140
PSYCHE BURST	27	5b. Pressure	39	CAIN	88	Other Opponents	146
BLAST	27	6. Execution	40	Safety First	89	Writing an opponent	146
				Principles and Tips	89	Mundane Opponents	146
				Talismans	93	BINDERS	152
				Creating Investigations	94		
				Structuring an investigation	95		

AS ABOVE, SO BELOW

There is a secret world, **for those with the eyes to see it.**

The vast majority of humanity blindly swims in a potent psychic melange that suffuses us like a roiling sea of emotion and memory. All humans naturally produce this field, though some are more sensitive to it than others. They may see 'auras', read emotions, or see supernatural phenomena: ghosts, apparitions, or echoes of things that are not there.

However, **for a select few**, their connection to this shadow presence goes deeper. It darkens, coalesces, and twists into something tangible and powerful. These powers feed on the deep psyche, emotion, and mental state of humans, the sunless and subconscious torrent that flows **beneath the surface of human thought.**

Occasionally, through the course of tragedy, trauma, stress, or extreme circumstances, this psychic field can go **wild**. Ballooning like a cancerous growth, it escapes the confines of the human body, and manifests as malevolent presence, something that warps and controls reality around it, and begins to feed on the flesh and minds of others. Invisible to the psychically dull, these beings can either exist separately to a human or possess them, warping them into a monster.

Collectively these beings are called **Sins**. Their continued existence, once they are birthed, will continue to twist and degrade the people and even physical location of an area, creating a pocket dimension called a **palace**, and growing until they reach a catastrophic apotheosis known as a **Sin Event**. These typically result in mass psychic veil rupture, an event that is instantly traumatic and fatal to humans in a broad area.

You are a tool, a weapon of the the highly secretive and supra-governmental organization **CAIN** in an official capacity of an exorcist. You have **grace**, the ability to perceive sins and manifest powerful and highly honed psychic techniques called **blasphemies**.

You have a single purpose in this world: **to hunt down all sins and execute them with extreme prejudice.**

UNTIL
THE STAIN
HAS BEEN
WIPE
AWAY



SINS

Sins are the failures of mankind, made manifest. Brook them no quarter, for they deserve none.

Don't think too much, just go out and kill a few. It'll clear your head.

It's what your kind does.

EXORCISTS

Exorcists are the tools of CAIN. All are offered a chance at redemption through unrelenting violence.

Over and over again, the slaughter will not end until it is done.

Is your hand your hand? Do you remember the face of your mother?

THE GAME

This is an investigative role playing game focused chasing rumors or traces of a supernatural monster, a **sin**, then tracking down and confronting it in a climactic and violent scene.

Player characters, called exorcists, go on a **hunt**.

- One player will be the the **Administrator (Admin)**, who will set up the story and location of the hunts, play all the NPCs, decide the location and set the scenes, and play the antagonist, the Sin.
- **Sins** are extremely dangerous and violent beings easily capable of pulverizing a human with their numerous supernatural abilities. However, they are born out of human traumas and uncovering and **unraveling the mysteries surrounding their birth** can help to weaken them.
- Exorcists have limited time to locate and execute a sin before its growing power causes the situation to spiral out of control
- After a session is over, players reflect on the session and their characters may gain experience and improve.
- After a hunt is over, exorcists (if they survived) will get paid and have a chance to increase in rank.

So it goes.



MATERIALS

If playing in person, players will need **character sheets**, some paper and pencils for tracking information, and a number of 6 sided dice (d6s). They may also need small note cards or post it notes for note taking or tracking effects. The Admin will need one or two d6s, post it notes or notecards, and a **hunt sheet**. **You can find these sheets at the end of this book.**

Sometimes this game will ask you to roll **1d3**. This is just a d6 with the numbers halved and rounded up (1-2: 1, 3-4: 2, 5-6: 3)

PLAY

CAIN is played, like many other role playing games, as a **collaborative story** told between the players: the exorcists and the Admin. The exorcists play the main characters and choose their course of action, while the admin plays and describes the world, non-player characters (NPCs), and adversaries.

The basic flow of the game should go like this:

- The Admin sets the scene and describes details. Then, they turn the action over to the players. **What do the players do?**
- The players describe or role-play their course of action, **answering that question**, and moving the story forward.
- The Admin responds to their course of action, then turns things back over to the players. **What do you do?**



TAKING ACTION

To do most things in this game, **just do it**. Most actions in this game won't require rolling dice. However, if the outcome of a character's action is **risky**, **contested**, or **unclear**, a character states their intent and makes an **action roll**.

THE ACTION ROLL

To make an action roll, a player rolls a number of **d6s** (six sided dice, also written as **D**, like **+2D**), assembled the following way:

- Add up to 3d6 for a character's **skill** in an action. Skills describe how good a character is in general at a type of activity, like physical fitness or investigation. They go from 0-3, with level 3 skills being exceptionally rare.
- Add up to 3d6 for **advantages**. This could come from aid from an ally, situational bonuses, or a character's abilities
- If a dice pool is 0 dice, you instead roll 2d6 and pick the lowest result instead. Dice pools can't go below 0 for any reason.

Then roll all dice. **Any die rolled of 4+ is a success**. Action rolls with at least one success **accomplish their goal**. You may be able to cash in extra successes in certain circumstances.

If you don't get at least one success, you **fail**, and **suffer the consequences**.

When to Roll

Only roll if a character's action is **risky**, **contested**, or **unclear**. Rolls should be reserved for tense or dramatic moments in the game where the action could take a turn, important information could be revealed, or the situation could change suddenly. If the outcome wouldn't be any of these, **don't roll for it**, just move the story forward. **Ultimately, the Admin always decides when a roll is necessary**. Characters should generally make **one roll** for most tasks, and can't re-attempt the same task unless the situation or context changes significantly.

Judging a Roll

When a character states their intention with an action roll, the Admin must judge if that action is **hard** or **risky**. This is up to the Admin and the character is always able to 'back out' of a roll and renegotiate based on the situation.

Hard

Hard is very simple. If an action is judged to be **hard**, a character **only scores successes on a 6**.

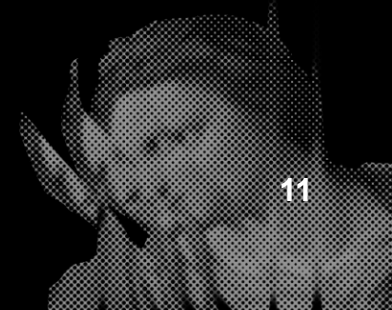
The Admin may judge a task to be hard if it the approach is **beyond a character's typical capabilities**, if they are **under duress** or in a **bad situation**, or they don't have the **appropriate resources** (tools, information, etc) to tackle a task.

Situations that might be hard:

- trying to fight blind
- rushing someone with a gun and trying to disarm them unarmed
- jumping an especially large gap between buildings
- trying to talk your way out of an active arrest
- sneaking past a security guard in broad daylight
- conducting research on a blood sample without appropriate tools
- trying to fight while hanging off the side of a building

Impossible

The Admin is always able to say a roll is impossible given the circumstances. Players can always change this by changing these circumstances - using tools, abilities, or resources they have available to them. Exorcist capabilities are about that of an average well trained human - but **their powers are not**, and can push far beyond what is possible for a person to accomplish.



Risky

An action is **risky** if the situation is **tense** and there is some **significant and clear consequence, complication, or danger** that could result from a character's action. On a risky action, the Admin **also makes a roll**, called the **risk roll**.

This is a 1d6 roll, made at the same time as the action roll. The Admin makes the risk roll then checks the result of the risk die, **using the result to determine the consequences or outcomes for a character's actions**, with the **lower the result, the worse the outcome**, and vice versa.

- On a 4/5, the outcome or consequence is **about as expected**, success or failure, with no further complications.
- On a 2/3, it's **worse than expected**. Consequences might be a little worse, actions a little less effective or more complicated, **even on a success**.
- On a 6, it's **better than expected** - the action is more effective, has lighter consequences, or reveals a sudden opportunity.
- On a 1, it's **much worse than expected** - the worst thing that could happen happens.

Here's a simple table:

- **1:** Much Worse
- **2/3:** Worse
- **4/5:** Expected
- **6:** Better

This happens regardless of the action's success or failure, and means that on a 1-3, characters can take consequences or complications from a risky roll **even if their action is successful**.

This is generally the only time the Admin should roll other than a fate roll (see the next page)/

Straight rolls

Not all action rolls are risky. If there is **no clear and present consequence or danger**, there's no risk involved and the roll is a **straight roll** without the risk die being rolled at all. A player might make straight rolls when:

- making general tests of ability, knowledge, or skill
- investigating, surveying, or exploring
- persuading someone who has a receptive attitude
- working on a project
- taking action where the result is unclear but the outcome isn't necessarily dangerous, like trying to hotwire a car or pick a lock.

Admin Rolls

The Admin **almost never rolls in this game** - instead they respond to player rolls with straightforward outcomes in each situation based on the players' actions, approach, and the situation of the story.

Initiative in CAIN is usually with the players, with the Admin playing reactively and always turning the story back to the players to ask them **what they do next**.

However, the Admin **doesn't always have to play off of failures**, and can move situations forward even if players are rolling successes. They can **always** present exorcists with a new opportunity or situation, for example by:

- progressing a situation or moving time forward
- introducing a complication or changing up the situation
- presenting exorcists with a choice
- threatening exorcists with something

Fate Rolls

If the Admin does want to leave something up to chance, they can make a fate roll, rolling a 1d6.

- **1:** Poorest result
- **2-3:** Poor result
- **4-5:** Good result
- **6:** Best result

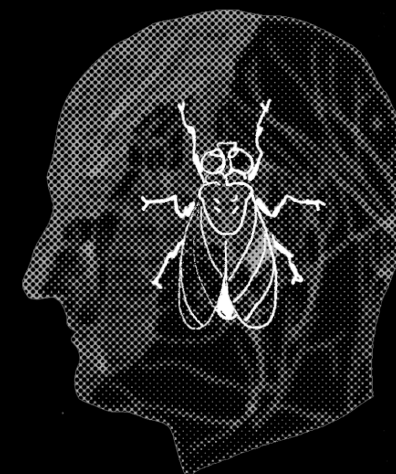
For example:

- Is this cultist armed?
- Is this person alive when the players reach the scene?
- How much time is left before the fire collapses the building supports?
- What's this person's attitude towards the exorcists?
- Will the cultists' morale break and will they flee?

And so on.

Circumstances matter

Risk and difficulty, or whether a roll is even possible, are mostly circumstantial. A roll that might be hard or impossible might become much easier, or not even be a roll at all if characters have a tool, use an ability, or use teamwork.





CONSEQUENCES

When player characters **fail a roll** or take a **risky action** the Admin can impose **consequences** or **complications**. These can never take away success (for example, rolling low on the risk die if the action was a success), but can add complications or costs to an otherwise successful roll. Admins can:

- **Force the the exorcists to pay a cost:**
 - in attention (an exorcist is preoccupied for a while, or misses something important)
 - effectiveness (someone else needs to follow up to finish the job, slash a talisman (see pg. 17) one less time)
 - gear (tools or weapons break or jam, supplies or ammo are used up)
 - safety (the situation gets more risky)
 - time (miss opportunities, degrade situations)
- **Threaten** an exorcist with more severe consequences unless further action is taken
- **Cut off an opportunity:** a door closes, an NPC isn't cooperative, someone gets away

- **Separate an exorcist**
- **Force an exorcist to make a hard choice** (dropping their ally off a building or saving their own skin).
- **Hinder an exorcist** - make something harder for them until they can change the situation
- **Give a hook:** Give a hook to an exorcist (see pg. 32)
- **Start a ticking clock** - Set out a talisman (see pg. 17) with negative consequences, or slash an existing talisman this way.
- **Look to the characters, the Sin, or the hunt.** Many of them have existing abilities or details on their sheets that can be used as inspiration to inflict consequences. Sins even have a reaction list they can use in conflict scenes that give explicit outcomes (see Sins starting pg. 100).

Admins can also improvise consequence based on the situation and the exorcist's approach, and the intent of the player, not just what is listed here. The admin can always refer to the risk die when determining their severity if the action was risky.

- **Hurt the exorcists, as established:** Inflict **stress**, inflict a **hook**, see pg. 32. Harming the exorcists should always be established, ie exorcists should never take harm unless harm was already established as a clear and present consequence. Generally exorcists are only hurt when an activity is risky or there is clear danger. The amount of stress an exorcist takes depends on the situation and what is threatening them.

Code	Description of Harm	Qty
	Pain, strain, tiredness, suffering, minor injury	1
	Crippling or even fatal to most humans, injury, gunshots, exhaustion, bleeding, deprivation, poison, etc.	2/3
	Instantly and messily fatal to humans	4+
THE ADMIN CAN ADJUST THIS UP OR DOWN BY +1 OR -1 AS NEEDED BASED ON THE RISK ROLL AND THE SITUATION. FOR EXAMPLE, AN EXORCIST THAT WOULD NORMALLY TAKE 2 STRESS BUT ROLLS A 6 ON THE RISK DIE COULD TAKE 1.		
e	CASTLE	Page 1 of 1

Upsides

Sometimes exorcists will roll a 6 on a risk roll, giving them a small chance to swing the situation back in their favor, **even on a failure**. This can be as simple as:

- Their action is **more effective**, or has an effect even if they fail. If it's on a talisman (see pg 17), slash it an extra time.
- **They gain insight, an opening or a better position** with their action, making their next action less risky, less hard, or giving it +1 advantage die.

IMPROVING A ROLL

Generally the dice you roll come from skills. However **advantage dice** are very useful as they are 'free' and can most commonly be gained from the following sources:

- **Psyche burst:** A character can spend a psyche burst, a limited resource, to use their powers and grant +1D on any roll if they can explain how they are using their powers in a creative way to help the situation.
- **Setup:** A character may set up themselves or another character (see below) for +1D
- **Abilities:** Many character abilities give +1D in certain circumstances.
- **Circumstance:** The Admin is free to give out +1D for any circumstantial bonus they see fit.

No matter how many dice a character gains from these sources, **they can't gain more than +3D in advantages**.

These same situations can also be used by the Admin to determine whether a roll is hard, risky, or even necessary, so it's up to the Admin where to apply these bonuses.

TEAMWORK AND SETUP

Characters can work together in two main ways, **teamwork** and **setup**.

Teamwork

When rolling, if multiple characters are able and willing to work together, you can choose a leader, then combine the **highest of advantages, skills, kit and abilities among those characters**. The leader then makes the roll, and the consequences and outcomes of the roll then apply to all characters involved.

FACT: Working together is often a good way for exorcists to survive a mission, so CAIN highly encourages you to sort out your differences.

e CASTLE

1 of 11

For example: three characters are trying to climb a wall. One character has 3 in conditioning, and another has only 1 in conditioning but owns a grappling hook. The combined dice pool would be 3, and the grappling hook could help bring the roll down from a hard roll to a regular roll, or perhaps make it so there's no roll at all!

Teamwork allows characters to pool their resources and make one roll or take one action to move a large number of people through a situation without having each individually roll. However, everyone takes the same consequences from an action (including stress suffered) which could make teamwork rolls a risky venture.

Setup

A character can always **take action to set up another character**, including themselves. Examples of this:

- causing a distraction so another exorcist can slip by a guard
- giving a character a boost to get to a high vantage point
- carefully preparing a ritual site for your own use
- providing covering fire

Setup rolls can be hard or risky as normal. The action must always be taken with the intent and outcome of setting up another character, and has **no other effect** by itself. Characters can still suffer consequences from it.

On success, setup can give one of the following on the target's next action that follows the opening made for them:

- **+1D**
- **Decrease difficulty** (hard > normal)
- **Decrease risk** (risky > straight)

A character can only benefit from setup **once** per action.

DIVINE AGONY

There is one final way to improve a roll. Exorcists naturally accrue **pathos**, powerful negative energy that builds up from failure, regret, and physical suffering.

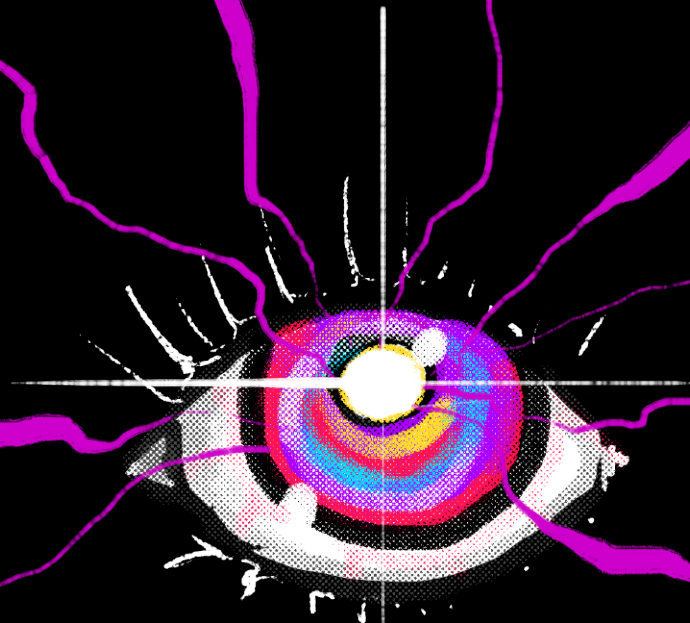
In any scene, an exorcist **gains pathos** whenever:

- they make a roll with no successes
- they take an injury or affliction
- they fill out a hook
- another exorcist dies or suffers sin overflow

Pathos can be stocked up to 3. More details on hooks, injuries, death, and sin overflow can be found in the section on pg. 30

Pathos can be spent to perform **Divine Agony**. This can only be performed **once per session** by each character, and only **once per scene** for the **whole group**, so choose carefully who activates this power! An exorcist calling on this power when making a roll burns away all pathos, gaining **+1D** on that roll per pathos burned. **This can exceed and stack with any other bonuses**, allowing a roll to push past the +3 advantage die limit.

Erase all pathos at the end of a session.



TALISMANS

Sometimes actions are more complicated and can't be solved in one roll. In this case, this game makes use of **talismans**, simple trackers that represent these more complex challenges.

When rolling on a talisman, make action rolls with the same parameters (dice pool, consequences, risky/hard), but then **cash in all successes, making 1 slash on the talisman for each success.**

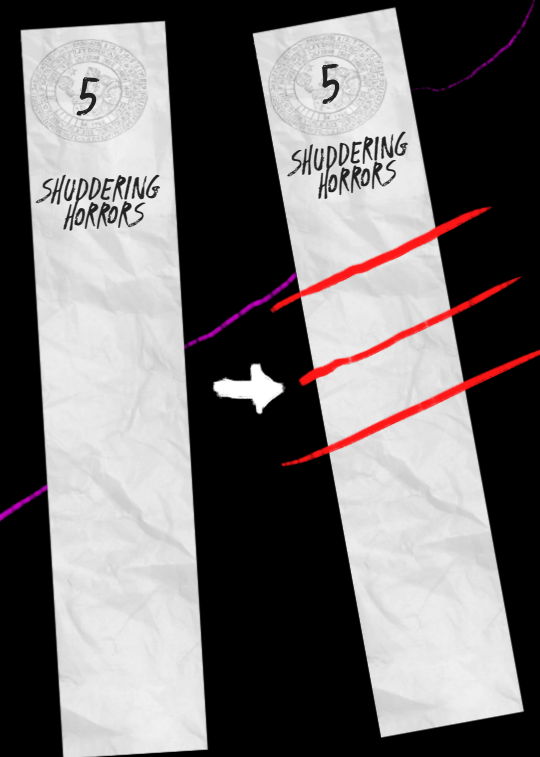
- For example, a character rolls 2d6 for their action and gets a 4, 6. They would get two slashes. If the action was hard, they would only get one.

Talismans fill up and resolve when a certain number of slashes are completed. The longer a talisman, the longer the complexity of the task involved. You usually write this at the top of the talisman.

- **simple** talismans are typically 1 or 2 segments
- **medium** are 3-4
- **complex** are 5-6

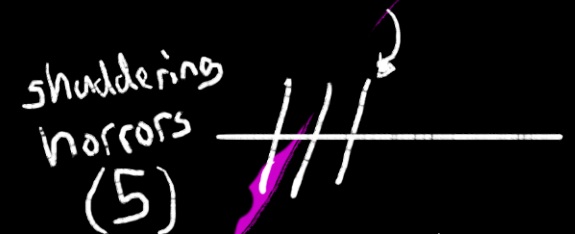
When a talisman fills up, **whatever it represents its resolved**. Rolls that don't fill up a talisman represent **partial progress** on a task. *"You've taken out a few guards, but there's a few left". "You've decrypted half the files, but there's still a lot left, and the self-destruct timer is ticking."*

- Not all talismans track tasks. Some talismans can fill up by rolling, some fill up on their own, some track success states, and some track failure states. There's more on talismans in the Running CAIN section starting on pg. 88
- Talismans should typically be set out as needed - in other words, when approaching a complicated task, don't make a talisman for it until the characters are able to describe their actions and approach. Circumstances can make talismans much shorter or longer!
- Talismans shouldn't be proscriptive but descriptive. It's better to set out a talisman named 'Shuddering Horrors' than 'Evade the Shuddering Horrors'.
- Characters might make more or less slashes on a talisman due to the situation. Slashes can be reduced to 0.



Here's a talisman used to track an obstacle, and after being slashed. When it's slashed 5 times, it will be filled up and resolved. Look at those beautiful slashes. Each made with purpose.

You can write talismans any which way your heart desires, even horizontally. You can also write them like a simple tally, like this



You can use a plain tracker, or a clock if you come from other games. But I think slashing the talisman sets the tone.

CATEGORY

Sins are powerful supernatural forces, and Exorcists the weapons used to combat them. Sins may easily surpass human limits. Unfortunately, exorcists are limited by the general limits of human capabilities.

However their powers, **Blasphemies**, are not.

Much like natural disasters, both sins and exorcists are rated by **Category**, generally indicating their power, usually written as **CAT**. As each increase in category, the **speed**, **scale**, and **strength** of their capabilities increase drastically.

- Category goes from 0-7, with Category 0 being **general human capabilities**. Anything mundane an exorcist does is usually at CAT 0.
- Exorcists' themselves are rated from category 1 to 5, but can sometimes push past CAT 5. This describes the capabilities of their powers.

Fact: 40% of exorcists do not survive long enough to be rated category 3.

Fact: Category 7 sins, if they existed, would be considered major world events. According to SEER archives, there is no historical record of any sin reaching category 7.

Mundane vs supernatural

Anything mundane an exorcist does to try and harm or subdue a supernatural force such as a sin is **hard by default**. Their capabilities and equipment are the general capabilities of a (well trained) human, usually rated at CAT 0.

However, **their supernatural powers are able to surpass this limit**: an exorcists's blasphemies increase in category with them.

Using Category

Category determines the general size, strength, and scale of things in fictional terms. For example:









- A car versus a 16 wheeler freight truck
- A couple humans versus a whole crowd of humans
- A shack versus a skyscraper
- A handgun versus a bazooka

The Admin can use the category of something to figure out whether:

- **a roll is hard or risky for a character.** A roll is typically hard or risky if the target of a power is higher category. Conversely, a roll can be less risky or hard if the target of a power is of a lower category.
- **a roll is impossible for a character** given their current capabilities. For example, a character that can lift objects with their powers and is Category 4 could easily lift a car (CAT 3), but would probably find it impossible to lift a skyscraper (CAT 7). Generally tasks that are **three or more categories higher** than an actor are impossible for them
- **A roll is even required for a task**, typically if it's **three or more categories lower**. For example, an exorcist throwing a building at a single mundane human probably wouldn't have to roll at all to crush them like an insect.
- **a character can do something beyond human capabilities**, and to what extent

These capabilities are usually listed out in short form in each power entry.

You'll note this means exorcist's basic mundane abilities and gear become **totally ineffective** against sins of CAT 3+. This can be bypassed with better gear (an exorcists weapons can be upgraded, see pg. 84) or a little creativity. **Hitting** a sin with a mundane force is always hard, but still possible. You could hit a CAT 4 sin with a train for example, and it would still hurt.

	0	1	2	3	4	5	6	7
								
	CATEGORY DESIGNATE:	IMP	GEIST	REVENANT	WRAITH	DEMON	GOO	DEMON GOD
PEOPLE	One	A few	Small group	Large group	A Crowd	A huge 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.

IS IT CRUEL TO DAMN THE RIVER
THAT FLOODS IN THE RAINY SEASON
AND DROWNS THOUSANDS? -ADMIN
XXX0955
8:21am
As above, so below

THE EXORCIST

Your **exorcist** is someone who has been born with a high concentration of **grace**, a mysterious phenomena that allows humans to manifest psychic powers, drawing primarily from the well of dark, subconscious thoughts and emotions buried deep in the human psyche.

All humans innately have a small amount of grace, but in your body, it suffuses your flesh like a potent toxin. Your high levels of grace have given you the ability to both **see sins** and manifest **blasphemies**, powerful psychic phenomena.

Untrained, you have the potential for these powers to run wild and develop into a **sin**. Therefore, perhaps unwillingly, you have come to the attention of the intelligence and boarding services of CAIN, who have determined your **potential as a weapon offsets the risk of keeping you alive** and has offered you **employment**, of a sort.

This is your story.

Getting Started

Here's a quick overview of what's on the exorcist sheet. You can find a printable version of the sheet at the very end of this book, so grab it and follow along - it will help when going through the next section.

Agendas and blasphemies are kept on their own separate page. You can find it with the above sheet.

You can print and use this sheet during play and mark it with pencil, or alternately use note cards or post-its to track your powers, afflictions, etc.

1. Exorcist ID and personal details
2. Execution Talisman
3. Skills
4. Health tracker (Injuries, Hooks, Afflictions)
5. Skill assessment card
6. Divine Agony/Pathos
7. Advancement tracker
8. Category tracker
9. PSYCHE skill
10. Kit and kit points
11. Psyche burst
12. Sin and Sin Overflow
13. Sin Marks

PART BY PART

Your exorcist is made up of three parts:

- your **skills**
- your **agenda**
- your **blasphemies**.

Your general capabilities are rated by **category** and tightly monitored by CAIN. You also have the things you bring with you on a mission - your tools, your flesh, and your psyche.

- Your body has **stress**, **injuries**, and **psyche burst**.
- You might also have **hooks** or **afflictions** that you pick up during a hunt.
- You also may gain **sin**. Do not let it build up.

Finally, you have a standard **kit** of things you can bring with you on missions that you can tweak or modify.

That's all you get. Let's discuss each in detail.

Scene

This game cares about tracking 'scenes' for the purposes of some rolls and abilities. A scene is a continuous sequence of action or activity when we focus on something in particular. When we 'cut away' to a new location or activity, the scene ends. The Admin adjudicates when a new scene ends or begins

SKILLS

Your skills give you dice when taking actions that fall under their purview. Skills are rated from 0-3. Characters will have at most two skills at level 3.

- There are ten basic skills: **Force**, **Conditioning**, **Coordination**, **Covert**, **Interfacing**, **Surveillance**, **Investigation**, **Authority**, **Negotiation**, and **Connection**
- There is one special skill, **PSYCHE**. This skill goes up on its own, and governs the use of your psychic powers. You only roll it when using these powers.

A player can decide which skill to use when taking an action. **However, the Admin is free to tell them if using that skill would be risky or hard, or not effective** given the circumstances.

You can apply only one skill at a time to an action, but you probably have the choice of multiple skills for the same situation. For example:

- you could open a door by **forcing** it open or use your **coordination** to shoot the lock off, using **covert** to pick it, or **interfacing** if the lock is electronic
- getting through a dangerous area could be **conditioning** (it's on fire) or **covert** (it's occupied) depending on your approach
- looking up information on someone could be **investigation** using town records, but could also be **connection** if are looking by knocking on doors.

Using different skills or approaches slightly changes the **context**, **consequences**, and **outcome** of the action and may change whether something is risky, hard, or even requires rolling.

Skill Descriptions

Here's a brief, further description of each skill. Think about each as a flexible category describing your exorcists' **general capabilities** rather than a series of proscribed activities.

FORCE

Registered Skill

Descriptor (see TEMERITY STND 033:

Apply direct and close force or violence. Smash, fight, cut, grapple.

Force is used when fighting in melee combat, but also when breaking or smashing something, like a door or someone's skull. It can describe both trained, controlled approaches, and wild or violent approaches. If your exorcist is notable for their strength or skill in hand to combat, they probably have good Force. It's typically direct and to the point. You might use it when:

- tipping over a burning car
- expertly wielding a sword
- tackling a fleeing creature to the ground
- violently intimidating someone (but authority might be a better fit)



CONDITIONING

Registered Skill

Descriptor (see TEMERITY STND 087:

Get around on foot. Sprint, climb, swim, balance.

Conditioning is used with movement on foot, when your exorcist is showing off their athleticism or training. If your exorcist is fast, athletic, or agile, they probably have good conditioning. You might use it when:

- jumping over an electric fence
- climbing the side of a building
- outrunning the police
- carrying a body while sprinting (but force could also apply here)



COORDINATION

Registered Skill

Descriptor (see TEMERITY STND 087:

Use your hand-eye coordination. Shoot, throw, catch.

Coordination is for performing tasks of manual skill and accuracy. Its primary use is for firearms, but could also be used for throwing and catching. If your exorcist is a good shot or is good with their hands, they probably have good coordination. You might use it when:

- shooting a gun or a bow
- catching or throwing a vial of forbidden substance
- flicking a cigarette
- playing sports (but conditioning might also work)



COVERT

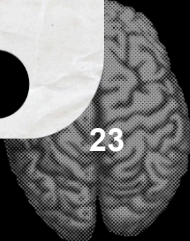
Registered Skill

Descriptor (see TEMERITY STND 087:

Move with stealth and act with sleight of hand. Sneak, lock pick, steal

Covert is used when doing something silently or unseen, or undertaking activities usually associated with covert action, like pick pocketing or breaking locks. It's not particularly fast and can't be done in a hurry. If your exorcist is quiet, stealthy, or light on their feet, they probably have good covert. You might use it when:

- avoiding the attention of a flesh eating monster
- lifting the keys off a security guard
- carefully avoiding alerting the web of fibrous nerve matter on the floor
- hacking into a computer (but interfacing is probably better)



INTERFACING

Registered Skill

Descriptor (see TEMERITY STND 033:

Use, understand, build, or fix technology, vehicles, or devices. Drive, hack, repair.

Interfacing is used when using technology or vehicles. You use it when driving a car or when fixing or hot-wiring electronics. If your exorcist has an affinity with machines or computers, they probably have good interfacing. You might use it when:

- turning off an execution chair and releasing the electronic clamps on its occupant
- not flipping a car while performing a u-turn at 50 mph
- modifying a firearm to shoot phosphorous bursts
- Searching for information on a computer subnet (but investigation might also work)



INVESTIGATION

Registered Skill

Descriptor (see TEMERITY STND 087:

Examine something in detail, or uncover information about it. Research, study, sleuth.

Investigation is the counterpart to surveillance, but rather than a broad sweep, it concerns itself with detail, research, and decoding the information present. If your exorcist is erudite, knowledgeable, or well educated, you probably have good Investigation. You might use it when:

- decoding psychically engraved occult symbols
- determine the origins and properties of a mysterious slimy substance
- Calculating the trajectory of a bullet fired as a murder weapon based on blood spatters and skull fragments
- Figuring out the speed and direction of a fleeing vehicle based on its tire tracks (surveillance might also be a good fit)



AUTHORITY

Registered Skill

Descriptor (see TEMERITY STND 087:

Wield your leadership and force of will. Lead, organize, order, intimidate.

Authority is the ability to both lead and enforce your will on others. This could be through professional demeanor, rank or force of will. If your exorcist is professional, composed, or intimidating, they probably have good authority. You might use it when

- leading a squad of cleanup troopers to clean out a tunnel of sin remnants
- ordering humans to avert their gaze
- intimidating a fleeing suspect into turning around
- talking someone down with a gun barrel pressed to your forehead (though negotiation might also apply)



SURVEILLANCE

Registered Skill

Descriptor (see TEMERITY STND 087:

Use your power of observation. Survey, track, spot.

Surveillance is the skill used when taking stock of a situation, tracking or tailing a target, or looking for hidden clues. It doesn't necessarily provide additional information about its target - for example you could find a file in a cluttered office with Surveillance, but would likely need to use another skill to decode it. If your exorcist is observant, sharp, or artistic, you probably have good Surveillance. You might use it when:

- tracking a sin host through the freezing cold forest
- looking for safe exits from a burning building
- finding the location of a buried femur bone in the rain-wet earth
- tailing a man with a suspicious briefcase through midday traffic (though covert might also apply here)



NEGOTIATION

Registered Skill

Descriptor (see TEMERITY STND 033:

Rely on your words to influence others. Sway, lie, bargain.

Negotiation is your ability to sway others based on your force of personality and charm alone, by making appeals to someone receptive. It's never forceful and not always applicable if someone isn't already at least partly on your side. If your exorcist is charming, sociable, or diplomatic, they probably have good negotiation. You might use it when:

- talking down a hostage situation
- bribing the chief of police with the smallest bribe possible
- convincingly posing as private security at a secret society gala event
- talking up a club host to get some juicy information (though connection works too)



CONNECTION

Registered Skill

Descriptor (see TEMERITY STND 087:

Connect to others, and draw on those connections. Intuit, empathize, network.

Connection is the understanding and use of the ties that bring people together. It is used both when calling on your own connections to other people to call in favors and information, and when understanding the connections and emotions of others. If your exorcist is empathetic, well connected, or good at figuring people out, they probably have good connection. You might use it when:

- intuiting someone's, schedule, sleeping habits, or emotional state from just a glance
- calling on someone to bail you out of jail
- figuring out how someone feels about a topic or person
- looking up or locating someone's contacts or family (but investigation might also be a good fit)



PSYCHE

Wield your supernatural powers.

Psyche is a special skill that only increases with your exorcist's CAT (1/2 CAT, rounded up).

You use it when called for by your **blasphemies**, or for any creative use of your powers not covered by the rules.

You can always use psyche for minor effects such as:

- producing a faint light or aura around something or someone
- producing minor force at a distance (like a gust of wind)
- making electrical lights or appliances flicker
- warm or cool the surface of your body

AGENDA

Your **agenda** describes your character's motivations, role in the group, and way they approach the world. It has a couple roles:

- Your agenda allows you to **gain experience**. At the end of a session, you will check if you followed the regular agenda items or any **bolded** agenda items, which are harder to fulfill, then gain experience based on the answer.
- Your agenda gives you a suite of **abilities**. You can gain more abilities from your agenda by spending experience
- Your agenda may give you a few ways to regain resources

Between missions you can actually **swap agendas** if you feel like a new agenda would fit your character. This could be due an experience within the mission, another character moment, or just because you feel like your current agenda isn't fitting your character.

- You can carry over abilities or **bolded** agenda items from your old agenda to your new agenda.
- If you swap agendas again, you can keep carrying over abilities gained from any source, though you **can't have more than five agenda abilities** at any given time, and must choose which to keep and which to discard.

Your agenda **can also be modified mid hunt**, depending on mission parameters. The main way for this to happen is through fighting sins, which may add agenda items. The Admin is also free to write new agenda elements and offer them as rewards or for completing certain story beats.

Any modified or bolded part of your agenda travels with you, even if you swap agendas in the future.

BLASPHEMIES

Your **blasphemies** are the psychic phenomena that you have been blessed with (or cursed with, depending on your point of view).

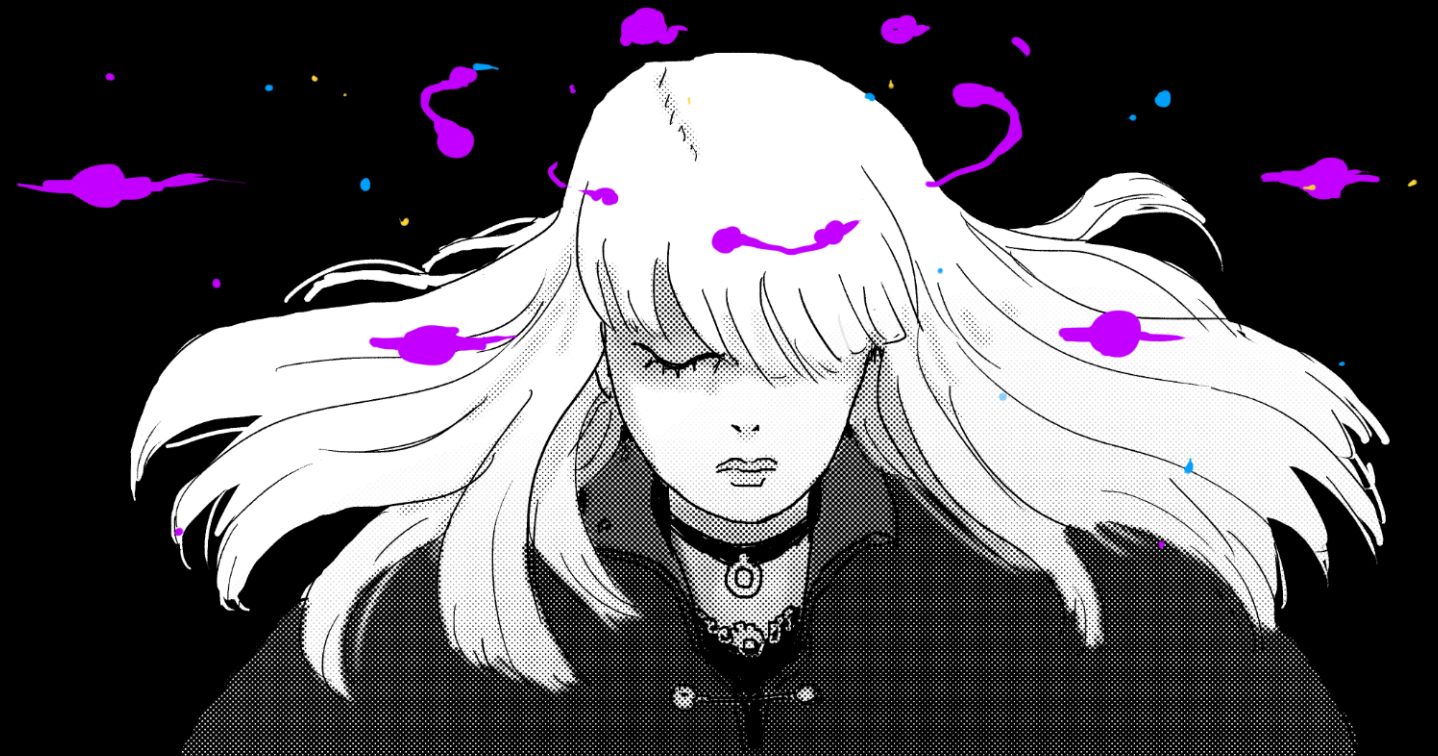
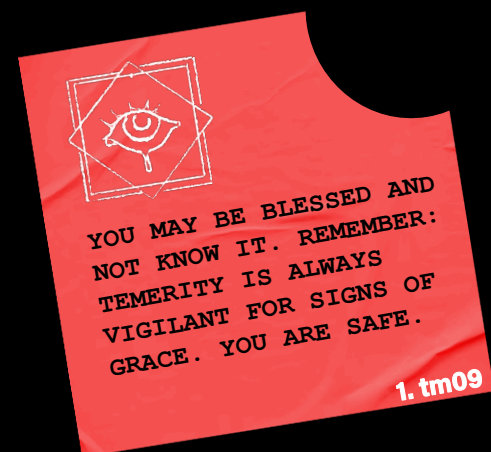
Blasphemy manifestation is spontaneous and follows no real pattern other than tending to appear in late adolescence, but the phenomena that manifest can be broadly classified into a number of types. They are extremely powerful supernatural abilities that allow their users to surpass human limits.

These powers are created by a high concentration of **grace**, an unknown force that causes a sinseed, a tiny tumor like growth in the shape of a tiny angel or devil like figure to manifest in the brain (or rarely, the heart), theorized to be the source of these powers.

PSYCHE

An exorcist's general skill with their psychic powers is rated by the special **PSYCHE** skill. This is a special skill equal to half your total category, rounded up (so a CAT 4 exorcist would have 2 **PSYCHE**). It does not increase any other way, though you can still gain advantage dice on it through aid, setup, etc.

Whenever you would do something that requires rolling with your blasphemies, you roll **PSYCHE**. This includes any creative use of your powers that are not included in the rules text. The Admin is free to adjudicate these uses as normal (deeming them hard, risky, impossible, effective or ineffective, etc).



PSYCHE BURST

Using blasphemies builds up residual energy in your internal psychic sea, built of raw and powerful emotion. Without outlets, this energy will overflow and cause your power to grow wild. Fortunately, you are a trained exorcist and can control this power into a form called Psyche Burst.

Using any blasphemy power requires a psyche burst. Some can spend multiple for extra benefit.

- You can always spend a **psyche burst** to add +1 advantage die to any roll (yours or an ally's) by using your blasphemies in a creative way.
- You always start a mission with **three psyche bursts**
- You can recover them by resting during a hunt (see pg. 38) or through the uses of abilities.

All exorcists have the following basic blasphemy:

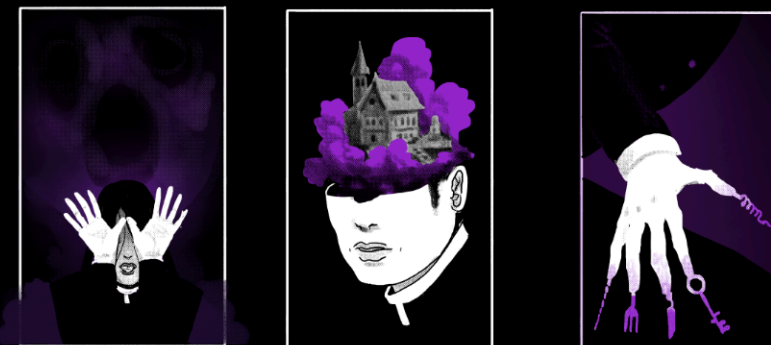
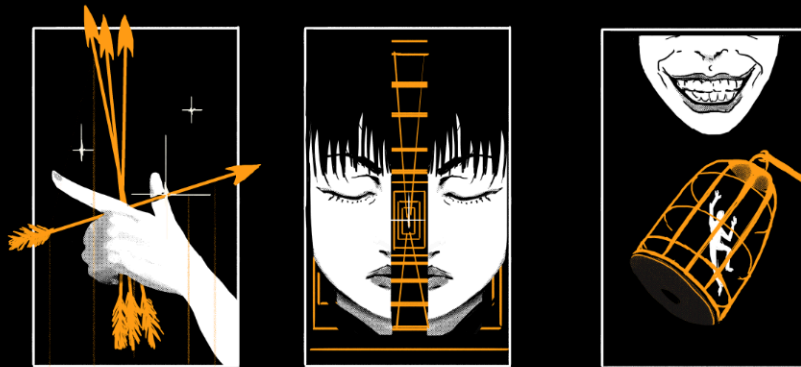
BLAST

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.

When your exorcist produces a blast, they might:

- Imbue a slash of a blade or a shot with a ranged weapon with psychic energy
- Shoot an invisible ball of force from their fingers
- Fire scathing lightning
- Shoot a bead of ghostly, frigid fire.

Unlike your mundane service weapons, blast is a supernatural weapon and therefore scales with CAT and doesn't become hard by default when used against sins.



EVERY TOOL A WEAPON, EVERY WEAPON A PROMISE

THE TWELVE BLASPHEMIES

When you create an exorcist, you'll **pick from one of the twelve blasphemies available**, pick two **powers** from that blasphemy and **decide how you first manifested your powers**. You can see a list of these on pg. 52.

- Blasphemies all grant a **passive ability** and a number of other abilities that can be trained with experience.
- When using your blasphemy to take action, you usually spend a **psyche burst**, then immediately gain the blasphemy's effects. Sometimes you will roll and only spend a psyche burst on success, and sometimes you can spend multiple at once.
- Blasphemies often grant you advantage dice

Unlike your regular, human abilities, your blasphemy's abilities also **scale up with your exorcist's category**, allowing you to perform unbelievable feats of supernatural force. The specific way they scale up is listed in each blasphemy.

Taking additional blasphemies

You start with one primary blasphemy, but can acquire extra blasphemies through training. Doing so is extremely stressful and manifests additional sinseeds, so it is closely monitored by CAIN.

You can spend an **advance** to gain a new blasphemy instead of gaining a new blasphemy power. You gain that blasphemy's **passive ability**, gain **one power** from it and can gain additional powers in that blasphemy moving forward. However:

- reduce your cap for sin overflow by 1 per extra blasphemy taken. You do this by crossing out a sin box on your sheet
- Your xp cap for advances increases by +1 per extra blasphemy taken

Category and Blasphemies

Your exorcist is rated by **category** (1-5) and will improve in category rating by simply surviving missions.

Category broadly represents your skill in both **dealing** and **avoiding harm** as well as increasing the **speed**, **reach**, and **scale** of your blasphemies. When comparing an exorcist to an opponent, use their category when generally measuring the strength of their powers.

There's broad examples of category scaling on pg. 18.

SIN

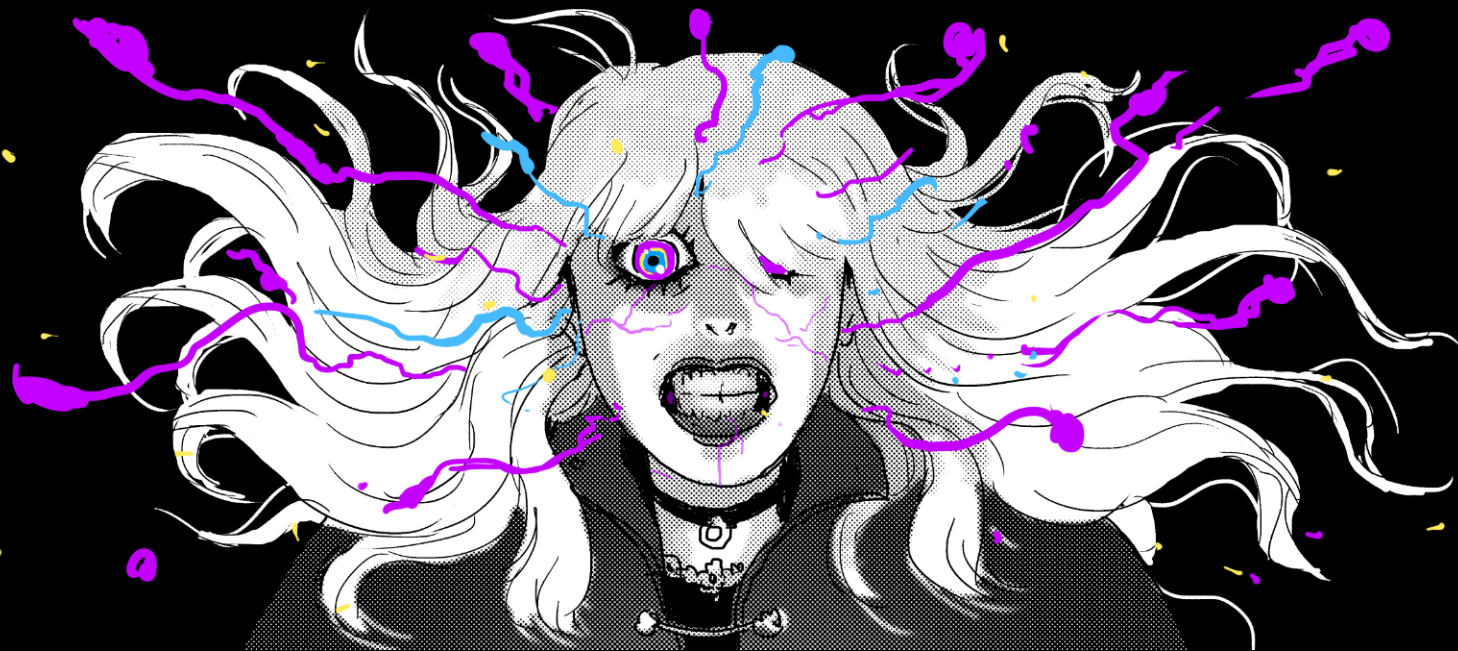
An exorcist is a limited being. **The targets of their hunts are not**. An exorcist's reserves of power are limited unless they take time to recover their strength - a luxury they may not have.

There are ways to **push beyond your limits**. Doing so is not sanctioned by CAIN but is sometimes necessary during the course of a mission.

Instead of spending a psyche burst, you can gain **1d3 sin**. This includes any use of psyche burst, such as spending psyche burst for +1D on rolls or using a psyche blast. If you'd spend multiple psyche bursts, roll all these d3s at the same time.

Exceeding 10 sin at any point during a mission will put you into **sin overflow** - but only at the end of a scene. This means an exorcist can gain **limitless sin** and **tap an incredible source of power if they are already over 10**.

Sin is **not reset per hunt**, but is instead **halved, rounding up**, after a mission is over (providing you survived).



SIN OVERFLOW

If an exorcist would exceed their **sin overflow limit**, which is normally 10, they go into **sin overflow** at the end of the scene. They lose control of the psychic energies in their body, which start to run wild and begin their transformation into a **new sin**. A character in Sin Overflow has two choices: **give up** or **resist**.

Give Up

A character that gives up effectively ceases to be a player character and may work with the Admin to determine the Sin they become. They become an antagonist and control is handed over to the Admin.

They make one final choice, which is to **flee** or **fight**. Fighting immediately forces a conflict scene with an **Imago** (see page 148). The new Sin may become a target of a later hunt, or a greater antagonist.

If the group feels like it is a good time to break and reassess the situation, CAIN may also call the mission, ending it early. An emergence of a new Sin is a disaster that drastically changes the parameters of the mission.

Note: In CAIN canon, nobody has ever recovered from becoming an Imago but it might be possible in your game.

Resist

A character that makes this choice must make a resistance check.

- They must roll a d6, adding their number of sin marks (see below). If they have no sin marks, they **automatically pass this test**.
- If a character has no sin boxes left, they fail this test.
- on a total result of 6 or less, they **pass** and can keep control
- on a total result of 7 or higher, they **fail** and **must give up**.
- a result of '1' on the die always passes.

A character that keeps control **clears all sin**, **permanently ticks off two sin boxes**, and gains a **sin mark**.

SIN MARKS

A **sin mark** is a physical manifestation of wild power overflow on your body, evidence of your partial transformation into a sin. You can find a list of sin marks, their effects, and their table, on pg. 86. A sin mark is a new, permanent part of your character. It grants new, beneficial power, and grants you new abilities.

FACT: Exorcists with sin marks have limited lifespans. They are indelibly stained.



CASTLE

3 of 4

THE BODY

You have a few more things that are (very) important to track.

Fact: Taking care of your body is correlated with high levels of mission success. Therefore CASTLE encourages you to take advantage of facility health, recreation, and rehabilitation services.



CASTLE

Page 3 of 4

STRESS

It is inevitable that exorcists put themselves in harm's way during a mission - not only physical injury, but also exhaustion, fatigue, illness, or mental strain. These kinds of challenges usually would massively impair or incapacitate a regular human.

Fortunately, **you are an exorcist** and always take harm by taking **stress**. When you would take mental or physical harm, **you slash your exorcists's execution talisman with stress instead**.

- **1 slash:** Pain, strain, tiredness, suffering, minor injury
- **2/3 slashes:** Crippling or even fatal to most humans, injury, exhaustion, bleeding, deprivation, poison, etc.
- **4+ slashes:** Instantly and messily fatal to humans

EXORCISTS ARE NOT HUMAN.
THIS WAS ESTABLISHED UNDER THE DOCTRINE OF
WORMS IN 1720.

Your talisman has capacity for **6 slashes**. You **always start every hunt without any slashes on the talisman**, fresh and ready to go.

if you would take stress that puts you **past your maximum capacity** for slashes, it remains at capacity and the remainder does not 'spill over'.

This allows even **one slash** left on your talisman to take any amount of punishment for you.



An exorcist about to be in a lot of pain

Some stress is **nonlethal**. That means even if your talisman is full, nothing further will happen if you take stress again. However, usually if your talisman is **full** and you would take slashes again, you instead take an **injury** and clear all slashes. Taking stress represents avoiding or mitigating incoming harm. Taking injuries does not.

INJURIES

Injuries represent direct physical or mental harm to your being, such as:

- a twisted ankle
- a bleeding gunshot
- poison taking hold of your body
- deep mental distress
- exhaustion

Exorcists can fight and act normally through taking an injury. Taking an injury clears all stress, but then **reduces your maximum stress by 1** while you have it. This **stacks for each injury you have**.

Injuries have the following additional rules:

- You heal all injuries after a mission is over, and always start missions with no injuries.
- You also heal all injuries if you **defy your fate** instead of dying instantly (see below)
- If have three injuries, you are **on the brink of death**. If you take any more harm, even if it's mitigated by stress, you will suffer **instant death**.



Instant Death

An exorcist that takes any harm when on the brink of death is **killed instantly** and **can describe in what manner to the Admin**.

- Other abilities (from sins, etc) may also inflict instant death.
- If an exorcist would take 7 or more slashes on stress from a single event, after reductions, they also suffer instant death.
- An exorcist that suffers instant death may **defy their fate** and **suffer sin overflow** instead of dying. Doing so heals all their injuries and afflictions.

Dead Exorcists

CAIN pays out for the cremation of dead exorcists and allows for a grievance period. Recovering the (even partial) remains of a dead exorcist grants everyone 1 xp and 1 scrip per recovery after the mission is over.

CASTLE

Fact: Instant death is quick and preferable to most other forms of expiration.

GRIEVANCE PERIOD NOT TO EXCEED
PERMISSABLE STANDARDS - ADMIN.

XXX0934
10:34am

As above, so below

AFFLICTIONS

Fighting a sin is mentally and physically taxing, and often supernaturally corrupting. Many sin abilities, including those that inflict hooks (see below), inflict **afflictions**. An affliction is an ongoing, usually negative effect on your exorcist, such as an infection or something more supernatural, such as psychic trauma, corruption, or influence. Afflictions are **permanent for the duration of the hunt once acquired**, but can be cleared after the mission is over.

Each sin has a list of unique afflictions it can inflict, or the admin can improvise based on simple parameters.

HOOKS

During your missions you will be forced to make hard choices or trade offs, or be exposed to situations or harm that will come back to bite you later (sometimes literally).

As complications or consequences of your actions, the Admin can choose to give you a **hook** instead of immediately applying consequences. A hook is a very simple 3 slash talisman that starts empty. You track them on your sheet.

You slash a hook under the following situations:

- the tension talisman fills out during a hunt
- When you roll a '1' on the risk die.
- If you would gain that hook again

Whenever **you would slash a hook a 3rd time and fill it up**, the Admin may **'cash it in'** at any time to erase it and apply its consequences, which are always worse than they would be up front.

When you create a hook, **write it as its consequences**, for example:

- an exorcist is fighting a sin, and takes a nasty hit. The Admin decides to give them a hook instead of filling up their stress, giving them a 'festering wound' hook.
- an exorcist decides to steal a key from a hotel owner, but rolls badly on the risk die. Rather than apply consequences right away, the Admin writes 'wanted by police' as a hook.
- an exorcist decides to push themselves while performing a seance. The Admin writes 'pass out from exhaustion' as a hook.

Additionally:

- a character's own abilities can also give them hooks.
- hooks **always inflict more severe consequences** than the alternative

To deal with hooks, abide by the following rules:

- **hooks reset after each mission**, so a character should start a mission with no hooks
- when an exorcist **rests** during a hunt, they can remove slashes on a hook (see pg. 38)

Bargaining

Characters are always free to **suggest hooks** to the Admin as consequences for their own or another's actions. They are even able to suggest hooks as a payment or tradeoff for the following:

- +1D advantage
- make an action less hard or risky
- use a free psyche burst as part of the action
- Slash a talisman an extra time

They can only try for these bargains when they or one of their allies is taking action, and it's up to the Admin whether to take them or not, and whether to modify the consequences or severity of the hook. Either way, the terms of the bargain must be clear before rolling.

KIT

Exorcists are equipped with a standard issue CAIN-issued kit to bring on a mission. You deploy with **5 kit points**, which represent your capacity and inventory of items. This is an abstract and you don't have to decide what you are bringing with you when you embark on a mission - you can pull something out from your listed kit items when it's needed, as long as you have points left.

You can spend the listed number of points to pull out any of the following choices, at any time (each choice gives you all items listed).

- **0:** Standard issue uniform, collar, shoes, button pin.
- **1:** Notebook and pen.
- **1:** Matchbook (20 matches). Clean handkerchief.
- **2:** Your service weapons: A CAT 0 firearm, ammunition, and melee weapon. This can be upgraded (see pg. 84)

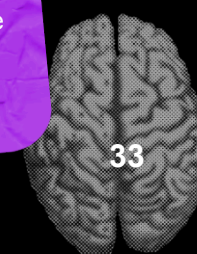
That's all you get. However, you can expand what is available to you in your kit by spending **scrip**, which you get from completing missions. Scrip must be spent between missions, and you can see a list of items on pg. 78. These items are always available for you. Many of them are useful during a mission. Many of them are not.

Picking up items

You can pick up anything you can find during a mission and use it with no issues. However, you cannot keep it between missions.

MOVING ON

You can skip ahead and make an exorcist right now, starting on pg. 44. However, it might be worth first reading through the hunt rules in the following section so that you can have more context for your choices. The decision is up to you.





THE HUNT

This game is played as a series of **hunts**. Each hunt may take one or more sessions.

Activities pursued during a hunt might require a single roll or might require a talisman to track progress. they might take a single scene or roll or might take a couple scenes - it's up to the approach the exorcists take and the judgement of the Admin.

Hunts have the following basic format:

1. Exorcists have a **briefing** about the upcoming hunt.
2. Exorcists **arrive** on the scene. They always arrive in good shape: **full stress, no injuries, no hooks, 3 psyche bursts, max kit points**. Essentially, each mission is a 'reset' for them. The only thing that carries over for them is agendas, sin level, sin marks, and their own abilities, experience, and scrip.
3. The goal of every hunt is to **track** down a sin's refuge - it's **palace** - where it can be permanently destroyed.
4. However, exorcists may want to reach their goal with all the advantages they can get. By investigating the circumstances of the sin's birth - it's **traumas**, they may be able to weaken it. They may want to **prepare** to give themselves advantages. Lastly, they may need

to **rest** to recover their strength.

5. While exorcists are investigating and tracking the sin, the situation continues to evolve. This is tracked by the Admin with the **tension talisman** and a **pressure talisman**. The tension talisman ticks up as exorcists take action and introduces new complications or consequences. The pressure talisman ticks up whenever the tension talisman fills up and represents the overall degrading situation. If the pressure talisman fills up completely, the situation **goes out of control** and things get much worse, so the exorcists are on a timer.

6. During a hunt, the players might get into **conflict** scenes when the stakes get high. If they fight a sin outside its palace, it may always retreat there to recuperate. Once inside a sin's palace, the exorcists can summon it back there to cause an **execution** scene where the sin may be permanently destroyed or dealt with.

7. Exfiltration: The exorcists leave the scene. If the exorcists survive, they are paid in scrip and mark a mission survived. They then halve all sin.

At the **end of every session**, exorcists will get **experience** based on their activities and agendas.

I. BRIEFING

The hunt always starts with a **briefing**. These nominally should take place in some kind of comfortable or formal location. CAIN has sanctioned office facilities all over the world but exorcists are encouraged to improvise for the sake of expediency and exorcists have been known to take briefings in train cars, private cafe booths, or even fast food restaurants.

The person giving the briefing goes over the broad details of the case, the location, and the points of interest. This person doesn't necessarily have to be an NPC but could be a player character going over materials received from CAIN. Due to the rapid, secretive, and extremely time sensitive nature of their activities, exorcists are **faced with multiple problems**:

- First, the only thing exorcists know about the sin is its **basic type** and its **trauma questions**, (the first page of each sin entry). They also know basic information about the **inciting incident** that prompted their appearance, such as clues or characters involved. The rest of the Sin sheet, including its powers, history, and abilities, is unrevealed.

- Second, CAIN is a **clandestine organization**. It **never starts with the cooperation of local authorities**, who exorcists must work around, suppress, control, or avoid, lest they reveal the true nature of their activities.
- Third, and finally, the exorcists deploy **only with what is in their kit**.

You may note reading ahead that for junior exorcists, that means no id, no transportation, no cell phone, no money, and no comfortable shoes. So it goes.

Points of Interest

The Admin should lay out all the **points of interest** for the investigation area. These are locations, details, and people involved in the investigation. The Admin may choose to keep some of these secret but should present at least 2-3 to the exorcists at the start. These are typically things that kicked off the investigation in the first place - hooks like a murder scene, a sighting of something supernatural, a suspicious individual, or a mysterious disappearance. For more details on this see **running CAIN** on pg. 94.



2. ARRIVAL

After the briefing, the exorcists **arrive** on the scene. It is traditional for them to arrive in CAIN black helicopters or armored cars but public transit can also make an appearance.

Exorcists that arrive have a 'full refresh' of sorts. They always start with **full stress, no injuries, no hooks, 3 psyche bursts**, and **all their kit points**

The only burden an exorcist carries from mission to mission is their current level of sin (after halving at mission end).

3. TRACKING

All sins create a warped pocket reality called a **palace**, a kind of lair where the world has twisted to accommodate it. Tracking the Sin down to its palace, and tracking down the sin's host, is one of the main purposes of the exorcists' mission. A palace is **always nearby** where the Sin is most active, and is **always inside the investigation area**.

Exorcists that track a sin might:

- use their supernatural abilities to sniff out its traces and taint
- try to search for evidence of its palace in the environment
- follow clues based on its victims
- pull on social connections that its host has
- track down its host, and whatever state they are in

A palace is a parasitic extra-dimensional space and its inside may not conform to the rules of mundane reality. Its entrance can be invisible to mundane humans, and is often hidden in plain sight. Its appearance inside often reflects the psyche of the sin and its host.

Tracking a sin's palace down is important, since if fought outside of its palace, a Sin may slip away

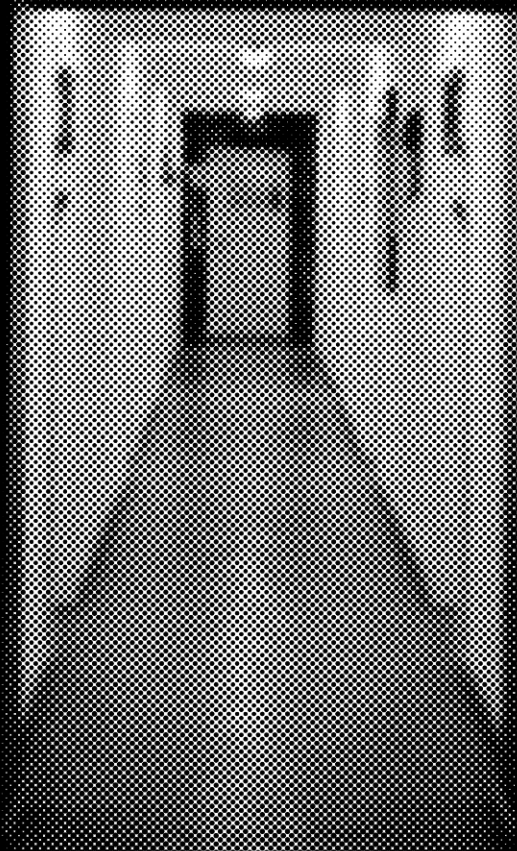
there when injured there to heal and recuperate - it is **impossible to slay it permanently outside**. If slain outside, the Sin retreats into its palace and regenerates, and is trapped there until pressure increases.

If a Sin is fought inside of its palace, however, it can be fully destroyed and has nowhere to retreat to. This forces an **execution scene**.

Exorcists that enter a sin's palace can forcibly summon it there if it is outside. All exorcists are able to use the **Nail of Abel**, a psychic pulse that forces a Sin back into its palace. To use it, however, they need one of the following:

- The physical presence of the Sin's host
- An object or person precious to the Sin's host
- A part of the Sin's hosts' body, even deceased.

Otherwise, brave exorcists can confront and fight a sin outside of its palace and force it there. Exorcists that successfully track down a sin's palace may not want to rush off to fight it however, as unprepared exorcists are usually dead exorcists.



4A. INVESTIGATION

Aside from tracking the sin, exorcists may want to take time to gather information. The main purpose of this is to investigate the sin's capabilities or its traumas.

Investigating may take only a few rolls to make progress, but depending on the exorcist's approach, the goal of the exorcist's activities, and the complexity of gathering information, the Admin can set out a talisman to roll on.

Exorcists that investigate might

- examine the sin's victims
- observe or attempt to communicate with the sin
- examine crime scenes or traces of the sin
- gather information from witnesses or contacts
- perform occult rituals or research

Traumas

All Sins have traumas, events that have precipitated their birth from their host. When making a Sin, the Admin answers the sin's trauma questions and establishes traumas based on the answers. In essence, traumas are at the center of the human tragedy that forms the core of hunts.

Exorcists start a hunt knowing the sin's type, and therefore its trauma questions (but not the answers).

Countering

If they are able to investigate and uncover traumas by discovering their answers, when exorcists fight the sin in an execution scene and the sin reacts to their actions, they can use each answer to **counter** a sin's reaction.

Exorcists can use a counter **after** seeing the result of the risk die but **before** the GM announces a reaction.

Then, roll 1d3. **Reduce any stress suffered by all targets by the amount on the die**, and the sin immediately takes **that many slashes** on its execution clock from the psychic trauma, which cannot reduce it below 1.

Exorcists that counter a sin's reaction may:

- Make appeals to its humanity
- Throw it off guard with sensitive information
- Enrage or distract it
- Reveal a weakness

Each question can **only be used once!**

4B. PREPARATION

Exorcists may want to make preparations to confront the sin or constructing defenses against its domains.

Exorcists can either prepare countermeasures against sin's powers, work on assets to help them fight or track down the sin, or they can work on any other projects that will take time to prepare.

For example:

- writing talismans to counteract against a Sin's power
- preparing a trap
- crafting improvised explosives
- trying to convince civilians to leave the area
- drawing a protective circle around a character
- locating a working car

In some cases, preparing may only take a single action roll, but for more lengthy or ambitious projects, the Admin should set out a talisman to roll on.



5A. TENSION

At the start of the hunt, the Admin will set out a **tension talisman**, visible to everyone. Tension increases when:

- A scene passes
- A 1 result is rolled on a risk die, but no more than once a scene.

Not all exorcist activities can take a scene - some can be rolled in the background of other scenes, like preparation activities. If a scene is especially short, the Admin might not count it.

However, the general rule is whenever a scene passes, tension is ticked up. **Each time the tension talisman goes to 3 slashes, empty it.** Then the Admin increases the **pressure talisman** (see below) by 1 and picks a **tension move** to activate.

Tension moves often improve a Sin's position, impede or harm the exorcists, or have some other deleterious effect on the world (see pg 104 for a list of them).

Tension never increases during a conflict scene (see pg 42.)

5B. PRESSURE

Each sin has a unique way that it affects or warps the world around it. This effect gets **worse and worse** the longer time goes on.

At the start of a hunt, the Admin will set out a **pressure talisman**, visible to everyone, with a capacity of 6. As the talisman fills up, **the situation degrades**, in a way unique to each sin.

Pressure increases by 1 when exorcists **rest**, and **when the tension talisman fills up**.

The sin's **execution talisman increase by 1 for each tick on pressure**. Additionally, if the pressure talisman **fills up completely** and would be notched further, the situation gets **out of control**. The effects of this are noted in each sin's pressure description.



4C. REST

Exorcists that rest are recovering and letting time pass.

The exorcists must decide to rest as a group. If they do, pressure always increases by 1.

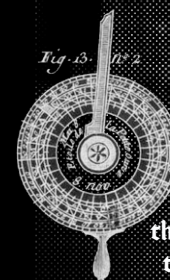
Each exorcist **rolls 2d3**, then takes each die and assigns it to an item from the following list. They are able to make the same choice twice.

- Regain that many psyche bursts
- Recover stress equal to the d3
- Erase slashes on a hook equal to the d3

Resting also ends the effects of some powers and abilities, or resets others.

Companionship is a valuable comfort, and should be cultivated to an extent. Even so, CASTLE does not encourage relations between exorcists to exceed dormitory standards. Emotional regulation is of the utmost importance to the health and well being of CAIN's stable assets.

Thank you for your understanding.



the early bird gets the worm
the late worm gets the bird





6. EXECUTION

Each sin has an **execution talisman**. Broadly speaking, the execution talisman determines how the Sin functions in a **conflict scene**. It also gives the exorcists a talisman to roll against when going up against the Sin in a conflict situation. It's the lifeblood of the sin - when exorcists attack or otherwise attempt to take action to **harm** or **defeat** the Sin, it's this talisman that fills up. **The talisman is equal to 6 + pressure + its category**

The following rules apply when fighting a Sin:

- Fighting a sin in a conflict scene is **always risky** by default.
- Sins **react** differently to the exorcist's actions **based on the risk roll**. They may lash out, create a threat or obstacle, or initiate a dangerous attack. There is a list of reactions for the Admin to improvise on each sin sheet.
- Exorcists can invoke one of the sin's traumas to counter a reaction, reducing the stress it inflicts and directly dealing damage to a sin
- If fought outside its palace, a Sin is shunted back to its palace when it takes **4 slashes** or it's **reduced to 0**, and cannot leave until pressure increases. It heals either when confronted, or when pressure increases, regaining **1d3 notches** on its talisman, or **2d3** if it has 0 slashes remaining.
- If a sin is fought inside its palace, it **cannot flee**, and must fight in an execution scene until its defeat.

When the talisman is filled up completely in an execution scene, the Sin is **at the mercy** of the exorcists. They have a choice: to **Execute** or **Fail**.



THOUGH SINS USUALLY DISSIPATE INSTANTLY ON EXECUTION, SOME DO NOT AND MAY PLEAD FOR MERCY, SHELTER, OR ABEYANCE.

EXECUTE

The execution is complete; divine judgement has been passed, the world was returned to an inert state.

Executing a sin makes the mission a success and pays out **5 scrip** to each exorcist. Executing a sin is usually not immediately fatal for a living host, but is extremely traumatic, and the host is nearly always taken under custody of CAIN for monitoring, rehabilitation, or possible recruitment.

Fact: In around 20% of cases, those that have hosted a sin are executed anyway due to manifesting sin marks and losing control. The rest, if not recruited, usually live in CAIN custody for long periods, sometimes the rest of their lives*.



Ref manual 0098 pg 67

FAIL

The execution was a failure; the stain was not wiped away.

Failing an execution by perishing as a group, fleeing the investigation, or refusing to execute a vulnerable sin, immediately ends the hunt. CAIN will call in **total expurgation** of the area via orbital rail drop to prevent a sin event, and advise the exorcists to exfiltrate (if they are alive). Surviving exorcists will be appropriately disciplined and also **docked 1 scrip**. Necessary coverup, casualties, and cleanup will be extensive.

Unless.

If at **least one trauma question** has been answered and unveiled to the Sin...

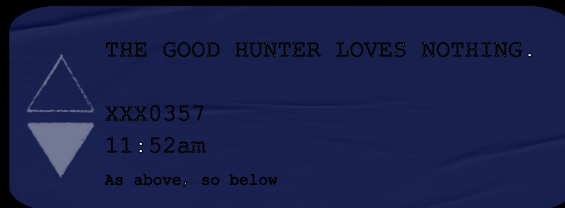
SPARE

it is rumored (in hushed whispers) a Sin may be **spared** and brought back from the brink, crushed under the weight of its own contradictions, and forced to recede back into the psyche.

When this happens, the host may (bit by bit, part by part) regain control.

In such a case, the execution is still deemed a failure, but since there is no Sin detected by Cain in the area, there is no reason to order expurgation. The exorcists are recalled and **paid 3 scrip for hazard pay**. They are then debriefed, questioned, then sent to their next assignment.

Sparing a sin is a judgement call. Can you afford to risk the spread of the stain? Is the mercy in your heart a weakness?



7. EXFILTRATION

Hunters are exfiltrated from the area, usually in CAIN black helicopters, then brought back to the nearest CAIN post or carrier vessel for debriefing.

- If the execution was successful they are each paid **5 scrip**. If the execution was a failure they are docked **1 scrip**. If the sin was spared, they gain **3 scrip**
- They gain **1 xp** and **1 scrip** for each dead exorcist they recover.
- They **halve all sin**.
- They can **mark a mission survived** and potentially rank up in category

They are then allowed a period of rest before they proceed to their next mission.

UNTIL
THE STAIN
IS WIPED
AWAY.



CONFLICT SCENES

The rules so far have been about freeform play. If the group feels like a situation calls for even more structured play, they can use the conflict rules. These rules are for playing out scenes that are exactly as they sound - a **conflict scene**, usually with two or more sides, such as a battle.

Conflicts are usually violent, but don't necessarily have to be rely on violence - depending on context they could also be used to play out a chase, a stealth sequence, a friendly contest, or a trial.

Conflict scenes have slightly different rules to regular, freeform play:

- A conflict scene can be started when the **stakes of the scene are high** and there are **two or more sides in opposition**.
- Conflict scenes are **always risky** by default. Otherwise, they wouldn't be conflict scenes!

- **Tension never increases** during a conflict scene, and tension doesn't increase due to a conflict scene passing.

1. Establish stakes

At the start of a conflict scene, both sides establish what they want out of the conflict. Sometime this is very simple (I want to escape, I want you to listen to me, I want you dead). These are the **stakes** of the scene. If the opposite side is willing to budge on the stakes, then there probably isn't a conflict - or find out new stakes. You can use them as a good guide to how each side should act, and also as to when the scene should end or one side should give up.

2. Establish the scene and set out talismans.

Where are the characters? Where are their opponents? What is the location and what resources are available?

Also set out any **talismans** you expect to use during the scene.

These talismans should represent important tasks, goals, or parameters for the scene. For a fight with a Sin, you usually use the **Execution talisman**, for example. If you're just trying to escape it, however, you might use an 'escape' talisman representing your ability to get away. You might set out talismans representing obstacles, opponents, or time limits.

3. Players choose actions

The player characters (the exorcists) **always act first in a conflict scene**. When a player acts, they can choose one of the following courses of action. The actions are descriptive, not proscriptive. Characters should generally think about what they want to do in a scene, then try and think about what action their activities fall under.

- **Act:** Take direct action against one of the goals, talismans, or obstacles in a fight. In very simple terms, this could just be fighting your opponent. It could also be driving a car, launching a verbal assault, neutralizing poison, healing a dying person, or sneaking in through a vent.
- **Defend:** Prepare to defend an ally. Choose an ally. The next time that ally takes consequences while you are defending them, roll 1d6. On a 1-3, you reduce stress suffered by them by 1, but also take 1 stress. On a 4/5 you don't take stress, and on a 6 reduce stress suffered by your target by 2 instead. This effect does not stack from multiple defenders.
- **Set Up or Teamwork:** Perform teamwork with an ally in another action, or take a set up action. These are identical to the activities described on pg. 15-16.
- **Analyze:** Gather information during the scene. This can progress a talisman, create a new talisman, or reveal the capabilities of opponents. Analyze can be used to change the parameters of the scene or create an opening or opportunity, like a new route in a chase, or a gap in an opponent's fighting style. This is a more permanent change than a set up action and is typically more powerful. Talismans created by Analyze can grant advantage dice, make a situation less hard, or make it less risky.

- **Flee:** Get out of the conflict scene. The Admin might require a talisman for this if it's hard to leave. Once out, a character is **out for the rest of the scene** but is **considered safe**.

4. Characters Act

Characters can act one at a time, in any order. Characters that are performing teamwork or defending another character don't trigger a risk roll from an opponent. **Any other action does**, including those that don't normally make that roll, unless someone has specifically set up that action to be less risky. When all player characters have taken their action, **a round passes**.

Some effects from abilities rely on rounds and the Admin might set a round time limit in order to keep things concise.

5. Opponents React

Instead of taking their own actions, NPCs or obstacles the Admin controls in the scene will use the **risk die to inform their reactions**. Each time a player takes an action, such as attack, analyze, or set up, the Admin uses the risk die and **reacts**. These reactions can often be found as a list of suggestions, such as on a sin's sheet. The Admin can only take **one reaction** at once it they have multiple to choose from or multiple opponents are present.

These reactions often **inflict stress** on the exorcists, change the stakes of the situation with a **complication**, or **threaten** them with worse consequences. The Admin is always free to not use a proscribed reaction, but instead to improvise an outcome as normal based on the die result, fiction, and circumstances.

Concluding a conflict scene

Play continues until one side has accomplished their goals or settled the stakes, or other parameters such as a time limit have been reached.

MAKING AN EXORCIST

To make an exorcist, grab an **exorcist sheet** and a **piece of paper**. Answer the following questions, then write them on the paper and give them to the Admin (or via message, if playing digitally):

- How did you first manifest your **powers**?
- Is your sin-seed in your **brain** or in your **heart**?
- What do you hide in the **deepest** parts of you?
- **Is your hand your hand?**
- **Do you remember the face of your mother?**

You can share the answers to these questions with the group if you like.

Name your exorcist now or later if you like and decide on a look for them. Write down your exorcist's internal id number and fill out details.

Then, in order:

- **Set all your skills at 1.** Then, increase **two skills to 2**, and reduce **three skills to 0**.
- Pick an **agenda** and **one ability** from that agenda.
- Pick a **blasphemy** and two **powers** from that blasphemy

You're done and ready to embark on your first hunt.

INCREASING IN POWER

Your exorcist increases in power two ways: by gaining and spending experience, and by surviving missions.

Experience

You earn experience at the **end of a session** by answering the checklist questions on your sheet. At the end of a session, exorcists gain experience. Go down the checklist and for every 'yes' answer, **gain 1 xp**.

- 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**?

When an exorcists's experience bar is full (4 segments) they can empty it and cash it out for an **advance**.

Some hunts may take more or less sessions - meaning exorcists may have more or less opportunities to earn experience during each hunt.

Advances

Any time your experience bar is full (4 segments), you cash it out for an **advance**. You can bank these advances and spend an advance after a session in the following ways:

- Gain a **new agenda ability**
- Gain a **new blasphemy power** or a **new blasphemy**.
- **Evolve a sin mark** and roll for a new ability for that sin mark. On duplicate, choose.
- Gain **3 scrip**
- **Improve a skill by 1.** You can do this six times, total, and have **only two skills at 3 maximum**.


Survival

If you **survive** enough missions, you qualify for an **advance in category rating**. You only needed to have participated in a mission and survived - the experience and training from fieldwork is usually enough to hone your powers. Each category rating requires a number of total missions survived.

- **Category 2:** 1 mission survived.
- **Category 3:** 2 total missions survived.
- **Category 4:** 4 total missions survived.
- **Category 5:** 7 total missions survived.


Increasing in category ups the general capabilities of your powers.

REGISTERED EXORCIST



CAIN
do not cover eyes when affixing photo

XID: **X067**

XP: 

PERMS: **NONE**

AGND: **BEAST**

BLSPH: **ARDENCE**

SX: **F**


HT: **5'8"**


WT: **108**

HAIR: **BLK**


EYES: **N/A**

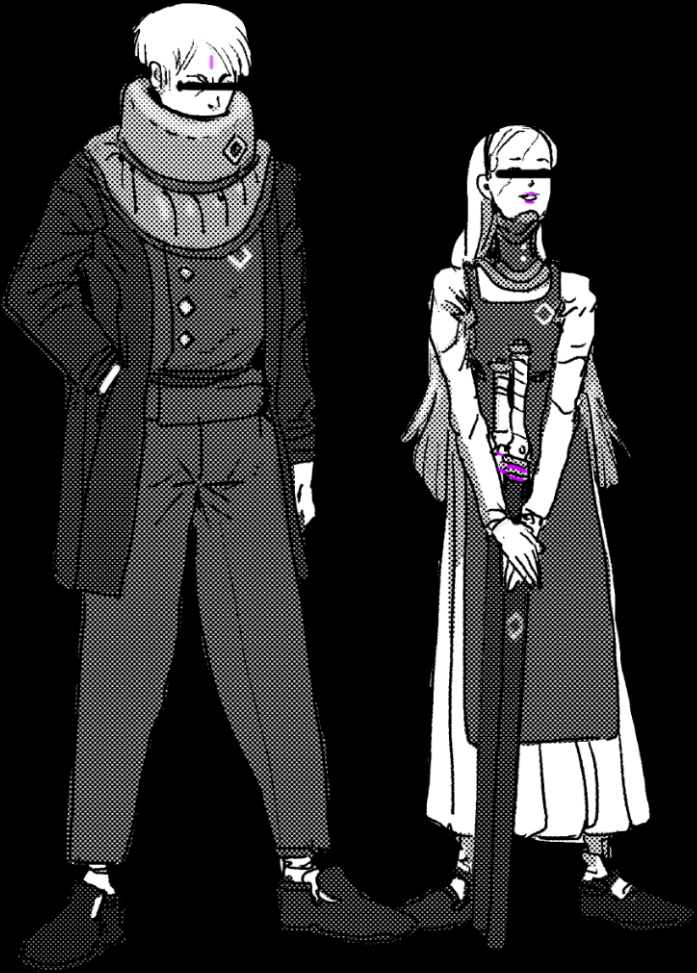
CATEGORY RATING SYSTEM





CID: XXX098747921

 CASTLE



AGENDAS

Pick an agenda when creating your exorcist, then pick an **ability** from that agenda. You can gain a new ability from your active agenda by spending an **advance**.

Agendas have two agenda items, normal and **bolded**. If you fulfill your normal agenda item, at the end of a session, you get 1 xp. If you fulfill at least one of your bolded items, you also get 1xp, or again for two or more. Often these require a different approach than your agenda would otherwise encourage.

You are able to **swap agendas** between missions if you feel like your old agenda no longer fits your character. Swapping agendas carries over any **bolded** agenda items and abilities, though doesn't automatically grant you a new ability. You can then take abilities from your new agenda as normal - although you can't have more than **five abilities** total from any agenda (you can swap them out if you feel like replacing one when you spend an advance to gain a new ability).

Agendas broadly describe your character's **approach to problems** rather than being descriptive of your character as a whole.



BEAST

Registered Agenda

- Items:
- Get into a fight
 - **Hold Back**

Abilities:

- **Insects!!!:** You have +1D when inflicting harm or violence against human opponents.
- **I'll take you down with me:** Regain 1d3 psyche burst when you take an injury or affliction.
- **Rule of Nature:** When you inflict violence with an action, if you roll 6, 6 or better the action inflicts 1 more slash on any talismans and you regain 1 psyche burst.
- **Red Muscle:** You can take 2 nonlethal stress to gain +1D on any violent or forceful roll.
- **Bare Teeth:** While you have two or more injuries or afflictions, it is not longer hard to use human capabilities against supernatural forces and your human abilities are at 1/2 CAT instead of CAT 0.



DOOMED

Registered Agenda

- Items:
- Demonstrate your humanity
 - **Demonstrate your distance from humanity**

Abilities:

- **Xenoflesh:** Discard '1's rolled for gaining Sin.
- **Humanity's Last Breath:** Pick a sin mark you have. Evolve that Sin mark. It no longer modifies resistance rolls.
- **Quickening:** When you gain 2 or more Sin as part of an action, your action also gains +1D
- **Sympathetic Mutation:** You may take 1d3 sin to grant an ally the benefits of any sin mark ability you have for one scene. Their body is infected by a lesser version of it that dissipates when the scene is over.
- **Metamorphosis:** Between missions or when resting, you can gain 1 sin to re-roll the ability of one of your sin marks. If you gain an ability you already have, choose one instead.

You may only pick this agenda if you have a sin mark. If it's your first agenda, you may start with a sin mark of your choice (still roll 1d6 for ability).



FIREBUG

Registered Agenda

- Items:
- Solve Problems Creatively
 - **Take the simple solution**

Abilities:

- **Jack!:** At the start of a mission, choose a skill you have at 0. You can improve it to 1 for the duration of this mission only.
- **Always a way:** If there isn't an entrance or exit into a place, you can find one. You can always get through, but (Admin picks one): *it's dangerous or risky, it'll only fit one person, you'll have to leave something or someone behind.*
- **Oilfinger:** You start a mission with 1d3+1 extra Kit Points.
- **Extra Parts:** You can mark 1 KP for +1D on any roll that involves fixing, crafting, breaking, or modifying devices or machines.
- **Weak Spot:** When an ally performs violent or forceful action, you can grant them +1D on their action, and +1 slash on any talismans on success. You have one use of this ability, which resets when you rest, and a roll can only benefit from this once.



GUARDIAN

Registered Agenda

- Items:
- Protect your people
 - **Leave nobody behind**

Abilities:

- **Iron Wall:** When you defend someone close to you in a conflict scene, you can choose to divert any consequences taken by your target on to you instead of its usual effects. The second time or more you use this in the same scene, you take 1d3 nonlethal stress first.
- **The Excessive Agony of Moving Forward:** Erase 1 stress when the hour passes if you have more than 3.
- **Castle:** While any ally takes an injury, you erase 1 stress and gain +1D on your next action.
- **Centerweight:** When resting, allies that spend resting dice can use the results of your resting dice (but still spend their own dice).
- **Painkiller:** Your maximum stress is no longer reduced by taking injuries.

You don't get pay or xp for the dead.



LONER

Registered Agenda

- Items:
- Demonstrate your superior skill
 - **Let the mask slip**

Abilities:

- **Dust to Dust:** When you take 3 or more stress from a single source, roll 1d6. On a 4+, ignore it.
- **Silent Strike:** Gain +1D on forceful actions taken against targets who are unaware of your presence.
- **I'll do it myself:** Once a scene, when someone fails a roll, you can step in to help them, as long as you are able. You gain 1d3+1 stress, but roll 1D and add it to the total roll, which could cause it to succeed. This stress cannot cause an injury.
- **Rook:** When you successfully set up an ally, you can take 1 nonlethal stress to set up another ally of your choice with the same action.
- **It's Nothing:** You can ignore taking an injury by saying 'It's Nothing'. Gain a hook 'It's Nothing'. This hook fills up any time you say 'It's Nothing' as well as the normal ways (taking this hook again, time passing, rolling a '1'). Segments on the hook can't be erased in any way. When the hook fills out, you collapse and suffer *instant death*, which you cannot ignore. If you end a mission with this hook, you gain a permanent cosmetic scar.

分解



HARDLINE

Registered Agenda

Items:

- Follow Orders
- Disobey Orders

Abilities:

- **Black Suit:** Gain +1D on actions to lead, intimidate, or give orders to mundane humans.
- **Mea Culpa:** The first time in a hunt you take an injury or an affliction, relieve 1d3+1 sin.
- **Eliminate the Stain:** Gain +1D on all actions against sins that have half or less of their execution clock remaining.
- **Single Minded:** You can only be affected by one affliction maximum (you can choose which to discard and keep).
- **By the Book:** Once a hunt, when you witness or find evidence of a sin's Domain, you can force the Admin to show you the exact rules text of that Domain.

ERADICATE THE VERMIN

TEMERITY REF ID: 44509

Agenda: **DEPARTED**

(PRINT ONLY)

Date

M D YR

Time:

AM
PM

- **That Terrible Weight:** Once a session, the dead character can chip in when an ally makes a roll to let them re-roll the entire roll after they see the result, taking the second result as final.

M.E. Case#:



D.N.I.
!!CURSED OBJECT!!

- ◀ A character can only take this agenda if they are well and truly dead. You get its ability for free.



MACHINE

Items:

- Put the work before your own needs
- Take a break

Abilities:

- **The Work:** You can choose to gain +1D on any roll. If you do, take 1 stress for each time you've used this ability this mission (including this one). You can't use this ability for the remainder of the hunt if you rest.
- **Brain Burst:** When investigating or researching something, you can take 1 nonlethal stress to re-roll one die on your action roll. The re-roll is final.
- **Second Wind:** The first time pressure fills up over half, relieve all stress.
- **Overtime:** You can gain +1D on all actions to investigate, analyze, or gather information for the duration of a scene, but you lose the use of this ability and all other activities are hard until you rest.
- **Neat Little Universe:** Twice a hunt, you can tick any talisman on your sheet or an ally's up or down by 1.

IF YOUR GROUP RESTS, YOU CAN
CHOOSE TO EXCLUDE YOURSELF
FROM RESTING.



MOTH



Items:

- Uncover hidden or uncomfortable truths about the world.
- Uncover hidden or uncomfortable truths about yourself.

Agenda:

- **Psyche Jewel:** When you or an ally answers a Sin's trauma question, regain 1 psyche burst, recover 1 sin, and erase 1 stress.
- **Alienation:** Your sin overflow cap increases by +3
- **Rapture:** You erase 1d3 stress when afflicted.
- **Larval:** If you end a mission at 7 or higher sin, gain 1 xp. If you suffer sin overflow, gain 1 xp
- **Unveil:** You can ask the Admin about a character present 'What is this person afraid of?'. Gain +1D when you act on the answers for the rest of the scene, then lose the use of this ability until you rest.



TORCH

Registered Agenda

Items:

- Lead from the front
- Let another take the lead

Abilities:

- **Joy Luck Wind Thrower:** When you roll 0d for any action, it's never hard.
- **Hot Blooded:** Your first action in a conflict scene gains +1D and inflicts +1 more slash on any talismans.
- **Font of Power:** Once a hunt, you may gain 1d3 psyche bursts, which could put you over your maximum. Until you rest, you can no longer spend psyche bursts, but allies can spend your psyche bursts as their own.
- **Recollect:** At the end of a session, you can describe something another character did that impressed you during that session, and give that character 1 xp. Characters can only gain this xp once if targeted by this ability multiple times.
- **Strive:** Once a hunt, you can make a complete re-roll of any action you or an ally just took, taking the second result as final.



TEMPERANCE

Registered Agenda

Items:

- Put people before the mission
- Harm someone intentionally

Abilities:

- **Healer:** When you rest, gain an extra resting die. This die can only be spent by an ally.
- **Focused:** You can use a blasphemy that affects only you or your allies without spending psyche burst, and it gains +1 CAT. Then lose the use of this ability until you rest.
- **Savior Complex:** Gain +1D on actions to directly prevent or avoid harm to humans
- **Care:** Twice a hunt, you can roll and apply a resting die to yourself or another nearby ally without resting.
- **Gentleness:** For one scene, you may take 1 less stress when you take stress. This ability breaks if you take any forceful or harmful action. Then lose the use of this ability until you rest.

THEY ARE US



SHADOW

Registered Agenda

- Items:
- ▶ Outshine your rival
 - ▶ Let your rival outshine you

- Abilities:
- ▶ **Catch Up:** If your rival has less stress than you when pressure increases, erase 1 stress. If they have more psyche bursts, regain 1 psyche burst.
 - ▶ **Synchronize:** When you set up your rival, you take 1 nonlethal stress and +1D on the action to set up.
 - ▶ **You Can't Die Now:** If your rival would take an injury or suffer instant death, you can take 2d3 stress to allow them to ignore it. Then, lose the use of this ability until you rest.
 - ▶ **Shadow Seed:** Choose a blasphemy power your rival has. You can use that power this hunt, but only at CAT 0.
 - ▶ **Pincer Technique:** When you participate in teamwork with your rival, you take 1 nonlethal stress, but can also re-roll one of the dice once, taking the second result as final.



When you pick this agenda, pick another character to be your rival (the feeling doesn't have to be mutual) at the start of a mission. As long as you have rival abilities from this agenda, you must choose who your rival is.



SORCERER

- Items:
- ▶ Demonstrate flashy displays of power
 - ▶ Invite catastrophe

- Abilities:
- ▶ **Perfect Technique:** Pick a blasphemy. Once a hunt, you can increase the CAT of that blasphemy by +1 temporarily for an entire scene, or for two rounds if it's a conflict scene.
 - ▶ **Cantrip:** Pick a blasphemy ability. You can use it three times a hunt without spending a psyche burst, but it all parameters are at a max of CAT 0 if used this way.
 - ▶ **Finishing Move:** Pick a blasphemy. You can willingly increase the dice and CAT of that power by +1 when you use a power from that blasphemy, but you then cannot use any blasphemies again and all actions are hard. Both these effects end when you rest.
 - ▶ **Mimic technique:** Pick a power from any Blasphemy, without having taken that blasphemy. It doesn't change your xp or sin overflow caps.
 - ▶ **Weave:** When you use a blasphemy, you may increase the CAT of the next blasphemy used by an ally by +1, and grant it +1D on any rolls. Then lose the use of this ability until you rest.



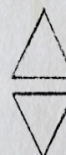
SONGBIRD

MY

Agenda

- Items:
- ▶ Get someone to do your bidding
 - ▶ Do something selfless

- Abilities:
- ▶ **Codependency:** When someone sets you up, you can trade 1 stress around (from you to them, or vice versa).
 - ▶ **Spiral:** You can always tell if someone is lying to you, though not the nature of the lie.
 - ▶ **Strings:** When you rest with a consenting partner, you can spend quality time with them (the nature of which is up to them). If they choose to do so, you both add +1 to all your resting results. However, until you next rest, you can force them to participate in teamwork with you or set you up once.
 - ▶ **White Fiber:** You can take 2 nonlethal stress to gain +1D on any roll to lie or manipulate someone. This stress cannot inflict an injury on you.
 - ▶ **Fascination:** You can declare your fascination with another character in the group at the start of any hunt. When that character rolls a 6 on risk, you lose 1 stress. When they roll a 1, you gain 1 nonlethal stress.



DEMON

- Items:
- ▶ Enrich yourself
 - ▶ Give something valuable away

- Abilities:
- ▶ **Black Market Stims:** You can spend up to 3 scrip a mission as psyche burst.
 - ▶ **Supplier Connections:** You gain a 1 scrip discount on all items, to a minimum of 1. This discount increases to 2 if you have survived 5 or more missions.
 - ▶ **Shady Lender:** Between missions, you can choose to gain 1d3 scrip one but start the next mission at 1 injury.
 - ▶ **Scrounger:** You gain +1 scrip for completing missions, no matter what. You never get docked scrip for failing missions.
 - ▶ **Spotless:** Once a mission, you can destroy an aesthetic kit expansion you own worth 3 or more scrip instead of suffering an injury.

You can spend scrip as kit points

AGENDA: **Survivor**

ITEM: ▶ Survive

ABL: ▶ Will to Live: +1 max stress. 1 in 6 chance of ignoring instant death (roll 1d6)



◀ Once taken, a character can only swap out of this agenda by spending two advances. Get its ability for free.

BLASPHEMIES

Blasphemies are the psychic manifestations of a person's inner turmoil, honed to a razor's edge. Only those with **sinseeds**, blessed by **grace**, are capable of manifesting them. They draw on a wielder's subconscious, the roiling emotional sea underneath the facade of humanity. Therefore, only those touched by darkness or turmoil are able to truly wield their full potential.

When making your exorcist, **pick a blasphemy**, then **pick two powers**.

Your blasphemy can be used in the following ways:

- You gain a **passive** benefit from (most) blasphemies simply for having them
- You can use your blasphemy creatively any time by activating a **psyche burst to give +1D on a roll**, as long as your blasphemy power would help that roll.
- You can spend a **psyche** burst to activate a specific **power** you have acquired from a blasphemy
- Some powers require you to roll **PSYCHE**. You can also roll **PSYCHE** when you want to use a power in a creative way but are unsure of the outcome. Roll dice equal to half your CAT, rounded up (so 1 die for CAT 1/2, 2 for cat 3/4, and 3 for CAT 5). You can gain advantage dice on this like normal.
- All powers have **tags** that describe how they function.
- Blasphemies sometimes specify that they can target humans, sins, or exorcists. Each are a different category. **Exorcists are not humans**.

All exorcists start with the BLAST blasphemy.

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.

- When your exorcist produces a blast, they might:
- Imbue a slash of a blade or a shot with a ranged weapon with psychic energy
- Shoot an invisible ball of force from their fingers
- Fire scathing lightning
- Shoot a bead of ghostly, frigid fire.

Unlike your mundane service weapons, blast is a supernatural weapon and therefore doesn't become hard by default when used against sins.

The Twelve

Blasphemies have been categorized into twelve typical types by TEMERITY researchers. The look and feel of each blasphemy might vary widely between user. A flux user (one that manipulates time), might use simple motions hands to perform their rituals, or might rely on a physical implement like a knife or an hourglass.

The blasphemies are the following:

- I. **Tension:** Project powerful fields of force to block, cut, or entrap.
- II. **Ardence:** Manipulate potential energy into furious destruction
- III. **Flux:** Tap into the ebb and flow of time.
- IV. **Vector:** Imbue anything you touch with a strong burst of velocity.

- V. **Gate:** Manipulate space as a sculptor works with clay
- VI. **Smother:** Suppress innate properties of things, like friction, sound, or light.
- VII. **Whisper:** Your shadow talks to you. It knows the future.
- VIII. **Edit:** Change yourself , the world, or others by pulling from different possible realities
- IX. **Bind:** Bind weak sins to your service and use them as servants or weapons.
- X. **Jaunt:** Separate body and soul, perception and flesh
- XI. **Palace:** The contents of your mind are a tangible place you can visit
- XII. **Sympathy:** Pull on the innate connections to human tools or objects

Tags

Duration tags describe how long a power lasts before its effects expire.

- **Instant:** Lasts only a few moments, then expires
- **Until rest:** Lasts until rest
- **1 scene:** Lasts until the scene passes.
- **All mission:** Lasts all hunt

Powers can always be **willingly dismissed** unless specified otherwise.

Range tags describe how close a target must be for the power to be effective. This is a narrative range, so the tags are kept loose for a reason.

- **Self:** Yourself
- **Adjacent:** Right next to you
- **Short:** Across the street
- **Long:** A few blocks away
- **Extreme:** Half a mile away or more

Effect type tags describe advanced effect or powers you can create with a blasphemy. Effects with the same tag **do not stack** with each other - the most recently used power replaces the last one. Not all powers have effect tags.

- **Curse:** A power affecting another person, usually negatively
- **Charm:** A power affecting yourself or another person, usually positively
- **Transmute:** An effect that affects or alters the physical world in some way
- **Summon:** An effect that creates a psychic construction or entity

Advancing blasphemies

You may spend an **advance** to gain an extra power inside your own blasphemies.

You can take additional blasphemies outside of the first one chosen. Each one reduces your cap for sin overflow by 1 and increases your xp advancement cap by +1.

You can only have **five powers** from any blasphemies at once, in any combination. You can replace a power when taking a new one.

CATEGORY

Blasphemies advance in CAT with your exorcist. Effects that draw on CAT therefore scale up with your exorcist - only those effects listed. You can find a list of Category effects on page 18.



TENSION

Project a spot psychic field of incredible density and durability. This often takes the form of a metallic shimmering surface, visible only to the psychically sensitive.

Fact: Tension users are highly likely to experience 'locked in' syndrome episodes at least semi-regularly until they are able to master their powers. See field manual.

IRON SOUL

Passive: When you would lose your last point of stress, roll 1d6. On a 4+, you don't lose any stress and instead remain at 1 stress.

AEGIS

Instant, Short

Once a scene, when you or a visible ally in short range of you would mark stress from external harm, you can intervene by answering the following questions:

- Can you reach your target in time?
- Is there any part of the environment you can use to shield your target?
- Is your heart in this?

You create a flash tension force of incredible strength, blocking damage. For each 'yes' answer, roll 1d6. For every 2+ rolled reduce stress suffered by 1, and for every 6 rolled reduce it by 2. This could reduce stress suffered to 0.

If you or an ally gain an injury in the same scene, regain the use of this power.

STASIS

Curse, 1 scene, Adjacent

With a touch, you can lock yourself, a human, or a willing ally in a tension cage that covers them like a second skin, paralyzing them. If a human is hostile or unwilling, roll **PSYCHE**, and only spend the burst on success.

Once trapped, your target is locked in, unable to move or act for the scene, and is immune to all harm and effects from the outside. The effect only ends once the scene passes and you cannot end it earlier. They can be moved around normally like an object.

SEVERANCE

Instant, Short

You can project a tension force of incredible strength over any edge, as obvious as a blade and as subtle as a fingernail, and use it as a cutting implement. Roll **PSYCHE** to cut an object or opponent up to CAT size with a clean and decisive blow, only spending a psyche burst on success.

- Gain +1D if you are striking to protect another person
- Gain +1D against immobile objects or opponents

MALLEATE

Transmute, Until rest, Adjacent

You can invert and infuse a tension field to make an area of nonliving matter incredibly pliable and soft. The size of this block of matter you can affect is affected by CAT. Choose one of the following effects, then you may gain or grant +1D when you or any ally next acts to take advantage of this power:

- **Rubber:** The matter becomes bouncy and springy
- **Mud:** The matter melts into a thick mud. It becomes pliable and sticky and difficult to move through
- **Liquid:** The matter melts into liquid

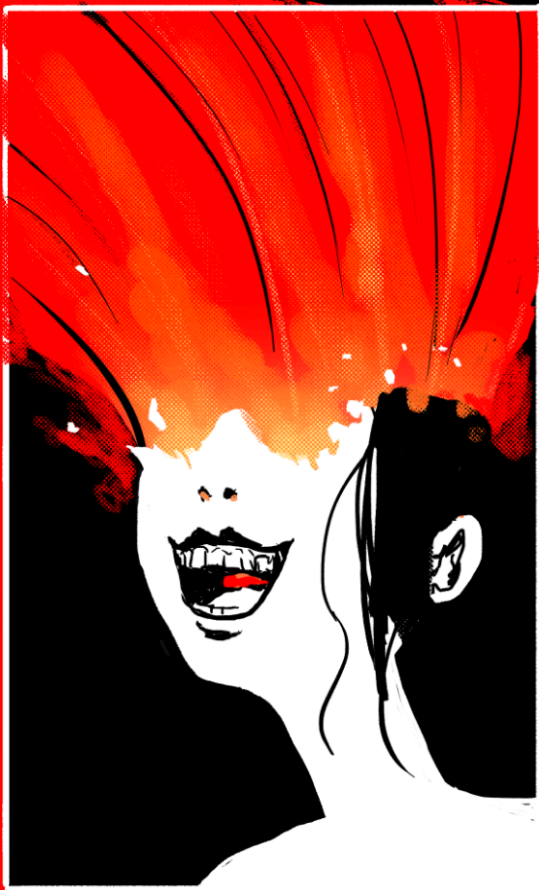
This power may easily effect the parameters of rolls, such as difficulty and risk. When the effect expires, the matter slowly reverts to its original state and form.

FORTRESS

Summon, Until rest, Short

Once a scene, you can create a spot tension field with a size determined by CAT that appears as a large plane of shimmering force, invisible to humans. It can only exist as a flat plane (no bends or curves), and intersect or overlap any nonliving material, but otherwise is as hard as a solid object and prevents all living and nonliving matter and energy from crossing it. It has a **3 talisman** for its durability, which can take damage and be ticked up like an execution talisman by opponents. The field lasts until used again or until rest.





ARDENCE

Manipulate potential energy to create flashes of extreme heat or cold. The most potent, and most dangerous of blasphemies - to others and its user.



FACT: ARDENCE USE WOULD BE CONSIDERED INHUMANE AGAINST HUMAN SOLDIERS.

INNER FURNACE

Passive: You can take an Unstable Power hook as part of using any Ardence power to increase the CAT of the power up to +2. When the hook fills up, you burn up from the inside, gaining an injury and ending the hook. If this injury would kill you, you explode in an area equal to your CAT, annihilating yourself and everything inside in a massive explosion. Nothing can survive this.

HELL

Transmute, Adjacent, Until Rest

You may dump energy into the ground and anything touching the ground in an area determined by CAT+2, choosing hot or cold. Choose one of the following effects, which lasts until you rest. You may gain or grant +1D when you or any ally next acts to take advantage of this power:

- **Simmer:** Discomfort for humans, lowered or raised temperature, hot or cold surfaces, etc.
- **Poach:** Major discomfort for humans, who cannot remain in the area, and discomfort for sins and exorcists. Freeze or boil water, pipes, crack glass, etc.
- **Boil:** Deadly to humans, sins and exorcists take 2 stress if they remain in the area for longer than a scene. Light fires or freeze the air in rooms, melt windows or burn doors, or freeze objects.

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

SABRE

Instant, CAT range

Release a blast of energy in a highly destructive beam. The beam goes in a straight line a range equal to CAT, piercing through walls, doors, and obstructions effortlessly. It is extremely loud and bright. Roll **PSYCHE** for its effects, only spending a psyche burst on success.

The very first time you use this power in a mission, it gains +1D for every tick on the pressure clock (it still cannot exceed +3 advantage die). For every '6' result you roll, this ability inflicts 1 extra slash on a talisman, but you also take 1 stress, which could kill you or cause you an injury. This stress cannot be reduced or ignored in any way.

FURY

Instant, Long

You can create a fierce blast of destructive energy at a location in range with a blast area up to CAT. When you use this power, roll **PSYCHE** and answer the following questions, gaining +1D for each 'yes' answer, only spending a Psyche Burst on success.

- Are you willing to cause indiscriminate harm, not caring what you destroy, burn, or incinerate?
- Are you willing to let your anger control the outcome?

Whatever question you answer 'yes' on, it affects the outcome of the action - no matter the roll.

VOID

Instant, Short

You create a flash vacuum by burning the air away. The void creates a loud thunderclap, affecting an area up to CAT. It affects everyone in the area except you. Choose one of the following effects, then you may gain or grant +1D when you or any ally next acts to take advantage of this power:

- **Weak:** Sucks in loose objects not held, worn, or bolted down.
- **Medium:** All humans and exorcists in the area are thrown off their feet and pulled in, excluding you.
- **Strong:** Sins and vehicles up to CAT size are thrown off balance or pulled depending on their size. Glass is shattered. The thunderclap is momentarily deafening.

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

STORM

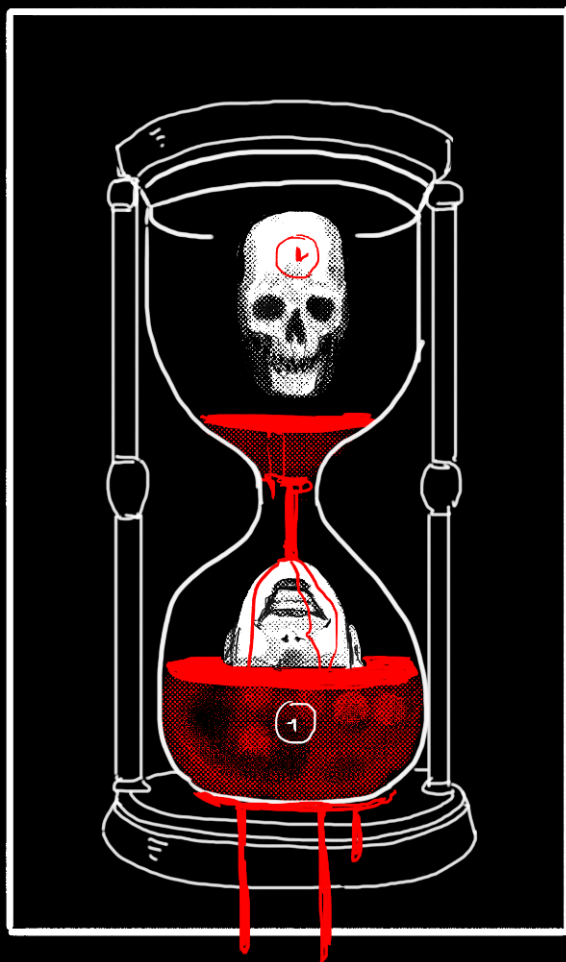
Transmute, Extreme, Whole Mission

You can spend **any number of psyche bursts** to send potential energy into the atmosphere, affecting the a microclimate in an area equal to CAT+2, with a maximum of CAT 7. Choose one of the below, plus one more per psyche burst spent. The chosen effects last for the whole mission or until dismissed. You may gain or grant +1D when you or any ally next acts to take advantage of this power:

- **Clear:** Clear the skies in the area, canceling any weather (including the below).
- **Rain:** Rain drenches the area for the duration of an intensity you choose (drizzle, pouring, torrential).
- **Cold:** The air freezes, freezing water and icing over roads and paths. Any precipitation becomes snow.
- **Fog:** Thick fog rolls in, limiting visibility.
- **Gale:** Whipping wind rolls through the area, blowing away fog, smoke, or dust, and making it hard to hear or be outside.

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





FLUX

Manipulate the direction and flow of time itself.

Fact: This power is relatively new and, as it stands, is barely understood. Fortunately temporal events are tightly regulated by TEMERITY through a captive Sin called the Spindle.

STEAL TIME

Passive: Once a mission, you can re-roll all your resting dice for yourself or an ally, taking the second result as final.

Temporal Instability: Many of your powers give you this hook. When you gain this hook, roll 1d6. On a 1, also slash the hook out once. When the hook resolves, roll 1d6:

1. Permanently add to your agenda 'Prove that you are the real you.' If you gain this result again, you immediately suffer sin overflow.
2. Mysterious injuries open up. You go unconscious from pain, putting you out of the current scene, and take an injury.
3. You disappear until rest. You return if there's a conflict scene. You have no memory of where you were. When you return, you take 2 stress.
4. You find you are wearing someone else's clothes. Erase your entire kit this mission, but regain any spent kit points.
5. Your body is different. For the remainder of this mission, pick a skill you have 1 or more dice in. It now rolls 0d. After the mission, you have time to train and get used to this, reverting this effect, though keeping any physical changes.
6. Your face looks a little different. The changes are permanent.

REVERSAL

Adjacent, Instant

By touching an object up to CAT size, you can reverse its passage through time for the last hour.

- This could physically move the object, revert damage on an object, etc.
- It can still affect the physical world, so anything in a reversing object's way would get hit, and anything placed on it will move with it.
- If it would cause damage or impact, roll PSYCHE for it
- It cannot reverse life on non-living matter, such as corpses, but can move them and revert damage.

You can stop this effect by willing it, but to resume it requires using this power again.

STOP

Transmute, Instant, Self

You spend **up to three psyche bursts** to stop local time in an area around you equal to CAT. Roll 1d6 per psyche burst spent and add them together - that is how many seconds you have. Anything that enters this area is immediately affected (including anything put into or out of the area), but time flows normally outside the area. In this stopped time, you are unaffected and:

- you cannot use psychic powers, but neither can you be affected by them. Any power currently active from you or affecting you other than this one dissipates.
- you can perform one activity or course of action that fits in the duration. After you would make an action roll for anything, the effect ends no matter what.

Then, gain temporal instability.

SCHISM

Transmute, Instant, 1 scene

You can create a bubble of altered time equal to CAT area. Inside the bubble, you open a window into one day in the past or future from the moment the bubble was created. Gain or grant +1D when you or any ally next acts to take advantage of this power:

- The state of the area inside the bubble is confined only to the bubble and includes objects or people inside. You and allies can enter or exit the bubble at will.
- Supernatural beings, including exorcists, in the present timeline caught in the bubble when it is created are unaffected. Humans and the 'present' timeline world caught in the bubble are 'paused', cease existing for its duration, and have no memory of the incident.
- Things removed from the bubble from the past or future timeline, including living beings, simply disappear until they move back into the bubble.

The bubble represents an 'alternate' timeline, so anything altered inside of it will not show up in the present or future timeline (ie leaving an object in a past timeline will not have it show up in the present).

QUICKENING

Instant, Adjacent

You can accelerate the natural healing of your body or those of others, giving you the following benefits:

- Immediately heal 1d3 stress on yourself or another target
- You may heal another dying human or exorcist on the brink of death. Injured humans are stabilized and no longer in danger of expiring and exorcists are brought off the brink of death until they take stress again, even if they have three injuries.

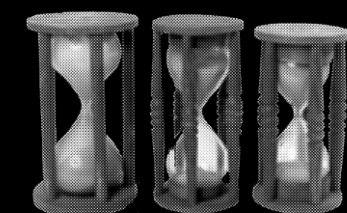
Then, gain temporal instability

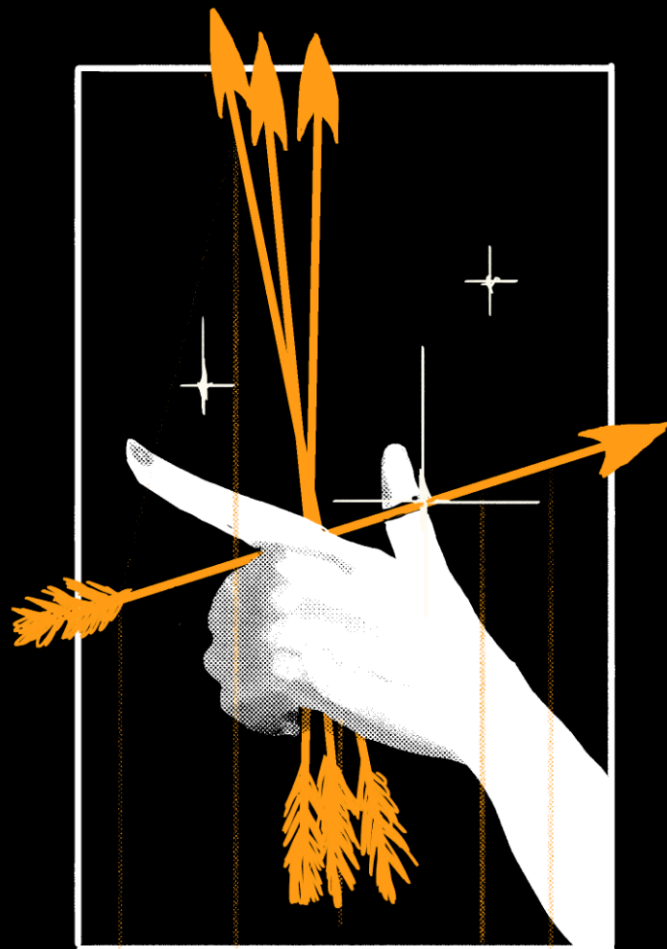
STUTTER

Instant, Short

You can briefly reverse time in order to alter causality for any event that happened as a result of an action roll made by you or an ally, instantly after you see the result. Re-roll the action roll completely, taking the second result as final.

When you use this power, **gain temporal instability**. If you use it again in the same scene, **gain 1d3 temporal instability instead**.





VECTOR

Imbue objects or living beings with sudden and sharp burst of velocity.

Fact: Has the highest fatality rate of untrained users, who usually die from falling.

BRAKE

Passive: Automatically remove velocity from all projectiles that would hit you, taking -1 stress from them.

FLING

Adjacent, Instant

With a touch, you can imbue velocity into yourself or another object or living being and send it flying. The combined size of the object or being and the range you send them must equal your CAT+1 or less. Once sent flying, the direction of your target cannot be changed. Roll PSYCHE for its effects, including any harm inflicted, and only spend a psyche burst on at least one success.

LIFT

Charm, Self, 1 scene

You reverse gravity's effect on yourself with a low but constant Vector effect. For this scene, you gain the following benefits:

- you can run, walk, or climb up vertical surfaces.
- you can slow your fall at will, and you cannot take harm from falling
- you can glide a distance equal to CAT range. you must start at height to gain this benefit

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

CURRENT

Transmute, Until rest, CAT range

You create a weaker, but persistent Vector force in an area that lasts until you rest. It creates a line that goes about CAT range in length and covers about the width of a street. It pushes constantly in one direction (including up or down) like a strong wind. Allies moving in that direction gain +1D on actions to move with the current. Anything moving against that direction struggles. It becomes hard for allies, and actions taken against anyone trying to struggle against the current gain +1D. You can dismiss this effect at will.

BULLET

Instant, CAT+1 range

You can imbue strong bursts of velocity into the air at your fingertips, creating pressurized air bullets that hit with extreme force. Roll PSYCHE for its effects, only spending a psyche burst on success.

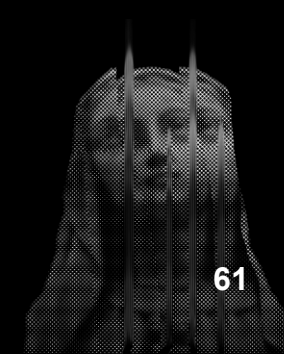
- Gain +1D when making shots from a elevated position
- Gain +1D when making shots to disarm, distract, or disable

FINESSE

Instant, CAT range

You may use this power to finely manipulate threads of force to perform fine motor skills you could perform with your hands at CAT range, such as opening doors, picking up objects, or even skills like typing on a keyboard, etc. Roll PSYCHE for this, only spending a psyche burst on success, and gain +1D on the action.

- You have to be able to see your target, even if it's far away. However, you can perform this manipulation even if your path to the target is blocked, such as if you could see it through a window, etc.
- You can pick up objects and move them around through the air but they cannot be any bigger or heavier than a laptop or a full briefcase.



GATE

Manipulate space as a sculptor works with clay.



ALERT: ABUSE CAN LEAD TO EXTREME PERSONNEL LOSS. USE WITH CAUTION.

POCKET

Passive: You can fit a compressed tear in space into a piece of clothing that you are wearing.

- You gain +1 KP
- You can stow or retrieve items inside your pocket, which can hold a combined total of items worth up to 3 KP. Once inside, the items are stored in an extra dimensional space and hidden and safe, no matter their size. The pocket is attached to your clothes and if they are destroyed, items inside pop out.

BLOOM

Summon, Short, 1 scene

By splitting space in creative ways, you create three controllable duplicates of any of your limbs or hands on any surfaces in short range from you, emerging from a tear in space. They are stuck in place and cannot move. Gain or grant +1D when you or any ally next acts to take advantage of this power:

- You can control them like your normal limbs, making action rolls through them and you have normal sensation with them.
- They can be placed on any surface, including moving surfaces or living beings.
- You take any stress they would take from your actions made through them.

MAZE

Transmute, Self, CAT area

You rearrange an area equal to CAT around you, causing the rearrangement of human built structures in the area. Pick any of the following, then gain or grant +1D when you or any ally next acts to take advantage of this power:

- Create or remove doors and windows, or change the existing arrangement of doors and windows
- Add corridors, or rearrange the floor plan of rooms
- Change the direction of gravity inside of a room. For example, you could make a wall the 'floor'
- make a room larger or smaller
- Arrange or remove the furniture inside a room any way you like

You cannot remove rooms entirely, make any room smaller than a closet or larger than a ballroom, or add anything that does not already exist in a building other than corridors. This could cause a structure to be bigger on the inside than outside.

For each choice, the Admin rolls 1d6. If they roll at least one '1' the Admin gains one use of this power against you at your current CAT and can activate it any time they like.

TEAR

Summon, Until rest

You create a point in CAT range, and another point within the same range, though you have to be able to see both points when you use this ability. The two points are connected by a slash in the fabric of reality, a portal that can be moved through and connects the two points as though they were right next to each other. Human size objects, beings, and forces can freely move through the tear for the duration, and momentum is preserved.

PINCH

Instant, CAT range

You can choose a single living being or object in CAT range of human size or less. Roll PSYCHE if your target is unwilling, only spending a psyche burst on success. As long as you can see your target, on at least one success, you can pinch space between the two of you to move your target right next to you. From the targets perspective, they don't appear to move at all, but the world smears around them. They ignore all physical obstructions between them and you - as long as you can see your target, they simply appear next to you.

You may gain or grant +1D when you or any ally next acts to take advantage of this power.

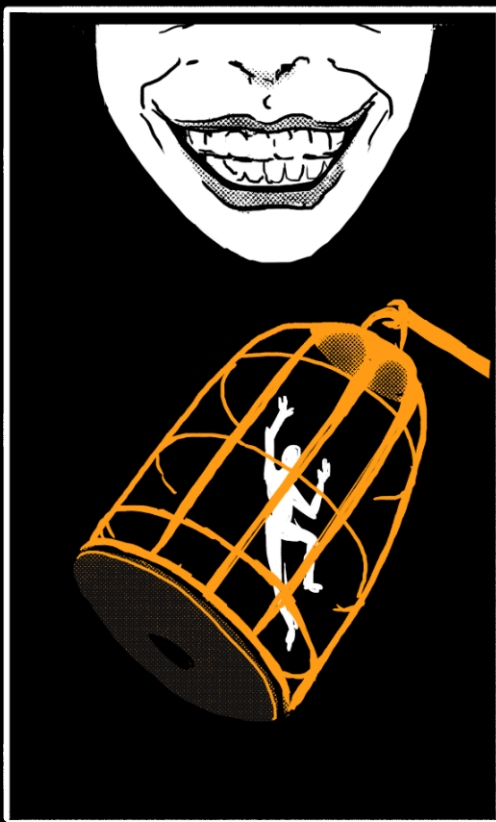
TRANSMISSION

Instant, CAT+2 range

Instantly move to any other area in CAT+2 range. However, the Admin asks you the following questions and rolls 1d6 per 'no' answer.

- Are you familiar with your destination?
- Can you see where you are going?
- Are you calm and concentrated?

On at least one '1', you end up in a different location nearby your destination, but the Admin chooses where. On a double 1, you end up somewhere else briefly before arriving. Not only are you off target, but you also take 2d3 stress.



SMOTHER

Suppress the innate properties of the universe. Lie to God.

long-term survival prospects are poor but are outweighed by utility, therefore users of this blasphemy are good candidates for organ transplantation (see TM ref 4456).



CASTLE

Page 3 of 4

ABSENTIA

Passive: You can improve the CAT of any of your Smother powers by +2 when you use them, to a max CAT of 7. However, when you do, gain the Absentia Hook.

Absentia: You can gain this hook with your passive. If this hook fills up, you take an injury and black out for a few moments. When you wake up, you are missing a body part (roll 1d6). It simply disappears (cleanly) as though it had never existed, leaving a stump or hole. It doesn't come back, even if you heal the injury. If you have no body part left to lose (when you roll), reduce the result by 1. If the result is 0, you lose your head and suffer (gruesome) instant death instead. Missing body parts might make some rolls hard or risky, dependent on the situation. You adjust to any disability after the mission, and it has no further effect.

1. Eye
2. Nose
3. Ear
4. Finger
5. Toe
6. Nothing



ABSTRACT

Transmute, Short, 1 scene

With a gesture, you remove recognizable properties of CAT+1 tools, vehicles, windows, doors, or any other objects that can be held or worn. The chosen objects can no longer be used for their intended purpose and no human, sin, or exorcist (including you!) can recognize them - staring at them for too long causes extreme discomfort, even for exorcists. For example, weapons can no longer fire, doors can no longer open, or windows can no longer be looked through.

Gain or grant +1D when you or any ally next acts to take advantage of this power. It may also affect the parameters of rolls while active.

SMOOTH

Transmute, Short, 1 scene

You temporarily remove almost all friction from a human, exorcist, or an area up to CAT. The area or target becomes incredibly slippery. If targeting an area, it becomes hard for anyone to stand, climb, or move normally in the area, though people are able to slide around.

- Roll PSYCHE to affect hostile targets with this power, only spending a psyche burst on success.
- You can sculpt this area if you wish to affect just part of it, or sculpt a path.

Gain or grant +1D when you or any ally next acts to take advantage of this power. This power may also easily effect the parameters of rolls, such as difficulty and risk.

DARK AGE

Charm, Self, Until Rest

You produce a strong field from your body disabling even the simplest human advancements from working in CAT area. The effect moves with you. You can choose up to three of the following to suppress, ceasing their operation, then gain or grant +1D when you or any ally next acts to take advantage of this power:

- Electricity
- Internet
- Combustion engines
- Running Water
- Door handles, window latches, zippers, catches
- Open fires

These things stop working even if it would not make sense, ie suppressing running water would mean water pressure simply stops working. You can end this effect willingly, but must end all effects at once.

BLIND

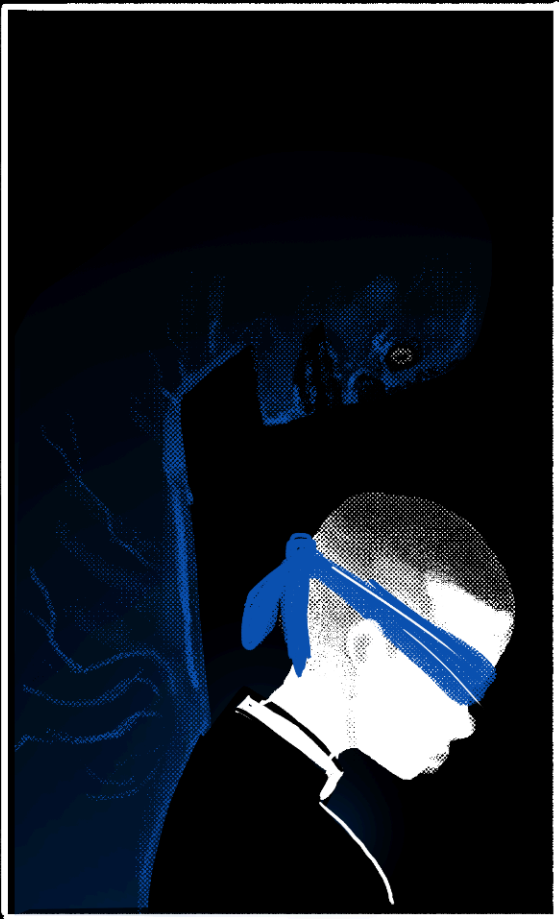
Transmute, Adjacent, 1 scene.

An object, living being, or location you touch up ceases producing sound, reflecting light, or both for the scene. Gain or grant +1D when you or any ally next acts to take advantage of this power:

- Targeting a persona allows the effect to move with them for the scene
- Targeting a location affects an area about the size of a small room, removing all sound and/or light. You can 'filter' this effect by allowing light or sound inside the location to operate normally, but not enter or exit the area.

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





WHISPER

Your shadow is animate and hungry. It knows the future.

This alter self usually manifests in puberty and only you can see it, remaining invisible even to other exorcists. Common belief holds the 'shadow' seen is a component of your own future death.

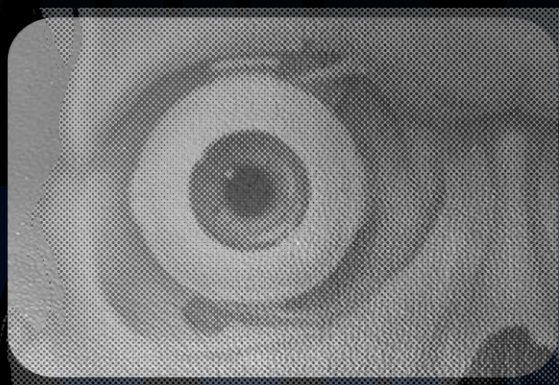
SHADOW

You harbor a separate being that follows you everywhere, even when you sleep. The rules for it are in the bottom left of this sheet.

THE SHADOW is intangible and invisible to everyone, even the psychically sensitive. It can only weakly interact with the physical world and has its own mind and senses. It can range in about short range from you. It can pass through walls and surfaces easily but retreats into your body in bright light, preventing it from doing anything.

You can talk to it telepathically, but talking to it is dangerous and causes 1 stress after any interaction ends. It has no obligation to tell you the truth unless you use your powers.

You may talk to it safely using your abilities, and it knows the future. The Admin will answer for it.



OMEN

Instant, Self

Ask your shadow 'What will happen if I X,' where X is a simple course of activity you plan to take in the next hour or so (open this door, attend the meeting, attack this person, go down this street). The shadow gives you a brief impression of the future:

- Gain +1D when you or an ally next acts on the answer.
- Pre-roll the risk die before you take the action. You can decide to back out of the action if you like, but if you follow the same course of activity in the future, use the pre-rolled risk die.

SHIVER

Charm, Self, 1 scene

When you are looking for a human, sin, exorcist, location, or object, you can declare 'I feel a shiver.'

In this scene, if your target is close enough to be in short range from you, you feel a strong, instantly sense of cold and discomfort. You can home in on this feeling easily, and it's never hard to track your target while this is active.

Additionally, you gain +1D to track your target for the duration, even if they're not nearby.

DISSECT

Instant, Short

Examine a human or exorcist in short range, roll PSYCHE, and ask your shadow one of the following questions, plus one more per success. They answer truthfully, but can use a maximum of three words to answer each.

- Is this person lying?
- What is the main emotion this person is feeling?
- Where has this person just come from?
- Where are they planning to go next?

Gain or grant +1D when you or any ally next acts to take advantage of each answer.

PRECOGNITION

Instant, Self

When the Admin is describing a scene or you are about to take a course of action, you can 'flash back.' Make an action roll or play a scene out in the past, where you had a vision of the present moment. This cannot completely alter the established facts of the present (you can't have knocked someone out in the past if you just finished having a conversation with them in the present, for example), but could change the situation or alter present details, or it could set up yourself or any ally. For example you could have made preparations for the current moment (locked or unlocked a door, stowed some gear, made a phone call, etc).

If the situation is complicated, also take 1 stress. If it's convoluted or far fetched, take 3 stress.

OMNIPRESENCE

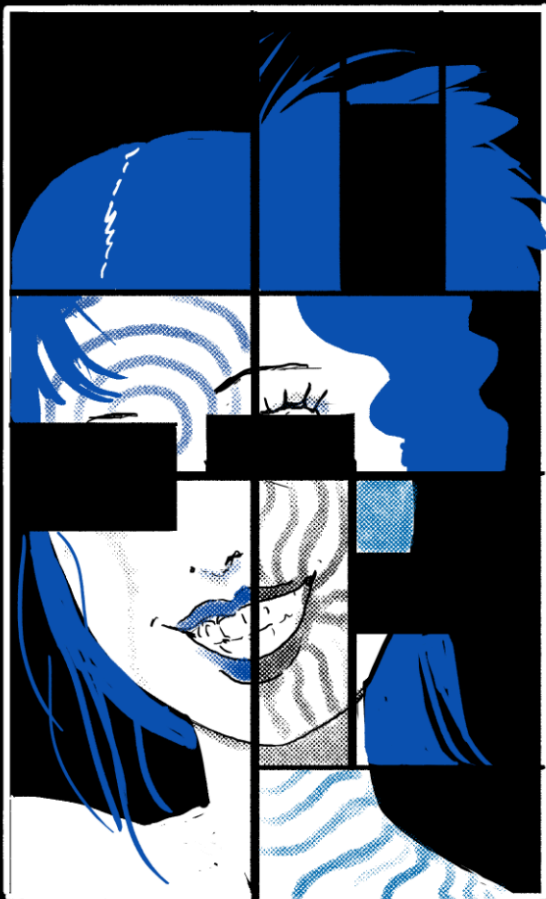
Instant, CAT+2 range

When an ally is in a scene, you are not present in that scene, and your ally is in CAT+2 range, you can use this power to walk in on the scene, having already predicted that this course of events would happen. Roll PSYCHE, and choose one of the following per success:

- Nobody is following you
- You are hidden
- You are able to enter your ally's location without distraction or harm
- You have a useful tool or object on you for the present situation (a key, a weapon, a wrench, etc)

You may gain or grant +1D when you or any ally next acts to take advantage of this power.





EDIT

The way things are is not the way they had to be. You can choose, filtering the threads of possibilities and inviting them to meld with the real world.

Fact: CAIN doctrine clearly states the existence of 'alternate' realities is currently unproven.

MIMIC

Passive: You can alter minor things about your appearance. You can change any of the following about yourself when resting, within a variation of your original body:

- body features such as height and weight
- aesthetics such as facial features, skin color, hair, gender presentation
- age, down to 13 and up to 88

You always look faintly similar, like a distant relative of yourself. Your clothes always change to fit you, though you cannot alter them. This doesn't change anything about your skills or general ability, and also cannot restore missing body parts or hide sin marks or scars.

UNIFORM

Charm, Self, Until Rest

You make a brief edit of yourself. You can't do this in public (you need privacy, no matter how tenuous). This power makes you officially part of any profession or group with more than 5 members, with any necessary uniform, equipment, id cards, memberships, etc, and alters reality to make it so.

Even if people don't particularly remember you being part of a group, they may get a vague sense that you were a member.

You don't actually gain any particular skills and any changes you may have to be to your own person and must include things you could wear or carry in one or both hands.

Gain or grant +1D when you or any ally next acts to take advantage of this power.

ABSURD

Curse, Short, 1 scene

You swap CAT amount of humans or exorcists with a different version of themselves from an alternate timeline. You must roll PSYCHE for this power to take effect on hostile targets, only spending a psyche burst on success. This can change:

- what the target is wearing, but not holding (so anything held in hand remains the same)
- physical appearances of the targets, as your MIMIC power.

Targets retain their memories, and this does not alter reality to accommodate the change, so it can easily disorient unprepared humans. The change is otherwise perfect.

Gain or grant +1D when you or any ally next acts to take advantage of this power.

UTILITY

Until Rest, short

When you need any mundane object, tool, or vehicle that could fit in a small room, you can cause it to appear in range as though it was always there, without spending KP. However, if the item is dangerous or rare, the Admin chooses two:

- The item is used, dented, scuffed, or poor quality
- The item is a real item that someone nearby owned and has now disappeared, and they will come looking for it
- The item is 'off' somehow and appears as a cheap knockoff made of odd materials that feel spongy or organic.
- The item is missing some parts and doesn't work as well as it could with them

The item cannot be a unique item, etc you cannot create a particular car, key, book, etc, but is rather a generic representative of a category. It disappears after a rest.

FILTER

Transmute, Adjacent, 1 scene

You produce a strong field affecting all matter in an area about the size of a small room, which must contain you. In this area you gain +1D to examine its contents and:

- you can cause any matter to become transparent or opaque
- you can change the lighting in the room as though lit by an invisible light source, or snuff out any light sources in the room
- you can move around any objects in the area without touching them and 'pin' them to any point in space in the area, causing them to float
- you can safely dissect any inanimate object into its constituent parts or reassemble any broken object, providing any parts are present

This effect expires when the scene ends, or if you leave the area for any reason.

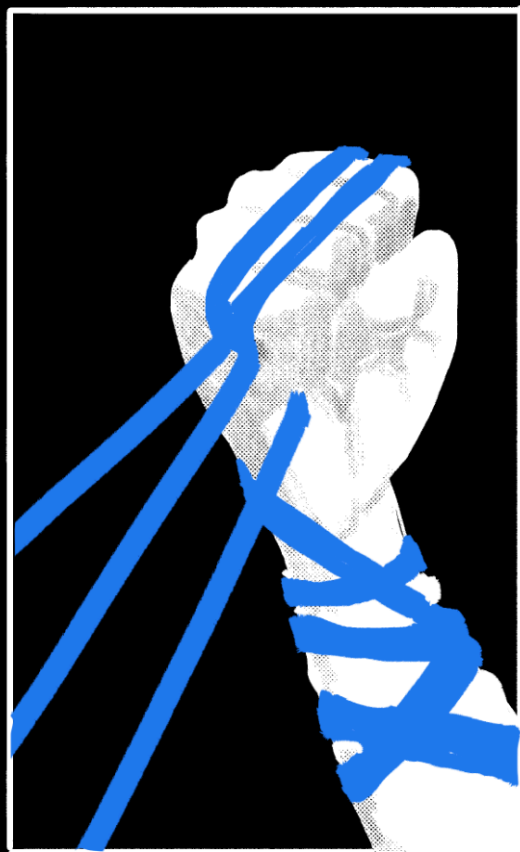
COPY

Summon, Adjacent, 1 scene

You create a temporary, exact copy of a human, or exorcist.

- This creates a doppelgänger: a simple, obedient clone, without much intelligence or ability to speak.
- You may give it simple instructions of one or two sentences, which it follows to the best of its ability.
- It dissolves into a pale sludge when the scene ends, when touched by anyone except you, or if it takes any harm.

This ability creates a copy of the target in its present state, including anything mundane a person is carrying or wearing. A doppelgänger cannot gain, use, or benefit from psychic powers and rolls just 1d6 to do anything.



BIND

With the will of a wielder, even Sins can be controlled, bound to specially prepared talismans in spirit form.

Code 864	Binding is an old but heretical art punishable by instant execution. Fortunately, CAIN provides an indefinite stay for binders that remain under its employ.
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SIN BINDING

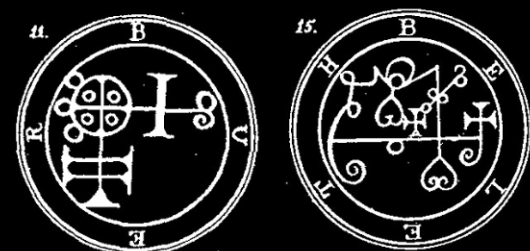
Passive: You have the forbidden ability to bind Sins. You have the obedient essence of a minor sin bound to you, under your control. The rules for it are on the bottom left of this sheet.

Your **Bound Sin** is animalistic in form and ability - you can determine what form it takes. It can understand language but cannot speak, and is invisible to humans.

It can follow you around at short distance, follow simple orders, and uses your skills to do anything. Its general capabilities are CAT 0.

If it takes any stress, it is banished for the remainder of the scene, however you can psychically absorb all stress taken for it instead to prevent this effect.

In a conflict scene, you may sacrifice your ability to act on your turn to allow your sin to act instead, giving it commands. Otherwise it doesn't act independently in these scenes.



FORBIDDEN SPIRIT

Self, 1 scene

You can spend a psyche burst to empower your sin for one scene. The next time it takes action for violence or physical force, it gains +1D. As part of this action:

- Once this scene, it can ignore any stress taken
- You can lift limiters on your spirit temporarily for a scene, causing it to undergo a monstrous transformation similar to its original form. It becomes a size equal to CAT and can easily move, lift, or throw object of an equal size.

SURRENDER

Charm, Self, until rest

You can temporarily fuse your sin to your body. Your body mutates slightly to accommodate this change, and you lose the use of your bound sin for the duration. Immediately manifest a temporary sin mark and roll for the ability, which you gain until you end this ability early or rest. You may gain 1 sin to re-roll the mark ability, any number of times, any time while this power is active.

If you hit sin overflow while this effect is active and successfully resist, you manifest the chosen sin mark permanently instead of rolling for it.

AS ABOVE, SO BELOW

HORDE SPIRIT

Self, 1 scene

You can spend a psyche burst to empower your sin for one scene. The next time it takes action for traversal or movement, it gains +1D. As part of this action:

You can transform it into the form of a vehicle or rideable creature for one scene. It can go about CAT speed, becomes partly visible to humans and has room for two passengers.

It can glide a short distance while in vehicle form, with or without passengers

HUNTER SPIRIT

Self, 1 scene

You can spend a psyche burst to empower your sin for one scene. The next time it takes action for tracking or observation, it gains +1D. As part of this action:

- It can now separate from you up to extreme range when released
- It gains the ability to fly and see and smell extremely well - it can also see in the dark and in the thermal spectrum, and clearly up to long range.
- You can concentrate, dissociating from your body, and becoming extremely vulnerable. While concentrating this way, however, you can use your sin's senses instead of your own. You can engage and disengage this effect at will for the scene.

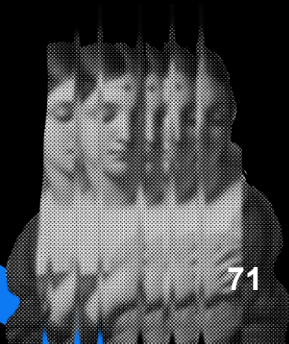
PRISON

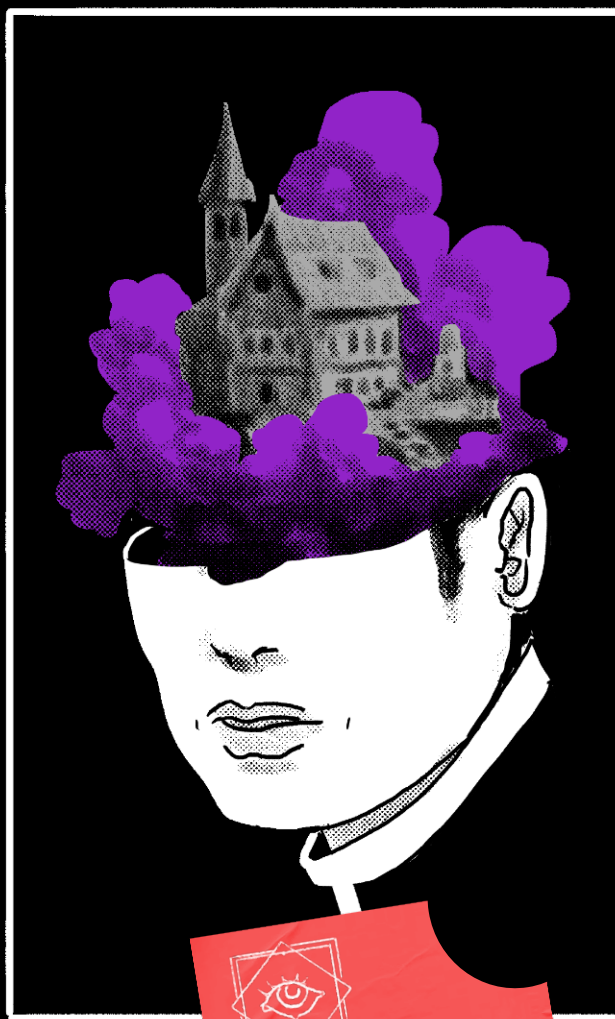
Summon, adjacent, Until Rest

You create an area drawn as a large circle, up to CAT area, choosing either to draw a regular prison or inverse prison. The prison takes a few minutes to activate and lasts until you rest

- A regular prison makes it impossible for Sins to leave while active. An inverted prison prevents sins from entering while active.
- Humans and exorcists can freely enter.

The prison can be broken by a determined sin, but has a 3 talisman for durability, taking stress like an execution talisman.





Corporeal palace manifestation by exorcists is still under investigation by TEMERITY.

CELLAR

Charm, Short, Instant

You can simulate situations inside your palace before putting them into practice in reality. You can use this power and roll to set up allies even if you are not physically present by describing the way in which you trained or prepared with them, or a psychic copy of them. Gain +1D on the setup roll.

PALACE

The contents of your mind are as solid to you as plain reality.

SANCTUM

Passive: You and allies you rest with can enter your psychic palace while resting. This improves the resting rolls of yourself and up to one ally of your choice resting with you by +1.

- The palace is a mental projection, a dream space that takes the form of a large home, residence, or mansion in a locale of your choosing. Walking off the premises merely returns to you the locale, and as a purely psychic phenomena, you can control its appearance and decor.
- Taking harm in a palace instantly shunts a person out of it, waking them up, instead of dealing them real harm. Visitors can leave any time.
- Entering the palace mentally requires only closing your eyes and concentrating, leaving your outside body defenseless and insensate. It can be done by you any time, and by your allies by resting with you, or with your powers

LIBRARY

Instant, Self

This power **does not take a psyche burst**. Your palace has a library of information from the psychic gestalt. When you wish to gather information on or investigate any subject, you can gain +1D on the roll by accessing this library. However, afterwards the Admin rolls 1d6 for each of the following:

- Is the information rare?
- Is the information forbidden in some way?
- Is the information pertinent to a powerful group?

For each '1', you take 1 stress as you read something disturbing in the library.

FOYER

Summon

Your palace has a tulpa, a psychic being that takes the form of a servant or butler. They are loyal to you, you can determine their personality and appearance. Though they are casually around the palace whenever you wish even without the use of this power, you can summon them with this power, choosing one:

- Have your tulpa aid you on a task related to research, crafting, or investigation, granting +1D on your next roll.
- Briefly manifest your tulpa outside your palace in short range as a real person, a mirror of their appearance inside your palace but dressed any way you like. They have roughly the capabilities of an average person (cat 0) and roll 2d for activities that a typical servant or butler could do and 0d for everything else. Any harm taken by them banishes them back to the palace.

BAR

Self, 1/scene

This power **does not take a psyche burst**. You have expanded facilities inside your palace for resting. If you describe how you let people who are resting with you take a load off, you can roll 1d3+1, and do one of the following, spending charges of the die you have just rolled per option:

- 1 charge: Erase 1 stress on one person
- 2 charges: Untick 1 tick on all hooks for a person
- 3 charges: Remove an injury

For each, describe a drink, snack, meal, or other form of relaxation or healing you are preparing for your guest.

PARLOR

CAT range, 1 scene

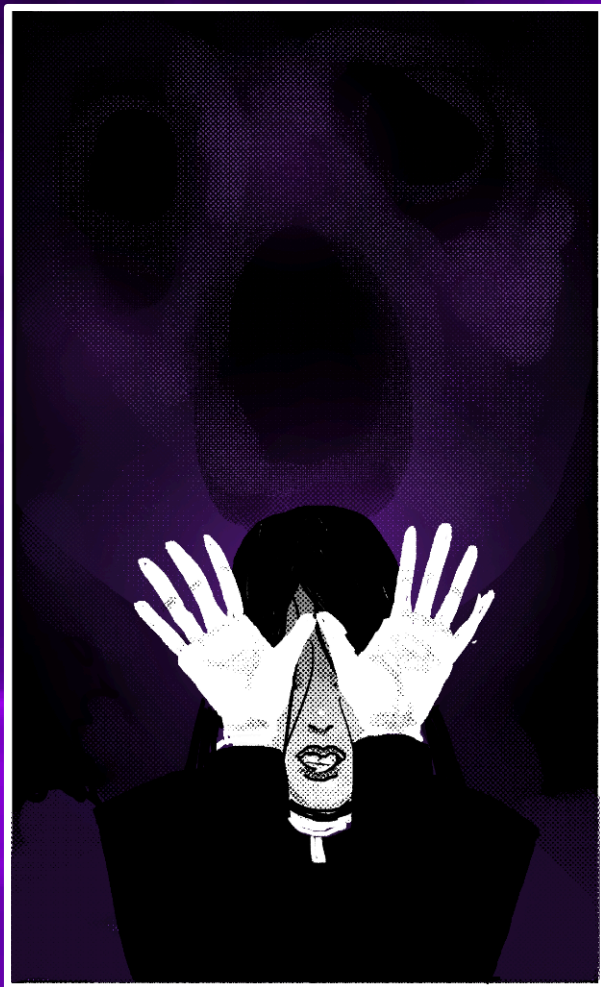
Choose a person in CAT range of you and speak their (real) name. You can bring yourself and their psychic shadow inside your palace, no matter where they are.

If that person is willing, you can choose to bring their actual psychic consciousness inside your palace, making them aware and remember what is going on while inside, as though in a dream. Their real body becomes unconscious and vulnerable. They can leave willingly.

You can instead bring a psychic double of a willing or unwilling person into your palace. They are not affected, but the double is a copy of their mind at the time of summoning. Any memories formed by the double will not transfer over. The double cannot leave until the scene ends.

A person or double summoned this way is not obligated in any way to behave differently than their original.

Gain or grant +1D on the next roll by yourself or an ally taking advantage of this power.



POSSESSION

Curse, Short, 1 scene

You can shunt your perception out of your body to possess a human, animal, or corpse (in good condition) you can see in range for a scene. Supernatural beings are immune this effect. Unwilling humans might require a rolling PSYCHE to possess successfully.

- While possessing another your real body is insensate and defenseless
- For humans and animals, you cannot force a target to harm itself or take action that would indirectly cause it to come to harm
- Actions that the target takes use your skills, but the target's body or equipment, which might change the circumstances

You are kicked out of the body if it takes stress

JAUNT

Slice the body and soul with a carving knife.



Jaunt users are the most likely of all exorcists to 'hollow' during sleep and leave an empty shell. This occurrence is very rare but its cause is unknown and it is 100% fatal.

GHOSTWIRE

Passive: You can join your mind telepathically with one other willing person you touch. While within long distance of each other, you can talk telepathically, and sense each other's ambient emotional state. This effect lasts until you use it again, until the other person becomes unconscious, or until you or the other person close the connection.

GEIST

Self, 1 scene

You can shunt your perception out of your body and roam for CAT+1 range, becoming a being made of purely psychic energy.

- While practicing this power, your real body is insensate and defenseless
- You can fly slowly, are invisible to those not psychically sensitive, and may pass through walls, floors, and objects easily while in this form.
- You cannot interact with or be affected by the physical world. You cannot use or benefit from your own psychic powers, but psychic powers or effects from others can still affect you.

If your form is destroyed somehow (by a supernatural force), you take 1 stress, this power ends, and you can't use this power again until the scene passes.

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

THREADS

Charm, Self, Until rest

You can sense the unseen world of traces of grace. Upon using this power, you close your eyes and can see through your eyelids the patterns the soul leaves in the environment.

- You gain the ability to see living beings, even through walls, for CAT range
- You can see the traces a sin or someone strong in grace such an exorcist leaves, like a faint trail of light through the air.
- You gain +1D on actions to track or locate living beings or traces of sins in the area. However, you cannot see any living matter (you are effectively blind) while maintaining this power, and find actions that rely on sight hard

This power ends when you open your eyes or when you rest.

PASSENGER

Curse, CAT range, 1 scene

You choose a willing target in CAT range, who must be able to either hear you (even telepathically) or see you. You pull that target's psychic presence into your body for the duration. Their body becomes limp, vulnerable and insensate. However:

- they now share control of your body with you, including all senses.
- You can surrender control of your body to them to allow them to make action rolls using their skills or abilities, but your body (gear, access, etc).
- You can set them up as normal or aid them on these skills.

They cannot use psychic powers while possessing you this way, and you suffer any harm or consequences from their actions.

DESECRATE

Summon, Adjacent, Instant

You can force a semblance of life into a corpse by touching it on the eyes. You may ask the corpse three questions, after which the effect ends and it becomes dead again. It also expires if the hour passes.

- You can't use this power on the same corpse more than once
- The power does not return life to the body, but accesses the body's memories. If the head or brain is missing, or the body lacks a tongue, etc, this power will not work as well.
- The corpse is obligated to answer truthfully, but can only speak to the realm of its knowledge and memories before it died. It may have only partial knowledge of a situation or may speak according to its own viewpoint.

Gain or grant +1D when you or an ally next acts on the answers



SYMPATHY

Humans leave impressions on everything they touch.
You can do more than touch.



**PSYCHOMETRY IS BANNED ON
CAMPUS - CASTLE REF 0094**

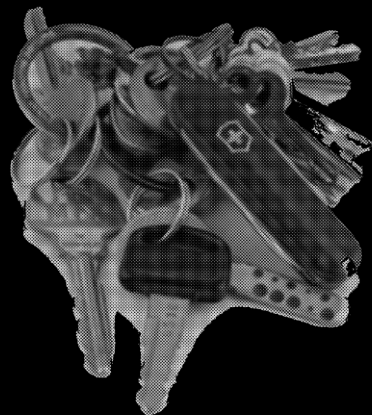
RESONANCE

Passive: At the start of the mission, roll on the resonance table. When you make this roll, 1d3, then 1d6, then check the resonance tables after this blasphemy entry. When you are making an action roll and you are using an item you are resonant with, you gain a +1D bonus. You can spend a psyche burst any time to roll an additional resonance. You can keep up to three at a time, and only benefit from one at a time.

Resonances

Roll 1d3, then 1d6

11 Phones	21 Balls	31 Ropes
12 Lights	22 Guns	32 Hammers
13 Knives	23 Mugs	33 Cars
14 Keys	24 Computers	34 Doors
15 Books	25 Shoes	35 Bags
16 Baseball Bats	26 Power Tools	36 Gloves



Bond

Self, 1 scene

For the scene, you can bond incredibly tightly with an item you are holding in one or both hands.

- You are now resonant with that item
- You can now use it as a cutting or bludgeoning weapon even if it wouldn't normally be a weapon. It has about the power of a regular mundane melee weapon, like a bat, baton, or sword.
- The item becomes virtually indestructible
- You can cause the item to recall to your hand, flying through the air, from within short distance

Psychometry

Instant, Adjacent

You can touch objects to remotely view their memories. You can view back a number of days equal to your CAT. Roll PSYCHE, then ask a question plus an additional question per success. Gain +1D when next acting on the answers.

- Where has this object been?
- Who has touched this object?
- What has this object been used for?
- What else is this object connected to?

Memories of an object are impressionist and and imprecise, and they are only usually 'aware' of their very immediate surroundings.

Amplify

Summon, Adjacent, 1 scene

You can expand the mundane properties of a regular non-weapon item to extreme levels. You touch a mundane object up to CAT size. For the scene, you automatically have resonance with it, and its properties are enhanced to extreme levels, as if they were up to your CAT in scale. For example:

- A car's speed, handling, and resilience
- A light's brightness and intensity, and the area it illuminates
- A door's ability to lock and withstand force

This can easily affect the difficulty and risk of rolls.

Diplomacy

Instant, Short

You make a simple request of an object as if it was a person, or ask it a simple yes or no question.

For example, you can ask a door to open or hold shut (even if it couldn't normally lock, or you don't have the key), a computer to turn off or find information for you, or a car to turn on without a key or drive by itself.

If you need to make a roll for this, roll PSYCHE or use a **social action**, such as negotiation or authority.

You can affect objects up to CAT size with this. Objects asked questions can answer only with yes or no answers and can't actually vocalize.

Alliance

Summon, Short, 1 scene

An object up to CAT size in short range can now take action to set up an ally, rolling 1d6, or PSYCHE if you are resonant with that object. The object can take or cause consequences as normal from these actions.

Allies have to be able to interact with it or use the object to gain its benefits. The object doesn't gain the ability to actually move or animate in any way, but fortune simply bends around it.



KIT EXPANSION

The following section contains items all exorcists are licensed to purchase with CAIN scrip ■\$■.

Purchased items are permanently available for an exorcist's kit during deployment on a mission, and can be pulled out by spending **kit points**.

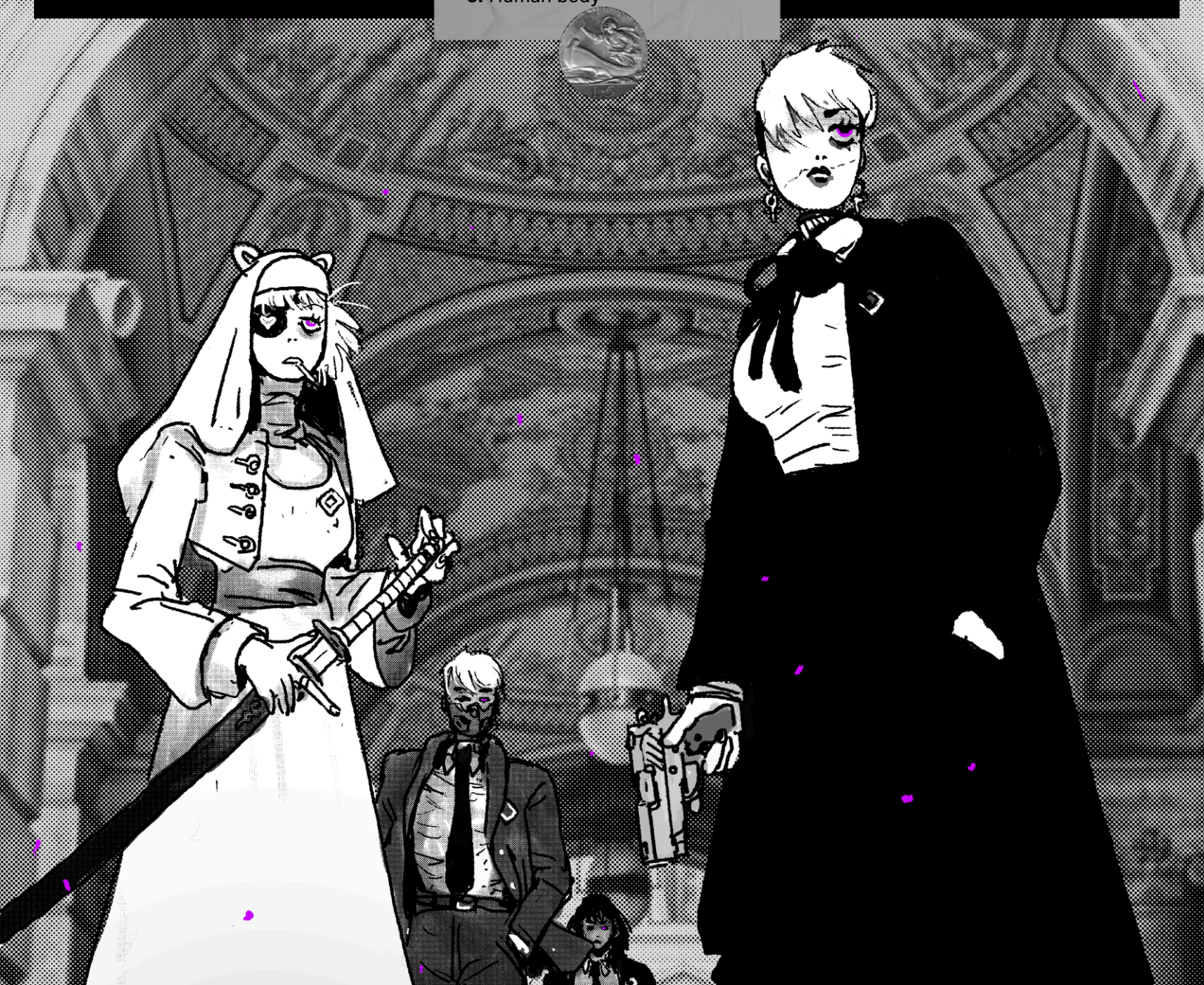
Scrip can only be spent between missions. Unless an item is consumable, it can only be purchased once at a time.

You can use the following guide when estimating or improvising the kit cost of items or objects:

- **0:** Very small items or personal effects that could fit in a coat pocket, like a pen or wallet
- **1:** Small item that could fit in a hand
- **2:** Item that requires storage or both hands, such as a firearm, melee weapon, etc
- **3:** Very large item that is heavy, has to be carried, etc, such as a full backpack, two handed weapon (rifle, sledgehammer, etc), portable generator, medical bag, etc
- **5:** Human body

Items also have tags:

- **Consumable:** Once used, this item is gone forever. Multiple copies of it can be bought.
- **Conspicuous:** This item is obvious
- **Focus:** Using these items requires focus to use. It can't be used while performing any other activity or if under duress.
- Items may also have range tags (adjacent, short, long, extreme). An item can only be used within the listed range.



AESTHETICS

Aesthetics have no mechanical benefit. All are 0 KP.
CAIN dress code is tightly regulated (see CASTLE doctrine c9800)

<p>Service Uniform 0 ■\$■</p> <p>Free standard issue service uniform, including sash, shoes, and buckle for cape. Not tailored to fit. Shoes are recycled.</p>	<p>Issue Uniform 1 ■\$■</p> <p>Issue Cassock or habit. Tailored to fit. Made of very fine material, comfortable. Includes optional head or face coverings for modesty.</p>
<p>Comfortable shoes 1 ■\$■</p> <p>Shoes sized to fit. Production based on availability.</p>	<p>Suit 3 ■\$■</p> <p>High quality tailored suit. Only available to CAT 2+ exorcists.</p>
<p>Casual Wear 4 ■\$■</p> <p>Sanctioned casual wear that can bypass CAIN dress restrictions when off-duty. Strictly not for mission wear. Only available to CAT 3+ exorcists.</p>	<p>Formalwear 6 ■\$■, Conspicuous</p> <p>Sanctioned formalwear for organization events. Finely tailored. Not approved for field use. Includes allowances for jewelry. Only available for CAT 2+ exorcists.</p>
<p>“Well” overcoat 4 ■\$■</p> <p>Overcoat that fits over all uniforms. Weather resistant, tailored and extremely high quality. Some customization options. Available only to CAT 4+ exorcists.</p>	<p>Dress uniform 3 ■\$■</p> <p>Formal uniform including half cape, originally for ceremonial event wear. Available only to CAT 3+ exorcists.</p>

COMFORT / CAREER

Personal allowances pursuant to CASTLE doctrine c9880.

Living Quarters Expansion 6 ■\$■ <i>Kitchenette, choice of two pieces of furniture. Window.</i> Gain the benefits of resting, once, without passing the hour during a mission.	Private Room 8 ■\$■ <i>Room available only for CAT 3+ exorcists.</i> +1 max stress.
Visitation rights 12 ■\$■ <i>Expanded leave rights to visit potential family or relations, under observation.</i> +1 max injury	Relaxed Grooming Guidelines 6 ■\$■ <i>Allowances for different hairstyles that exceed CASTLE restrictions and makes small allowances for jewelry or makeup.</i> +2 sin overflow cap
Improved meal plan 4 ■\$■ <i>Move to the 'B' meal plan.</i> +1 max KP	Sanctioned indulgences 1 ■\$■, Consumable <i>Small personal indulgences, sanctioned by CASTLE. Cigarettes, coffee, candy, chewing gum, spending money.</i> Use to roll an extra resting die when resting.
Leave of Absence 15 ■\$■ <i>You are allowed one week off a year with some travel allowances.</i> You gain +1 max stress, +1 KP, and +1 sin overflow cap.	Pieces of Silver 44 ■\$■ <i>You are permitted to retire from exorcism. The work continues. You may work at CAIN in one of its many branches in an administrative capacity for the rest of your life, with potential opportunity for advancement.</i>

Availability may affect choices.




POSSESSIONS

Sanctioned or unsanctioned allowances for personal possessions, often assembled doing odd jobs in off-duty work. Some items are collated in a kit. You can spend 1 KP to pull out anything on a kit list once you have access to it.

Co de	NAME	COST (■\$■)	DESCRIPTOR
N 5 5	CELL PHONE	1	Personal cell phone. Pay 3 ■\$■ instead to have one with more options and internet browsing available.
N 7 0	CASH CARD	1	Card that works with most currencies with pre-loaded allowance for mundane world purchases. Never enough to buy anything major.
K 4	CLERICAL KIT	4	Focus. Official kit of exorcists performing clerical or research duties for senior CAIN staff. Spend 1 KP to pull out one of the following: Hard copy of a SEER archive almanac (2 KP), good quality eyeglasses, a few good pens, thick binder, local area history notes
K 8	CLEANER KIT	4	Conspicuous. Official kit of exorcists performing cleaning duties in their off-time, tasked with cleaning up the aftermath of other hunts. Odious work Spend 1 KP to pull out one of the following: Stain and waterproof overalls, gas mask, heavy gloves, antitoxin (2 KP, 1 charge).
N/ a	DELINQUENT KIT	3	<i>Unsanctioned by commissary, mostly black market.</i> Spend 1 KP to pull out one of the following: Pocket knife, lighter, boot knife, pack of various cigarettes, hair pins, hair grease.
K S 9	DRIVER KIT	8	Conspicuous. Allocated with approval You have good quality driving gloves (1KP) and access to a car on missions. The car has a 4 talisman for harm and can fit four people comfortably. If it's totaled, you are docked 2 scrip for a replacement.

See manual for codes.

Page 1

Co de	NAME	COST ()	DESCRIPTOR
K 5	FIELD KIT	4	Conspicuous. Official kit of exorcists performing field monitoring work. Spend 1 KP to pull out one of the following: Waterproof notebook, all-weather cape, good boots, survival food, tent and sleeping bag (3 KP), optical scope
N/ a	JUNK KIT	3	Conspicuous. Scrounged in parts. Spend 1 KP to pull out one of the following: Rubber bands, wiring kit, good pen, chewing gum, screwdriver, tape, c-clamps, crowbar, dented toolbox
K 5 1	MONITOR KIT	4	Official kit of exorcists working as monitors in its storage facilities Spend 1 KP to pull out one of the following: Two way radio, heavy duty flashlight, shock baton, cap, flash bang grenade (2 KP)
K 5 9	MORGUE KIT	4	Focus. Official kit of exorcists performing forensic work on the classified bodies of mundane humans brought into CAIN facilities. Some have been affected by terrifying forces and require memory wipes post work. Spend 1 KP to pull out one of the following: Tweezers, compact magnifying scope, scalpel, sample collector, antitoxin, compact breathing mask, wet wipes.
K 4 5	PORTER KIT	4	Conspicuous. Official kit of junior exorcists working as porters in its cavernous internal facilities Spend 1 KP to pull out one of the following: Sturdy backpack, foldable ladder, pitons, ice pick, 30ft of good quality cord for securing cargo, flashlight
K 3 6	STUDY KIT	3	Official kit of students of all ages continuing their education in school facilities while on-job. Spend 1 KP to pull out one of the following: Electronic dictionary, translation guide, local map, pencil case, notebook, textbook on a relevant subject (2KP)
T 1 2	WARDEN KIT	3	Official kit of junior exorcists working as door watchmen for extremely sensitive TEMERITY facilities built to contain forces beyond human comprehension. Highly vetted. Spend 1 KP to pull out one of the following: Holy text (2 KP), prayer beads, standard issue great dagger, suicide pill, scented oil, antique censer.

OCCULT / MEDICAL

Items cultivated by TEMERITY for field use.

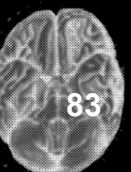
 Overuse can lead to  (see manual C788)


**!!APPROVAL REQUIRED
OBJECTS MAY BE
CURSED!!**

	Clippoth 2  , 1KP, Consumable Cursed fruit of the Ymir tree. Crush to regain 3 psyche burst.		Green Herb 2  , 1KP, Consumable, Focus Consume to heal 1d3 stress
	Red Herb 3  , 2KP, Consumable, Focus Consume to heal 2d3+1 stress		Adrenal Pill 2  , 1KP, Consumable Consume to heal 2d3 stress, then reduce max stress by 1 for the rest of the mission. Can be used while under duress.
	Seed of the Ymir Tree 4  , 2KP, Consumable During a rest, you can spend two resting dice to heal an injury, removing it.		Black Blood Medicine 4  , 2 KP, Consumable Consume on a dead exorcist that died in the same scene and has a (relatively) intact body to revive them. They come back with 2 injuries. All actions are hard for them until a rest.
	White Body 2  , 1 KP, Consumable Condensed sinseed of a large sin. May break to clear an affliction.		Black Body 3  , 1 KP, Consumable Condensed sinseed of a large sin. Can be broken to lower sin by 3d3, but permanently lowers sin overflow cap by 1.
	Cursed Salt 2  , 1KP, Consumable When spread over a room sized area, prevents humans from entering until pressure increases.		Ambrosia 4  , 2 KP, Consumable Consume to gain 1 max and current psyche burst. Effect does not stack and lasts until the mission is over.

Ref 0994

As above, so below



WEAPONS

Arsenal of weaponry machined and maintained by CASTLE armory services. Some improvised in the field.

You may choose the aesthetic of your service weapon. **They start at CAT 0.** You may **upgrade both of them by +1 CAT** by spending **3 scrip**, to a max of **CAT 3**.

All these weapons have been lovingly used to kill sins.

THE HUNTER LOVES NOTHING



SIN MARKS

1. EYES

Typical Appearance or Manifestation: Black or altered sclera, white iris, split, slit, or duplicate pupil.

1. You can see clearly up to extreme distance, as if you could 'zoom in' your vision
2. You can see through walls and nonliving matter in short distance
3. When closed, you can sense the ambient emotional state of nearby humans or exorcists. Once a mission, gain +1D or power when acting on this.
4. Once a mission, you can momentarily paralyze a human by merely looking at them. The effect lasts until you break eye contact, a minute passes, or either of you suffer stress.
5. You can see clearly in the dark and are unaffected by darkness, weather, or obscurity.
6. Gain +1D to Surveillance. This could put you up to 4D.

Roll 1d6 for mark, then 1d6 on that mark for ability. If you gain a mark from a source other than sin overflow, you must still randomly roll for the ability.

- If you have a mark already and roll it again, the mark evolves, granting it a new ability (re-roll duplicates).
- If you roll a '6' for a mark, you can choose which one, then roll for the ability as normal
- You increase your resistance rolls and lower your sin overflow cap by 1 for each sin mark you have.
- Sin marks can affect whether rolls are hard or risky, and some grant bonus die or special abilities

2. JAW

Typical Appearance or Manifestation: Split or extended jaw, pharyngeal jaw, fangs, black tongue, viscous saliva.

1. You can spit black venom up to short distance. It's a mundane ranged weapon with about the same effectiveness as a pistol.
2. You can gain 1d3 sin to re-roll any roll requiring speech, taking the second result as final.
3. You can whisper short messages into the wind of 6 words or less that a target of your choice can hear in their ear within long distance. The target cannot reply.
4. You gain +1D when negotiating with, commanding, or convincing humans
5. Once a mission, you can give a short, one word command to a human, who then immediately attempts to follow it to the best of their ability. Humans will not obey obviously harmful commands.
6. Gain +1D to Authority. This could put you up to 4D.

3. BACK OR CHEST

Appearance or Manifestation: Spines, lesions, skin discoloration or warping, rapid regeneration, hardened or loose skin or scales, vestigial wings, extra ribs.

1. You can roll an extra resting die while resting. If you do, gain the same amount of sin.
2. You no longer need to breathe. You are no longer affected by mundane toxin or poison. You cannot become intoxicated by alcohol.
3. Gain +1 max KP.
4. You have a chance of ignoring any injury (roll a d6, ignore on a 6)
5. Automatically erase 1 stress when pressure increases.
6. Gain +1D to Conditioning. This could put you up to 4D.

4. ARMS OR HANDS

Appearance or Manifestation: Claws, split hand or harm, extra arm, twisting skin or muscles, discoloration, extra fingers.

1. You can gain 1d3 sin when performing a feat of mundane physical strength to increase the CAT up that feat up to CAT 3.
2. Once a mission, you may merge any single mundane weapon or item you could hold into your flesh, able to conceal or produce it at will.
3. Once a mission, you can dissolve all non-living matter in a cube about the size of a room into a black sludge with a touch of your third (ring) finger.
4. Once a mission, you can gain 1d3+1 sin to morph your arm or hand into a melee weapon for a scene. It is a supernatural melee weapon and has normal effectiveness against sins.
5. You can re-roll any force or interfacing roll, taking the second result as final. If you do, gain 1d3 sin.
6. Gain +1D to Force. This could put you up to 4D.

5. SKIN, HAIR, OR LEGS

Appearance or Manifestation: Major discoloration or bleaching, transparent skin, warping of gait, digitigrade or multiple legs, patchiness, change in hair color.

1. You can gain 1d3 sin to leap up to an object CAT size in height without rolling. You can do this as part of an action roll.
2. While touching them with your bare flesh, you can climb or walk on walls as though they were flat surfaces
3. You have +1D when running or sprinting on open ground, such as a road
4. You can gain 1 sin during an action roll to glide a short distance through the air as part of the action. You have to start at height to gain this benefit.
5. You can gain 1d3 sin to go completely invisible to mundane perception for the duration of an action roll.
6. Gain +1D to Covert. This could put you up to 4D.

6. CHOOSE



RUNNING CAIN

This section is mostly for the player acting as **Admin** who will be running the story of the game, the investigation, the Sin, and all the NPCs. Players who are not planning to act as Admin may also wish to skim through it, but should avoid the Sins section if they want to keep certain information a surprise.

SAFETY FIRST

CAIN contains numerous references to and implications of abuse, self-harm, trauma, and mental health crises. By default the game is about untangling the **traumatic events** that have led to a sin's birth, which requires engagement with that history. For this reason, CAIN **might not be a good fit for your table**, you, or your players.

It is critical if you are the Admin and are planning on including any of these topics in an investigation that you handle this with care and **specifically discuss your intentions with your players** beforehand, and respect any boundaries or requests that your players make of you. There are numerous safety toolkits available online that can be helpful for running games like this, but for a simple start I recommend the following

- Without discussing specifics, ask your players, based on their comfort level (this can be done in private), topics that should be omitted from the game. Then **respect that boundary**.
- If a player ever is experiencing discomfort for any reason during a game, **pull back and pause**. Ask the table, without discussing specifics, whether they'd like to continue or whether they would like to skip past the current sequence of events, no questions asked. Then **respect that boundary**.
- **Have a tone discussion with your players** before even starting a game. Ask what players want out of the game, what topics they are interested in exploring, and what topics they are interested in avoiding - these don't even have to be potentially objectionable topics.

References to these topics in game are kept vague for a reason. You are free to adjust their importance and representation here as you like.

PRINCIPLES AND TIPS

Here are some basic principles I think the Admin should try to follow when running a game of CAIN that will help the game run smoother.

1. Put the fiction first: CAIN is a story-forward game. The fiction (do you have a gun or bare, broken knuckles? Are you standing in the dark waiting for an ambush or out in the open?) is an important part of playing the game and helps determine the circumstances around rolls. The Admin uses these cues to adjudicate rolls, making them hard, risky, or giving them extra dice. Small details like whether you are tired or how you feel about a situation can become important!

2. Only roll when necessary: Roll when the situation is tense, unclear, or contested, and let the game flow otherwise

3. Be a fan of the players: The Admin should be a fan of the player characters and try to view the playing of this game as a collaborative storytelling experience - not as a competitive one. The players are the main characters of the story, and they should get the spotlight and a chance to shine. If a player failed a roll, it's not because they were incompetent - circumstances just weren't on their side. Take opportunities to let characters shine and show off.

4. Make information available: Make information available to the player characters wherever possible, unless hiding it would create interesting tension. If a character hunts for certain information that will progress the story, just give it to them. This is especially important in an investigative game, where the tension comes from connecting the dots and not finding every little piece of the puzzle. Don't bog down the investigation by hiding information behind rolls - reward player curiosity!

5. Respect player initiative: Don't be afraid to push things along if the story is slogging, but never do this without giving your players an opportunity to do so first. Offer them chances to change a situation, take action, or reach a desired outcome.

6. Don't be afraid to pull things back: Pull back from in character conversations and have them out of character if things feel like they are getting stuck or a conflict is arising between players or players and the Admin that needs mediating. Feel out the situation and ask the players (and characters) what they want before diving back in. Letting mediation take place directly between players can be a more comfortable place for a conversation. Often times things can be done quickly 'off screen' or out of character that aren't important to play out in game. Don't feel the need to do everything in character - there's no audience watching!

7. Put player safety first: Always respect player safety and never cross a boundary that a player has asked to be respected. Set enforceable and consistent safety rules for your game and make sure they are clear to all players.

Inter-character conflict

Characters might sometimes get at odds with each other, especially if their worldviews or belief systems clash. In such a case, it's important to first make sure the conflict is **between characters**, and **not players**. Then, pause the game and pull back, then do the following negotiation:

- Out of character, ask each player what their character wants out of the situation, and if they are willing to compromise once they've heard the other party's desires. Sometimes hearing this can help players realize their characters are willing to concede or don't want something as badly as they thought.
- Take suggestions for offers that would help resolve the situation.
- Then, bring it back in character and play it out.

If characters are truly at odds, it can be helpful to remind players that the tone of the story is one where characters **have to work together** - perhaps by necessity more than desire, and whether it's worth continuing a character whose basic desires and needs are so out of line with their group. It might not be an enjoyable experience moving forward!

If players are still at odds and both still want to resolve a conflict, they can make a **roll off**. Importantly, they **both must agree to a contest**.

- Each party names what they want out of the situation. Then they each roll 1d6, describing their characters actions. Exorcists of the same category are generally regarded as equally matched in skill. This roll cannot be modified in any way.
- The winner of the die roll gets what they want out of the situation, the loser must cede it. If there's a tie, the exorcists clash and pull back and there is no winner or loser. They must decide whether to roll again or concede to each other.
- Exorcists **can never physically harm another in game terms**. An exorcist that gets into a fight with another may inflict pain or injury in the narrative, but it has no effect on an exorcists in game terms, such as stress, afflictions, or injuries.

Setting, Tone, and Intention

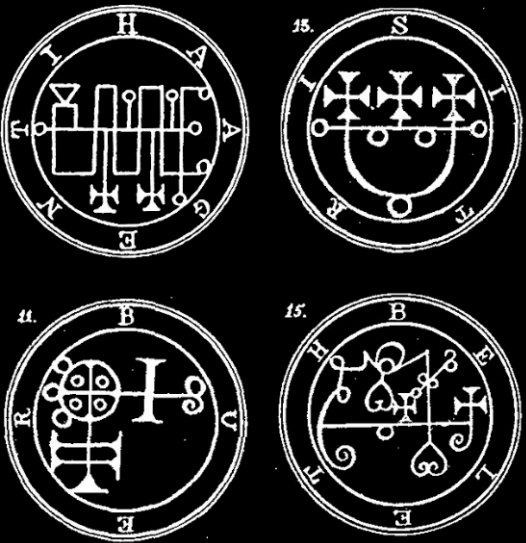
CAIN was written mostly because I wanted a 'monster of the week' style investigation game married with the tone, styling, and pacing of supernatural battle shonen anime and manga.

Here are some of its influences

- **Anime/Manga:** Chainsaw Man, Jujutsu Kaisen, Bleach, D Gray Man, Akira, Neon Genesis Evangelion, Hellsing, Mob Psycho 100
- **Video Games:** The Persona series, XCOM, Silent Hill, Resident Evil
- **Music:** Vaporwave/Barber Beats, the music videos of Norbert Crowfield
- **Movies:** Nearly any horror movie

And here's some of its quirks:

- CAIN is very investigation/episodic focused - what can go on between investigations might as well (and probably should) be freeform role-play
- I foresee a 'campaign' of CAIN lasting probably ten or less sessions, at least to see a few sins or uncover some larger plot. People that develop a good game might want to push their exorcists all the way to category 5. It's certainly not something I see people playing for years.
- You will notice that base level exorcists deploy in uncomfortable shoes and a cassock, missing even basic necessities such as money or cell phones. This is by design.
- By default Exorcists don't have many uses of their powers, psyche burst being a fairly precious resource, and fighting sins hard using mundane means. They are therefore incentivized to dip into sin, an uncomfortable tension that I hope will create drama. If the Admin finds this tension too much, they can increase psyche burst to 4, or adjust sin overflow cap higher, or make it so sin is fully cleared after a mission.
- Exorcists can choose to confront a sin right away if they find it, without uncovering the sin's traumas. However, finding traumas both does damage to the sin and makes the fight much easier, so my intention is both investigation and combat are weighed fairly equally.



Tone

The tone of the game by default is pretty brutal and oppressive and can be fairly lethal. The Admin by all means doesn't have to stick to what's in the book. CAIN operates by the following basic tonal rules:

- The exorcists are treated as weapons, not people. They are as much prisoners as they are valuable assets.
- The exorcists all have some kind of internal strife that drives them forward
- Agendas will clash with each other, not everyone will agree on the path forward
- Bodies and minds mutate, change, are twisted and affected in the course of the work
- Confronting trauma in its most literal sense is the main work of the exorcists

You can change these at your table as needed.

Filling in the details

Here's a few useful questions The Admin can ask themselves and players to fill details in in your version of CAIN:

- Who is in charge of handling the exorcists? What does their deployment look like? Who are their points of contact?
- What is CAIN potentially hiding from the exorcists?
- How does CAIN style itself? What do the corridors of a CAIN facility look like?
- What does it look like when someone manifests a sin? What do sins look like in your version of CAIN?
- Who are the exorcists? How were they recruited? What is their history with each other?
- What is each exorcists's biggest fear? Their biggest desire?



Calling for rolls

CAIN is intended to be played, like many other narrative games, in a style where **rolls are only made when the game is in moments of uncertainty, elevated stakes, or elevated tension.**

A good rule of thumb is to **only roll if you want to find out what happens next** - and don't roll at all if the outcome is already clear. This includes things that might normally be tense, like getting into a fight. You can always refer to CAT or the exorcists' abilities to judge this. For example, a CAT 5 exorcist with the Vector power can probably throw an 18 wheeler truck or a small building around. You can imagine all kinds of situations that would not be an issue for someone with that kind of power.

When calling for a roll, the Admin doesn't call for a specific skill to be used (though they are free to suggest one). Players choose the skill they are using and assemble the advantages they want on the roll. The Admin can adjudicate:

- whether a roll is hard, risky, or impossible
- whether advantages can apply to a roll
- the consequences of a roll on a failure or mixed success

Rolls should be creatively assembled when possible, improvising based on the situation. Players may **often gain more advantage dice than they have dice from skills.** This is by design, as it allows players to change their approach and use their abilities and creativity to get through situations. Always allow players to negotiate or even back out of rolls so rolling feels fair and on good terms.

Using Category

CAT is a shorthand for the narrative scale of powers and supernatural forces. It serves two purposes:

- It can be easily referred to when an exorcist wants an answer to the question 'Can I do that?'
- It can also be a good reference for whether a roll should be hard, risky, impossible, or even required at all. To restate: tasks are usually hard if they are higher category, or impossible if they are three categories higher. The same goes for lower (easier if lower category, probably not a roll at all if three or more).

General mundane capabilities of exorcists are usually CAT 0. CAT is not so strict and has some leeway for interpretation. Generally I view it as the following scale:

- 0: SMALL/HUMAN SCALE
- 1: ABOVE AVERAGE/EXCEPTIONAL HUMAN
- 2: LARGE/ROOM OR SMALL GROUP SCALE
- 3: VERY LARGE/VEHICLE SCALE
- 4: MASSIVE/BUILDING SCALE
- 5: OVERWHELMING/BLOCK SCALE
- 6: EPIC/NEIGHBORHOOD SCALE
- 7: CATAclysmic/TOWN SCALE

Powers from blasphemies scale up in specific ways with CAT, and the powers and abilities of Sins can refer to CAT as a shorthand. When in doubt, bend these categories if it suits the tone of your game.

Talismans

Talismans are this game's versions of task trackers. You may have seen them in other similar narrative games in the form of clocks. They're only talismans here because it fits the tone better.

The general rule is to set out talismans if you want to track a **complex task**, if you want to **track a project**, or if you want to **track the progress** of something. As a shorthand, set out a talisman if you think a task or activity is going to take **more than one roll to accomplish.**

Talismans are useful generally because they provide a clear goal and end point of an activity. Exorcists know that when they roll on a talisman, they are making concrete progress towards something, therefore talismans should always be public knowledge, and what they represent should always be resolved by filling up the talisman (positive or negative).

Here's a few tips about them:

- Exorcists will usually score somewhere in the neighborhood of 0-2 successes on them. Therefore you can expect short talisman (2 segments) to take one or two rolls. Use this as a shorthand for how much rolling you expect on a task.
- Always write talismans as descriptive, not proscriptive - let exorcists figure out how they want to make progress on them
- Rolls on talismans that don't fill them out all the way represent **partial progress** on a task, and can be narrated as such. 'You get partway up the wall, but you're out of handholds. You'll need an extra push or a new approach to continue climbing the wall!' 'You catch up with the fleeing man and corner him, but he still has a small chance to dart away.'
- You shouldn't put out talismans for every task, just the ones that look like they are going to be a little more complex. Most things should just be done in **one roll.**

The most common talismans are execution talismans, which track the physical health and condition of both the exorcists and their opponents. There is also the tension and pressure talismans. Here's some other ways to use talismans:

- Set racing talismans out for a degrading situation, maybe as a complication in a fight. In this situation, exorcists are trying to fill up one talisman before another one fills up, slashing the bad one each time they take an action, or extra as a consequence for failure. For example:
 - the house is falling apart and crumbling off of the cliff, in a few more minutes it will fall completely into the lake. Can you finish the fight in time?
 - the survivors are under attack and being massacred one by one. Can you rescue them in time?
 - reinforcements from the paramilitary group are about to arrive. Can you unlock the vault in time?
- The same works for a chase scene or a stealth scene: set a talisman out for the pursuer and the pursued, or one for an alert level and a stealth goal. Fill one out when the players take action, and the other (negative one) automatically when rolls are made, or extra on failure.
- You can set out a talisman to represent someone's attitude towards the exorcists, with adjustments made based on their actions (higher values, better attitude and vice versa).
- Talismans can be used to represent supplies, medicine, reinforcements, or some kind of limited resource, adjusting slashes when this resource is used up.
- Talismans can be used to represent long form projects or investigations, maybe those that would last from hunt to hunt, or something that tracks a meta narrative. For example, a talisman could be used to track the exorcists' status within CAIN, or their investigation into a secret organization, or their work on a hideout.



Getting a feel for using progress trackers like talismans can really help control the flow and pacing of a game like CAIN. You can use them at both the very small scale of gameplay (the moment to moment action, like a fight) and the very large scale (long term projects).

CREATING INVESTIGATIONS

CAIN is centered around **investigations**, where the exorcists are dispatched to look into the emergence of a sin, unraveling the mystery of its birth along the way. Each investigation culminates in a **climactic fight** in a warped, extra-dimensional space against the sin itself: a supernatural entity made of rampant psychic power and human trauma.

Writing an investigation is primarily the work of the Admin. An investigation can be tricky to run, unlike other role playing games, since they are typically more open rather than linear, and players are chasing clues and information that must be spread out and kept secret to maintain tension, but also has to be relatively available to players to move the story forward.

Here are some basic tools for writing your own investigation that will help keep things moving at a core level, and let you structure investigations in a way that is clear and productive.

THE MOST IMPORTANT RULE

The number one rule to follow is: If exorcists go looking for a critical piece of information, **give it to them**. Otherwise, tell them **where, what, or who they will need to find to get that information**. In other words, if they don't know exactly what they need to know, they should always know how or where they can get their hands on it. Following this rule can stop investigations from stalling out!

Starting hooks

To start writing an investigation, the Admin can look to the following:

First, **look to the sins themselves**. Since each investigation centers around the emergence of a sin, looking at their abilities, themes, behavior, and origins can help spark an idea. Reading through the sin sheet can also provide inspiration for inciting incidents. Look at the sin's trauma questions and see if they create a story for you, as you'll have to answer them anyway.

Second, **think about something terrible that could happen to someone**. Sins are always born from trauma, and can manifest post mortem. Here's a quick list of easy hooks, and some follow up questions:

- The host was murdered (why? by whom?)
- The host lost someone close to them (through sickness, accident, or something worse?)
- The host has been suffering at the hands of another (a boss? a classmate? a partner?)
- The host experienced a crushing loss (failing out of school, losing a home, getting fired, being romantically rejected, all the above?)
- The host suffered a catastrophe (illness or accident, and what?)
- The host was forced to give up on a dream (who or what?)

Third, **the Admin can look to media for inspiration**. CAIN was written with the pacing of battle manga and horror movies in mind, where tension slowly builds into a climax. Check out the inspiration media or nearly any horror movie and think about how they build a story.

Here's some more specific **example hooks** for you to use or modify as a starting point using the above:

- The sin host was a boring but doting father who had just bought concert tickets for his daughter. He missed a train from the city and decided to walk to the next station, was robbed and shot when he refused to give up his wallet with the tickets. The perpetrators panicked and dumped his corpse in a drainage canal, where it manifested a Hound sin, hellbent on hunting its killers (and random passers by).
- The sin host, a successful financier, lost his wife to cancer when she was only 30 years old. She wanted children with him but he wanted to wait on his career, and feels immense guilt at delaying her decision. His grief manifested a Lord that created a kingdom at his workplace, transforming a 30 story skyscraper into a palatial tower where his many figment-children are overseen by a cadre of monstrous and overbearing nursemaids.
- The host is an animator at an indie video game studio who is suffering from crushing amounts of work, regularly working 100+ hour work weeks and sleeping at the office. She began to dream about an accident so terrible it would save her from her brutal workload, and manifested a Centipede sin that caused an outbreak of monsters, causing a catastrophe that immediately killed dozens of people and created a five block quarantine zone in a downtown shopping district.
- The host went to a prestigious college, but failed mid-way through the first year as she was distracted by partying. Unable to bring this news back to her distant, strict, and wealthy parents, she remained in her friend's college dorm feigning attendance, spiraling into a deep depression, and manifesting an Ogre.
- The host was in a random car accident that left them paralyzed below the waist, in a wheelchair, and in a long and painful process of recovery. Their only refuge during this long ordeal was online window shopping - looking at things they could not afford due to the heavy medical bills. They manifested a Toad sin masquerading as a delivery driver who began to gather the things they desired while the host

was sleeping.

- The host dreamed of becoming a DJ and music producer, but never made much money. When their overbearing and controlling partner landed a prestigious and well paying job, they were forced to stay home and become a homemaker instead of 'wasting' time and money at auditions. They manifested and fused with an Idol sin that allowed them to slip away at night, become a legend of the local nightclub scene, and gaining a cult.

Structuring an investigation

Here's a quick and simple way to structure an investigation. You'll need a sheet of paper or a set of note cards and something to write with.

First, assemble your **critical information**. This is the following:

- The basic hook or inciting incident. What drew CAIN's attention? Who or what called the exorcists here?
- The sin's host, their status and identity
- The sin itself
- The answers to the sin's three trauma questions
- Where the sin's palace is located

Then, assemble your **secondary information**. This is any person, place, or thing that is connected to a piece of critical information. You don't have to go in great detail here, just write out the basic connections or details. Write in people, locations, evidence, objects, recent events, interlopers or foes, potential obstacles, etc.

Then, you can **connect any of these pieces of information as you see fit**. Draw in the **direction** of information. You can draw this out with note cards or on a piece of paper if it helps and draw actual physical connections between them. I like to visualize it like a map. You can even make an actual map of the investigation area, drawing in locations as you go.

CRITICAL INFO

SIN: OGRE

name: THE JAILOR
form: I
CAT: III

HOST:

- Frank Matsuda
- Gambling addict, accountant
- Ashamed of his debts, wife doesn't know
- Debt grew so huge, he got drunk and fled into tunnels under casino, alive
- now ogre won't let him leave + is infecting the city with miasma
- mob runs casino

TRAUMAS:

1. Gambling debts
2. Misses wife
3. Ashamed he never owned up to his wife

HOOK: Disappearances in the city centered around casino

PALACE: Inside an old storm cistern that the mob dumped bodies into

SECONDARY INFO

sightings by sewer workers
Stumblers - monster appearance
Miasma

Sewer worker quit from stress

people think they can hear Frank in the sewer
- casino tunnels are locked
- ogre has cursed iron gates to appear to stop Frank from leaving

Frank's wife hasn't seen him in 2 weeks and called police
- thinks he is dead
- mob is stalking her for Frank's debt

find Frank, talk to Frank's friends

witnesses

mob wants this secret old police investigation

witnesses
- casino security + cleaners keep seeing + hearing things

wife's friends are worried about her
- mobsters keep showing up at a house

Frank's drinking buddy
- wife

police records
- sewer entrance inside casino
- talk to mob

START

THE HOOK

The desert gambling city of Las Peligras has had numerous disappearances centered around the Silver Star Casino. CAIN has picked up SIN readings of an **Ogre**.

THE WITNESS

A late night partygoer saw the Ogre and passed out, finding herself in the cistern. She's being held by the **mob** at an **offsite garage** for questioning.

THE OTHER WITNESS

Two sewer workers have gone missing. One sewer worker has quit from stress - he's **seen things** he'd rather not describe.

THE MOB

Large, powerful **criminal enterprise**, runs the casino. Has a large force of **enforcers** and **security systems**, including in the **tunnels underneath the city** where they often move illicit goods.

Mob bribes police, police pressure mob

THE POLICE

Beleaguered. Under funded. Corrupt. Maybe **one cop** here who actually wants to solve the case and will point the exorcists in the right direction

THE JAILOR (OGRE)

Huge, hulking, bound in iron chains. Bloated flesh. Sees its duty to keep **Frank** imprisoned.

THE PALACE

The Ogre's **palace** has manifested in an **old storm cistern** in the **sewers** once used by the mob to dump bodies. The **mob** keeps it under lock and key.

THE HOST

Frank Matsuda is a wife guy, a latent psychic, and gambling addict who bit off more than he can chew, hiding his debts from his wife and frequently visiting the mob-run Silver Star Casino. His debts caught up with him, and unable to return home, his shame catalyzed into an Ogre that manifested and trapped him in the tunnels under the casino. Now he's stuck there, barely surviving, and trying to escape, while the Ogre's miasma filters up through the casino and the city.

Can tell all - providing he is alive. Unwilling without assurances

TRAUMAS

What pushed you in this hole? My gambling addiction. **What's keeping you from going over the edge?** I love my wife too much, even though I've been bad to her. **What are you most ashamed of?** I never owned up to my wife about my behavior, and hid it from her. I think she knows.

FRANK'S WIFE

Estranged. Exhausted. Hounded by **police** and the **mob**. Knew about Frank's gambling addiction and may be able to answer traumas.

know each other and Frank

THE DRINKING BUDDY

Good natured. Had heard about disappearances. Secretly a **mob informant**, but likes Frank and **wants to help** locate him. May be able to answer traumas.

Informant for both police and mob

Track the path of information that exorcists would have to follow to find the sin's host, find the palace, find all three trauma question answers, and confront the sin. This is the **critical path** the exorcists will always follow if they're trying to complete the investigation, so following it now will make sure it is obvious where players should go when they collect any piece of information.

Sustaining tension comes from **putting obstacles or challenges in the path of the exorcists** and **not from hiding the information away**. Exorcists should **always** know where they need to go or who they need to talk to. If exorcists fail to make an uncooperative person talk, dig through some important files, or sneak into the police station morgue, then make sure to always offer them another path forward.

For example: exorcists are trying to track down an Ogre sin's host, who has hidden themselves in an

abandoned rail car at the edge of town and has been marked as a missing person. Giving them this critical information immediately might defuse tension, so instead the Admin looks at their secondary information and decides to tell the exorcists (through an NPC or an info packet) the location of the host's best friend, who knows where the host is. When the exorcists arrive, the Admin decides the police have also arrived at the best friend's apartment to interrogate them as a suspect about their friend's disappearance. This creates a tense scene where the parameters and goals are clear.

The exorcists, in this case, fail to stop the friend from being arrested. The Admin can either offer a new challenge to break into the police station and rescue them, or give another piece of secondary information to move the story forward.

It can be very helpful to try to have **more than one connection** between pieces of information so that exorcists feel like there isn't just one path forward. When you draw out connections between pieces of information at the start, try and make as many as possible. Draw in relationships, locations, objects - things that all these clues have in common that connect them. Imagine it like a simple maze that exorcists must navigate, from the edge to the center.

Moving Forward

The following section (and the rest of the book) deals with CAIN and the Sins themselves. Use the sin sheets and the references provided as a tool during gameplay to speed things along. When in doubt, look to a sheet for a cue or inspiration!

CAIN

CAIN is the global supranational organization for the execution and disposal of supernatural phenomena. Buried in a dozen massive subterranean facilities worldwide, it's behemoth machinery exists for one purpose: **to wipe out the stain of humanity's sins**. Without the organization, humanity would eventually collapse under the weight of its own evil.

Exorcists are the tools of CAIN, high potential psychic individuals who can exercise the necessary self-control to use their powers as a weapon. CAIN is responsible for their recruitment and monitoring, as well as their training, upkeep, and education, and takes this as its secondary driving purpose.

The organization is extremely well resourced and has access to many global facilities and deployment sites, including the SERAPH orbital rail and surveillance network. Despite this, it remains a relatively small organization, by necessity due to the nature of its activities.

The Shadow War

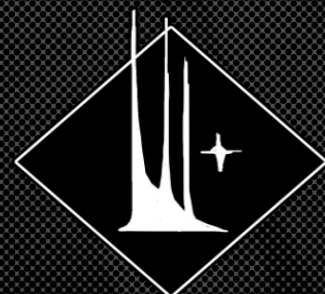
CAIN officially does not exist and operates on a clandestine basis. Its operating charter has its basis in the old hermetic orders and was established by the Covenant of Worms in 1684. It's headquarter building is in ████████ ocean and has extensive boarding, research, and training facilities.

World elites and leaders are typically aware of its existence, but may scramble to grasp the true meaning of its activities. CAIN tightly regulates its research into the phenomena of grace, and therefore mundane governments are always one step behind CAIN, which has not only its technological edge, but a trained cadre of high level psychics at its disposal.

Officially, the organization's goal is to **eradicate all sins**. Unofficially, it has many of its own goals and agendas, which often clash internally. Astute observers might note that its goal is not a long term solution, something the organization is aware of, but dogmatically denies.

The Legion

CAIN's human staff number in the tens of thousands and are highly trained and inducted under oath. The entire organization is broadly split into four sub-organizations, each of which sometimes finds itself at odds with the other.



AUTHORITY

The governing body of CAIN, responsible for the clandestine nature of the organization and covering up most Sin activity, which is often explained by 'unexplained' disappearances, gas leaks, industrial accidents, chemical spills, or natural disasters. CAIN has roots in most major governments, but is not subservient to any of them.

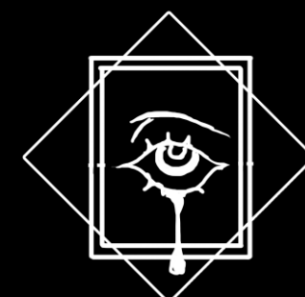
The board is made up of eight elders chosen by succession and a secret vote. Their real identities are kept a secret even to the organization itself and they are only referred to by their titles. They rarely meet in person, and in practice while there is a ranking (upper four and lower four), none of them are in charge. The lower four are rumored to all be extremely powerful exorcists of Category 5-7 but this is unsubstantiated.



SEER

Cain's intelligence service, responsible for tracking sin emergencies, exorcist recruitment, and the monitoring of rogue psychics. Utilizing CAIN's orbital surveillance platform SERAPH and the Heaven Eyes, a group of specialized precognitive exorcists, they are able to not only track sin activity across the globe but also predict future activity with a small degree of variance.

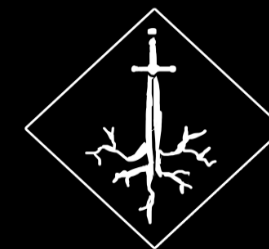
They are also responsible for, in extreme circumstances, deploying 'veil' blanket memory modification, as well as the defrosting and launch of extremely powerful reserve exorcists (deemed: Virtues) to critical situations.



TEMERITY

Cain's research division, responsible for counter-measure production, weapon development, exorcist research, and sin or anomaly imprisonment. It is also responsible for the training of exorcists and the honing of their abilities, running the monthly category assessment tests.

TEMERITY has, unfortunately, cultivated a poor reputation within CAIN for ruthlessness, mostly due to their hard training regimen and their secretive nature, even within the organization.

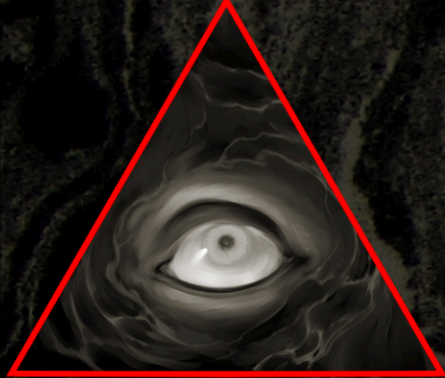


CASTLE

Cain's boarding organization, responsible for the upkeep, education, maintenance, and well being of exorcists, as well as their deployment to the field. Many psychics manifest powers in adolescence, therefore there is an extensive schooling, exercise, and nutrition program to keep them in good mental and physical shape. Exorcists are the organization's highest value assets - they are well taken care of, providing they prove their worth.

In a sense, CASTLE is both father and mother to the exorcists and is their closest point of contact to the organization. Most people they interact with in their day to day will be CASTLE staff. Exorcists are not allowed to reside outside of approved facilities though allowances can be made for outside trips or excursions for well being and leisure. During such trips they are tightly monitored.

CASTLE maintains CAIN's mundane security wing and military forces, including heavily armed and well trained 'scramble' teams of mundane humans with special anti-psychic training, dubbed 'untouchables'. They are typically recruited from a pool of international convicts and deployed in tight circumstances against sins where exorcists cannot be allocated in time. These teams have a high expected fatality rate and cultivate a certain pride in their activities.



A PERFECT CRIMSON LINE THAT
TRACES ALL THE WAY FROM MY
PRIVATE HELL TO YOURS

SINS

- I
II
III
IV
V
VI
VII
- THE LINE BETWEEN [ME] AND [YOU]
THE LINE BETWEEN [ME] AND [THE
WORLD]



SINS

Sins are the **failures of mankind made manifest**. They typically appear when someone with naturally high levels of grace suffers a traumatic event, the influx of emotion rapidly expanding their psychic potential to levels that their body and mind cannot handle, as their powers warp or even rip free of their body.

In essence, sins manifest when CAIN cannot locate a potential exorcist in time. It is CAIN's duty to shepherd these individuals and each sin is a failure of its purpose. The manifestation of sins is very rare in society in general, though troublingly this rate, and the percent of humans affected by grace in general, is **increasing slowly but inexorably over time**.

Most people cannot see sins, though some sins are partly visible to graceless humans, who find the information hard to process. Humans can always sense the presence of sins without sight of them, though they may describe them as ghosts, evil spirits, or malevolent presences.

Manifestation

The appearance of a sin is only predictable insofar as they appear after **trauma, emotional intensity, or great suffering**. Otherwise, it is highly random. They can appear even in individuals with no previous apparent psychic potential, or even post mortem after the death of their host (a common sin manifestation event is after someone is murdered).

Sins feed off the intense psychic experiences of their hosts and grow stronger the more intense these feelings are, whether pain, joy or pleasure. Over time they catalyze and begin to metabolize this energy faster and faster, eventually leading to a sin event.

Sin Events

Sin Events always cause traumatic psychic veil rupture in a broad spectrum radius, which is instantly fatal to all humans and nearly all exorcists, and may be antithetical to reality as we understand it. The sin at the center will undergo apotheosis, and typically undergo an evolution of some kind, prompting this cycle to repeat, with stronger and stronger sin events each time.

Fact: A category 1 sin event covers the radius of about a city block. They do not scale linearly.

TYPE, FORM, and CATEGORY

Sins have a broad range of appearances, from the monstrous, to the animalistic, to the incomprehensible. Some even appear human, or can inhabit or fuse with the bodies of their hosts, passing for human in some circumstances.

Sins are classified with the following: type, form, and category.

Type

Sins each have a type. As exorcists are defined by their agendas and blasphemies, sins are defined by their type. CAIN assigns and names these types based on broad criteria. A Sin's type determines not only the kind of opponent exorcists will be facing and its various abilities and details but also the tone of the story that the hunt tells.

The six types of sins are:

- **Ogre:** A massive sin that feeds off despair and summons a choking **miasma** to cloak and smother the area
- **Idol:** A charismatic sin that manipulates and pulls strings from behind the scenes, forming a **cult** around itself.
- **Hound:** The embodiment of rage, a hound usually manifests post-mortem - forming a **grudge** against a specific group of people and hunting them down violently.
- **Centipede:** A vile sin drawing its power from hatred and escapism that is widely feared for its ability to infect and transform **hordes** of mundane humans.
- **Toad:** Unusually intelligent sins that delight in material wealth, they covet what their host could not have, and steal to form a massive **hoard** from which they draw their power
- **Lord:** Appearing after their host suffers a calamity or tragedy, a lord appeals to their sense of nostalgia and loss, restoring them to their former glory and creating a parasitic pocket reality called a **kingdom** that slowly consumes the real world.

There are other beings that can also be classified as sins such as **imagos**, nascent sins formed from exorcists that have suffered sin overflow, or **traces**, weaker monsters that are are product of a major sin's manifestation and infest an area after its appearance.

Form

Sins take one of three forms. The form of a Sin has no impact on its in-game capabilities.

- **Form I/Severed:** The most common type, a severed sin is free acting to its host, a psychic being made manifest and acting with its own needs and desires. This form still has an innate connection to its host. It may not necessarily require its host to be alive (especially if it manifested post mortem), and may be either malicious or helpful to its host.
- **Form II/Fused:** A fused sin has fused to its human hosts' body or corpse, forming an amalgam being. The sin is typically but not always the dominant being in this arrangement. Form II sins vary in appearance, and can look very humanlike. Humans may sense something 'off' about the person even if they look normal.



PERCEIVING A FORM II SIN THAT IS NOT HUMANLIKE WILL CAUSE UNCONSCIOUSNESS OR RAPID ONSET CRANIAL HEMMORRHAGE IN GRACELESS HUMANS

- **Form III/Bound:** A rare form that occurs when a human or exorcist is able to control and command a type I or II sin. This sin may originate from their own body and mind, or may be bound separately.



Fact: Binders do not have any 'official organization'. Any rumors to the contrary are unsubstantiated. **Binding is punishable by expedited execution.** Fortunately, exorcists that practice this discipline are granted an indefinite stay by CAIN as long as they are employed.

Category

Like exorcists, sins are rated on a category system, from 0-7. Category 0 sins are weak comparatively, but still as strong as an average human. Category 1 and 2 sins are easily capable of overwhelming and killing a human.

Fighting a **higher category** sin may be **hard, risky, or impossible** depending on the category differences.

Category determines the scale and power of a sin's abilities. A CAT 2 sin can produce an effect that can suffuse an entire room. A CAT 5 sin can produce an effect that suffuses an entire building.

Mundane Weaponry

Fighting a sin with mundane abilities or tools, such as human capabilities or the swords and sidearms of exorcists, **is always hard**. It may even be even completely ineffective if the sin is many categories higher. To have a good shot at harming a sin, exorcists will need to use their blasphemies, upgrade their service weapons, or get creative.



DO NOT MAINTAIN EYE CONTACT WITH A SIN FOR LONGER THAN THREE SECONDS

POWERS AND ABILITIES

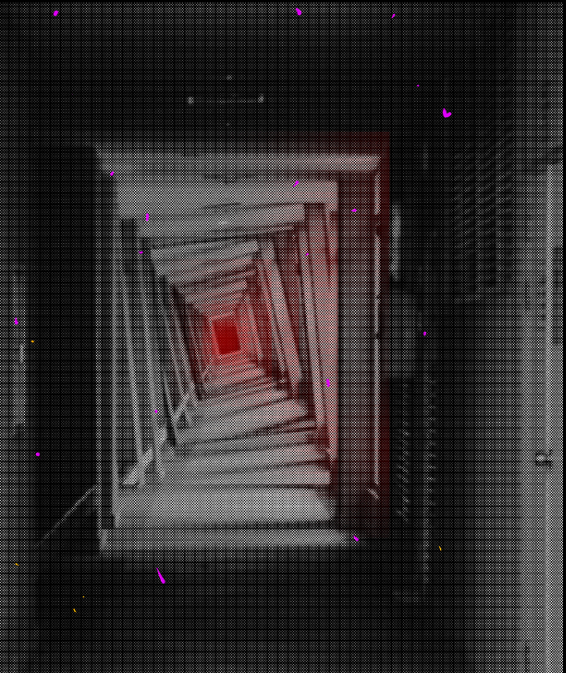
Sins are formed of pure psychic energy, a coalesced knot of dark emotions made flesh. Their existence is anathema to established reality, and their powers can warp and bend it at will. Their very presence degrades and eats away at the world for as long as they exist. It is therefore important that exorcists **proceed with haste**.

- Sins each have **three domains**. A domain is a core strength of the sin, granting them many powers.
- Sins have **tension moves** that they can use each time the tension talisman fills up - things like attacking the exorcists or making the situation worse for them.
- Sins have a **pressure** talisman. This talisman represents the degrading situation and fills up over time.
- Sins have an **execution** talisman. This talisman informs how the Sin acts in a combat or confrontation situation, as well as directly tracking its harm and physical state.
- Finally, sins have **traumas**. These are the tragic, intense, or painful circumstances of their birth. Investigating and unveiling these traumas can drastically weaken the sin.

Domains

A domain is a broad description of a power that a sin has, and the abilities that it grants. When the Admin creates a sin for a hunt, they will choose **three domains** for that sin. Each Sin is therefore slightly different from another.

Domains grant several explicit powers, but can also be referred to when an Admin decides the theming of a sin's attacks and abilities. A sin that relies on a domain of darkness to hide itself, such as an ogre, may therefore attack more with ambush attacks or shadow constructs than an ogre that relies on manipulating rot and mud.



Palace

A sin's palace is a pocket dimension, a lair of sorts where it is able to retreat and take refuge.

- If a sin takes **4 slashes** on its execution talisman outside of its palace, it retreats there until pressure increases. It slips away, skulks off, or blinks out of existence. Then it heals 1d3, or 2d3 if the talisman is full. **It can never be executed outside.**
- Fighting a sin inside its palace forces an execution scene where it cannot flee.
- Exorcists can always summon a sin into its palace if they are inside and it is outside using the Nail of Abel (pg. 36)

Details as to the look and feel of each sin's palace are include in each sin's description, but the Admin is free to write their own. **A palace should represent a sin** to some degree, or the things **significant to their host**. Since it draws on the human psyche, it can often resembles a mundane location, like a hotel or abandoned hospital.

TENSION MOVES

The Admin tracks the general passage of time and the tension of the hunt with the **tension talisman**. It fills up at 3 slashes.

Tension increases when:

- A scene passes
- A 1 result is rolled on a risk die, but no more than once a scene

When the talisman fills, the Admin can empty the talisman, then pick one of the following **tension moves** to activate, or improvise based on the ones provided. Tension moves add complications or twists to the narrative and keep the exorcists on their toes. Domains will often add new tension moves to the list or provide hints as to what kind of actions the Admin should take. **Don't regard these lists as proscriptive** - rather as a guideline or spread of easily available choices.

The basic moves are:

Send minions/Ambush the exorcists/Involve authorities/Separate someone/Force a difficult choice/Escalate the situation/Start or progress a ticking clock/Use a domain/Threaten or twist an NPC/Introduce a new obstacle

1. Send minions

Self explanatory - send minions after the exorcists. Sins often have traces - lesser sins, or humans that follow their command, listed in each sin description. The Admin can use this tension move to have them show up in a scene unexpectedly - even when the exorcists are otherwise preoccupied!

2. Ambush the exorcists

The sin attacks the exorcists directly, often with the element of surprise. If fought this way, it is banished back to its palace if it takes enough harm. It must remain there until pressure increases.

3. Involve authorities

CAIN is a clandestine organization that must operate below official notice. Whether through the actions of the exorcists themselves attracting attention or through intervention by the Sin or its forces, get the authorities involved - alert police or security, or even the military (if the scale is high enough).

4. Separate someone

Send an exorcist or important NPC somewhere dangerous or separated - like the Sin's palace, enemy territory, have them fall through a floor in a ruined building - force the exorcists to split up or sidetrack.

5. Force a difficult choice

Make the exorcists choose between two things they want or need, and take the other thing away once they have made their choice. For example, kill all the civilians trapped in the subway if they choose to chase after the sin's host now, or let the sin's host get away if they choose to save the civilians.

6. Escalate the situation

Very simply, punch up the tension of the situation. If it's a calm conversation with local authorities, it becomes a potential arrest. If it's a simple car ride, the exorcists are suddenly being tailed (by who?). Show the exorcists they are not alone in the abandoned building. Start asking hard questions. Light a fire.

7. Afflict the exorcists

Give an exorcist a random **affliction** from the sin sheet, or give them a **hook** with bad consequences attached such as harm, corruption, attention, or attrition.



8. Start or progress a ticking clock

Write a talisman for what it represents: air left in the room, time until the poison takes hold, number of innocents left alive, time until the bomb goes off. Write a talisman with 2/3 segments for short, 4+ for long, the shorter the harder. Then fill it up, slashing it either each time pressure increases (for a bigger situation) or each time a scene passes (for a smaller situation) or each time an action is taken by the exorcists (for an immediate situation). It happens if the talisman is full and would be slashed again. Exorcists should be able to take action to ameliorate the situation, perhaps by filling up a competing talisman, or removing slashes on the current one.

9. Use a domain

Many sins have domains that give them specific tension moves, and can be easily referred to.

10. Threaten or twist an NPC

Put crosshairs on an NPC, and pull the trigger if the exorcists don't react. Sins are supernatural forces with tremendous reach, and exorcists strange, ill-socialized, and secretive investigators that are easy to dislike. Threaten to kill, steal, or warp an NPC. Change their attitude or show the effect of some corruption or supernatural force on them. Threaten to have them consumed by the forces beyond their control.

11. Introduce a new obstacle

Put something in the path of the exorcists - an unexpected police presence, a security system, a locked door, a broken bridge, a bevy of teeth gnashing monsters. Then let them figure it out.

PRESSURE

Pressure is the counterpart to tension. It represents the overall degrading situation, in a way unique to each sin. The nature of each sin's pressure mechanic informs the tone of the game, and makes it so that exorcists must choose how to spend their time wisely.

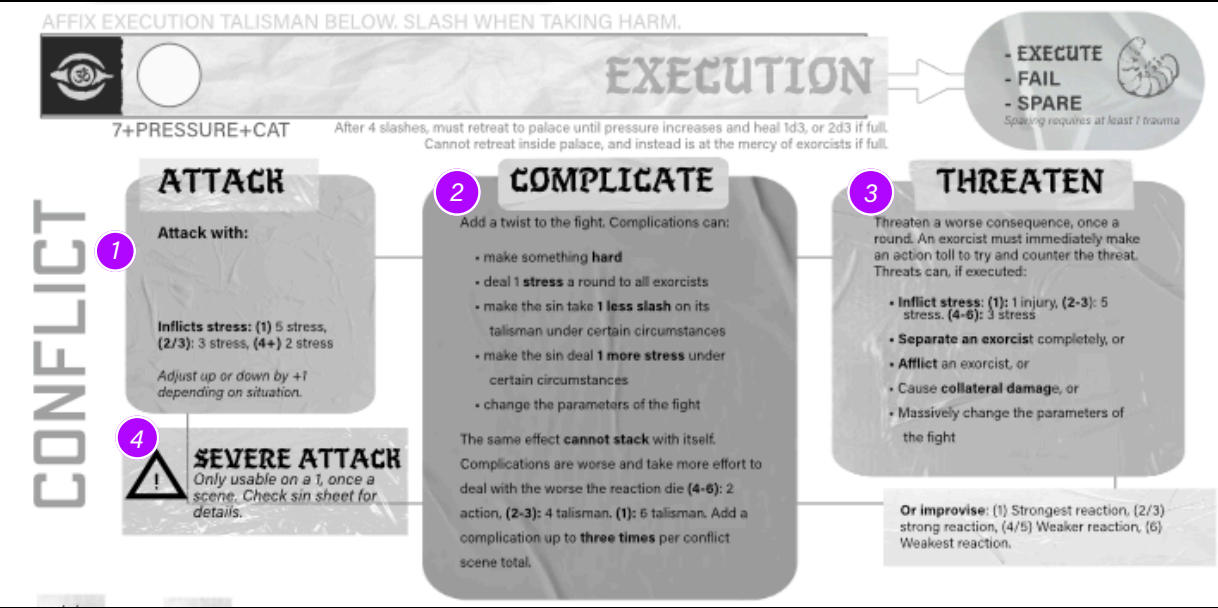
Pressure increases when the tension talisman is full and is slashed again.. It goes from 0-6. **Sins automatically add ticks on the pressure talisman to their execution talisman.** Additionally, at 6+, pressure goes **out of control**. The sin gains +1 CAT, increasing its power and strength and likely making most actions harder against it. Each sin has a specific, secondary effect of the situation going out of control. This doesn't prevent the exorcists from fighting the sin, but makes it much harder.

The Admin can always refer to the pressure talisman for the general state of emergency in the investigation. A situation at 2 pressure looks very different from a situation at 5.

TRAUMAS

Finally, each sin has **3 trauma questions** that precipitated its birth. The questions are different for each sin type, but generally relate to the traumatic event that created the current situation.

Exorcists will be looking for these questions, since they can be used once to deal and reduce harm. The investigation will be formed around these three questions, so the Admin should make their answers information that is available within the investigation itself (perhaps with some legwork) and has tangible answers.



THE EXECUTION TALISMAN

During conflicts with a Sin, the Sin's execution talisman is used when fighting the Sin directly.

The execution talisman is the direct lifeblood of the Sin, and must be filled up in order for it to be defeated.

- When dealing direct harm to the Sin, slash its talisman.
- The Talisman equals **7+pressure+CAT**.
- If a sin takes 4 slashes, or is reduced to 0 outside its palace, it retreats and must remain there until pressure increases. Then, it heals 1d3, or 2d3 if the talisman is full.
- When the talisman fills up inside its palace, the Sin is at the mercy of the exorcists and can no longer fight. It may be dealt with or executed in any way they please.

When a sin is fought in a conflict scene, the Sin uses the risk die rolled by an opponent as a **reaction die**.

1. Attacks

Direct harm to the opponents, with straightforward parameters (**1**: 5 slashes, **2-3**: 3 slashes, **4+**: 2 slashes). The Admin can improvise the descriptions on these based on the suggestions. They can also split the stress inflicted up amongst any number of targets in range.

2. Complications

Reactions can also create new obstacles, hazards, or change the parameters of the fight, making a change in the conditions until dealt with through the actions of the exorcists. These are called complications. Complications can:

- make something **hard**
- deal 1 **stress** at the end of the 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 (**5-6**): 2 talisman, (**2-4**): 4 talisman. (**1**): 6 talisman. A sin can add a complication up to **three times** per conflict scene total.

The circumstances of a complication should be specific and not apply all the time. For example: *the floor is on fire, dealing 1 stress to all exorcists who touch it, the sin's fangs drip with poison, dealing +1 stress to unarmored exorcists.*

When using a complication, a sin might, for example:

- start moving incredibly fast, making it hard to harm without immobilizing it or pinning it down
- Create a cloud of choking smog, dealing 1 stress a round to all exorcists
- Create a thickened carapace (take 1 less slash until dealt with)
- Spew thick black sludge over an exorcist, dealing +1 stress to them until dealt with
- move the fight into moving traffic
- move the fight into a crowd of mundane humans

Complications can represent a slowly worsening situation, in which case set out a talisman of either 2 (short) or 4 (long) length and slash it every round, with some outcome if it isn't dealt with. Get rid of the talisman if the complication is dealt with.

3. Threats

The Admin may have a sin threaten to do something more severe than an immediate reaction, giving the exorcists a chance to react.

- A sin can **threaten** exorcists once a round.
- Threats can deal more severe consequences than simple reactions

When a threat is deployed, one exorcist immediately has a chance to make an **action roll** to negate the threat. This doesn't take their action for the round, and any exorcist can act, even one that has already acted. The action roll has no other result other than negating the threat, and negates it on at least one success. This roll is otherwise a normal roll (it can incur consequences, be set up, or gain bonus dice as normal).

Threats can, if executed:

- **Inflict harm:** (1): An injury, (2-3) 5 stress. (4-6) 3 stress
- **Separate an exorcist** completely, or

- **Afflict** an exorcist, or
- Cause **collateral damage**, or
- Massively change the parameters of the fight

For example, a sin can threaten to:

- Crush an exorcist in claws (**stress**)
- Psychically **afflict** an exorcist
- Collapse a building (change the fight, cause collateral damage, deal stress to all exorcists)
- massacre bystanders
- trap an exorcist behind a psychic wall (**separate** an exorcist)
- hurl an exorcist into traffic (**stress, separate** exorcist)

As always, the admin can refer to the risk die for the severity of these outcomes.

4. Severe Attacks

A severe attack is a limited but much more powerful attack that typically inflicts more harm, conditions, or even injuries or hooks on exorcists. When a sin makes a severe attack, it immediately initiates a challenge that anyone can participate in, interrupting the normal round order. The challenge is described in the attack. **It can only be used once a hunt!**

Other reactions

Sins don't necessarily have to take the above two reactions, but could take any other action that the Admin deems appropriate, using the result of the risk die as a guide: (1/2: Strongest reaction, 3/4/5: medium reaction, 6: Weak reaction).

Traces

Some sins create traces: echoes or reflections of a sin - in effect lesser Sins themselves. Traces also have an execution talisman, but they are typically much weaker than a sin.

Like sins themselves, traces don't have an action and only act **in reaction** to player rolls. If fought alongside a sin, once a round, **they can take a free reaction after a player acts, rolling their own reaction die**. Otherwise, the admin must choose to take a reaction with either the sin or its traces - not both.

MAKING A SIN

Making a sin is a pretty straightforward process.

1. The Admin picks the sin's **type** from the six available
2. The Admin chooses the **form** of the sin (1, 2, or 3). This is purely for theme.
3. The Admin picks a **category** for the sin, from 0-7. Typically exorcists are dispatched to fight sins of **equal or lesser** category, and are rarely dispatched to fight higher category sins unless the situation is dire.
4. Figure out who the sin's **host** is, what the basic hook for the investigation is, and answer the sin's **three trauma questions**.
5. Figure out the location and appearance of the sin's **palace**. It should always be in the investigation area and accessible to exorcists. In essence, the exorcists are looking for these to end the hunt - it is their primary goal.
6. Pick **three domains** for the sin.
7. Review the sins' abilities and name the sin.

For all these steps, the Admin can refer to the hunt sheet and the info sheet for each sin, where there are numerous suggestions and thematic details.

Fleshing out a sin

Outside of the rules presented, the Admin can flesh out the sin with theming and details, based on the suggestions on the sin's sheet provided. An Admin doesn't have to follow these to the letter and can write their own attacks, complications, threats, etc or improvise on the fly. Some good questions to ask:

- How does it fight?
- How does it speak?

- What is its relationship like with its host?
- What does it enjoy or go out of its way to experience?
- What does it avoid or hate? What thing will send it into a rage if mentioned?
- How does it treat the exorcists: as a nuisance, foes, or with pity?

Sins all have a basic level of theming and were always created with strong negative emotions. An Admin can use these as a jumping off point.

Creating an investigation

Working off the details of the sin the admin should create an investigation (see pg. 94 for details) for the exorcists. The key points of the investigation are:

- The **inciting incident** where the sin was created
- The **basic situation** at present
- The sin's **host** and their state and location
- The location of the sin's **palace**
- The sin's **three trauma questions**

Fighting multiple sins

The Admin may want to make an investigation where multiple sins are present. Normally one sin is complicated enough to run, but an Admin can run an investigation with two sins if they are feeling like adding a twist. If they do, do the following:

- Halve all execution talismans
- The palace of the two sins is shared - a fused reality. It may reflect the natures of both of the sins and their hosts combined. Exorcists therefore still only have one palace to track down, and when they fight the sins inside the palace will fight both at once.
- In an conflict scene, the Admin still only takes one reaction at once.
- The Admin can only activate one tension move at once between both sins

I. OGRE

Enormous, misshapen, and hideously powerful, ogres are a common sin type that is nonetheless quite dangerous compared to others.

Ogres are born out of people's sense of **inadequacy** and **failure, shame**, and self-hatred, or just a deep desire for **misery**. When someone psychically sensitive falls into a deep hole of loathing and hopelessness, an ogre begins to form in their psyche and take root.

Ogres commonly manifest in:

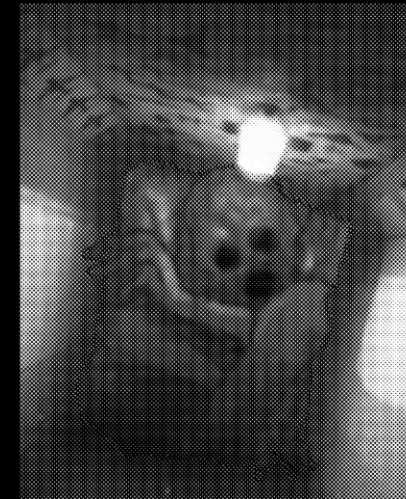
- people ground down to a pulp by life - bullying, traffic, debt, overwork, etc
- people who suffer from a deep, existential self loathing
- people dealing with extreme grief

Primary emotion: Despair

Appearance and Psychophysiology: Ogres are almost always extremely large, strong, and bulky and manifest a typical malformed, monstrous appearance, often due to the low self worth of their hosts. When fused with a host, the host may appear to be a worse, 'uglier' version, as they judge themselves. An ogre's mere presence sucks the energy and life out of a room, even if mundane humans cannot see it, lowering the temperature. They are associated with frost, mist, mud, and ill weather. When pressed in a fight they are enormously strong and durable, able to rapidly regenerate from their wounds, tear a human in half, and ignore even extreme punishment.

Behavior: Ogres are unusual in that they are extremely anti-social, self deprecating, and conflict averse for sins, and usually just want to be left alone. It is extremely rare for ogres to manifest post mortem and they are typically very emotionally attached to their hosts. They are often co-dependent and may spend their time tormenting or comforting their host, sometimes both, preferring to push them and those around them into self destructive behavior or a deep laconic haze.

ARCHIVE OGRES



THE MINOTAUR

Possessed subject O76, post mortem, type III. O76 worked at major financial firm [REDACTED] and had been suffering from workplace hazing culture and harassment for five years and seven months. Upon manifestation the company building was converted into [REDACTED] trapping 153 humans inside, hunters were able to execute and exfiltrate with only a [REDACTED] % casualty rate.



BUCEPHALUS

Subject O33, Type II, fused with CAT 4 ogre after release from her job for numerous workplace tardiness infractions due to extreme morning commute. Continued to roam highways, family called in subject of concern and exorcists [REDACTED] [REDACTED] and [REDACTED] sent. Section of highway [REDACTED] 3 miles in diameter became miasma zone and was put under quarantine, exorcists were able to locate palace inside of parked car and execute around 0200, 30 hours after infiltration. 155 civilian casualties, no exorcists KIA, mission deemed largely successful.



BLUE OGRE

Subject O167, Type I, semi-rural region in [REDACTED] exorcists called after murders of three high schoolers with supernatural cause suspected. Subject had failed to enter university, engage in employment, or attract any romantic relationships and had concealed these facts from his family out of shame for multiple years. Manifestation eliminated but no execution recorded, subject MIA. Exorcists were disciplined.

TRAUMAS

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

- Who or what pushed you into this hole?
- Who or what is keeping you from going over the edge?
- What are you most ashamed of?

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

PALACE

Tracking an ogre down is often a matter of finding its host, or where its host is currently residing. Once influenced by an ogre, a host usually withdraws from society and cuts off its connections, making this harder than it would usually be.

An ogre's palace typically resembles a mirror of a space significant to the ogre's host, but long decayed and significantly expanded in size into a warren or maze-like space. Interspersed in the area is garbage, junk, and things the ogre has collected. The ogre typically barely fits inside and may have to painfully squeeze or crouch to move around, although this doesn't seem to slow it down at all.

Typical palaces resemble:

- Abandoned or derelict buildings
- Filthy high rise apartments
- Closed or shuttered schools
- Empty, dead workplaces or offices

Ogre palaces are: Dark/Wet/Cold/Musty/Reeking/Filthy

PRESSURE: MIASMA

The very presence of an ogre begins to infect an area with a dark **Miasma**. When an ogre appears, the weather will typically sour in the local area over the next few days and remain that way until the ogre reaches critical mass and undergoes a sin event or is executed. This miasma typically manifests the following way:

- buildings, objects, roads, and other constructions in the area begin to degrade as though they have suffered from poor maintenance for years
- clouds shroud the sun and fog rolls in. Over time, the fog becomes thicker and thicker and eventually acquires a sour smell

- a thick white mold begins to grow over surfaces
- technology, phone lines, electricity, and internet stop working reliably, and eventually stops working all together
- architecture stops conforming to sense and becomes maze-like or nonsensical
- Humans spending time inside the miasmatic area begin to share in the ogre's outlook and become more and more hostile

When the exorcists arrive, the miasma should cover only part of the area the exorcists are trying to investigate, like a few blocks. **Each time pressure increases, the miasma spreads to a new area.** When pressure fills up completely, the situation **gets out of control.** The Ogre increases in CAT by +1, and the **miasma covers the entire area of the investigation** - no matter where the exorcists go, the miasma follows them for the duration of the mission - even if they leave the investigation area.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

STUMBLERS

Stumblers are bulbous and misshapen humanoid forms formed from the shame and guilt of the ogre and drawn to sources of warmth, such as humans. They start to appear in greater and greater numbers inside the miasma area and are partly visible to graceless humans, who can be driven catatonic by merely looking at one for longer than a glance. Though they don't need to eat, they will rip apart living beings they come across and devour them.

Stumblers (sins): Execution talisman 2 (solo), 4 (group), 6 (massive group). They have the following features:

- Disintegrate rapidly outside of the miasma.
- Slow and uncoordinated. Actions that can take advantage of this roll +1D against them.
- Take -1 slash from physical harm

Reactions:

Inflict stress. Attacks with: *misshapen body, rusted metal, spurts of fluid.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Grab someone, smother in flesh, infected bite, rupture and threaten to explode, fuse to wall, ear-splitting screaming, devour humans.*

EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: Teeth, claws, fetid water, black spew (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: Kill lights, summon mist, spew ceaselessly on someone, bury an exorcist in mud, slime, or vomit, pin down an exorcist, release acrid stench, smash walls, floor, or ceilings, retreat into darkness, add a bystander, use a domain.

THREATS: Grab an exorcist and squeeze the life out of them. Hurl exorcist through a wall. Collapse architecture. Summon minions. Kill bystanders. Infect with dark pulsing veins. Cause a flash flood or freeze. Blind someone in a miasmatic cloud. Use a domain. Do something dark, crushing, or vile.

SEVERE ATTACK: PULVERIZE

An ogre can use this ability on a '1' on the risk roll, striking out with overwhelming and crushing force: a flurry of limbs, a torrent of darkness, an elephant-like foot, a cavernous jaw. They can only use it once a mission.

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate. Start with a pool of 6d6. Then remove one dice for each of the following. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act.

- Is another person aiding you? They can describe how.
- Can you grab on to something nearby?
- Do you have a source of bright light or heat?
- Is the ogre distracted, hindered, or under duress in some way?
- Then roll the dice.

The exorcist and any aiding them take 1 stress for every die rolled, no matter the result. If at least one '1' comes up, the targeted exorcist immediately takes an **injury** and the **mangled limbs** affliction: *all physical activity is hard unless set up by an ally or participating in teamwork.*

If two or more '1's come up, the exorcist has **one or more of their limbs torn off** (roll 1d3: 1: arm 2: leg 3: both legs). Roll 1d6 for left or right (left on 1-3, right on 4-6). They take an injury, pass out until the scene passes, then all physical activity is hard for them without teamwork. After the mission is over, they can adjust to their disability and this no longer has an effect on them (determine with Admin how your character heals).

AFFLICTIONS

Given by a threat, hook, or tension move.

- 1. White Mold:** Spreading white veins and coughing indicate mold infection. Subtract 1 from all resting rolls while afflicted and cannot eat, drink, or use consumables.
- 2. Frozen Limbs:** Physical activity or fine motor skill is hard if it requires more than one limb.
- 3. Circling the Drain:** Cannot benefit from teamwork or setup. Permanently add to your agenda: **give up on something.**
- 4. Black Lungs:** Speaking spews out black sludge. All communication that requires speaking is hard
- 5. Rotting:** Black rot has taken in the body. Take 1 stress each time pressure fills up. If this inflicts an injury, it inflicts instant death.
- 6. The Weight:** Permanently add to your agenda: **die.**

Or **improvise:** make a skill or activity hard or risky

DOMAINS

Choose three.

1. Hostile Door Patterns

The world itself begins to turn against the exorcists. As a **complication** or a **tension move**, the ogre supernaturally erases entrances, exits, roads, vehicles, or light sources in an area of about a city block. These return when the scene passes or if the complication is dealt with.

Once a hunt, as a **tension move**, if an exorcist opens any door, the entire group suddenly finds themselves in an area of twisting corridors, pitch black darkness, and distant but troubling noises. The area is both dangerous and hostile to them. Finding an exit and escaping will require playing out a scene or two, and the Admin can set out talismans as needed.

2. The Unseeing of Things

The miasma becomes permeated with an deep, cloying dark. The ogre is invisible in darkness. It becomes **hard** to do anything to the ogre unless it is brightly lit or an action doesn't rely on sight.

As a **tension move**, all electric lights not held by an exorcist sputter out and cease functioning for the next scene. The Admin picks an exorcist and asks them 'What do you see in the dark?'. They must answer truthfully and gain 1 stress after answering.

3. The Grinding of Wheels

The ogre can force exorcists to experience some of the crushing trauma that caused its birth. As a **tension move**, the ogre can pick an exorcist. That exorcist is afflicted by the Despair affliction.

DESPAIR: This special affliction can only affect one exorcist at once. They gain the agenda item **push people away** even if losing this affliction. At the end of the mission, roll a 1d6. On a 1 or 2, keep this agenda item, on a 3+ may get rid of it.

Ask that exorcist the question **who in this group will let you down?** Any time the chosen person fails an action roll, the afflicted exorcist gains 1 stress. However, if this triggered at least once during a session, at the end of that session also gain 1 xp.

4. That Awful Flesh

The ogre can regenerate rapidly from injuries.

- It regenerates 1 segment of the execution talisman every time a risk result of 1 is rolled in a conflict scene where it is present.
- The ogre takes -1 slash on its execution talisman unless damage by fire, acid, or some other strong chemical or solvent in the same scene.

5. The Inevitable Place of Meat

The ogre can temporarily cause the miasma to accelerate its effects.

- The touch of the ogre can rapidly rot and decay objects, plant matter, and constructions, destroying them and dissolving them into mud and slime.
- Exorcists inside the miasma start to superficially rot if they spend scenes there - hair falling out, sunken skin, dead skin cells, nails falling out, etc. They recover from this damage after the mission.
- As a **tension move** the ogre can cause an exorcist inside the miasma to start decaying. They gain a hook with the Rotting affliction.
- Exorcists **subtract 1 from all their healing rolls.**

6. The Lash Calls you Brother

At the start of a mission, the Ogre chooses an exorcist and creates a creature formed from the guilt and shame of that exorcist. The Admin secretly asks the targeted exorcist the following questions:

- Which ally are you embarrassed to be around?
- What's the worst thing you ever did?
- What do you hate the most about yourself?

The creature takes a form that plays off these answers. It is a trace with the following execution talisman.

CRUSHER

Execution talisman 6. If defeated, is destroyed permanently. It has the following features:

- Deals +1 stress against the exorcist it is formed from
- That exorcist's actions are hard against it.
- Attempts to harm only its target in a fight.

Reactions:

Inflict stress. Attacks with: *decaying, oversized weaponry, mutated flesh.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat:** *Grab by the throat, Pin down someone, raise weapon to cleave, charge someone through a wall, floor, or door, swing wildly, cause collateral damage.*

Or: Force confession (1-3): Force the exorcist to confess aloud the answer to one of the questions they answered, or else take 1d6 stress. Works once per question.

7. Where You Belong

The ogre can control mud, water, and ambient temperature to killing effect.

The ogre can sink into any sufficiently large pool of mud and reappear in short distance as part of any reaction it takes.

As a **tension move**, the ogre can change the weather in its miasma zone until the exorcists rest, making it extremely hostile (freezing cold, rain, etc). It becomes **hard** or **risky** (or both) to perform any activity outside that requires concentration, focus, or manual dexterity without sufficient protection from the weather.

8. The Agony

Once a hunt, when pressure increases, the ogre can pick an exorcist. That exorcist gains the Sunken **affliction** for the rest of the mission.

SUNKEN: While afflicted, up to three times as mission, when you take action, the Admin may ask them the question: Is your heart really in this?

- If you answer yes, you gain +1D on the action but also take 1d3+1 stress.
- If the answer is no, you roll at 0D no matter what, but recover 1 psyche burst.

II. IDOL

Serene and charming, idols radiate an otherworldly **beauty** and **poise**. Unlike other sins, they possess the unique ability to appear visible to the graceless, and often take humanlike form.

Idols are born out of the basic human **desire to be wanted and loved**. In this way, they are sometimes regarded as the most generally benign in their intentions. However, much like other sins, their manifestation draws on the dark side of the human psyche and usually pulls their hosts into greater acts of **vanity** and **control**.

Idols commonly manifest in:

- failed actors, singers, or performers
- people who suffer an extreme lack of fulfillment
- people who have been abandoned or have lacked any human connection or love

Primary emotion: Desire

Appearance and Psychophysiology: Idols commonly appear as humanlike in form. They may appear as someone desired by their host: their hosts' ideal romantic partner, a parental figure, or a best friend. When fused with their hosts, they may enhance their hosts into 'ideal', more perfect versions of themselves, usually enhancing features a host deems desirable, and eliminating those seen as undesirable. They have a godly, otherworldly beauty to them that can be stunning to humans, especially the graceless. When forced into a corner, or when they want to display their power, idols are capable of taking other, more terrible forms.

Behavior: Idols radiate charisma, and unique among sins, draw other people to them, usually coalescing into a massive cult. Their voices and appearances are hypnotizing to the graceless and they are able to issue commands or suggestions that humans find nearly impossible to ignore. They can be charming, funny, and find it intolerable when they are not the center of attention. At their worst, they represent the worst aspects of love and desirability - absolute, almost sadistic control and selfishness.

ARCHIVE IDOLS



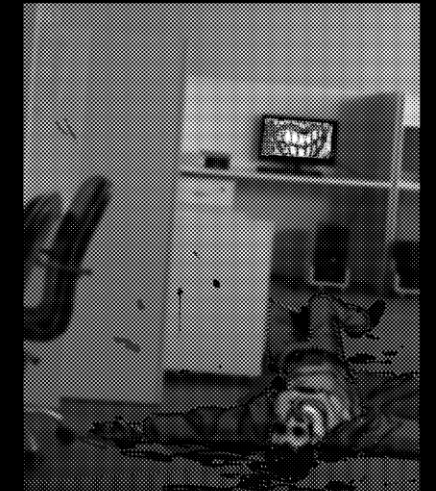
BLOODY PRINCE

Type I, manifested to subject I887, formerly popular idol group member [REDACTED]. Sidelined by her talent agency, (later substantiated) allegations of abuse and stalking by management. Online speculation as to her disappearance substantiated investigation by SEER into cabaret club [REDACTED]. Further records erased.



OUR FRIEND

Type II, fused to failed middle age businessman [REDACTED]. Subject recently divorced and estranged from adult children. Started populous cult Church of Family promising close family connections and revival through community events. Flourished for many years through [REDACTED] to [REDACTED] as a large and prosperous organization until detected by SEER after multiple kidnapping cases. Time to execution 3 hrs 35 minutes, 4 casualties. Deprogramming extensive.



THE LAUGHING MAN

Type III manifestation, controlled by binder [REDACTED] deceased, ex. in captivity under the doctrine of John the Redeemer: record e3094). Popular online cult following would vote on targets for 'prank' video production posting on dark web, often choosing individuals of prestige and power including celebrities [REDACTED] and [REDACTED]. Located by seer after kidnapping of [REDACTED] and death of well known actor [REDACTED]. Palace located attached to laptop of subject and executed after 9 hours.

TRAUMAS

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

- What is your dream?
- Why did you give up on your dream?
- Why do you think you are you incapable of being loved?

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

PALACE

Idols tend to manifest their palace where their cult is located, typically in populated locations. They may have a front operation that covers the entrance to their palace and their cult in general - a news or internet program, a band, a concert hall, a religious gathering, etc. The true headquarters of their cult is typically more concealed and harder to access. At the center is usually an entrance to their palace, which the idol may invite select cult members in to visit in order to win them over.

Depending on the aspiration of the sin, the interior of typical palaces is usually a monument to self-obsession and resembles:

- Palatial estates
- Nightclubs or concert halls
- Beautiful high rise penthouse apartments
- Religious halls or places of worship

Idol palaces are typically: *Luxurious, gilded, airy, captivating, impressive, gaudy, holy*

PRESSURE: CULT

Idols gather **cults** around them, adding steadily to them over time. This varies from mundane admirers of the idol to people totally pulled under their spell. A lower category idol tends to pull people into a cult of a few dozen people, whereas a higher category one can pull in a cult that numbers in the hundreds or thousands.

While the idol still lives, **cultists are completely and unflinchingly loyal to them and their host**, and will follow the commands and inclinations of their higher-ups in the cult without questioning.

The idol is able to secretly add npcs to its cult. Every time pressure increases, the Admin chooses an NPC the players have met on the mission and adds them to the cult. They don't have to reveal this to the players.

The NPC now follow the psychic commands and directives of the idol and abandon their former priorities and loyalties.

When pressure fills up, the situation **goes out of control**. The Idol gains +1 Category and **adds every single NPC in the mission area to its cult**, including **any NPCs the exorcists encounter in the future**.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

CULTISTS

Cultists are mundane humans pulled under the supernatural influence of the Idol. They can behave normally when required but are functionally puppets, having their feeble will suppressed by the extremely powerful Grace of the sin. The idol will often deploy them for missions of importance or to infiltrate groups.

Defeating the idol will pull any cultists out of their brainwashing. They have no memory of their time when brainwashed.

Cultists (humans): Execution talisman 2 (solo), 4 (group), 6 (large group)

Reactions:

Inflict stress. Attacks with: *Bare hands, improvised melee weaponry.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Draw unwanted attention, choke someone out, pull out a gun, draw in bystanders, making a shocking reveal.*

EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: *Well honed blades, mundane firearms, thin and flexible claws, psychic voice commands.* (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: *Rile up a crowd, enthrall someone, blind with glory, overwhelm with emotion, force out secrets, disarm someone, spew out hallucinations, add a bystander, use a domain.*

THREATS: *Summon cultists. Cause crippling pain. Overwhelm the senses. Force exorcists to sacrifice something. Expose a weakness. Enthrall an exorcist. Take captives. Inflict a hook. Use a domain. Do something emotionally crushing, manipulative, or shocking.*

SEVERE ATTACK: MARRIAGE

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

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate.

Start with a pool of 6d6. Then remove one dice for each of the following questions you answer 'yes' to. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

- Are you far from the idol?
- Do you have love in your life?
- Does someone aiding you care about you? They can describe how.
- Is the idol hindered, distracted, or under duress in some way?

Then roll the dice.

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

- If at least one '1' comes up, the targeted exorcist must answer the question: Who in among their allies do they desire the most? This answer could be platonic, and the idol may give them a chance to reconsider.
- If the answer is 'nobody' or 'myself', the idol instantly inflicts an injury and knocks the targeted exorcist unconscious for the remainder of the scene. If the answer is another ally, the idol **forcibly fuses the flesh of the two together**. This has no immediate adverse effects, but the two victims **can only act with teamwork** with each other while fused. After the exorcists **rest**, they can remain fused or forcibly separate themselves. This inflicts an injury on each of them. It otherwise ends after the hunt as CAIN is able to safely separate them.
- If two or more '1's come up, this effect instead lasts until the rest of the hunt, and can't be ended early.
- After two fused exorcists are un-fused (whichever way), they each take an agenda item from the other's agenda as a **bold** item.

AFFLICTIONS

Given by a hook, threat, or tension move.

- 1. Infatuated:** Pick an ally. If you act without their setup or teamwork, you take 1 stress.
- 2. Solipsism:** Take 2 stress if participating in teamwork or setup.
- 3. Violet Somnia:** You can roll a resting die any time. However, if you do, you fall asleep until pressure increases and can't be woken.

4. Violent Jealousy: Pick an ally. Gain 1 stress if they roll any '6'. Permanently add to your agenda: **let nobody else outshine you.**

5. Narcissi: Powers that target only yourself gain +1 CAT. Powers that target at least one ally get -1 CAT.

6. The Want: Permanently add to your agenda: **show someone you are worthy of their attention.**

Or Improvise: Make something hard or risky

DOMAINS

Pick three.

1! Toys for Men

The idol gains the ability to play with the flesh of others like marionettes.

Cultists gain +1 segment on their execution talisman (so a lone cultist would have 3) as they can keep moving even while their body is broken, jerked by invisible strings.

The idol gains a new affliction:

COLLECT DOLL: When afflicted, the exorcist loses control of one of their arms. It becomes doll-like in texture and appearance. Once a scene, the idol can interfere with an action the exorcist is performing as the hand interferes, forcing them to either take 1 stress or make the action hard.

2! Elevation of the Innumerable Mass

The idol gains the ability to elevate members of its cult into minor sins. **One** of these can appear a scene when fighting the idol or its cult.

APOSTLE

Apostle (Sin). Execution talisman 4. Armed with supernatural strength and mutated blades.

Reactions:

Inflict stress. Attacks with: *Mutated body, mundane firearms or blades.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Create a fleshy clone of itself, unleash a flurry of attacks, mutate further, move impossibly fast*

Or: Exort (1-3): An ally of the apostle heals slashes on their execution clock depending on the risk die (1: 2 ticks, 2-3: 1 tick). The next time that ally inflicts stress on an exorcist, they inflict +1 stress.

3! Hold My Darlings

The idol cultivates a special, insidious bond to its cult members.

- **Once a scene**, when the idol would take slashes on its execution talisman from an exorcist's action, it can supernaturally transfer the harm to any cultist or group of cultists present in the scene instead. This includes any NPCs added the idol's cult.
- The idol can see through the eyes of any cult member as if they were its own, and can speak through the mouths of cult members with its voice.

4! That Durable Flesh

The idol can twist its form rapidly and shape shift.

- As a **tension move**, reveal in a scene at any point that someone the exorcists are talking to is actually the idol. All exorcists that witness this take 1 stress. This can force a conversation or a conflict scene.
- As a **complication** in a conflict scene, the idol can rapidly shape shift into an exact copy of one of the exorcists. Until the complication is dealt with, when the idol would take slashes on its execution talisman, roll a d6. On a 1-2, reduce the slashes to 0 and the doubled exorcist takes 2 stress as it becomes impossible to distinguish between the two.

5! Slumbering, I Saw a Shape in the Door

The idol can enter the minds of the exorcists when they let their guard down.

- When the exorcists **rest**, each makes a 1d6 fortune roll. On a 1, they immediately gain an idol affliction.
- **Once a hunt**, as a **tension move**, the idol may immediately force the exorcists to rest for the next scene. This doesn't tick tension, cannot progress pressure past 4, and the results of all their resting rolls are '1' no matter what. During their rest they have disturbing daydreams. One exorcist may describe these to the group.

6! Taking the Bars

The idol's voice and psychic presence is overwhelming, like an ocean battering down a rickety door.

- As a **threat** or a **tension move**, the Idol can speak to to a group of mundane humans. If successful, they are immediately added to the cult and become a group of cultists. If cultists are already present, increase their execution talisman by 2 instead.
- As a **threat**, the idol can begin to speak an unspeakable word. If the threat is successful, one exorcist that hears it takes 2 stress and the **deafened** affliction for the rest of the mission (*can't hear, may make activities reliant on hearing hard or impossible*). Characters that are already deaf are immune to this. At the end of the mission, roll a 1d6 fortune. On a 1 or 2, the character is **permanently deafened** but has time to adjust before the next mission, making it have no further deleterious effects.

7! The Glory

The idol is capable of taking a form that overwhelms the senses.

- Once a scene, the Idol can take a glorious form as a **complication**. Non-cultist humans witnessing the form instantly become unconscious. Exorcists witnessing the form can either take 1 stress when acting against the idol and ignore it, or avert their gaze. If they avert their gaze, it becomes hard to do anything that relies on sight.
- Cultists present in the scene are motivated by the idol and may re-roll the risk die when acting, taking the second result as final.
- One exorcist sees this form as someone dear to them and must describe who to the group. They take 1 stress when harming the idol while the form is active.
- This complication can be dealt with as normal.

8! The Strong Scented Lips of a Whispering God

The idol has major connections with the human world: fans, businessmen, or politicians. This presents an expanding problem for CAIN cleanup.

Cultists are now armed with short ranged firearms and body armor, dealing +1 stress with reactions. Increase their execution talisman by +1.

- Set out an **exposure talisman**, of 10 length. Whenever the exorcists engage in a conflict scene, tick it up by 1d3. If the exorcists do something else loud, violent, or with high exposure, tick it up by 1, but no more than once a scene.
- If the talisman is 3 or more, local authorities will start to attempt to arrest the exorcists. If it's 6 or more, the response becomes more severe in scale.

Exorcists can attempt to untick this talisman with their actions. If the talisman fills up before the idol is dealt with, cleanup becomes catastrophic as the news spreads beyond CAIN control. The exorcists will receive **no scrip pay** for the mission.



III. HOUND

Ferocious and **violent**, hounds are enormously dangerous, wild sins that are rage personified.

Hounds are born out of a seething desire for **vengeance** or **justice**. They are primarily defined by a deep resentment or anger that is sometimes generalized, but more often directed towards a specific person or group of people in the form of a grudge. When a psychically sensitive person's unprocessed anger boils over and can no longer be contained, a hound is born.

Hounds commonly manifest in:

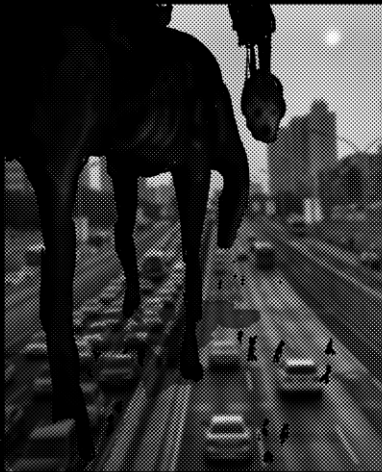
- Murder victims
- Someone who has suffered a deep injustice from someone who has power over them - like a landlord, bank or boss
- Someone who has been deeply wronged, bullied, or abused by a specific person or group of people

Primary emotion: Vengeance

Appearance and Psychophysiology: Hounds are active, constantly moving sins that twitch or spasm with barely concealed rage. They often take an animalistic form and may exhibit animalistic behavior such as running on all fours and biting even if they are humanoid in form. They are typically lithe and extremely fast and strong. Humans have an innate fear of them and can sense their presence even if they can't see a hound. Its surviving victims often describe feeling a primal dread, a sense of being hunted by a wild animal.

Behavior: Hounds are by far the least communicative sins, sometimes exhibiting only animal-level intelligence, and exist mostly to hunt, maim, and kill. They will sometimes exhibit canniness and will stalk or wait to strike their victims until the opportunity arises, but more often than not when they site a victim they will simply barrel through all obstacles, tearing everything apart until their target is ripped into pieces or they expire. Hosts fused with hounds exhibit incredible strength, speed, and durability and often have extremely hot body temperatures. They may exhibit extreme mania, violent tendencies, and restlessness.

ARCHIVE HOUNDS



DULLAHAN

Type II, possessing decapitated corpse of subject H09, whistleblower for major arms manufacturing company [REDACTED]. First, second, and third teams sent KIA. Advanced to CAT 5, deemed high priority and Virtues were defrosted and dispatched via orbital rail. Time to execution 22 minutes, 2279 casualties. City [REDACTED] required [REDACTED] months of reconstruction and reprogramming.



SCATHER

Type I, CAT 3, manifested after subject H198 reached catastrophic levels of medical debt due to their chronic [REDACTED]. Subject traveled to conference center [REDACTED] specifically to release sin in order to exact revenge, center locked down for 48 hours due to incident, executed with 25 casualties, one exorcist KIA.



MANHUNTER

Type I, CAT I, manifested in adolescent subject H19 (recruited, see record r9833) after suffering repeated schoolyard harassment. Repeated reports of 'haunted' closed factory building after dark drew interest from local teenagers and triggered standard SEER protocols. Executed after lengthy hunt, CASTLE team 23 KIA but no exorcist casualties.

TRAUMAS

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

- Who wronged you?
- How were you wronged?
- What are you unwilling to sacrifice?

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



PALACE

A hound's palace is usually an extremely simple, barely coherent and indistinct landscape of whipping winds, boiling rain, unreal heat, and licking flames.

Unlike other palaces, it can often change locations as the hound moves around on its hunt. The entrance is usually located somewhere derelict or wild like in abandoned buildings, drainage canals, junk yards, burnt out cars, or in tree hollows.

Hound palaces are typically: Hellish, gory, barren, inhospitable, ferocious, chaotic.

PRESSURE: GRUDGE

A hound harbors a **grudge** against a specific person or group of people. While its targets are alive, it does its best to track them down and kill them **violently and messily**.

When setting up the mission, the Admin should designate **three specific people** to be the hound's grudge targets (which could have expanded from its original target, or could be examples from a group it has a grudge against). A grudge can easily expand to innocent people, such as family members, friends, or co-workers of the perpetrators.

- When pressure increases, the hound will track down and attempt to kill one of its targets. If the exorcists are present, they can attempt to prevent this with a conflict scene. If not, the target is (brutally) slain!
- If all targets are killed, the hound picks an NPC the exorcists have met and adds them to its grudge as a new target.

If pressure goes to maximum, the hound gains +1 CAT and adds **all NPCs and the exorcists to its grudge**.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

MYRMIDONS

Some Hounds produce echoes of themselves, violent creatures arising from the dripping bodily fluids of the Hound or its victims. They shudder uncontrollably and give off a bloody acidic steam when enraged, making them incredibly tough opponents. Fortunately, they are short lived, disintegrating in just a few hours.

Myrmidons (sins): Execution talisman 2 (solo), 4 (group), 6 (massive group). They have the following features:

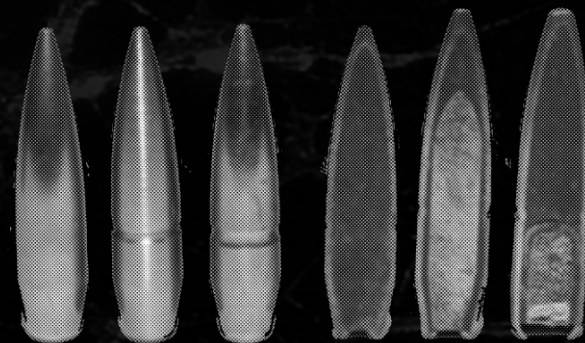
- Deal +1 stress to exorcists who already have an injury
- Rip exorcists in half when inflicting injuries if it's the last injury, inflicting instant death instead of putting them on the brink of death.

Reactions:

Inflict stress. Attacks with: *Teeth, claws, ear splitting screaming.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Grow spines, rake with claws, snap bones in jaws, grow a new limb or head.*

Or: Bloody Steam (1-2): **Complication.** Steam gets in the lungs of nearby exorcists, making impossible to take an action to speak or perform strenuous activity (running, climbing, etc) without taking 1 stress first.



EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: Needle like teeth, razor claws, bone spurs, sickle-like blades, blood soaked weaponry. (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: Move faster than the eye can see, set everything on fire, give off massive steam or heat, become enraged, expand with additional blades, increase in size and strength, add a bystander, use a domain.

SEVERE ATTACK: APOPLEXY

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

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate.

Start with a pool of 5d6. Then remove one die for each of the following questions you answer 'yes' to. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

- Do you have a sword (or something like it) ?
- Are you calm, collected, and focused?
- Do you have a shield (or something like it)?
- Is the hound hindered, distracted, or under duress in some way?

Then roll the dice, one at a time.

The hound immediately separates the chosen exorcist from the group (hurled into a pocket dimension, smashed through a wall, flung off a freeway,) then also begins attacking them with immeasurable fury, with each dice roll representing an attack.

- For every die rolled, the exorcist and anyone aiding them gains 1 stress, no matter what.
- For every '1' rolled the targeted exorcist suffers 2 additional stress and has a piece of skin cut away, causing permanent scarring (roll).

THREATS: Cause massive collateral damage. Attempt to tear someone in half. Rip apart humans. Spit torrents of boiling blood. Hurl someone through a roof or wall. Cut everything into ribbons. Inflict a hook. Use a domain. Do something violent, obliterating, or manic.

FLAYED SKIN

1. Face, or ears

4. Legs

2. Scalp

5. Chest

3. Arms

6. Back

AFFLICTIONS

Usually given by a threat or hook filling up.

1. Blood Rage: Afflicted exorcists roll +1D when inflicting harm, violence, or physical force, but must take 1 stress to take any other type of action.

2. Bleeding Eyes: While afflicted, the exorcist may gain a psyche burst by taking 1d3 stress.

3. Ganglia Fever: Afflicted exorcists are feverish, hot, and roll one less resting die.

4. Boiling Resentment: At the end of the mission, if you inflicted physical violence on a human, you may erase 2d3 sin. If you do, permanently add to your agenda: **make a human pay for their crimes.**

5. Blood Scent: When any exorcist suffers an injury, you may gain a psyche burst. If you did this at least once during a mission, permanently add to your agenda: **taste blood.**

6. The Urge: Permanently add to your agenda: **kill**

Or improvise: make something hard or risky

DOMAINS

Pick three

1. A Shuddering Thing Through a Dark Hall

The hound feeds on fear, growing physically larger and stronger from the terror of weaker wills.

Once a scene, if there are mundane humans within the local area, as a **complication**, the hound can manifest for them and start feeding off their fear. Until the exorcists calm the humans down or remove them from the situation, the hound takes -1 slash on its execution talisman from all sources and deals +1 more stress with reactions.

Exorcists that attempt to harm the hound in any way must first spend 1 stress to suppress their fear. They can suppress this effect permanently as part of any action against the hound by answering the question, asked by the admin: **What is it you are most afraid of?** However, if they choose to answer, the Admin also rolls **two risk dice** and picks the **lowest result** for the triggering action.

2. Turning Blades, I Laughed at their Brittleness

The hound's hide becomes incredibly tough and durable, like a beast's.

- Each time an action would slash the hound's execution talisman, roll a 1d6 fortune roll. If the roll is a 1 or 2, reduce all slashes suffered to 1. The hound's armor has weak spots, however, and any action that is **set up** or part of **teamwork** can ignore this effect.
- Mundane weapons are completely incapable of harming the hound unless they are extremely strong, like a tank cannon or a missile.

3. The Catching of the Doe

The hound suppresses its nature and becomes a stealthy hunter, able to stalk its prey.

At the start of the hunt, pick an exorcist. **Once a scene**, during any scene, the Admin may declare that the exorcist gets a glimpse of the hound following them (though it may or may not be real), giving them 1 stress, which cannot inflict an injury. The Admin can trigger this **three times total** a hunt.

In any conflict scene, the Hound gets a **free reaction** at the start (roll the risk die as normal), **targeting the exorcist it is stalking** if possible.

4. The Annihilation of the Wicked

The hound gains a special affinity for firearms. It can attack at range with guns that it wields or, more often, are fused to its form, emerging when needed.

- The hound's attacks gain long range.
- As a **complication**, the hound pins an exorcist down by bullets, bathes them in napalm, concusses them with grenades, etc. That exorcist takes 1 stress after acting until the complication is dealt with, or takes 2 stress if acting requires moving from their current position.
- As a reaction (1) the hound can **permanently absorb all firearms** in the same immediate area as it, immediately disarming anyone wielding one, and healing 1 tick on the execution talisman if it absorbed at least one firearm.

5. The Fattening of Rage

The hound feeds on the power of its Grudge, strengthening it.

- **Once a scene**, if the hound slays any mundane human as part of a reaction, it can heal 1 segment on its execution talisman.
- If the hound has slain at least one of its grudge targets, it increases its execution clock by +2 segments.
- If the hound has slain all its original grudge targets, it also inflicts +1 stress with all reactions.

6. Rage Against Heaven

The mere presence of the hound exacerbates the rifts between human and exorcist alike.

Humans during this mission **never start friendly** to the exorcists and are often outwardly hostile. The Admin may make a **fortune roll** if they like (hostile on a 1-2, indifferent or annoyed otherwise). They may still become friendly through the exorcist's actions.

Any two exorcists that have a disagreement, no matter how minor, may declare it has **boiled over into a fight**. For the remainder of the hunt they cannot participate in teamwork with other and cannot set each other up. Any feuding exorcists regain a psyche burst if the other takes an injury or affliction, and both gain +1 xp at the end of the mission.

7. The Measured Weight of Death

The hound gains a supernatural resilience that can only be bypassed by specific methods.

Often this draws on the superstitions of its host, often along mythological lines, and doesn't have to conform to any real logic.

- The hound takes -1 slash on its execution talisman.
- This effect can be removed for a scene by the exorcists taking action to expose the hound to a specific weakness. The Admin can choose or roll from the list below:

- | | |
|-----------------|-----------------|
| 1. Silver | 4. Extreme Cold |
| 2. Iron | 5. Water |
| 3. Extreme Heat | 6. Sunlight |

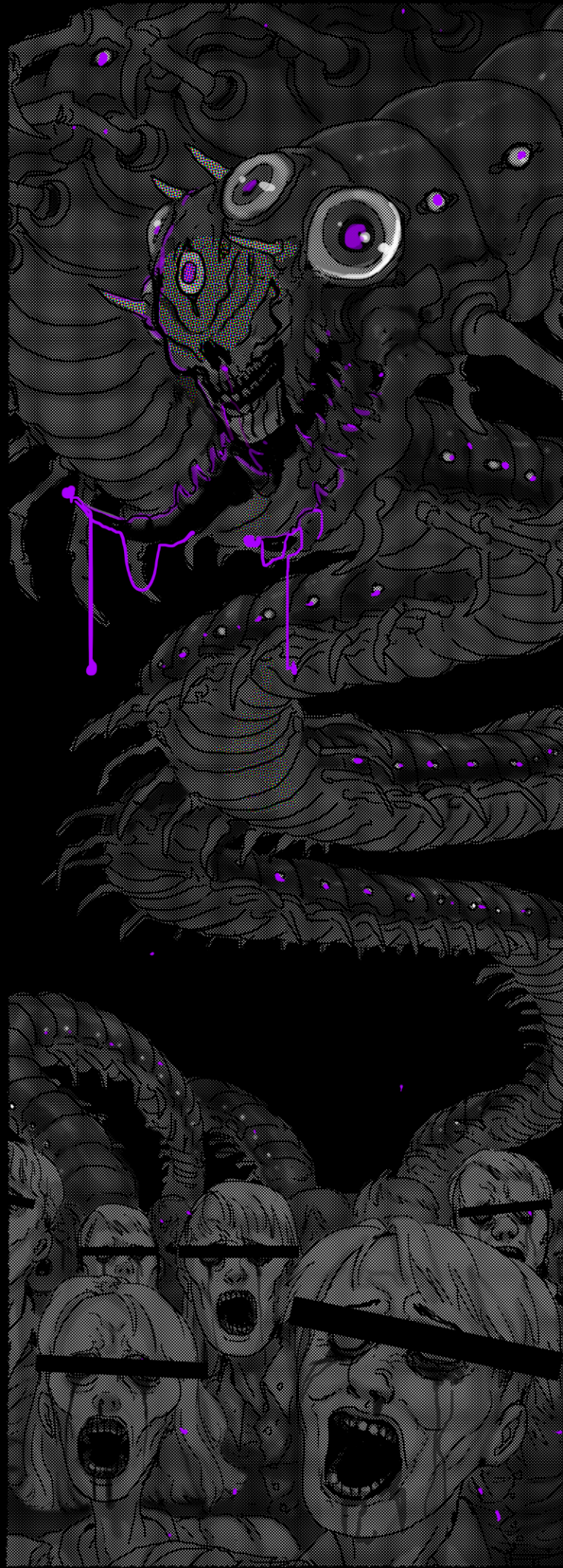
8. Bloodying the Steel

The rage of the Hound is infectious and can drive its victims into a vicious obsessive cycle.

The hound gains the Infectious Grudge affliction.

Infectious Grudge: While afflicted, the exorcist gains +1D on all actions that inflict physical violence, but also takes +1 stress when they take stress from an external source.

Any exorcist can voluntarily take this affliction if they are harmed by the hound.



IV. CENTIPEDE

Centipede sins have such a **horrific** and **putrid** reputation they are avoided when possible by most senior exorcists. Most infamously, they have extremely high potential to cause a mass death event even before a sin event happens.

Centipedes are born out of born out people's desire for **escapism through death**. They occur when a person has a been pushed into a place where they begin to fantasize a world where a disaster happens that is so bad it saves them from their circumstances. Often this desire is tinged with a deep misanthropy and hatred for society in general.

Nobody can reliably trace their root, and they can manifest in nearly anybody - office workers, artists, students, the unhoused, bosses of major corporations, corner store owners - **anybody**.

Primary emotion: Hatred

Appearance and Psychophysiology: Centipedes are manifested catastrophes, born from the darkest images of their hosts psyche. They exist only to cause such horrific violence and death that the hosts' previous worries evaporate. As their namesake, they typically manifest as insectile abominations, taking on all the characteristics of what a 'monster' should be. Their main identifying physical characteristic is their venom, which is inimical to human life and creates a (very) rapidly expanding problem for exorcists.

Behavior: Centipedes are hatred manifest. They hate the world, they hate humans, and they hate their host especially for calling them into being with their petty desires and wishes. Everything they do is seeped in spite. They are, however, extremely protective of their hosts - wishing to have them live and witness the horrors that they have unleashed upon the world. Given enough time and space, a centipede will wipe all life from its domain, until only its host remains. It is theorized they would then, unlike other sins, de-manifest on their own. This has never happened, as all centipede sins have a listed 100% execution rate.

ARCHIVE CENTIPEDES



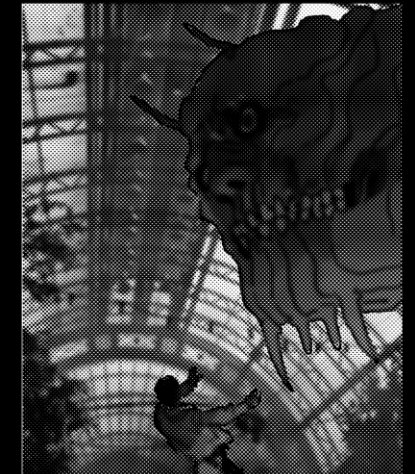
C284

Type I, manifested in subject C284 (ic: c576, awaiting indoctrination) after losing his housing and employment for the third time. Tunnels of ██████ quarantined after disappearances and disturbing reports of 'monsters' by locals. Exorcists dispatched to investigate and were able to locate palace in sewer and execute after 1 day 13 hours with acceptable civilian casualties. Traumatic reconditioning necessary for all team members.



CALAMITY IV

Type II. Notable in CAIN archives for the ██████ dent in ██████ Manifested and fused with subject C623 (partly deceased and in TEMERITY custody, see note ██████ Subject lost court battle to her patent rights for potential broad spectrum cancer fighting drug ██████ after announcing her intention to make it free. 10 exorcist teams including Virtues dispatched, 11,000 approx. casualties. Time to execution 2 days 6 hours 35 minutes. Required (previously) unprecedented deployment of broad spectrum SERAPH memory modification.



C155

Type I, manifested in subject C155 after failures, building debts, and rival gang activity in his narcotic distribution business. Warehouses in district ██████ of city ██████ quarantined, trapping approximately 120 humans, including bystanders, armed warehouse guards, police officers, and gang members for 30 hours. Exorcists ██████ and ██████ KIA. Executed.

TRAUMAS

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

- What are you trying to escape?
- What do you hate the most about humanity?
- What do you regret the most?

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

PALACE

A centipede's palace is usually located in a protected location at the center of horde activity, usually somewhere significant to the host or close to the inciting incident.

The interior of a centipede's palace often resembles a prison or a dungeon, built to capture the centipede's host and force them to remain witness to the horrors they have unwittingly (or otherwise) unleashed. This prison can be sterile, cold, or laboratory-like, or medieval and full of barbed hooks and rusted chains. It often manifests horrors or traps to drive out, capture, or kill invaders.

Centipede palaces are typically: *hostile, resentful, grotesque, gory, prison-like, chthonic*

PRESSURE: INFESTATION

A centipede's venom, when injected into the human bloodstream, causes a catalyzing psycho-biotic reaction that within the space of about an hour mutates that human into an extremely strong, aggressive, and violent monster, a mindless drone that is under the centipede's control as a queen controls a colony of ants. These infested are able to produce their own centipede venom that they can inject into bitten humans, creating a catalyzing exponential reaction that rapidly creates a horde of these monsters.

- A human infected with centipede venom will chrysalize, transform, and mutate within exactly 44 minutes. An exorcist gains the centipede bite **affliction** instead.
- **There is no cure** to centipede venom, but it can be **delayed**.
- The only reliable way to end an infestation is to **kill the centipede**. Executing a centipede causes its venom to lose its transformative effect and evaporate. This saves any infected exorcists and any infected but untransformed victims, who can typically recover in a few weeks. Remaining infested victims are dealt with in cleanup and should be considered deceased.

Each time pressure increases, 10% of the local population in the affected area is infected and transformed (so at 3 ticks, 30% of the population is affected). If pressure reaches maximum, the centipede increases in CAT by +1 and this goes up to 90% population loss.

DELAYING CENTIPEDE VENOM

Exorcists that are dispatched to Centipede missions are each automatically given one dose of Centipede Anti-venom. An exorcist can mark 1 KP to pull out their dose and inject it into someone in hand's reach.

- NPCS have their venom suppressed until the exorcists rest, at which time they will need another dose.
- Exorcists, if they have the Centipede Bite hook, can erase all segments on it. This doesn't remove the hook, as normal.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

Infested

These mutated humans are essentially minor type II sins, who have been affected by the psycho-biotic poison in their bloodstream. They form into large, animalistic, hive swarms that the centipede can mentally control. Though starting off relatively human in appearance, over time they become more and more mutated and insect like. They typically roam around affected areas in large hordes.

Infested (sins/humans): Execution talisman 1 (solo), 3 (group), 5 (large group), 7 (full horde). Only appear in large group or horde size at pressure 4+.

- Slow, clumsy, and unintelligent, but extremely numerous and resilient.
- Powers that can hit a large area gain +1D against groups of infested.

Reactions:

Inflict stress. Attacks with: *Mutated claws, teeth, mandibles.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Eject venomous spines, knock someone down, alert a bigger horde, explode with caustic bile, jump out from somewhere surprising.*

Or: Endless (1): More infested arrive on the scene, adding to the execution talisman by 1d3.

Or: Infected bite (1): Inflict the Centipede Bite affliction on an exorcist.

EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: *Dripping fangs, numerous claws, sinuous body, pressurized spit (short range).* (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: *Burrow into the ground or walls, spit poisonous webbing, release swarms of flies, spray pools of poison, reveal hidden burrows, collapse the floor, scuttle hidden into darkness, add a bystander, use a domain.*

SEVERE ATTACK: VITRIOL

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

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate. Start with a pool of 6d6. Then remove one dice for each of the following. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

- Can you move quickly and unencumbered?
- Is someone aiding you able to push or grab you?
- Can you forgive the centipede's host?
- Is the centipede hindered, distracted, or under duress in some way?

Then roll the dice.

The centipede shoots a pressurized stream of mutagenic venom at the targeted exorcist, dissolving all obstacles and flesh in its way with incredible force. The exorcist and any aiding them take 1 stress for every die rolled, no matter the result.

If at least one '1' comes up, the targeted exorcist suffers an injury and rolls on the table for a permanent scar. If two or more '1's come up, the exorcist targeted either:

- suffers instant death.
- suffers sin overflow to avoid instant death
- suffers an injury and rolls three times on the table instead for permanent scars

THREATS: *Summon the horde. Rip into an exorcist. Unveil rows of hypnotic eyespots. Explode a caustic bubo. Dissolve something with acid. Commit a massacre. Inflict a hook. Use a domain. Do something messy, spiteful, or dripping with venom.*

Vitriol Scars

1. Missing eye, fused shut
2. Large bleached patch of skin
3. Fingers on one hand melted together
4. Missing hair, burn scar on scalp
5. Massive burn scar over both arms
6. Rippling acid burn from neck to groin

AFFLICTIONS

1. Seethe: Pick another exorcist. For every '6' that exorcist rolls on an action, gain 1 stress.

2. Limb Necrosis: Limb starts swelling and rotting from the inside (1-2: Arm, 3-4: leg, 6: hand or foot). Activity that would require it is hard.

3. Acid Degradation: Mark off 1d3 KP immediately, then mark off 1 more when you rest.

4. Alienation: Permanently add to your agenda: **ignore a plea for aid.**

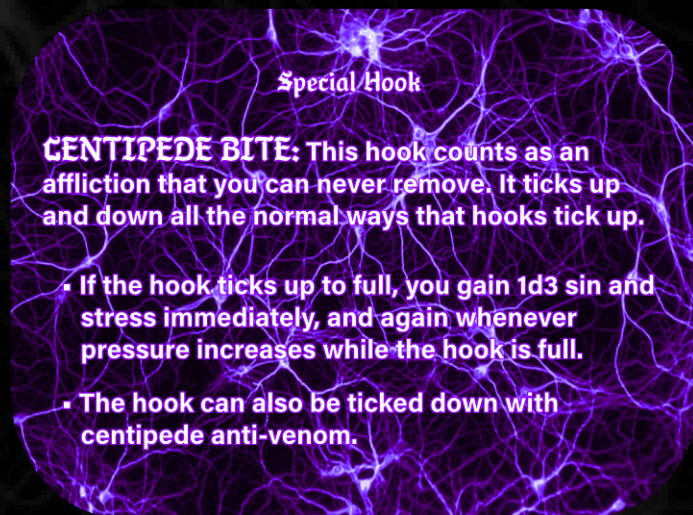
5. Hive Brain: Hallucination from aerosol poison. Performing complicated mental activity such as research or investigation is hard.

6. Let it End: Permanently add to your agenda: **Kill Needlessly.**

Or improvise: make a skill hard or risky

DOMAINS

Choose three:



1. The Heralds of Venom

The venom in the centipede and its horde becomes boiling and pressurized.

- The horde can spit venom at short range when inflicting stress. The centipede can spit it at extreme range, like a sniper rifle.
- The centipede gains a new affliction:

BLINDING AGUE: Can be inflicted as a threat or from a hook. When filled up, eyes become milky white and exorcist becomes unable to see, making activities that rely on sight hard. At the end of mission, roll 1d6, on a '1' this becomes permanent, but exorcist has time to adjust to disability at the start of next mission and it has no further effect. Blind exorcists are immune to this affliction.

2. Crumbling Into the Darkling Womb

The venom exuded by the centipede becomes an environmental aerosol that starts to degrade everything in the investigation area.

- Traversing normally safe structures in the area becomes risky or hard as floors start to fall apart, windows melt, and walls collapse
- Any mundane item the exorcists have pulled out from their kit degrades and becomes unusable when they rest.
- When pressure increases, 10% of the structures in the area are destroyed. If pressure fills up, 90% of the structures in the area are destroyed.

3. The Knights of Decay

The horde gains dangerous, armored infested. When the infested appear in a scene, one of these usually appear.

JUGGERNAUT

Juggernaut: Sin/human. Execution talisman 3. At 4+ pressure, increase to 5.

- Practically immune to mundane weapons unless its armor is exposed.
- Blind and easily distracted

Reactions:

Inflict stress. Attacks with: *Armored bulk, spines, mandibles.* (1) 4 stress, (2/3): 3 stress, (4+) 2 stress.

Or: create a **complication** or **threat:** *Grab someone with a mutated claw, charge someone through a wall or floor, knock someone out or daze someone.*

Or: Hive shroud (1/2): Complication: Start releasing acidic clouds that obscure and burn. All its allies take -1 slash on execution talismans until the Juggernaut is dealt with. Does not stack.

4. Gently Rolling Down the Slope of the Abyss

The Centipede's venom is so potent and fast spreading that it begins to cause catastrophic spread.

- Double the casualties per pressure (to 20%). At full segments (6), the spread begins to go outside of the quarantine zone, requiring cleanup from CAIN and docking the exorcists 2 scrip.
- When the players meet an NPC, the Admin makes a 1d6 fortune roll. On a '1-3', they have already been bitten but are trying to hide it.
- As a **tension move**, the Admin can choose an uninfected exorcist or NPC who has fought the infested at least once this mission. The Admin reveals they have been bitten, giving them a Centipede Bite.

5. My Children Crawl Quietly

The horde gains dangerous, stealthy infested with chameleonic skin. When the infested appear, these appear, always in pairs.

STALKERS

Stalkers: Sin/human. Appear as a pair. Execution talisman 3 in a scene between the two of them. At 4+ pressure, increase to 5.

- Deal +1 stress to exorcists who are alone or afraid
- Focus on one target to the exclusion of all others

Reactions:

• **Inflict stress.** Attacks with: *Scythe claws, venomous spines.* (1) 4 stress, (2/3): 3 stress, (4+) 2 stress.

• **Or:** create a **complication** or **threat:** *Kidnap someone, drag someone into darkness, start jumping or flying on locust-like wings*

• **Or: Chameleonic Scales (1/2):** Becomes nearly invisible, making it **hard** to fight or find them when relying on sight. Next reaction deals +1 stress and ends this effect.

6. At the Core, My Rot Unfurls

The Centipede is so fueled by spite it refuses to die and instead takes a momentarily more powerful form.

When the centipede's execution clock is filled up, it instead reduces by 4. The centipede then takes on a terrifying final form.

- End the current round and start a new round
- In this form, roll the risk die twice and choose the lower result, the centipede takes -1 slash on its talisman and deals +1 stress with all its actions.
- However, this form is extremely unstable. At the end of the round, after all exorcists have acted, no matter what, the centipede's form destabilizes, instantly defeating it and allowing the exorcists the opportunity to finish it off.

7. I Hide My Knife in the Soft Supple Walls

The Centipede is able to set festering traps for the exorcists, extruding parts of its body or using the transformed flesh of its infested horde.

As a **tension move**, the Admin can declare that for the next scene, the exorcists are about to enter a trapped area (even if they have already explored it). Moving through the area becomes risky by default. Traps can: inflict 1 stress to one or two exorcists, make an area dangerous or hard to move through, afflict an exorcist, inflict a hook. In addition, in any **conflict scene** with the Centipede, on a '1' risk result a trap also goes off, with the above effects, in addition to any other reactions.

8. Making Friends With the Abattoir

The Centipede gains power from spite, gaining the following benefits:

- **Once a scene**, when it or its minions is able to slaughter an innocent person or bystander in view of the exorcists, permanently increase the centipede's execution clock by 1, to a maximum of four times total.
- **Once a hunt**, as a **tension move**, the centipede can reveal a group of human survivors under threat from its forces. If the exorcists rest without aiding the survivors, they are slaughtered and the centipede permanently adds +3 segments to its execution clock.



V. TOAD

Toads are **crafty** and **avaricious** sins with a very unique behavior pattern. They are by far the most intelligent sins, and present puzzling opponents to most exorcists.

Toads are born out of deprivation and unfulfilled material needs. Therefore, unlike most other sins, they are extremely goal oriented. Once manifested, their primary need is to **acquire as much material wealth as possible** for their hosts. They revel in greed, driving their hosts to more spectacular heights of **excess**.

Toads commonly manifest in:

- people suffering from major housing, job, or food insecurity
- people who are exploited at work
- people in crushing financial debt

Primary emotion: Indulgence

Appearance and Psychophysiology: Toads are bulky but surprisingly fast sins with a great degree of manual dexterity. They often have prehensile tongues or double jointed limbs, and convey these features onto any hosts they are fused with. They are capable of squeezing through tiny spaces and leaping great distances. The gaping mouths of toads have space extending properties and are capable of storing an unreal amount of physical material - many rooms worth in some cases. All toads have a strong, not entirely unpleasant odor about them - something between carpet cleaner and expensive cologne.

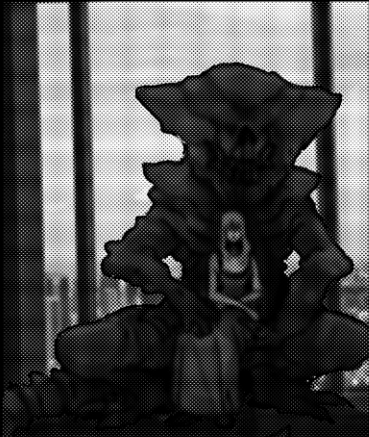
Behavior: Unlike other sins, who typically want to fight or escape exorcists, toads are fond of catching them in conversation to gloat or verbally spar. Toads are cunning, sharp tongued sins with a fondness for speech and tend to be witty or charming, with a good sense of humor. They seem to enjoy what they do and revel in excess as much as their hosts - although they are typically extremely impatient and may be cruel to slow or unwilling hosts.

ARCHIVE TOADS



POCKETS

Type I, CAT I. Manifested in rare cooperative arrangement by host [redacted] acting as 'lone wolf' cat burglar after his repeated conflicts with repossession companies and repeat incarceration. Accumulated treasure hoard of estimated worth of [redacted] million in eight days, including thirty five luxury vehicles, mostly kept inside palace located in the garage of host [redacted]'s apartment residence in [redacted]. No record of execution, manifestation was dispersed. Exorcists [redacted] and [redacted] disciplined.



DRACUL

Type III, CAT III. Variant form of type III that bound itself to its owner (see TEMERITY record [redacted] host T493, in unwilling marriage to well known billionaire [redacted] (deceased, see record [redacted] Gradually formed advanced palace and treasure vault in [redacted]'s penthouse apartment building and took over operations of his holdings including hiring of a private mercenary company. Executed. Time to execution 2 days 34 minutes, no losses, 25 casualties. Notable: net losses from company [redacted] led to minor stock market drop in [redacted]



MR WORLDWIDE

Type II. Manifested in host T777 (deceased, see note: [redacted] after he experienced extreme gambling loss and was evicted from his residence in [redacted]. Over three months host [redacted] formed criminal syndicate that attained complete control over the [redacted] casino in [redacted] and pulled power from its operations. Attained category IV before execution. Time to execution: 6 hrs 55 minutes, exorcist [redacted] and [redacted] KIA.

TRAUMAS

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

- What do you deserve that was denied to you?
- While you were starving, who was feasting?
- Where do you draw the line?

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

PALACE

A toad's palace represents a monument to wealth, often as envisioned by its host. On the outside it may be located inside a cramped building or in a tiny apartment block, but on the inside it is typically an opulent, sprawling extravaganza.

Toad palaces typically take the form of summer mansions, luxury residences, resorts, casinos, or other places that mix pleasure and commerce. The host may reside at least part time inside the palace due to its space and comfort. Over time the space becomes crammed almost to bursting with the wealth that the toad accumulates, transforming partly into treasure vaults or galleries to either protect or display their largesse.

Toad palaces are typically: *Opulent, gaudy, glitzy, spacious, extravagant, luxurious, comfortable*

PRESSURE: HOARD

A toad's main driving desire is to **acquire as much material wealth as possible** for its host. It steals as much as it can, by various means, based on its host's desires, storing its prizes inside of its expansive gullet and regurgitating them later inside its palace.

A toad's larceny can start small, but as time goes on its appetites, both literal and figurative, become more expansive. A host that wanted a faster car in the past, for example, will eventually draw a toad to find the fastest car in town and swallow it, then the next fastest car too, and so on. As time goes on, the amount of material the toad swallows and its avarice inevitably starts to grow out of control, to unreal proportions. Instead of stealing food for its host, for example, it may swallow an entire restaurant, staff and all. In theory a high enough category toad would swallow an entire town, given time.

The toad gains power from its hoard. Every time pressure increases, its greed increases too, describing the kind of things it can steal:

- 0-2: High worth but mundane items. Money, cars, guns, medicine, food, fashion, high art.
- 3-4: Unreal amounts of the above.
- 5+: Entire stores, shops, restaurants, yachts, buses, celebrities.

At 6+, the toad's CAT increase by 1 and it gains the ability to steal **conceptual** or **intangible items** like **abstract wealth**, **stocks** in a **company**, **light**, **artistic skill**, or **happiness**.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

TOADSPAWN

These humans follow the toad or its host through the (very real) promise of the incredible wealth that it accumulates. They can range in anything from regular gangsters to privately hired security. They are often oblivious, brainwashed, or simply willfully ignorant of their paymaster's true nature.

Toadspawn (humans): Execution talisman 1 (solo) 3 (Group) 5 (large group). Mundane humans armed with mundane weaponry - no less deadly. Often has access to cars or security vans.

Reactions:

Inflict stress. Attacks with: *Firearms, close quarters combat techniques.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Fire a stun gun, charge an exorcist, get in a martial arts hold, pin down with a barrage of gunfire, get in a vehicle, throw a grenade.*

Or: Threat: call reinforcements (1). *Someone gets on the radio or punches an alarm. Add 1d3 to the execution clock if allowed to follow through.*

EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: *Crushing punches and kicks, muscular tongue, pressurized blood spray from eyes (short ranged).* (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: *Leap out of reach on muscular legs or squeeze into a tight space. Entangle in traps. Reveal hidden explosives. Trigger security, or alarms. Vomit slime or disgorge stomach contents. Add a bystander, use a domain.*

THREATS: *Summon bodyguards. Steal something from the exorcists, collapse or throw something from the environment. Set off a bomb. Kick someone with powerful legs. Swallow something or someone whole. Inflict a hook. Use a domain. Do something crafty, flashy, or shocking.*

SEVERE ATTACK: GRAND FINESSE

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

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate. Start with a pool of 6d6. Then remove one dice for each of the following. If an answer is 'no', you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

- Are you accepting of your powers?
- Are your allies close enough to touch you skin to skin?
- Are you willing to part with your kit? If you answer yes to this, the Toad is distracted by stealing every item of gear from you you currently have ticked. They disappear until the Toad is defeated.
- Is the Toad hindered, distracted, or under duress in some way?

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

- If at least one '1' comes up, the Toad steals the **ability to use psychic powers** from the targeted exorcist. These coalesce into a **psychic shadow**, which runs off. It is a **sin** with an **execution talisman of 3** and it uses reactions to attempt to flee. If it is destroyed, captured, or the scene ends, it fuses with its host again, **ending this effect.**
- If two or more '1's come up, the execution talisman of the shadow is 5 instead.

AFFLICTIONS

1. Absent Minded: Whenever you roll a '1' on risk, erase 1 KP.

2. Wasting Sickness: Reduce max stress by 1 each time you rest. If reduced to 0, you suffer instant death.

3. Starvation: All actions are hard until you or an ally mark 1 KP and allow you to eat something. This effect resets and you must eat again after you rest.

4. Itchy Fingers: Once a scene, stealing something (anything) gives you 1 psyche burst and 1d3 sin. Permanently add to your agenda: **steal.**

5. Dreaming Desire: When pressure increases, spend 1 psyche burst to daydream about things you want or take 2 stress.

6. The Want: Permanently add to your agenda: **take more than you need.**

Or improvise: make a something hard or risky

DOMAINS

Pick three:

1. Hotel for One

The toad is able to use its powerful lungs to suck people into its maw, where they are shunted into a tiny prison-space inside its gullet.

As a **complication** the Toad can suck in an exorcist it is fighting. That exorcist is trapped inside a tiny cage-like extra-dimensional room inside the toad and takes 1 stress before acting while imprisoned until they can escape or their allies can help them escape (set out a talisman for the complication as normal). They are vomited out when they are able to break out of their cage.

As a **tension move**, the Toad can kidnap any NPC the exorcists have met off-screen and imprison them in its oubliette, mostly unharmed. Freeing them requires fighting the Toad and may take a talisman.

2. Greasing the Palms

A vile alchemy churns in the toad's gut.

As a **complication** or **threat**, the toad is able to vomit up a thick, nauseating slime that reeks of expensive perfume. It can be incredibly sticky, incredibly slippery (the toad chooses), and carpets the area of about a large room.

- Actions that require concentration, quick movement, or manual dexterity become hard in the area.
- It becomes incredibly hard to keep your footing in the area. Any action that requires moving around by the exorcists rolls two risk dice and picks the lowest.

3. The Granting of Gifts

The toad is an especially powerful hoarder, and keeps quantities of strange items to regurgitate in an emergency.

As a **reaction** (1-3), the Toad can forcibly regurgitate items from its gullet. This can inflict stress, cause a threat or cause a complication as normal. However, roll randomly for the category of item it produces, which may affect the outcome:

1. Vehicle, drivable.
2. Explosives
3. Weapons, ammunition
4. Narcotics
5. Material wealth (gold bars, jewels, etc)
6. Alcohol (in liquid or bottle form)

Then roll randomly for the size or volume (1d3). Adjust stress suffered by the amount shown if dealing stress.

1. Comically smaller than expected (-1 stress)
2. Expected
3. Unbelievably larger than expected (+1 stress)

4. Wolf Down the Earth

The Toad is able to unhinge its jaw to a void-like space and swallow huge chunks of the scenery.

- It can burrow through solid rock when moving around.
- The toad inflicts +1 more stress to its target if it is slowed, off balance, immobile, or entangled in some way.
- Once a scene, as a **threat**, it can attempt to devour an area close to it, obliterating all inanimate matter, no matter its toughness. The size of this area depends on the Toad's CAT. One or two exorcists caught in the area take 2d3 stress if the toad is allowed to execute on the threat.

5. Sticky Fingers

The Toad is artful at lifting items from the exorcists. When an exorcist takes stress from the Toad, they also (the Toad chooses 1):

- tick 1 KP. If they don't have KP to spend, they take +1 more stress
- lose a piece of gear instead of taking stress. The KP of the item must equal the stress suffered or less

6. The Artful Dodger

The Toad is especially careful and crafty, setting up contingency plans.

Three times a hunt, when the exorcists take action, the Admin can narrate a flashback of the Toad setting up a contingency plan, fallback, or trap that it is able to spring. Roll a 3d6 fortune roll. For every 3+, the toad may either inflict 1 stress on the exorcist triggering this domain or reduce any stress suffered from the triggering action by 1.

7. Keeper of the Luanic Menagerie

The Toad stores brainwashed humans inside its gullet, and pulls them out as needed. Humans stored this way are freed when the toad is defeated and have no memory of the incident.

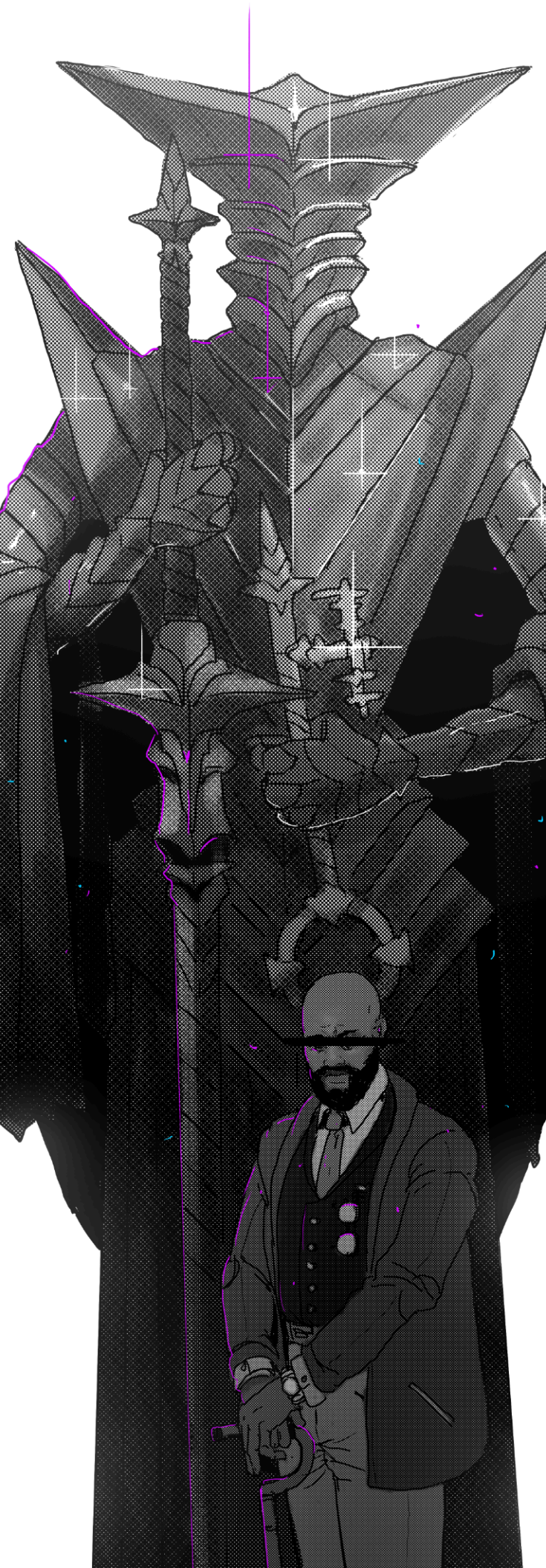
- The Toad can pull out a human to perform any mundane servile task for it, such as cooking, cleaning, driving, etc. They are completely obedient to the toad and always come out with something convenient to the current situation, such as a guard with a door key, a taxi driver, etc.
- It can pull out a goon as a (1-3) **reaction** in a conflict scene. This creates a **toadspawn** trace with an execution talisman of 1, or adds +1 to an existing trace's execution talisman.
- As a **threat** in any conflict scene, the toad can kidnap a mundane human or NPC present, brainwashing them and adding to its collection.

8. The Great Glittering Adversary

The Toad is able to transform matter into material wealth, such as precious gemstones or gold.

By touching any surface or living matter, it can transform it into gemstone or gold. It can use this as a **threat** or **complication** to inflict stress, block the exorcists, or inflict the below affliction.

Midan Touch: Inflict this on the exorcists with a **threat** or a **hook**. The skin of an arm or leg of the afflicted exorcist slowly becomes turning into gemstone or rock, usually starting from the contact area. Actions that require speed or dexterity from them become hard. When the exorcists finish a rest, they take 3 stress. If this stress would inflict an injury, they instead suffer instant death and turn into a jeweled statue.



VI. LORD

Lords are **righteous** and **moralistic** sins driven by a deep and irrational sense of purpose and moral injury.

Lords are born out of a **profound sense of loss**. This often occurs when someone's life is irreversibly altered by tragedy or misfortune - such as illness, death, or accident. The Lord is the manifested desire to rewind time and return to the world as it was before the tragedy. They construct a kingdom, an elaborate prison dimension, where reality inside alters to to hosts' whims, often returning them to a time or place before the tragedy occurred, but eventually driving them to greater acts of **paranoia** and **cruelty** to those trapped inside in an effort to never allow their life to change again.

Lords commonly manifest in:

- people who have lost loved ones to illness or accident
- people whose fortunes and stations in life have drastically changed
- people who have themselves been impacted and permanently altered by illness, injury, or accident

Primary emotion: Fear

Appearance and Psychophysiology: Lords are powerful, imposing figures that present an archetypical 'guardian' figure to their hosts, sometimes manifesting as an authority figure like a soldier or policeman, and sometimes as something more divine, like a god or an angel. They have extremely tough armor and are excellent combatants, able to fight off any perceived threats to the new order they impose with ease.

Behavior: Lords are righteous and moralistic to the extreme. Unlike other sins, justifying their own behavior is important to them. To the Lord, their kingdom is a better and more just version of reality, and their construction of it is a gift to its new inhabitants. They may couch their behavior and the rules of the new kingdom in the language of religion or law, as seen fit by their hosts. They are usually measured, polite and refined in their manner and speech and regard their hosts as the rightful liege and master of the new kingdom, and any intruders as a nuisance. In the case of an unwilling host, they often 'graciously' accept the role of regent and govern in their hosts' place.

ARCHIVE LORDS



DECURION

Type I. Manifested in host L99 after his discharge from the military of [redacted], subsequent to multiple diagnoses of [redacted] disorder following campaigns [redacted] and [redacted]. Kingdom manifested as a perfect recreation of childhood hometown in the [redacted] mountains where L99 was a beloved member of the church and community who had never went to war. Executed (TTE: approx 500 mins, 50 casualties)



BALDUR

Manifested from Host L545 who was then able to bind it as a type III. Took the form of a basset hound. Kingdom manifested as a typical 1930s city noir narrative where the host was a hardboiled detected in search of his missing wife. In reality, host's wife had been deceased for 6 months due to advanced bone cancer. Executed. TTE: 2 days, 2 hrs, 34 mins. L545 taken under observation (see Temerity record [redacted]).



PALE QUEEN

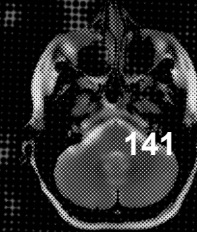
Manifested and fused with host L44 who had retreated into a world of video game playing after a sports injury left her without the use of her legs. Kingdom manifested as a typical pseudo-medieval video game fantasy world based on property [redacted] which consumed up to 60% of city [redacted] before dispersal by the dispatched team. 3 exorcists KIA, reinforcements sent by helicopter. Executed. TTE 9 hours 54 minutes.

TRAUMAS

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

- What did you lose?
- What is the main thing you would fix about the world?
- Who did you regret leaving behind when you ascended to your Kingdom?

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



PALACE

A lord's palace is always nestled in the center of their kingdom, and therefore always requires traversing the kingdom itself to reach. More often than not, it resembles an actual palace in size and form - or something similarly important and imposing, such as a high rise skyscraper, corporate headquarters, government office, or temple.

The palace of a lord is typically a bustling place full of servants or subsidiaries going about their business - minor sins, figments of the host's imagination, or captive humans that have been absorbed into the narrative of the kingdom.

Lord's palaces are typically: *Imposing, grandiose, august, monumental, stony, hallow*

PRESSURE: KINGDOM

The archetypical Lord creates a Kingdom, an alternate parasite reality growing outward from its palace that overlaps our own. The kingdom can be accessed freely by the lord and its host, and can be squirreled away in impossible spaces - accessible through closet doors, hallways, restaurant back alleys, etc. Eventually it starts to bleed over and pull parts of the real world into it, consuming space and the unwitting humans inside. From the outside, humans cannot see the kingdom even as it consumes the real world, and may merely walk down a street and unwittingly pass into an alternate reality.

Inside the Kingdom, the world may appear as the world currently does, or a historical or even fantastical version of the world, such as a futuristic city, a glittering heaven, or a medieval castle - dependent on the latent desires of the host. In this world, all that the host has lost is returned to them and more. It presents an alternate reality that is both more convenient and fulfilling to the host and also conforms to their beliefs and outlook, coddling and supporting them.

Events, history, and even humans may be altered drastically inside. Therefore humans that on the outside of the kingdom may be hostile to the host might be their friends inside, mistakes the host has made in the past or their own failings might be papered over or made whole - or even celebrated.

In this world, the host is the absolute ruler (or the Lord as their regent if they are unwilling) and may change the laws of reality as they wish. These strictures completely consume mundane humans and are strong enough to even effect exorcists.

Each time pressure increases, the kingdom expands to a new area of the real world, increasingly rapidly in size. Humans consumed by it are unaware of the change. If pressure is 6+, the **kingdom consumes the whole investigation area**, and the Lord's CAT increases by +1.

A kingdom collapses when the host or the Lord is defeated, ejecting anything brought into it, including humans - who typically have no memory of their time inside.

TRACES

May take a **free reaction** 1/round if fought alongside a sin.

Guards

A lord's kingdom always has guards patrolling it. These guards are sins that typically take the form of authority figures or soldiers. They are completely subservient to the Lord and their appearance and behavior is shaped at their whim. Some kingdoms may have guards that are imposing human soldiers with their face shaded under security caps or helms, while others may have beast-like demons wielding medieval weaponry that punish unbelievers.

Guards (sins): Execution talisman 2 (solo), 4 (squad), 6 (small army)

- Armed with cruel weaponry and outstanding senses.
- Incapable of existing outside the kingdom

Reactions:

Inflict stress. Attacks with: *Cruel close combat weaponry, fists and kicks.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a complication or threat: *Trap an exorcist and pile on, pull an exorcist away in chains, disable an exorcist with a painful strike, threaten bystanders as collaborators, call in a prison vehicle, produce a heavy weapon*

Or: Sound the Alarm (threat, 1-2): *Alert the Lord or any other nearby guards to the exorcists' current position. If more guards show up, refresh the execution talisman by 1d3.*

EXECUTION

7+PRESSURE+CAT

ATTACKS WITH: *Shimmering blades, armored gauntlets, shining medieval weaponry, beams of fire (long range).* (1) 5 stress, (2/3): 3 stress, (4+): 2 stress.

COMPLICATIONS: *Twist the world or landscape, extend the Kingdom, throw false accusations, bind an exorcist in chains, blind with scorching light, extend shining armor plating, raise a glittering shield, add a bystander, use a domain.*

THREATS: *Smite with fire, pass judgement from the heavens, hurl into a psychic prison, force an exorcist to confront their own crimes, grasp with an armored fist, impale with holy spikes, Inflict a hook. Use a domain. Do something righteous, scathing, or dominating.*

SEVERE ATTACK: JUDGEMENT

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

Target an exorcist. Any other exorcists nearby must decide to fly to their aid. Any that don't offer aid cannot participate. The lord binds the targeted exorcist with divine chains, then begins a summary trial.

Start with a pool of 6d6. Then remove one dice for each of the following. If an answer is 'no' you or someone aiding you can immediately make a single action roll to attempt rectify the answer, with only a few moments to act, suffering consequences as normal if they fail.

Uniquely, this may take the form of a verbal argument from any aiding exorcist

- Are you innocent of crimes?
- Are you a liar or a cheat?
- Have you lived a life by your ideals?
- Is the lord hindered, distracted, or under duress in any way?

Then roll the dice as the Lord passes judgement, smiting the chosen exorcist with fire. The exorcist and any aiding them take 1 stress for every die rolled, no matter the result.

For every '1' that comes up, the targeted exorcist is forced to confront their inadequacy and additionally gains **1d6 sin**. This could occur **multiple times**.

AFFLICTIONS

1. Reality Control: Must spend 1 stress to spend any amount of KP in the kingdom.

2. Pain of Loss: Forced to psychically experience the same catastrophe as the Lord's host. When the lord or its host is harmed, also take 1 stress. Ends if exorcist takes an injury.

3. Kingdom infection: Mark off 1 KP when pressure increases, then manifest something comforting and small for your exorcist, like a treat or book.

4. Hitchhiker: Always count as in the Kingdom for the purposes of the Lord's powers.

5. Welcome Home: Gain +1 max psyche burst in the kingdom, regain max psyche burst when resting in the kingdom, but become unable to use blasphemies outside.

6. Justiciar: Permanently add to your agenda **punish wickedness**.

Or improvise: make a skill hard or risky.

DOMAINS

Pick three

1. Structure of Manifestation

The Lord or its host gain increased control over reality inside its Kingdom, granting them the following powers. It can use these as **threats** or **complications**:

- Cause any object up to the size of a small building to coalesce and appear in a few moments.
- Invert or choose the direction and strength of gravity, or even make space curved
- Change the weather or change the biome of an area, such as from sunny to snowy
- Rearrange the interiors and layouts of buildings, streets, or corridors

In addition, as a **threat** or a **tension** move, the Lord can dismiss any psychic power caused by the exorcists that has a sustained effect (like a summon or curse). This only works inside the kingdom.

2. Structure of Superiority

The Lord fights more fiercely the less exorcists play by the rules of the Kingdom. At the start of the round in a **conflict scene**, the Lord can take one of the following stances. Exorcists that don't fulfill the requirements are punished. It must switch to a different stance each round.

- **Honorable Fighting:** Exorcists that participate in teamwork or setup take 1 stress.
- **Grand Melee:** Exorcists acting without benefiting from teamwork or setup find it **hard**.
- **Duel:** The Lord chooses an exorcist. That exorcist deals +2 more slashes on the Lord's execution talisman, but all other exorcists deal 1 less slash to the Lord this round.

3. Structure of Banishment

The lord can banish exorcists, making them gradually phase out of reality while inside the kingdom. As a **tension move** or a **threat**, the Lord can give an exorcist the following affliction:

BANISHED: Starting to fade from reality, with the following effects:

- Interacting with the physical world inside the kingdom without using psychic powers becomes hard. However, can also slip through walls and objects like a ghost.
- When pressure increases, take 1 stress. If this stress inflicts an injury, suffer instant death instead and disappear completely.

4. Structure of Control

The lord's power is intense and bleeds out over the investigation area like an iron net. On this mission, the Admin, choosing for the Lord can forbid three items from the following list:

- Swearing
- Speaking the name of the Lord or its host (in vain or otherwise)
- Uncovering skin between the ankles, wrists, and neck in view of the opposite sex
- Drinking, eating, or smoking anything not blessed by the Lord
- Touching another person skin to skin without consent of the Lord
- Entering the palace of the Lord without praying first

These rules become known instantly to anyone upon entering the kingdom. Once a scene, when an exorcist would break one of these rules, they take 1d3 stress. If the Admin misses an occurrence of one of these rules being broken but an exorcist reminds them, that exorcist can gain 1 xp. This can only trigger once a session per exorcist.

5. Structure of Memory

The lord's power is regressive and nostalgic. Inside its Kingdom, it returns everything to a **previous era** (real or imagined) desirable to its host, such as the European middle ages, Edo Japan, 1950s America, or 1st century Judea. Weapons, gear, and technology that would not exist in that era are converted into similar equivalents inside the Kingdom, or simply do not exist while inside the Kingdom. For example firearms becoming crossbows, or a GPS system becoming a hand drawn map. If the Admin judges this would affect a roll, they can make it **hard**. All clothing, hairstyles, etc also changes to fit. They revert upon exiting.

7. Structure of Alignment

As a **tension move**, the Lord can give a randomly rolled role **affliction** to one of the exorcists inside its kingdom, as the kingdom attempts to absorb them. A role, once given, gives a new (temporary) agenda item to the afflicted exorcist until the end of the mission, as well as forbidden activities, which become **hard** for the afflicted inside the kingdom. An exorcist can only have one role at once.

1. Peasant: Agenda: *Act in extreme deference to others.* Forbidden: *Acting in defiance of an order.*

2. Priest: Agenda: *Obey the Lord.* Forbidden: *Lying, Cheating, taking the Lord's name in vain.*

3. Bandit: Agenda: *Steal something.* Forbidden: *Setup actions or teamwork.*

4. Sage: Agenda: *Demonstrate your erudition and knowledge.* Forbidden: *Any physically demanding activity.*

5. Knight: Agenda: *Protect the residents of the kingdom.* Forbidden: *Striking a woman. Lying, cheating, or dirty fighting.*

6. Noble: Agenda: *Humiliate your inferiors.* Forbidden: *Deferring to an inferior. Dirtying your hands.*

6. Structure of Narrative

The lord and its host gain control over reality to the point of being able to reverse causality.

- **Three times a hunt**, when an exorcist rolls an action roll and sees the final result, the lord or its host can declare that events did not actually play out that way, as though they were narrating a story. This completely un-does the outcome of the roll.
- The targeted exorcist gains 1 psyche burst. They can then either **re-roll** the action, taking the second result as final, or lose the outcome and gain an additional **1d3 psyche burst**.

8. Structure of The Blaming Sword

The Lord has a **Guardian**, a sin-construct that patrols the Kingdom with a careful eye and an iron fist. It may take the form of an officer of the law, a winged, beautiful humanoid, or a metallic, geometric construct. If destroyed, it reforms in the Lord's palace when pressure increases.

GUARDIAN

Guardian (sin). Execution talisman 3+CAT.

- Heavily armored and immune to mundane weaponry
- The guardian can move around rapidly while inside the kingdom. It can't exist outside the kingdom.
- The guardian is axiomatic and is incapable of deceit or lying. It always knows when someone is lying in its presence.

Reactions:

Inflict stress. Attacks with: *Long ranged weapon (extreme range), brutal melee strikes.* (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Imprison someone in a cage of light, blind with glaring beams, swoop high into the air, summon searing blades, impale with shining spear.*

OTHER OPPONENTS

Sins are not the only oppositional force that exorcists can be expected to encounter during a hunt.

Writing an opponent

Opponents (and sins) are simply storytelling shorthand that is available for easy reference. It's better not to think about them as a 'stat block' but rather quick reference material for conflict scenes.

In a conflict scene, opponents can inflict **stress**, **threaten** exorcists, or cause a **complication**. The Admin can use the following steps to write any opponent:

1. Write down a name and description
2. Determine if the opponent is a sin, human, or exorcist. This determines what kinds of powers can be used on them. Foes can also be mechanical (like an unmanned drone), or an anomaly (an untyped or mysterious supernatural force).
3. Determine category. Use the CAT table on pg. 19. In general, humans are CAT 0, groups of humans, vehicles, and supernatural forces are higher. Category is an easy shorthand for how effective exorcist powers are.
4. Write down the execution talisman: short (2 segments), medium (3/4) or long (5/6). This typically determines how tough an opponent is.
5. Write some facts about the opponent - what are their general capabilities? This can determine fictional moves and also whether certain actions taken against them are generally hard or risky.
6. Write reactions:
7. Write how much stress an opponent inflicts. Typically an opponent should inflict 1-2 stress, with +1 more stress on a '1' risk result.
8. Write some typical complications or threats

Optional: write a unique threat or a unique affliction that the opponent can inflict. Gate this with the reaction die to a 1-2.

Here's an example of some opponents:

MUNDANE OPPONENTS

Exorcists are often in the position of crossing law enforcement due to the time sensitive and clandestine nature of their activities. Aside from this, however, they often tangle with high level, deeply entrenched forces beyond public knowledge: secret societies, shadow governments, private military companies and the like. Sins themselves and their hosts are also able to hire mundane humans to do their bidding, especially Toads.

- Most mundane humans, individually:
- are incapacitated by any amount of stress and are usually instantly killed by 4+ stress
- go catatonic if they directly witness a sin
- The humans listed here are made of tougher stuff.



Security

Humans. Execution talisman: 2 (solo), 4 (group), 6 (large group.)

These graceless humans are blissfully unaware of the world of psychic phenomena around them. They are often dispatched to deal with disturbances or guard facilities.

- General human capabilities
- Usually alert and can raise some kind of alarm

Reactions:

Inflict stress. Attacks with: Batons, close quarters combat techniques. **(1)** 4 stress, **(2/3)**: 3 stress, **(4+)**: 2 stress.

Or: create a complication or threat: *Fire a stun gun, punch an alarm, pull out a firearm, pin down an exorcist*

Or: Threat (1-2): Beatdown: Inflict Broken Arm or Broken Leg affliction (*activities using the affected limb are hard*).



Mercenaries

Human. Execution talisman: 2 (solo), 4 (group)

Graceless human mercenaries, highly skilled and sometimes hired by sin hosts or world governments for defense or wetwork.

- Well armed and compensated
- Armored well against small arms and has thermal and night vision.

Reactions:

Inflict stress. Attacks with: Disciplined gunfire (long range). **(1)** 4 stress, **(2/3)**: 3 stress, **(4+)**: 2 stress.

Or: create a complication or threat: Throw a stun grenade, take heavy cover, throw down a barrage of suppressing fire.

Or: Threat (1-2): Flechette Shot: Take a disabling shot at an exorcist. If enacted, deal 2 stress and that exorcist is in so much pain they cannot act without teamwork for the rest of combat.



Illuminati

Humans. Execution talisman: 1 (solo), 3 (group), (5) large group.

Brainwashed or fanatical humans formed around the manipulation and worship of sins, often formed and puppeted by shadowy organizations or a sin themselves.

- Often hide their faces under masks

Reactions:

Inflict stress. Overwhelming but crude attacks. **(1)** 4 stress, **(2/3)**: 3 stress, **(4+)**: 2 stress.

Or: create a complication or threat: *Corner an exorcist, attack with fervor (+1 stress), start chanting ominously (-1 slash taken)*

Or: Complication (1-2): Sacrifice: Pin down an exorcist, who finds it hard to do anything, can't move, and takes +1 stress. Set out a 3 talisman to end this grab or ends when the illuminati are defeated.

Pseudo Sins

Not all sins are created by natural, spontaneous events. Some are caused by Sin Events through the steady buildup of negative energy in exorcists themselves, called Imago. Still others are created in secret processes by world governments seeking to unlock their potential as weapons of war or control.

Mass Produced Sin

Sin. CAT 0-4, depending on strength

Execution talisman: 3 (solo), 5 (group), 7 (army)

A weak sin, produced through unspeakable methods by shadowy private military companies or secret world government projects, sometimes from human stock.

- Barely intelligent, but armed with brute strength
- Has a control unit implanted in it. Destroying it usually makes the sin berserk (see the threat below)

Reactions:

Inflict stress. Attacks with: Claws, teeth, whipping tendrils. **(1)** 4 stress, **(2/3)**: 3 stress, **(4+)**: 2 stress.

Or: create a **complication** or **threat**: Spew black, corruptive fluid, ear splitting screaming, hurl an exorcist through a wall or floor

Or: **Threat (1-2): Berserk**: Break the control unit and go berserk, dripping ichor, dealing **+1 stress** and **+1 sin** with reactions for the rest of combat. Can only be used once.

Artificial Sins sometimes have typing, giving them additional abilities:

- **Type A: Shock troop.** Fighting them in close combat is **hard**. Able to easily smash through buildings and materials.
- **Type B: Infiltration.** Can go invisible as a **complication**, making actions relying on sight **hard** until complication is ended.
- **Type C: Control.** Can control mundane humans present as a **complication**, using them to body block (-1 stress suffered) or attack (+1 stress dealt) while complication is active.

Imago

Sin. CAT 1-5, based on exorcist

Execution talisman: 6+CAT

A nascent true sin, created when an exorcist suffers sin overflow and chooses to give up (see pg. 30). Imagos are neither type I, II, or III sins, but a worse type created from an exorcist transforming directly. The sins they create are always more intelligent, spiteful, and vengeful based on their past are hunted with extreme prejudice by CAIN.

- Acts based on the worst impulses of the exorcist it was created from
- Nearly always has a strong instinct to flee and become stronger, where it will mature into a true sin and begin creating a palace, triggering a new hunt. Will usually fight to run away.

Reactions:

Inflict stress. Attacks with: Claws, teeth, dripping appendages, psychic powers. **(1)** 4 stress **+1 sin**, **(2/3)**: 3 stress **+1 sin**, **(4+)**: 2 stress.

Or: create a **complication** or **threat**: *Make appeals to the exorcists' humanity, show a little of their former self, demonstrate a new surprising ability, outpace the exorcists*

Or: **Threat (1-2): Flee**: Flee the scene to pupate and become a full sin, perpetuating the cycle and the stain. Imagos have a basic type which the transformed exorcist can choose based on their personality. This gives them some basic cues as to their appearance, behavior, and abilities when choosing attacks, complications, or threats.

- **Ogre Type:** Appearance: *huge, swollen, twisted, waterlogged*. Abilities: *Spewing sludge, freezing cold, brute strength, regeneration*
- **Idol Type:** Appearance: *Enhanced, coldly beautiful, graceful*. Abilities: *Vocal control, superhuman agility, flesh melding*
- **Hound Type:** Appearance: *Warped, enraged, blistering with spines*. Abilities: *Berserk rage, animalistic speed, spitting blood*
- **Centipede Type:** Appearance: *Insectile, alien, carapace*. Abilities: *Dripping with venom, create minions from nearby humans, dissolve with acid*
- **Toad Type:** Appearance: *Double jointed, long limbed, jester-like*. Abilities: *Incredible feats of dexterity or agility, long powerful tongue, exuding slime*
- **Lord Type:** Appearance: *Armored, imposing, angelic*. Abilities: *Warping the world to their liking, fiery shining weaponry, heavy armor*

Nobody in (recorded) archival CAIN history has recovered from becoming an Imago, but it might be possible depending on the tone of your game.

Drifter

The forces created by blasphemies and sin events are (still) largely beyond human comprehension. Occasionally these forces break the psychic veil in a way that breaches mundane reality, allowing other beings momentary entry. These beings cannot be classified as sins but defy any classification as life. Their attachment to our reality is fleeting and they typically move on after a few hours - hence the moniker - but they are no less dangerous to human life.



Pest

Anomaly. Execution talisman: 2 (solo), 5 (group)

A broad category of drifter - a common manifestation that could be categorized as animal-like, the fauna of a place beyond human understanding.

- Tends to break conventional reality around it - changing things like light refraction, gravity, space. May create sucking holes in things, reflective surfaces, crystalline splinters, etc.
- Consumes inanimate matter like glass, paper, or stone.

Reactions:

Inflict stress. Attacks with: Whipping tendrils, extreme forces. (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: Kill all the lights, impale with strands, warp space in some way, suck the oxygen out of a room

Poltergeist

Anomaly. Execution talisman: 3

A barely visible shape in the darkness.

- May adopt human face or form. Never looks right
- Can mimic speech. Sometimes comprehensible. Sometimes appears to tell the future. Do not listen to it.

Reactions:

Inflict stress. Attacks with: Telekinetic shove, thrown objects, ghostly flames. (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Speak something into someone's ear, emerge suddenly from darkness, disappear completely*

Or: Threat (1-2): Feed: Deal 1d6 stress, but also reduce target's sin by the same amount. Once per scene only.



Titan

Anomaly. Execution talisman: 6

An incredibly large drifter, usually thirty to forty meters or larger at the shoulder. Sometimes anthropomorphic, sometimes animalistic in form. Has a tenuous relation to reality and may occasionally phase through matter, though large enough to cause shocking destruction.

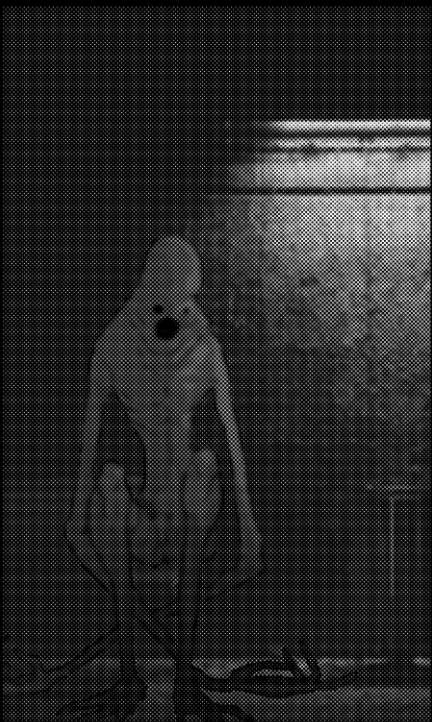
- So large it is immune to small arms fire and doesn't seem to regard humans much at all.
- Barely intelligent. Lumbers along slowly with little regard for obstacles.

Reactions:

Inflict stress. Attacks with: Casual swats of an appendage, an unintentional footstep (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Speed up, suddenly notice the exorcists, become irate or enraged, cause massive collateral damage.*

Or: Threat (1-2): Swat insect: The titan attempts a real blow against the last exorcist to deal stress to it, dealing 2d3 stress. If inflicts an injury, inflicts instant death instead.



Pale Man

Anomaly. Execution talisman: 5

Intelligent drifter that seems interested in the psychically sensitive and is drawn to them like an insect to flame. Prefers to observe from a distance. Completely peaceful if left alone. Fights like an animal if provoked or approached in **any way**, with no regard for its own safety.

- Watches at a distance
- Don't look at it for too long.

Reactions:

Inflict stress. Attacks with: Bone cracking limbs, terrifying jaws. (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Retreat into darkness, wail loud enough to shatter glass, lick exorcist with numbing tongue.*

Or: Shrieking Rage. (1): Deal +1 more slash and take +1 more slash on talismans for the rest of combat. This effect stacks.



Gatherer

Anomaly. Execution talisman: 2 (solo), 5 (group), 7 (horde)

Bulbous humanoid that exhibits the unusual behavior of collecting and enveloping humans alive to carry them off to parts unknown. Sometimes appear in groups

- Has a fleshy, saclike structure it will store fresh humans in, carrying them off.
- Capable of communicating subsonically.

Reactions:

Inflict stress. Attacks with: Extended spines, acid spray, subsonic vibrations. (1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

Or: create a **complication** or **threat**: *Disgorge stomach contents, impale with arm blades, vomit acidic bile*

Or: Kidnap (1): Complication: Grab an exorcist and shove them into its fleshy interior. That exorcist finds it hard to do anything and is practically immobilized. They go comatose and suffers an injury if the Gatherer is not defeated or they are not freed at the end of 3 rounds (counting this one).



BINDERS

It is possible to bind lesser sins or their traces into servitude, an art that was officially banned by the Doctrine of Katherine the Meek in 1736 and is punishable by instant execution. Binding sins, especially powerful ones, provides an incredible boost in ability to an exorcist, as they can use them as servants, attack dogs, and living wells of psychic power. Exorcists that manifest this blasphemy are kept under strict observation and granted a stay of execution as long as they are employed by CAIN.

The term 'binder' has since become a catchall term for all rogue exorcists. It is occasionally recorded that CAIN encounters and comes into conflict with outside individuals manifesting blasphemies that are external to official CAIN employment or record. These individuals are able to tap into and control their powers without CAIN conditioning, something that the organization deems extremely dangerous - as they still present a significant degradation risk of sin overflow.

UNDER//HEAVEN

Amongst those employed by CAIN and amidst field reports, there are rumors of **another clandestine organization** - one that does not seek to wipe out sins, but rather to control them, as weapons and a source of power, or even to cultivate them. They even instigate the creation of sins- sometimes through artificial means, as a way of furthering their goals. The doctrine of this organization, as far as it has supposedly been encountered, is that individuals with grace, such as exorcists, are naturally superior to graceless humans, presenting a next step in evolution. This evolution should both be cultivated and those that are 'dead ends' (base humans) should be left behind - or worse, culled.

Officially, **Under//Heaven** does not exist. At minimum, any organized exorcist group outside of CAIN's control would present an **extreme threat to the world order**. The organization's ranks (if it exists) are mostly made up of mundane mercenary groups and illuminati, mass produced sins (see pg.148), and **Binders** at the top.

BINDER

Exorcist. CAT 0-6, depending on strength

Execution talisman: 2+CAT (rank and file), 4+CAT (Upper rank), 6+CAT (Elites)

A rogue exorcist, either self taught or organized. Manifests blasphemies that are typically more wild, creative, and sometimes more powerful than more restrictive CAIN training provides. CAIN doctrine demands they be immediately subdued and that they submit to authority on pain of execution.

- Uses blasphemies that mirror those of the exorcists, but stranger and wilder
- May work in formation with other binders or control a mass produced sin.

Reactions:

Inflict stress. Attacks with: Psychic bursts of power, mundane weaponry (both short range). **(1 4 stress, (2/3): 3 stress, (4+): 2 stress.**

Or: create a **complication** or **threat:** *Entrap, slow, or snare with psychic powers. Create a hazard or a shield. Start charging up a massive attack. Rapidly heal (regain one or two slashes on execution talisman). Reveal a surprising use of powers. Escalate the situation.*

Or: Attack (1): Psy clash: Can use once a scene. Choose an exorcist. The exorcist rolls PSYCHE, the binder rolls half their CAT, rounded up. The targeted exorcist and the Admin can each describe how they lock into a fierce clash with their powers. The targeted exorcist takes stress equal to the difference between the result of their final roll and the binder's. If the binder loses, they are pushed back, take 1 slash and can use this ability again this scene.

Or Fuse (1-2) Threat: Fuse with a sin or another allied Binder into a gestalt being if the threat is successful. Destroy the target but then increase this binder's execution clock by 2. They deal +1 stress with all actions and increase in CAT by 1 for the rest of the scene. This can only be used once.

When creating theming for the abilities for the binders, the Admin can look to the base twelve blasphemies.

1. Tension: Slice, trap, or create force fields

2. Ardence: Blast with fire or cold, create massive destruction

3. Flux: Reverse or speed up the flow of time to heal or hinder

4. Vector: Fly, hurl objects, move with unnatural speed

5. Gate: Teleport, manipulate space

6. Smother: Turn invisible, make no sound, turn off friction or light

7. Whisper: Know about things before they happen. Reveal hidden plans.

8. Edit: Blend into a crowd, alter the equipment, body, or outfits of others.

9. Bind: Attack with bound sins, fuse with bound sins.

10. Jaunt: Paralyze, possess, or puppet someone or something

11. Palace: Pull someone into the palace, pull something or someone out of the palace

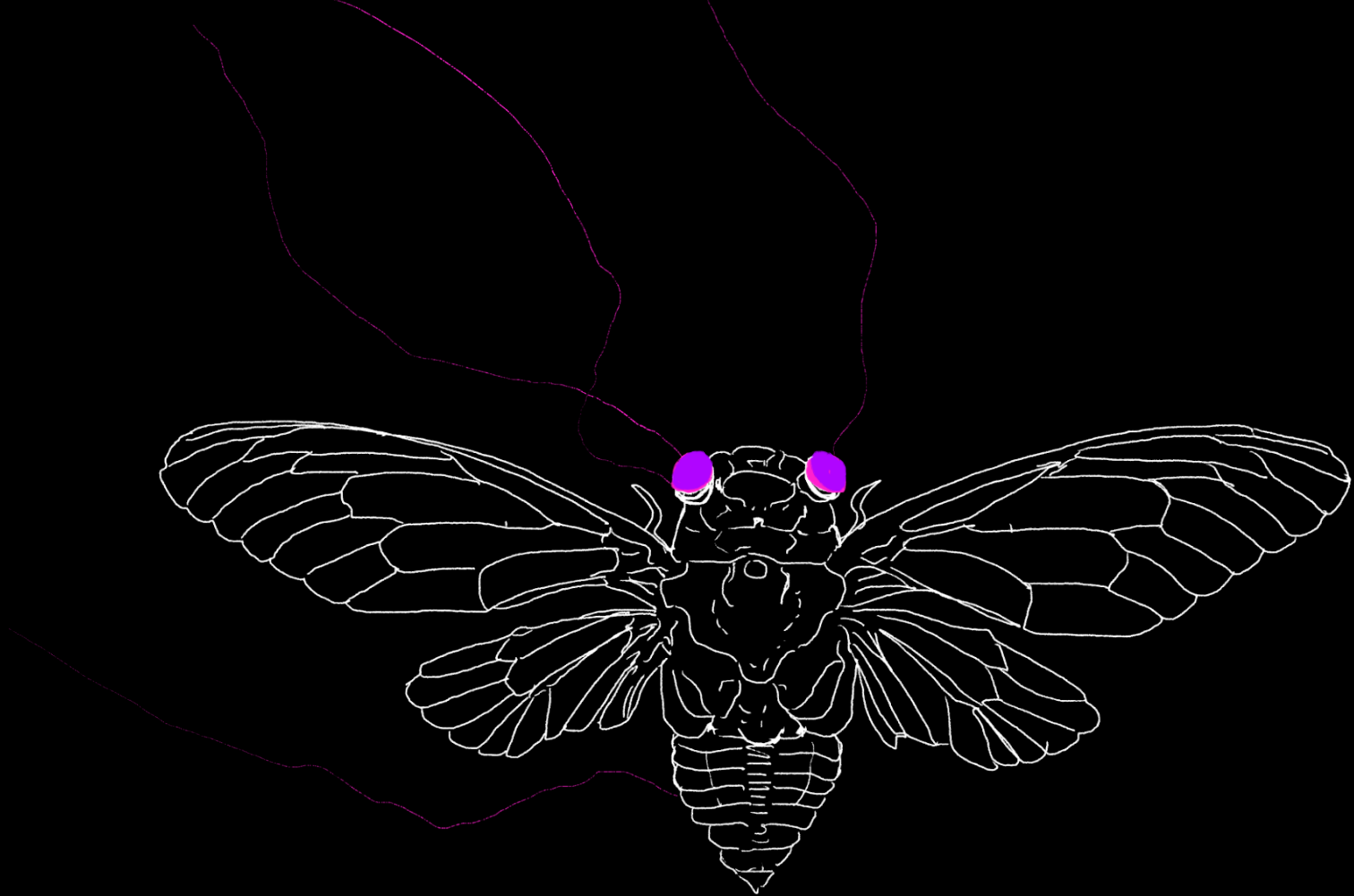
12. Sympathy: Demonstrate supernatural proficiency with tools or weapons



INDEX

Act (conflict action), 43
Action Roll, 10
Admin, 10
Advance, 45
Advantage die, 10
Affliction, 32
Agenda, 26, 46
 List of Agendas, 46
Analyze (conflict action), 43
Authority, 98
Bargaining, 33
Binders, 152
Blasphemy, 30, 52
 Ardence, 56
 Bind, 70
 Blast, 27, 52
 Edit, 68
 Gate, 62
 Flux, 58
 Jaunt, 74
 Palace, 72
 Smother, 64
 Sympathy, 76
 Tension, 54
 Vector, 60
 Whisper, 66
Briefing, 35
CAIN (organization), 6, 98
CASTLE, 99
CAT/Category, 18
 Main table, 19, Appendix
Centipede, 128
Complications, 106
Conflict Scene, 42
Consequences, 14
Defend (conflict action), 43
Defy Fate, 32
Domain, 104
Drifters, 150
Divine Agony, 16
Exorcists, 7, 20, 44
Execution Talisman, 107
Experience, 45
Fate Roll, 13
Hard (roll), 11
Hound, 122
Hook, 32
Hunt (procedure), 34
Idol, 116

Impossible (roll), 11
Improving
 A roll, 15
 Character, 45
Injury, 31
Imago, 30, 149
Instant Death, 32
Kit, 33, 78
Lord, 140
Nail of Abel, 36
Ogre, 110
Palace, 36, 104
Pathos, 16
Pressure, 38, 106
PSYCHE (skill), 25, 26
Psyche Burst, 27
Resistance, 30
Rest, 38
Risky (roll), 12
 Risk die, 12
 Reaction (opponent), 43, 107
Round, 43
Scrip, 33, 45, 78
SEER, 99
Setup, 16
Severe Attack, 108
Sin
 Enemies of mankind, 100
 Marks, 30, 86
 Mass produced, 148
 Resource, 29
 Overflow, 30
Spare, 40
Straight Roll, 12
Stress, 31
Talisman, 17
Teamwork, 15
Tension, 38, 104
Temerity, 99
Threats, 107
Toad, 134
Trauma, 37
 Countering, 37
Traces, 108
The Twelve (Blasphemies), 28



It was hot.
I sat outside and listened to the cicadas.
Their noise was deafening.
I thought to myself,
“For 17 years they are dormant.
Nobody thinks anything of them.
Then, and only then,
their glory is enough
it outshines God himself.”

AFFIX ID CARD FIRMLY

REGISTERED EXORCIST

NAME: _____

XID: _____

AGND: _____

BLSPH: _____

SX: _____

HT: _____

WT: _____

HAIR: _____

EYES: _____

CATEGORY RATING SYSTEM

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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CONDITIONING	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
COORDINATION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
COVERT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INTERFACING	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INVESTIGATION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SURVEILLANCE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
NEGOTIATION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
AUTHORITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CONNECTION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

Improvements:

☐ ☐ | ☐ | ☐ | ☐ | ☐ |

TM STANDARD 00398

ACTION ASSESSMENT METRIC

4+ SUCCESS

RISKY Admin rolls the risk die.

HARD 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, fill 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. Clear after session end

PATHOS

//ADVANCEMENT

TM STANDARD 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?

CAT

CATEGORY RATING SYSTEM Please circle clearly

MISSIONS SURVIVED:

CATEGORY AFFECTS THE PARAMETERS AND EFFECTIVENESS OF POWERS

PSYCHE

☐ ☐ | ☐ | ☐ |

1/2 CAT, rounded up. Use for your powers

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, upgrade +1 by spending 3 scrip to max of 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 MARK

Evolve with an advance

SIN MARK

Evolve with an advance

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Evolve with an advance

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Evolve with an advance

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

PASSIVE

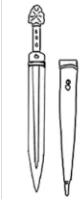
OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER



CATEGORY
DESIGNATE:



IMP



GEIST



REVENANT



WRAITH



DEMON



GOD



DEMON GOD

	0	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.

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



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

Slash when a scene passes, or a 't' 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 the Exorcists/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.

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.

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.

DOCREF XX0124
As above, so below

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.

7+PRESSURE+CAT

EXECUTION

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 action, (2-3): 4 talisman. (1): 6 talisman. Add a complication up to **three times** per conflict scene total.

THREATEN

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

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

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

DOMAIN

DOMAIN

DOMAIN

FIRMLY AFFIX ALL STICKERS

DOCREF XX0121
As above, so below

CAIN

Humanity is cursed, host to a roiling psychic sea barely understood or controlled, a phenomenon arising purely from the darkest portions of the human soul. While most humans are blissfully unaware of its presence, others are more sensitive. When it grows wild in these hosts, **SINS** appear, terrifying supernatural monsters that are anathema to reality itself.

CAIN is the solution, the global supranational shadow organization dedicated solely to the hunting and execution of sins. It's mission is clear, its purpose steadfast. Is there anything better than a good hunt? Just think, you're all set to slaughter to your heart's content.

YOU are an exorcist, a powerful psychic soldier and tool of CAIN, honed and wielded for one purpose:

WIPE OUT THE STAIN



\$9.99


CHASM
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