

Dark Days, Darker Nights



Savage Survival in a Modern Gothic Nightscape

Version 1.0

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Acknowledgements:

Some of the critters in the Monster section were cribbed from *Savage Beasts* by Butch Curry, so my thanks goes out to him for those ideas. I recommend that you pick up a copy of the *Rippers* rules because there's a lot of good ideas in there that translate well into this setting.

Setting & Flavor:

This setting is an alternate reality modern world where creatures of darkness live among us and a bold few strive to thwart them. Events in this setting occur in the present day.

In this world, myths and legends aren't fantasy -- they're accounts of historical events. Vampires, werewolves, witches and wizards are all real. In spite of this, the human race has managed to prosper by dint of sheer numbers, but everyone still fears the dark. Strange disappearances and unsolved murders happen so regularly they barely make the news anymore. Most people build walls of ignorance around themselves and pretend that the darkness isn't real -- that it's just bad people doing bad things -- but a select few know better. These few are the monster hunters, the white magicians and the occult researchers who form a thin line of defense against the creatures of nightmare. Much of their good work goes unheralded, but they know it is by their labors that human civilization continues to exist.

This campaign setting is based in the city of Portland, Oregon but can be easily adapted to work in any modern locale the Game Master wishes. The timeframe for this setting is between 2010-2015 AD.

The Elevator Pitch:

This world is a contemporary version of the "Rippers" setting and borrows themes from the "World of Darkness" role-playing games as well as popular culture icons such as Buffy the Vampire Slayer, Blade and the stories of writers such as H.P. Lovecraft and Jim Butcher.

Character Creation:

All characters begin play with two new statistics: *Corruption* and *Sanity*. Both of these stats start at zero. See the "Gameplay" section for more details on these attributes.

Races:

Human: Humans behave just as they do in the core *Savage Worlds* rules. They gain one free edge at creation.

Vampire: Not all vampires are soulless killers; some reject their grim curse and seek to destroy those of their brethren who wantonly ruin lives. There are entire covens of vampires represented within the Erebine Coterie who desire to co-exist peacefully with humankind and believe that this is essential to the existence of the vampire race.

Vampires gain the *Arcane Background: Vampire* edge for free and must take the following Major Hindrances in addition to any other Hindrances they choose to take: *Blood Drinker*, *Vulnerability: Sunlight*, *Vulnerability: Stake Through Heart*.

Vampires cannot be killed by conventional means. A Vampire does not sustain wounds from normal, non-magical weapons, but they can still be Shaken. Silver, magic, sunlight and wooden stakes will injure Vampires normally.

Half-Vampire: A very rare breed, the Half-Vampire, also called Dhampir or Daywalkers share some of the limitations and advantages of their full Vampire cousins but are able to walk in the light of the sun without dying. Since Vampires are incapable of sexual reproduction, the only way one can become a Half-Vampire

is if a pregnant mother becomes infected with vampirism in her third trimester and manages to successfully give birth before her dying body rejects the child.

Full Vampires express a range of different attitudes concerning Daywalkers. Most consider the Daywalker to be a bastard abomination and seek to eliminate them. Others see potential in the Daywalker and hope through them to develop a generation of vampires that can walk unmolested in the light of the sun.

Half-Vampires are not as powerful as full Vampires. They gain a limited version of the *Arcane Background: Vampire* edge. At creation a Half-Vampire can spend 6 Power Points in the Vampire Powers list (Appendix D) and can never gain any more Vampire Powers with future Edges.

Half-Vampires age, grow old and die like Humans do, albeit at ½ the rate. Half-Vampires can be wounded by conventional weapons but get a free soak roll every time they sustain a wound.

Half-Vampires must take the *Weakness: Sunlight* Hindrance. They enjoy the taste of blood but are not addicted to it like full Vampires are.

Outsider: Outsiders are beings of angelic or demonic ancestry who are capable of traveling in the mortal realm. Outsiders come in a near limitless array of shapes and sizes, from beautiful seraphs with feathery white wings to red-skinned, cloven-hoofed pit fiends. It is common for an Outsider character to have some special mission or purpose in the mortal plane and they are typically beholden to infernal or celestial superiors from their home dimension.

All Outsiders receive the *Arcane Background: Outsider* edge for free. All Outsiders must take a *Major Vulnerability* Hindrance (see “Edges, Skills & Hindrances” below) and the *Major Orders* Hindrance in addition to any other Hindrances they choose to take. Terrestrially-bound Outsiders are required by solemn oath to take no direct action against their enemies while on the mortal plane. This means demons and angels cannot do battle with one another while on Earth, but can do so through proxies. The Accords, as they are called, are not binding in the Plane of Limbo, so direct disputes between Angels and Demons can be settled there. Failure to maintain the Accords results in immediate extradition back to the Outsider’s home plane (and signals the end of the character’s existence).

For help generating an Outsider concept, consult the random generation tables in Appendix F & G.

Character Concepts:

There are a very wide range of characters you can play in this setting. Some sample archetypes are listed below. The “Recommended Edges” and “Starting Kit” entries are just suggestions of how you could build a character to fit these archetypes.

The Amateur: Usually someone young who doesn’t know any better, the Amateur is someone who has become exposed to the dark truths of the world and seeks to join the battle against darkness without fully understanding the consequences. If they don’t grow up fast they’re likely to become some monster’s next meal.

Recommended Edges: *Fleet Footed (N); Luck (N); Quick (N)*

Starting Kit: Comfortable running shoes; a flashlight; a wooden stake

The Angel: To mortal eyes, you appear to be a radiantly beautiful man or woman. If they could see your true form, they would be blinded. You are an Outsider who has come to Earth to guide humankind in their struggle against the Darkness. Your home is some exalted alternate reality but you have chosen to leave it behind to do what you see as more important work here on Earth.

Recommended Edges: *Arcane Background: Outsider (N), Attractive (N)*

Starting Kit: Fashionable clothes; a blessed weapon; an Enochian amulet

The Benefactor: You come from a family of wealth and privilege and have access to resources that most other people can only dream about. What you lack in supernatural abilities you make up for with money and contacts. You have taken an active interest in the war against evil and use your influence to bankroll the groups that choose to stand up and fight.

Recommended Edges: *Rich (N)*, *Filthy Rich (N)*, *Connections (N)*

Starting Kit: Fancy, tailored clothing; a luxury car; a Platinum card

The Cop: You thought you'd seen it all on the Job until one night you saw something that the guys back at the precinct would never understand. Ever since then things have never been the same. Because you know what to look for now you see shadowy, evil business down every dark alley. While other officers cruise the streets at night looking for drunk drivers and vandals, you prowl the rough neighborhoods looking for the Unnatural.

Recommended Edges: *Quick Draw (N)*; *Strong Willed (N)*; *Investigator (N)*

Starting Kit: A 9mm pistol; a badge; handcuffs

The Dabbler: You've messed around with magic a bit and pulled off a trick or two at parties, but magic was never anything more than a diversion for you before. But like most who dip their toes in the deep water, you eventually began to see the enormous, umbral shapes of other things living in the depths. This knowledge both frightens you and makes you want to warn others about the danger lurking near the surface of reality.

Recommended Edges: *Arcane Background: White Magic (N)*, *Arcane Background: Black Magic (N)*; *Wizard (N)*

Starting Kit: A spell book; a silver amulet; a vial of blood

The Daywalker: You were born a half-vampire and now live between the worlds of the living and the undead. It is likely that most people have no idea of your split heritage, but True Vampires can tell on sight. Though your thirst for blood isn't great, it's still there, gnawing at your sub-conscious constantly.

Recommended Edges: *Quick (N)*; *Sweep (N)*

Starting Kit: Sunglasses; SPF-100 sun block; dramatic looking trench coat

The Druid: You are a member of an ancient sect charged with the defense of Earth's sacred places. The Druids believe that the forces of magic are tied to nature and should be kept in balance; they see their role in the world as stewards and peacekeepers (whereas the Conclave tends toward the militant suppression of black magic). Druids focus most of their energies on preventing the invasion of the natural world by alien abominations from the beyond.

Recommended Edges: *Arcane Background: White Magic (N)*; *Wizard (N)*; *Woodsmen (N)*

Starting Kit: A silver knife; a mistletoe amulet; a blackthorn staff

The Geek: You knew vampires were real, you just knew it! When you and your D&D buddies tried to go stake vampires in the local cemetery one night, you just knew you were on to something big. You use your knowledge of occult lore, computers and other nerdery to do your part to fight the darkness.

Recommended Edges: *McGyver (N)*; *Rich (N)*; *Mr. Fix It (N)*

Starting Kit: A laptop computer; a backpack full of comics; a Smartphone

The Good Vampire: For whatever reason, you have decided that it isn't enough for you to feed and survive. You want more out of eternal life. You have rejected the Erebine Coterie and its never-ending political backstabbing and choose to live on your own. Over time, you have probably made a few human friends who understand your condition and are sympathetic. You eschew drinking from humans in favor of drinking refrigerated animal blood (which, truth be told, doesn't taste nearly as good, but those are the sacrifices you're willing to make).

Recommended Edges: *Arcane Background: Vampire (N)*; *Power Points (N)*

Starting Kit: A hooded jacket; a blood pack; a signet ring

The Hard-Bitten Realist: At some point, the Hard-Bitten Realist was probably a blissfully ignorant person who was completely blind to the creatures that rule the night. Some traumatic experience brought the truth home to them personally and now they are drawn into the fight, but the way they see it it's not about any hocus pocus or bogeymen – it's about survival: Us vs. Them. The Realist is willing to do horrible things in the name of winning what they see as a war between Life and Death.

Recommended Edges: *Danger Sense (N); Nerves of Steel (N); Alertness (N)*

Starting Kit: Pump-action shotgun; homemade Molotov cocktails; first-aid kit

The Investigator: You don't possess any special powers, you're just a normal chap who has a talent for gathering and organizing facts. Perhaps you work for a periodical or run a detective agency – perhaps you're just a hobbyist with an interest in the occult. For whatever reason, you actively scour the city looking for clues about the movements of the supernatural. You believe you won't discover anything sitting in an office all day, so you pound the pavement looking for leads.

Recommended Edges: *Investigator (N); Thief (N); Jack-of-all-Trades (N)*

Starting Kit: A digital camera; an audio recorder; an EMF detector

The Mage: An active practitioner of magic, you have at least been contacted and registered by the Conclave if you aren't already a dues-paying member. You take the business of magic seriously and never use it for wasteful or frivolous ends. You know only too well the mischief that can be wrought by those who play with powers beyond their understanding. Whether or not you are an active combatant in the war against the Darkness you know exactly what's at stake and are not blind.

Recommended Edges: *Arcane Background: White Magic (N); Power Points (N); New Power (N)*

Starting Kit: Rune-inscribed jewelry; a silver-shod staff; a spell grimoire

The Misunderstood Demon: You originally hail from some other dimension. To human eyes, you appear to be a monster, but your people are no more blood thirsty than the mortals of this plane. Indeed, you've come to enjoy being on Earth considerably and have chosen to make it your adopted home. You still have to deal with prejudice on a near daily basis, but you take comfort in the small Outsider sub-culture that you have entrenched yourself in.

Recommended Edges: *Arcane Background: Outsider (N)*

Starting Kit: Oversized trench coat; oversized hat; a Saturday Night Special (concealed pistol)

The Occult Researcher: These scholars are well versed in all of the myths, legends and stories surrounding the supernatural. They use their knowledge of rare and forbidden texts to help locate and identify ancient relics and the beasts that guard them. These sorts of people are most often found working for museums or universities and they generally have a very advanced education.

Recommended Edges: *Scholar (N); Arcane Resistance (N); Rich (N)*

Starting Kit: Rare, leather-bound tomes; silver filings; a magnifying glass

The Priest: It's times like these that can really test a person's faith. The Church Fathers don't like to talk about the evil things that stalk in the shadow of humanity but you've seen and heard enough in your parish to know that the devil's work is very real. Maybe you can convince the Church to take an active role, but if not, you're willing to tighten your collar and take matters into your own hands. You're sure it's what God wants you to do.

Recommended Edges: *Holy Warrior (N); Arcane Resistance (N); Healer (N)*

Starting Kit: A crucifix; a Bible; clerical raiment

The Reluctant Werewolf: Earlier in your life you had the misfortune of contracting Lycanthropy during a Werewolf attack that you survived. Ever since then you've been trying to manage your curse, hoping that some sort of cure can be devised. In the meantime, you keep an eye on the phases of the moon and try to shelter your loved ones from the horrible truth of your existence.

Recommended Edges: *Lycanthrope (N); Alertness (N); Berserk (N)*

Starting Kit: Handcuffs; spare set of clothes; a silver bullet

The Savant: You've always been sensitive to things that other people can't see or feel. At one point you thought you might be going crazy until someone important came into your life and helped you to understand your gift. Now you realize that we all live in two worlds: one that can be seen and one that cannot. You have the power to see both and are driven to share your revelations with the Unsighted. Their lives may depend on it.

Recommended Edges: *Arcane Background: Psychic (N); Danger Sense (N); Mentalist (N)*

Starting Kit: Silver bracelets; noise cancelling headphones; sleeping pills

The Scientist: Reason is the Scientist's guiding star. He or she believes that all occult phenomena can be captured, studied and explained through experimentation and good science. They do not doubt the existence of the supernatural, but rather seek to explore and define its limits. In their opinion, humanity's best defense is clarity of fact.

Recommended Edges: *Scholar (N); Rich (N); Alertness (N)*

Starting Kit: A laptop computer; an advanced degree; a microscope

The Sidekick: You don't know that you really understand what's going on, but you consider yourself a loyal friend and aren't about to let those that you care about go into danger without you there to watch their back. Your friends talk about all kinds of freaky stuff, and you've definitely seen some stuff that you can't quite figure out. But so long as you have friends, it doesn't matter to you what the world throws in your way.

Recommended Edges: *Common Bond (N); Luck (N); Great Luck (N)*

Starting Kit: A cell phone; extra ammunition; a baseball bat

The Slayer: The Slayer devotes his or her life to the destruction of all creatures of darkness. They are uncompromising individuals who will use any means at their disposal to eradicate evil even if that puts them on the wrong side of conventional law and morality. Slayers use a combination of combat talents, occult lore and, if possible, magic to achieve their grim agenda.

Recommended Edges: *Two Fisted (N); Ambidextrous (N); Champion (N)*

Starting Kit: Wooden stakes; a silver-edged sword; a pistol with silver bullets

The Soldier: You're either ex-military or someone operating in a branch of the service that gives you the latitude to hunt down supernatural threats. You believe that most problems of an occult nature can be solved at gunpoint. If the gun you've got won't work, you know where to get more guns.

Recommended Edges: *Background Edge: Military (N); Brawny (N); Nerves of Steel (N)*

Starting Kit: Camouflage clothing; a 9mm pistol; an Assault Rifle; grenades

The White Wizard: You are a practitioner of magic who is closely associated to the Conclave. You uphold the laws of the Conclave and seek to stamp out Black Magic wherever you find it. Your views on magic-use are puritanical; those in the wrong need to be dealt with in the harshest manner possible. You believe that it is only through your work that humanity has made it this far.

Recommended Edges: *Arcane Background: White Magic (N); Wizard (N); Champion (N)*

Starting Kit: Angelic tattoos; a wand; a Conclave insignia

Edges, Skills & Hindrances:

Edges:

Arcane Background: White Magic

You are a student of the angelic mysteries, otherwise known as Enochian magic. Certain words possess great power and you are someone who has learned to utter them without going mad. White Magicians

have a wide range of powers available to them, but are only allowed to draw upon their personal energies to power their magic. They must carefully preserve their power points.

White Magicians begin play with 10 Power Points and knowledge of 2 Spells. New spells can be acquired by taking the *New Power* edge and additional Power Points can be gained by taking the *Power Points* edge once per character rank (i.e. Seasoned, Veteran, Heroic, etc.)

See *Appendix A* for more information on White Magic spells.

Arcane Background: Black Magic

There's a flip side to the Enochian coin and that is the realm of Black Magic. This dangerous art operates by making pacts with supernatural entities to use their magic on your behalf in exchange for payment (called a "Spell Bargain"). Black Magicians are able to absorb the life forces of others to power their magic. They can also make deals with powerful Outsiders to exchange favors for magical powers. This gives the Black Magician access to almost unlimited power but also makes them vulnerable to *Possession*.

Black Magicians begin play with knowledge of 3 Black Magic spells and have zero Power Points. New spells can be acquired by taking the *New Power* edge.

See *Appendix B* for more information on Black Magic spells.

Arcane Background: Psychic

Far more subtle than Enochian magic or necromancy is the craft of the Psychic, which focuses and projects the power of pure will. Psychics must choose a specialization when they are created. The specializations are: Empath, Kineticist and Precog. A Psychic can only select powers from their field of specialization. It is possible to select this Edge multiple times during character creation to obtain additional specializations. All Psychics regardless of discipline refer to themselves as "Savants".

Empaths are skilled in mental manipulation; they can read minds, communicate telepathically, and control the thoughts and moods of sentient targets. Kineticists are able to influence the physical world using nothing but their will; they can move physical objects with their minds and boost their physical capabilities with psychic energy. Precogs have the gift of far sight; they can glimpse possible futures and use this intelligence to affect the present.

Psychics generally get fewer powers than Mages but can use them more freely and more often. Psychic powers generally cost less than their arcane counterparts.

Psychic powers cannot work directly on the mindless dead though telekinesis can be used to pick up and throw an undead creature bodily.

Psychics begin play with 10 Power Points and 2 Powers from their chosen Specialization. If this edge is selected multiple times the Psychic gains 2 additional Powers in a different Specialization but no additional Power Points. New psychic powers can be acquired by taking the *New Power* edge and additional Power Points can be gained by taking the *Power Points* edge once per character rank (i.e. Seasoned, Veteran, Heroic, etc.)

See *Appendix C* for more information on Psychic powers.

Arcane Background: Vampire (Prerequisite: Vampire Race)

This background edge works similarly to the Super Powers edge in *Necessary Evil*. Vampires receive 10 Power Points that they can spend purchasing abilities. Vampires can gain additional powers as they increase in rank by acquiring the *Power Points* edge once per character rank (i.e. Seasoned, Veteran, Heroic, etc.) Vampires cannot take the *Power Points* edge as a Novice.

Vampire powers can be used as often as the character likes without the need to make a skill roll and without power point cost.

See *Appendix D* for more information on Vampire powers.

Arcane Background: Outsider (Prerequisite: Outsider Race)

This background edge works similarly to the Super Powers edge in *Necessary Evil*. Outsiders receive 10 Power Points that they can spend purchasing abilities. Outsiders can gain additional powers as they increase in rank by acquiring the *Power Points* edge once per character rank (i.e. Seasoned, Veteran, Heroic, etc.). Outsiders cannot take the *Power Points* edge as a Novice.

Outsiders can use these powers as often as they like without skill rolls and power point cost.

See *Appendix E* for more information on Outsider powers.

Elastic Mind (Background Edge)

You are able to put bad things behind you more readily and easily than most folks. Any time you would lose Sanity you can make a *Spirit* check to ignore 1 point of Sanity loss. You also respond to psychiatric treatment in half the time of normal people.

Grounded (Background Edge)

You are especially level-headed and are in firm control of your mental faculties. You begin play with a +4 *Sanity* score.

Lycanthrope (Special Edge)

Lycanthropes are beings who have been afflicted with a curse that causes them to shape shift into beast-man hybrids when exposed to the light of the moon. Lycanthropes are not inherently evil, but the bestial side of their nature can take them over and cause them to commit heinous acts. Some Lycanthropes find this abhorrent and seek to control their beast selves through drugs, meditation and the judicious use of cages. There are many different breeds of Lycanthrope, but the most prevalent is the Werewolf.

In this setting, Lycanthropes can force a shapeshift during any phase of the moon except during the New Moon. During a Full Moon, they shift whether they want to or not. You cannot “wolf out” during the day time.

Lycanthrope characters need to maintain two separate lists of stats: one for when they are in their normal form and another for when they are in beast form. When in beast form, a Lycanthropes Strength, Agility and Vigor all go up by 2 die types. On top of this, their Parry and Toughness increase by +2. Lastly they gain +1d6 damage for their claw and bite attacks, both of which are treated as heavy weapons and both of which can be used every combat round. Lycanthropes all have the *Frenzy* edge while in animal form and can see normally in pitch darkness.

Lycanthropes cannot be killed by conventional means when in animal form. A Lycanthrope in beast form ignores wounds from conventional weapons but can still be Shaken. Only silver weapons can truly harm and kill a Lycanthrope.

A Lycanthrope who kills a human while in animal form has a 50% chance of raising them as a Lycanthrope the next day.

All Lycanthropes gain the *Major Lunatic* and *Vulnerability: Silver* Hindrances.

It is possible for a character to acquire the *Lycanthrope* Edge later in their life, if they should happen to survive a near death encounter with a were-creature.

Medium

You have an ability to sense the goings on in the shadow plane of Limbo. With a *Notice* check you can detect the general "spiritual geography" of your immediate surroundings. This allows you to sense the presence of invisible beings, gain a general impression of whether or not a place has "good mojo" or "bad mojo", and indicate whether or not a place has been visited recently by supernatural beings.

Military Training (Background Edge)

The *Military Training* edge is required for characters that wish to legally obtain military grade equipment. The character is either in active service or is an ex-member in good standing. All military personnel enjoy a +1 bonus to Shooting rolls due to their advanced weapons training. Also, a character with this edge can gain access to military installations with a simple influence roll.

Pure- Hearted (Background Edge)

You have an especially good nature and probably go to church twice on Sundays. You begin play with a -2 *Corruption* score.

Skills:

Occult Knowledge (Smarts): Possessing knowledge of folklore, legends and myths can mean the difference between life and death in this setting. Characters who successfully use this skill can research the powers and capabilities of monsters, magic spells, relics and mysterious locales.

Rippertech (Smarts): This is an optional skill that your Game Master may or may not wish to add to the setting. Rippertech is a specialized skill set that involves a combination of surgical skill, medical knowledge and monster biology. The *Rippertech* skill is used any time a character wishes to harvest parts from a slain monster or to graft those parts on to a healthy human subject.

The **Guts** skill is important in this setting and all characters should take at least one rank in it.

The **Healing** skill is used to perform any medical task, including the administration of medications, surgery and psychoanalysis.

Hindrances:

Blackguard (Major): You've done some pretty despicable things in your past. Your soul is tainted. You begin play with a +2 *Corruption* score

Blood Drinker (Major): You cannot function normally without drinking warm animal blood on a regular basis (at least once every 3 days). Failure to drink causes the character to gain one Fatigue level per day until their thirst is satiated. Once the Blood Drinker gains four Fatigue levels they become senescent. The Blood Drinker can only recover from senescence by being fed warm blood. All Vampires begin play with this Hindrance.

Frail Mind (Minor/Major): You are mentally unstable and the slightest shock could send you over the edge. A character afflicted with Minor *Frail Mind* hindrance begins play with a -2 *Sanity* score; a character with Major *Frail Mind* begins play with a -4 score.

Lunatic (Minor/Major): Lunatics are powerfully affected by the phases of the moon. All Lycanthropes suffer from Major Lunacy, which is tied to their shapeshifting curse. A Major Lunatic becomes

emotionally unhinged when the moon is full. In this state, the Lunatic is a menace to themselves and others, lashing out violently at anyone nearby. A Minor Lunatic becomes extremely neurotic when the moon is full. They can still function but they will overreact to just about any situation.

Vulnerability: Sunlight (Major): Those who are vulnerable to sunlight suffer damage from direct exposure to the sun's rays. Every full minute of exposure causes 2d10 points of damage to the subject with visible smoldering and an unpleasant burning sensation.

Vulnerability: Stake through Heart (Major): If a wooden stake is driven through your heart you die instantly and permanently. Staking the heart of an alert target requires a successful hit with 2 raises.

Vulnerability (Major): Characters that have a Major Vulnerability to some energy or substance suffer a noticeable allergic reaction when they come into close proximity to their bane. All damage caused by this energy or substance is doubled and all opposed rolls involving the character's bane are made at a -4. Characters who are feeling adventurous can randomly draw their Vulnerability. Here is a list of possible Vulnerabilities:

Type	#	Description
Heat	2	Vulnerable to fire, lasers, lava, explosions, the heat of the sun
Cold	3	Vulnerable to freezing, ice blasts, the coldness of space, liquid nitrogen
Electricity	4	Vulnerable to lightning, tasers, power surges, electric chairs
Kinetic	5	Vulnerable to punches, kicks, gunshots, stab wounds, car crashes, falling damage, brick walls
Radiation	6	Vulnerable to nuclear fallout, gamma radiation, x-ray radiation and vision, nuclear waste, radiation sickness
Sonic	7	Vulnerable to hypersonic vibration, sonic booms, deafness, rock music
Magic	8	Vulnerable to any power created by a magic spell
Gravity	9	Vulnerable to crushing pressure, falling damage, black holes. Constantly suffer from 1 Fatigue level in normal Earth gravity.
Poison	10	Vulnerable to venom, drugs, disease, hangovers
Cold Iron	J	Vulnerable to cold hammered iron & meteoric iron weapons
Psionic	Q	Vulnerable to mental attacks, mind control, mind reading
Fear	K	You are vulnerable to fear and are easily intimidated, frightened or driven insane by Things Man Was Not Meant To Know. Suffer a -4 on all Fright Table rolls.
Silver	A	Vulnerable to pure silver & silver-edged weapons

Weakness: Sunlight (Minor): Direct exposure to sunlight causes you to gain one Fatigue level per hour. An equal amount of time spent away from sunlight will remove these Fatigue levels.

Whatley Blood (Major): You have a trace of Whatley blood in your ancestry. The Whatleys are the most notorious family of black magicians in the world. You begin play with a +1 *Corruption* score and are kept under surveillance by The Conclave -- an association of white magicians that seeks to contain and eliminate the forces of black magic in the world. Keep your nose clean or you may receive an unfriendly visit from a Conclave Regulator.

Gear:

All contemporary equipment is allowed in this setting, including modern firearms, vehicles and computer technology. Futuristic equipment (laser guns, power armor, etc.) is not allowed.

Military grade equipment is only available to those who have the *Military Training* Background Edge.

All players begin with \$500 U.S. Dollars in spending cash. Characters with the *Rich* edge begin play with \$75,000 and characters with the *Filthy Rich* edge begin with \$250,000.

Weapons

Item	Cost	Damage	Range	Notes
Wooden Stake	\$10	STR+d4	3/6/12	Can be used to insta-kill Vampires
Knife	\$25	STR+d4	3/6/12	
Sword	\$300	STR+d8	--	
Axe	\$25	STR+d6	--	
Staff	\$10	STR+d4	--	Parry +1; Reach +1; Two Handed
Chainsaw	\$200	2d6+4	--	Natural 1 causes malfunction
9mm Pistol	\$200	2d6	12/24/48	AP: 1; Semi-Auto; ROF: 1; 15 shots
.45 caliber Revolver	\$250	2d6+1	12/24/48	AP: 1; ROF: 1; 6 shots; Single Action
Desert Eagle (.50 caliber)	\$300	2d8	15/30/60	AP: 2; ROF: 1; Semi-Auto; 7 shots
Pump-Action Shotgun (12 g)	\$350	1d6-3d6	12/24/48	ROF: 1; 6 shot
Submachine Gun (Uzi, etc.)	\$300	2d6	12/24/48	AP: 1; ROF: 3; Full Auto
Assault Rifle (M-16, etc.)	.mil	2d8	24/48/96	AP: 2; ROF: 3; Full Auto; 3 round burst
Hunting Rifle	\$400	2d10	30/60/120	AP: 2; ROF: 1; Snapfire Penalty
Grenade	.mil	3d6	5/10/20	Medium Blast Template
Rocket Launcher (RPG, etc.)	.mil	4d8+2	24/48/96	Med. Blast Temp.; ROF: 1; AP: 30; Snapfire; Heavy Weapon

Miscellaneous

Item	Cost	Notes
Bullets (Box of 50)	\$25	Any caliber
Silver Bullets (Box of 50)	\$125	Effective against Lycanthropes and some Demons
Silvered Melee Weapon	5x Normal	Effective against Lycanthropes and some Demons
Smartphone	\$300	PDA; Cell Phone and conversation piece
EMF Detector	\$500	Detects Electro-Magnetic Signatures (Ghosts)
Laptop Computer	\$1000	Wireless Internet & Office Apps
Flashlight	\$20	10' beam
Digital Camera	\$300	High resolution photos; photo editing suite

Vehicles

Item	Cost	Notes
Economy Car	\$10,000	Toughness: 10(7); Speed: 36; Acceleration: 10
Luxury Sedan	\$60,000	Toughness: 11(8); Speed: 40; Acceleration: 20; luxury package; satellite navigation

SUV/Pickup Truck	\$40,000	Toughness: 14(11); Speed: 40; Acceleration: 20; 4WD
Sports Car	\$100,000	Toughness: 10(7); Speed: 56; Acceleration: 30
Motorcycle	\$3000	Toughness: 8(6); Speed: 36; Acceleration: 20
Tank (M1-A1 Abrams, etc.)	.mil	Toughness: 30(20); Speed: 30; Acceleration: 10; Cannon: 75/150/300 range; 4d8 Damage; Heavy Weapon; Med. Burst Temp.; AP: 8; ROF: 1/2 M-60 Machine Gun: 30/60/120 range; 2d8+1 Damage; ROF:3; AP:2

Note: Vehicle collision damage is 1d6 per 5" of speed

Relics & Artifacts:

Items imbued with magical power are referred to as Relics and Artifacts. A Relic can take any form. It could be a staff, a sword, a skull, an amulet, a book – virtually any object can become a vessel for arcane energy. Relics typically provide permanent bonuses to their wielders. Examples would include a Wizard's Tome that grants a +2 bonus to Spellcasting checks, a Holy Sword that inflicts +2 damage to Lycanthropes, or a Monkey's Paw that gives its wearer a +1 Toughness.

Any character with *Occult Knowledge* can work out the benefits of a relic with a successful skill check.

Artifacts are Relics of extreme power. These special items are famous; their names adorn the pages of many lorebooks. Many power groups devote tremendous amounts of time and energy trying to locate and keep these rare magic items. Here's a list of a few of the better known Artifacts:

The Ark of the Covenant: This gilded chest contains the eroded remains of the original Ten Commandments. Over the centuries, many have tried to possess the Ark so that they could glimpse into the maelstrom of God's mind. The Ark is very heavy and requires two people to bear it. Touching the Ark allows the user to make any *Knowledge* roll at +4. Opening the Ark releases a storm of fire and lightning that builds up for 3 rounds upon which it then strikes all targets that have at least 1 Corruption point with a 3d6 damage bolt of lightning once per round until closed. The range of this effect is 24 squares. The Ark was last rumored to have been in the hands of the Nazis during World War 2, but this hasn't been substantiated.

The Belt of Hercules: A broad leather girdle adorned with bronze and copper plates, this belt was purported to have been worn by the demigod Hercules, a paragon among men. Wearers of the belt are imbued with fantastic strength. The belt grants a +4 die rank increase to the wearer's *Strength* trait and a +2 to the wearer's *Toughness*. Its present location is currently unknown, though scholars suspect it may have been lost during the Persian-Greek Wars.

The Book of Thoth: This "book" is actually a deck of illuminated Tarot cards that was once in the possession of Aleister Crowley, famed occultist and member of the Hermetic Order of the Golden Dawn. Crowley was an accomplished wizard in the early 1900s; his fascination with magic ran the spectrum from White Magic, to Psychic phenomena to Black Magic. His personal Tarot, the Thoth deck, represents an amalgam of Zodiacal, Qabalistic and Elemental icons. The Deck grants the wielder a +2 to all Spellcasting rolls and a +4 to any occult Knowledge checks. If the wielder draws a random card from the Deck, they can invoke a different magical effect. Each effect has a cost and a benefit. The powers of the Deck will not function unless the card is drawn in a truly random fashion.

Die Roll	Card Type	Result
1	Earth	Dealer suffers -2 Pace for the duration of battle but gains +2 Toughness
2	Air	Dealer is Shaken and causes a group of targets in a Medium Blast Template radius to succeed a <i>Spirit</i> check or be Shaken as well.
3	Fire	Dealer suffers 1 Wound but can inflict 2 Wounds on any target within

		12 squares
4	Water	Dealer gains 1 Fatigue level but can remove the Shaken status from all friendly targets within a Large Blast Template radius
5	Spirit	Dealer gains 1 Corruption point and summons a shade to fight for 3 rounds
6	Greater Trump	Dealer must roll on the <i>Fright Table</i> and gains 1d10 Power Points

Caesar's Eagle: This golden eagle was the property of Julius Caesar and beneath it his armies put Gaul under Rome's boot. When the Eagle is mounted atop a standard bearer's pole it grants all allies within a Large Blast Template radius a +2 to all Combat rolls, an immunity to Fear, a +1 die rank increase to *Strength* and a +2 to *Toughness*. Conversely, if the Eagle is struck down in battle, all allies must succeed a *Spirit* check or flee immediately.

The Elder Seal: This ceramic seal, about as large as an adult's hand, is inscribed with ancient runes and sigils from some long-forgotten race of men. The seal was created to serve as a magical barrier to keep evil at bay. No evil Outsider, Vampire or Lycanthrope can come within a Small Blast Template radius of the Seal's wielder and will flee in abject terror if pressed into a corner. Any magic spell cast upon the Seal's wielder, beneficial or otherwise, is immediately nullified. If the Seal is placed upon a magical gateway, it closes it permanently. Though it is harder than it looks, if the Seal should ever be broken it is believed that all the gateways it ever closed would suddenly reopen, releasing whatever evils it had imprisoned. Some researchers have found shards indicating that at one point there were probably many Elder Seals in existence.

Excalibur: The Sword of Kings that was once held by King Arthur and Uther Pendragon is a legendary weapon of tremendous power. Believed to have been forged by the spirits of the Earth itself, *Excalibur* cannot be broken by mortal means. It provides a +4 to Parry and Fighting rolls and has Armor Piercing 4. Any evil Outsider, Vampire or Lycanthrope struck by *Excalibur* suffers double damage. *Excalibur* emits light over a Small Blast Template radius. It is said that the sword whispers to those who wield it, providing them with wise counsel and pointing out deceptions. The Druids are thought to know the present whereabouts of *Excalibur*.

The Eye of Horus: Worn about the neck, this amulet is shaped in the hieroglyphic image of the Egyptian Sky-God Horus, who symbolizes eternal life. The wearer of the Eye cannot be killed by conventional means. Any wounds that would normally result in the wearer's death merely render them unconscious. The wearer can still die of disease or old age but the amulet does extend the wearer's lifespan by 50%. The ancient Egyptian Pharaohs would wear the Eye as a symbol of their divine right to rule.

The Holy Grail: The Cup of Christ has been lost and found at several points in human history. Though its present location is unknown, stories of its miraculous power are widespread. Any liquid poured into the Grail is transformed into pure, clean water. Those who drink of this water are instantly healed of all wounds and are no longer Shaken. Pouring the Grail over a permanent injury instantly heals it. This includes restoring lost limbs. The Grail cannot raise the dead but it can fully restore people with terminal ailments. Legends say that those who indulge too much in the Grail's power suffer a dire reversal and will have their souls snuffed by God for drinking too deeply of the Grail's purifying waters.

The Horn of Valhalla: This ancient Norse artifact was said to have been crafted by Odin himself. It is a large ivory war horn banded in silver that had been in the possession of Norway's king for generations. It has since disappeared under mysterious circumstances. According to myth, the Horn has two primary uses: a blast from the Horn will banish any undead creature within a Large Burst Template radius of the wielder; also, if blown near a corpse, the Horn summons the target's shade to fight for 3 rounds. Banished undead are not destroyed, but they are sent to Limbo where they may be trapped for some time. Risen shades can only be summoned once per corpse and have the same statistics as a ghost (see

Monsters below). There is a small chance (5% per use) that the Horn will summon a Valkyrie to claim the wielder's soul.

The Iron Crown of Lombardy: This relic was once worn by the Holy Roman Emperors and symbolized the rulership of medieval Italy. Papal blessings give the Crown tremendous resistance to evil magic. The wearer of the crown cannot be physically touched by any undead or demonic creature and they also gain a +4 bonus to resist any spell cast upon them by an evil magic-user. All trace of the Crown was lost after Napoleon took hold of it in the 1800's.

The Necronomicon: This is the most evil book ever written. It's pages are vellum made from human skin and the foul words on those pages are inked in human blood. The book was penned by a mad Arab named Abdul Al-Hazred, one of the most powerful Black Magicians who ever lived. The book's pages contain detailed instructions on how to cast every spell known to man. Possessors of the Necronomicon gain a +4 to all *Spellcasting* checks. A wizard can also cast any spell directly from the Necronomicon's pages at no cost but immediately gains 1 *Corruption* point for doing this. The book projects an aura of evil that is almost tangible.

The Skull of Morgana: The preserved skull of Morgana LeFay, one of the most notorious Black Magicians who ever lived, is an artifact of grim power. The eyes of the skull have been filled with large black sapphires and the teeth have been replaced by deep red garnets. Wielders of the skull gain a +2 to all *Spellcasting* checks and have a 50% chance of avoiding *Corruption* gains from failed Spell Bargains. If the wielder is ever in a situation where they would gain *Corruption*, roll a 1d6. On a result of 4, 5 or 6 the skull absorbs the *Corruption* instead of the Caster. The skull can also store the life energy of a single sacrifice victim for use in a later Spell Bargain.

The Spear of Longinus: All that remains of the spear that was used to lance Christ on the cross is a rusted and pitted spearhead, but this mere piece of metal absorbed something of Christ's divine power when it tasted his blood. If the spearhead is affixed to a shaft, it can be used to pierce any armor, magical or otherwise. This includes tank armor and magical force fields. Wielders of the Spear gain a +2 die increase to their *Spirit* trait.

The Staff of Merlin: A tall quarterstaff of white ash, the Druids believe this was once used by the founder of their Order, Merlin the Magician. Possessors of Merlin's Staff gain a +2 to all *Spellcasting* rolls, a reservoir of 10 extra Power Points and can recharge Power Points at a rate of 1 per hour. The Hierophant of the Druids is believed to carry this Artifact as a privilege of his office.

The Tyrian Shekels: The Tyrian Shekels are the infamous "30 pieces of silver" that Judas Iscariot accepted in payment for betraying Christ to the Romans. These coins have spread far and wide and can be found all over the world. They each carry the corruptive taint of Judas' crime against God. Picking up a Tyrian Shekel instantly gives the possessor 1 *Corruption* point. The Shekels are imbued with a cruel sentience and will constantly try to persuade their possessor to perform acts of dishonesty or betrayal. If the possessor gives in to the Shekel's urgings they will gain a Benny. The Game master should insure that the possessor of a Tyrian Shekel is tempted at least once per game session. Scholars speculate that if all 30 Shekels are ever reunited it would grant the possessor with awesome dark angelic powers.

The Whatley Pentagram: This infamous family of devil-worshipping wizards has one of the darkest reputations in the world of magic. Their magical pedigree stretches back to the England during the 1340s, when they exchanged their mortal souls for magical protection from the Black Plague. From that time forward, the Whatleys have always delved into the mysteries of Black Magic and have bred aggressively to bolster their bloodline. It's possible to find wizards with a trace of Whatley blood almost anywhere. The Whatley Pentagram is a family heirloom of great power – it was worn by the original Whatley patriarch and has been passed down through the male line of the family ever since. The possessor of the Whatley

Pentagram gains a +2 bonus to all *Spellcasting* rolls and is immune to *Possession*, so they can become as corrupt as they like.

Gameplay:

This section outlines some new rules unique to this setting:

Corruption:

Every character begins play with a Corruption score of zero. Certain actions in game can cause the character to acquire Corruption points. Some examples of this are: casting Black Magic spells, consorting with Demons or using evil artifacts.

Once a character’s Corruption score reaches 4 and every time they gain a Corruption point thereafter they must begin checking to see if they become *Possessed* by a Demonic force by rolling greater than or equal to their Corruption score with a *Spirit* check.

Possession:

Characters who fail a Corruption check are instantly possessed by an evil demon. Once possessed, the character ceases to be a party member and becomes a monster. Their appearance changes drastically; often the subject’s eyes will become solid black orbs and their veins become starkly pronounced. Possessed characters will do their utmost to harm, kill and subjugate their former companions and, if they are Black Magicians, will cast the most powerful black magic spells they know without reservation. Possession can only be cured by a successful *Exorcism* (a White Magic spell). Characters who are rescued by exorcism still have the same level of Corruption they had before and must be very careful to avoid re-possession in the future. It is rumored that certain powerful magic spells can remove the taint of Corruption.

At the Game Master’s whim a player can be allowed to role play their possessed character, so long as they play the role of party killer to the hilt.

Fear & Sanity:

In this campaign setting, fright can cause very real psychological damage. Any time a character encounters a new monster, a gruesome situation or alien magic they must succeed a *Guts* check or roll on the “Fright Table”. The roll on the Fright Table is modified by the character’s *Sanity* statistic.

D20 Roll	Result
-3+	Psychotic Episode: you go temporarily insane and attack the nearest target (friend or foe) until you are incapacitated.
-2-0	Heart Attack: make a Vigor check at -2. If the roll succeeds you are Shaken and incapacitated for 1d4 rounds. If the roll fails you are incapacitated and will die in 2d6 rounds unless you receive emergency medical treatment.
1	Major Dementia: you go loony. You become very difficult to relate to since you spend most of your time talking to your imaginary friends and multiple personalities. Charisma is reduced by -2 and you suffer a -1 penalty to any <i>Smarts</i> or <i>Spirit</i> roll. The exception to this is the <i>Occult Knowledge</i> skill. You gain a +2 bonus to all <i>Occult Knowledge</i> checks.
2-3	Mark of Fear: you sustain some form of physical trauma (i.e. hair turns white, involuntary twitch, etc.) and your <i>Sanity</i> score is reduced by 2
4-6	Major Phobia: you gain the <i>Major Phobia</i> Hindrance
7-9	Minor Phobia: you gain the <i>Minor Phobia</i> Hindrance
10-15	Traumatic Experience: your <i>Sanity</i> score is reduced by 1
16-17	Flight: you flee at your fastest possible movement rate away from the source of your fear and are Shaken
18-19	Shivering with Fright: you are Shaken

20+	Fight: your instinct to survive overrides your fear and you gain a +2 bonus to your next Trait and damage roll
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Treatment:

Psychological treatment is available to fix sanity loss and fright-induced mental illnesses. Most major cities will have at least one hospital with the staff and equipment to treat psychosis.

For every month that a character spends in hospital, they can increase their *Sanity* score by 1 or remove a single mental illness (phobia or dementia). A characters *Sanity* score can never be increased higher than zero by medical intervention. Hospital time is expensive if the character doesn't have medical coverage or highly placed medical connections. Expect to spend in the neighborhood of \$15,000 a month.

Alternatively, a character can choose to suppress their symptoms using pharmaceuticals. Drugs won't cure mental illness, but they can mitigate the negative effects. Anti-psychotic drugs cost about \$70 per day of use and will negate the penalties associated with psychosis, dementia and phobias for a full 24 hour period. In addition, any rolls made on the Insanity Table while under the influence of anti-psychotics are made at +1.

A third treatment option is to seek out an Empath who is able to perform *Psychic Surgery*. Psychic Surgeons are in high demand because with their talents a patient can be cured in a single day instead of a month. Naturally, these services command a higher market price.

Ripping:

If you wish, you can use the Rippertech rules from "*Rippers*" in this setting. Generally, Ripping would be considered highly rare and dangerous, and the practitioners of it would be viewed in the most negative light. Characters wouldn't have access to Rippertech without possessing the right connections. Certain government agencies experiment with it to make more effective soldiers. Individual players can take the skills associated with Ripping but should know that by doing so they are placing themselves in the same company as necromancers.

Ripping requires the use of the *Rippertech* skill. A Ripper can make a *Rippertech* skill check on a single monster corpse to try and harvest usable monster pieces from it. Whether or not the result is a success, a single corpse can only be harvested one time. Harvested monster pieces are used to make "*Rippertech* Implants". These implants can be surgically grafted on to a living being to grant them supernatural powers. See below for a list of possible Rippertech implants.

Grafting an implant on to a living host requires a second *Rippertech* skill check and the availability of a fully stocked surgical suite. If the result of the graft is a failure, the host body has rejected the implant and rendered it unusable. In the event of a failure, the subject sustains 2d6 damage from tissue trauma. Some grafts are more difficult to pull off than others, see the table below for the difficulty modifiers associated with different grafts. Successful implantation of a Rippertech graft causes the host to pay whatever cost is listed for the associated graft. Rippers cannot apply grafts to themselves, only to other patients.

Rippertech Implant (difficulty mod.)	Donors	Cost	Benefit
Taloned Hands (-2)	Werewolves, Demons, Vampires	-2 Charisma; -1 Sanity	Subject can make a <i>Bash</i> attack at STR+d4 damage
Muscle Weaving (-4)	Any STR d10+ monster	On a Natural 1, subject has a muscle spasm and gains 1 Fatigue level; -2 Sanity	Subject's <i>Strength</i> increased by 1 die type; free <i>Brawny</i> edge

Gills (-2)	Cthonian	-2 Charisma; -1 Sanity	Subject gains the <i>Aquatic</i> ability; can breathe water and swim at Pace
Limbic Lacing (-4)	Ectoplasm from any Ghost type	Gain <i>Cautious</i> hindrance; -2 Sanity	Subject's <i>Spirit</i> increased by 1 die type; gain <i>Danger Sense</i> edge
Bone Grafting (-4)	Any VIG d10+ monster	<i>Agility</i> reduced by 1 die type; -2 Sanity	Subject gains +1 Toughness and is immune to called shots
Retinal Graft (-1)	Lycanthrope	-1 Sanity; gain <i>Minor Lunatic</i> hindrance	Can see in the dark
Skin Patching (-2)	Demon	-1 Sanity; -2 Charisma	+2 Armor and gain one Immunity from donor creature
Fiend Blood (-1)	Demon	-1 Sanity; gain <i>Vulnerability: Silver</i> Hindrance	Gain <i>Frenzy</i> edge (or <i>Improved Frenzy</i>); can ignore effects of extreme cold
Angelic Blood (-1)	Angel	-1 Sanity; gain <i>Major Enemy</i> Hindrance	Remove all <i>Corruption</i> points
Wings (-4)	Any Winged monster	-2 Sanity; -2 Charisma	Can fly at Pace

Magic:

This section describes how the different magic systems work in this campaign setting.

White Magic:

The power of Enochian, or White, magic comes from within. To use Enochian magic, the White Magician must make a *Spellcasting* skill check and deduct the cost of the spell they are attempting from their Power Point pool. If the caster rolls a natural 1 on this roll and the Wild Card die they suffer a Backfire -- the White Magician becomes Shaken. A roll of 4 or better results in a success; a roll of 8 or better is a success with a raise.

White Magicians regain their full allotment of Power Points after a good meal and a night of bed rest. They do not regain points by the hour.

An Enochian mage who is out of power can choose to burn his or her own life force to power their spells if he or she wishes. This process is sometimes called "manaburning". They can gain 2 additional power points for each Fatigue level they take. The mage can choose to take a full 4 fatigue levels for 8 Power Points but doing so will cause them to pass out after their spell is cast.

White Magicians can cast spells cooperatively by linking hands with another White Magician. One Magician in the joining must be designated as the "leader". The Leader is responsible for selecting the spell to be cast and making the *Spellcasting* skill check. All others involved in the casting make a *Spellcasting* check to determine the success of their contribution. For each success and raise rolled by a supporting caster, they can contribute 1 Power Point worth of their energy to the spell being cast.

At creation, a White Magician learns 2 powers. White Magicians learn new incantations by taking the *New Power* edge and gain additional Power Points by taking the *Power Points* edge. White Magicians can learn any incantation they want regardless of rank so long as they have enough Power Points to cast it.

For details on specific White Magic powers, see Appendix A below.

Black Magic:

Black Magic is both more flexible and powerful than White Magic but is ultimately far more dangerous to use. All Black Magic spells are resolved as “Spell Bargains” with outside powers – the Black Magician does not use their own personal power at all to cast spells.

To conduct a spell bargain, the Black Magician needs to make a *Spellcasting* skill check at a -1 per Power Point cost of the effect they’re trying to cast. A roll of 4 or better results in a success; a roll of 8 or better is a success with a raise.

Black Magicians can offset these often hideous spell casting penalties by making offerings to their Outsider patrons. Offerings can take many forms and the quality of the offering determines how much of a bonus the Black Mage receives in their casting effort. Bonuses accrued from offerings do not carry over to future spells; they must be used instantly. Here are some examples:

Offering Type	Benefit
Human Sacrifice	+2 to Spellcasting roll per <i>Spirit</i> rank of victim. (Example: a victim with a d8 <i>Spirit</i> would give a +6 bonus)
Caster’s Blood	+2 to Spellcasting roll per Fatigue level the caster accrues
Self Mutilation	+6 to Spellcasting roll if caster puts out his or her own eye, ear, or cuts off a hand or foot.
Arcane Sacrifice	+4 to Spellcasting roll per <i>Spirit</i> rank of magic-using victim
Angelic Sacrifice	+6 to Spellcasting roll per <i>Spirit</i> rank of angelic victim
Caster’s Soul	+10 to Spellcasting roll; one time only; caster can never be raised from the dead
Dark Ritual	+1 to Spellcasting roll per 10 minutes spent chanting, meditating and invoking infernal powers (maximum +6)
Corrupt Act	+1 to Spellcasting roll per blasphemous act. (Examples: sodomy, excreting on a sacred object, forcing nuns into bondage, etc.)
Defiled Relic	Bonus to Spellcasting rolls depending on the power of the relic being destroyed. (Example: a +2 bonus for a relic that grants a +2 to some skill or trait)
Valued Possession	+1 to Spellcasting roll for each precious or valuable object destroyed. Collections of mundane objects don’t count. Object must be worth \$500 or more and must belong to someone else.

Some powerful evil artifacts will give Black Magicians a permanent bonus to their Spellcasting checks. These highly prized items have been known to start wars in the wizarding community (see Relics & Artifacts above).

Black Magicians can cast spells cooperatively by linking hands with another Black Magician. One Magician in the joining must be designated as the “leader”. The Leader is responsible for selecting the spell to be cast and making the *Spellcasting* skill check. All others involved in the casting make a *Spellcasting* check to determine the success of their contribution. For each success and raise rolled by a supporting caster, they can contribute a +1 bonus to the spell being cast.

Failing a spell bargain causes the Black Magician to acquire a Corruption point. Corruption points measure a wizard’s slide into the dark side. Once a Black Wizard acquires 4 Corruption points they must start making *Spirit* checks every time they attempt to cast a spell. The magician must roll greater than or equal to their current Corruption total or else they become Possessed.

A Possessed Black Magician ceases to be a player character and becomes a Monster. Their eyes turn into black pits as if the Mage is suffering from eight-ball hemorrhages and the veins in their skin become

starkly pronounced. While possessed, the Black Magician will seek to do as much harm as possible to all living things in their vicinity. It is possible for a possessed Black Wizard to undergo an Exorcism, returning control of their soul but this won't make them any less corrupt.

There is no reliable way of getting rid of Corruption points, though it is rumored in some circles that powerful Angels can expunge them.

It is possible for a Mage to learn both White and Black magic if they take the necessary background edges.

At creation, a Black Magician learns 3 powers. Black Magicians learn new incantations by taking the *New Power* edge. Black Magicians can learn any incantation they want regardless of rank.

Psychic Powers:

A psychic uses their own personal strength and willpower to drive their abilities, similar to a White Magician. They make *Spellcasting* rolls in the same manner that White Magicians do. If the caster rolls a natural 1 on this roll and the Wild Card die they suffer a Psionic disturbance; the Psychic becomes Shaken. A roll of 4 or better indicates a success.

Psychics cannot "manaburn".

Psychic powers do not have any visible trappings so it is possible for a psychic to use their powers secretly without anyone noticing them.

Psychics can only learn powers from their branch of specialization: Empath, Kineticist or Precog. It is possible for a psychic to specialize in more than one branch by taking the *Arcane Background: Psychic* edge multiple times at creation. Empaths are gifted with the ability to influence other minds. They can read and manipulate thoughts. Kineticists can use their mental state to influence the physical world; they can move objects with their minds. Precogs have a limited ability to see into the future and can use their powers to predict and avoid events.

At creation, a Psychic learns 2 powers and has 10 Power Points. Psychics learn new talents by taking the *New Power* edge and can gain 5 more Power Points by taking the *Power Points* edge. Psychics can learn any powers within their specializations that they want regardless of rank.

Monsters:

This setting is full of monsters of all descriptions. Feel free to add whatever sort of beasts you'd like to this world. Included below are examples of some of the more common nasties you may encounter in this setting. All stat blocks include a section for "Guts Modifier". This is the penalty to the *Guts* check that a character needs to make when they encounter a monster for the first time.

Black Wizards: These are wizards bent and twisted by demonic power. What makes them especially dangerous is that they are not afraid to allow themselves to become possessed by demonic forces if necessary. Back a Black Wizard into a corner at your peril.

Black Wizard				
Strength: d4	Smarts: d8	Agility: d4	Spirit: d10	Vigor: d4
Pace: 6	Parry: 4	Toughness: 4	Spellcasting: d10	Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); 9mm Pistol (2d6); \$1d10x10				
Powers: <i>Hellfire</i> (Cost: 2; Range: 10; 2d10 damage; burning); 2 random Black Magic spells				

Black Archmage (WC)				
Strength: d4	Smarts: d12	Agility: d6	Spirit: d12+1	Vigor: d6

Pace: 6	Parry: 5	Toughness: 5	Spellcasting: d12+1	Guts Mod: -2
Gear & Weapons: Dagger (STR+d4); 9mm Pistol (2d6); \$1d10x200				
Powers: <i>Hellfire</i> (Cost: 2; Range: 13; 2d10 damage; burning); 5 random Black Magic spells				

Bogeyman:

The Bogeyman isn't just a myth; he's a demon-possessed killer who lurks in the shadows preying on the young and innocent. It is said that the Bogeyman can never really be slain. Once it is defeated it takes a new host somewhere else in the world and continues its work.

Bogeyman (WC)				
Strength: d10	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	Guts Mod: -2
Gear & Weapons: Knives (STR+d4)				
Powers: <i>Summon Knives</i> (Bogeyman can produce knives at will); <i>Invulnerability</i> (conventional weapons can only Shaken the Bogeyman); <i>Move in Darkness</i> (can teleport 12 squares from one shadowy place to another); <i>Night Vision</i> ; Weakness: <i>Knives</i> (if you attack the Bogeyman with its own weapons it is wounded normally); Weakness: <i>Sunlight</i> (suffers 2d10 points of damage per round when exposed to daylight)				

Celestials: Celestials are angelic Outsiders that walk among mortals. They come in an array of shapes and sizes but in general have exceptionally good looks, a sense of presence that fills a room and an enviable physique.

Angel				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6 (12)	Parry: 6	Toughness: 6	Fighting: d8	Guts Mod: 0
Gear & Weapons: Smite (STR+1d6)				
Powers: <i>Redeeming Influence</i> ; <i>Winged Flight</i> x2; <i>Disguise</i> ; <i>Smite</i> ; <i>Diehard</i>				

Archangel (WC)				
Strength: d12	Smarts: d12	Agility: d12	Spirit: d12	Vigor: d12
Pace: 6 (12)	Parry: 8	Toughness: 8	Fighting: d12	Guts Mod: 0
Gear & Weapons: Smite (STR+1d6) x2				
Powers: <i>Redeeming Influence</i> ; <i>Winged Flight</i> x2; <i>Disguise</i> ; <i>Smite</i> ; <i>Immune to Kinetic</i> ; <i>Diehard</i> ; <i>First Strike</i> ; <i>Improved Frenzy</i> ; <i>Awesome Presence</i>				

Criminals:

Not all enemies are supernatural in nature. Some of the worst problems you can encounter are just regular, evil crooks.

Criminal				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: 0
Gear & Weapons: 9mm Pistol (2d6); \$1d10x10				
Powers: none				

Cthonian:

This general term refers to a whole species of alien humanoids who came from Outer Space to wreak havoc on the sanity of humankind. Most Cthonians bear a resemblance to aquatic animals such as fish, sea cucumbers and octopi.

Cthonian				
Strength: d8	Smarts: d8	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6 (12)	Parry: 5	Toughness: 9(7)	Fighting: d6	Guts Mod: 0
Gear & Weapons: Bash (STR+d4)				
Powers: <i>Aquatic; Rubbery Hide</i> (Armor +2); <i>Immune to Cold & Vacuum</i> ; <i>Fearsome Presence</i> (targets must succeed a <i>Guts</i> roll or consult the Fright Table); <i>Insanity</i> (target must succeed an opposed <i>Smarts</i> roll or become psychotic for 3 rounds); <i>Swim & Fly</i> (Pace 12)				

Cultists:

The number of bizarre, monster-loving cults in the world is legion. The most common threat most monster hunters will encounter are the sad, deluded human thralls that serve the darkness.

Cultist				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); \$1d10				
Powers: none				

Demons:

There is a tremendous variety of demons of all shapes and descriptions. In general, demons have a monstrous appearance, including but not limited to scaly skin, horns, tails and claws. Being Outsiders, all Demons are imbued with super human powers.

Demon				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9(7)	Fighting: d8	Guts Mod: 0
Gear & Weapons: Smite (STR+d6)				
Powers: <i>Tough Hide</i> (+2 Armor); <i>Corrupting Influence</i> ; <i>Random Vulnerability</i> ; <i>Random Immunity</i> ; <i>Smite</i> ; <i>Fearsome Presence</i>				

Demon Lord (WC)				
Strength: d12+2	Smarts: d10	Agility: d12	Spirit: d10	Vigor: d12+2
Pace: 6 (12)	Parry: 8	Toughness: 11(9)	Fighting: d12	Guts Mod: 0
Gear & Weapons: Smite (STR+d6); Blast (Range: 20; 2d6 Damage)				
Powers: <i>Tough Hide</i> (+2 Armor); <i>Fly</i> ; <i>Corrupting Influence</i> ; <i>Random Vulnerability</i> ; <i>Random Immunity</i> ; <i>Smite</i> ; <i>Fearsome Presence</i> ; <i>Blast</i> ; <i>Tempter</i>				

Elder God:

There are beings in the universe so ancient and powerful that they completely defy human comprehension. Elder Gods are gargantuan in size and have an alien, amorphous shape.

Elder God (WC)				
Strength: d12+12	Smarts: d12	Agility: d12	Spirit: d12	Vigor: d12+12
Pace: 10	Parry: 6	Toughness: 14(12)	Fighting: d8	Guts Mod: -10
Gear & Weapons: Bash (STR+d6) x2; Blast (2d6 Damage; Range: 24)				
Powers: <i>Random Vulnerability</i> ; <i>Immune to everything else</i> ; <i>Heavy Armor</i> ; <i>Fearsome Presence</i> ; <i>Smite</i> ; <i>Blast</i> ; <i>Reach +4</i> ; <i>Gargantuan Size</i>				

Fallen Slayer:

Those who stare into the Abyss should be wary when the Abyss stares back into them. Sometimes even the greatest heroes can be brought down by the hardships of their profession. Slayers who battle Vampires, Demons and Witches can, on occasion, fall prey to the corruptive influence of those they hunt.

Fallen Slayer (WC)				
Strength: d8	Smarts: d8	Agility: d12	Spirit: d10	Vigor: d8
Pace: 6	Parry: 8	Toughness: 6	Fighting: d12	Guts Mod: 0
Gear & Weapons: Sword (STR+d8); Stake (STR+d4); .45 Revolver x2 (2d6+1); Silver Bullets				
Powers: <i>Frenzy; Two Fisted; Diehard; First Strike</i>				

Ghosts:

Ghosts are the free-willed phantoms of the deceased who remain tied to the material world because of the circumstances of their death. They are usually filled either with unquenchable rage or inconsolable sadness; in any case they are intensely jealous of the living and will seek to lash out at anyone who disturbs their haunts.

Ghost				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Throwing: d12	Guts Mod: -2
Gear & Weapons: Thrown Objects (STR+d4)				
Powers: <i>Incorporeal</i> (immune to non-magical weapons; can pass through solid objects); <i>Fearsome Presence</i> (all targets must succeed a <i>Guts</i> -2 check or be paralyzed by fear)				

Golems:

Animated by powerful black magic, these nigh indestructible constructs are mindless, soulless killing machines. Golems can be made out of a wide range of substances, including stone, metal, wood and even dead flesh. In any form, Golems are incredibly hard to hurt or stop.

Golem				
Strength: d12+2	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d12
Pace: 4*	Parry: 6	Toughness: 12(10)	Fighting: d6	Guts Mod: -2
Gear & Weapons: Bash (STR+d6)				
Powers: <i>Fearless; Immune to called shots & wound penalties; Dense Hide</i> (Armor +4)				

* = can't sprint

Lich:

Some Black Wizards attain such great power that they are able to cheat death itself. These Necromancers sacrifice their mortal souls for the secret of undeath.

Lich (WC)				
Strength: d10	Smarts: d12+2	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9	Spellcasting: d12	Guts Mod: -4
Gear & Weapons: Blast (Range: 20; 2d6 Damage); Death Touch				
Powers: <i>Undead</i> (+2 to recover from Shaken); <i>Immune to Called Shots; Accompanied by 4d10 Zombies; Death Touch</i> (Touch causes 1 Wound); <i>Fearsome Presence</i>				

Revenant:

A Revenant is an undead killing machine. These tortured souls are damned to roam the Earth killing those who wronged them in life – even perceived slights can put you on their black list. They are powerful, chilling and move with the measured, purposeful stride of a teenage slasher movie villain.

Revenant (WC)				
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Strength: d12+2	Smarts: d4	Agility: d6	Spirit: d12	Vigor: d12
Pace: 6*	Parry: 7	Toughness: 8	Fighting: d10	Guts Mod: -4
Gear & Weapons: Improvised Weapon (STR+d4)				
Powers: <i>Right Behind You!</i> (with a Raise on a <i>Stealth</i> roll the Revenant is invisible until they attack); <i>Regeneration</i> (Vigor check each round to heal Wounds); <i>Hard to Kill</i> (Revenants only die on a 1 in 6 chance); <i>Fearsome Presence</i>				

* = can't sprint

Rogue Savant:

Psychics are attuned to a world beyond the senses. There are things that lurk in this unseen world that can drive a mere mortal mad with the barest thought. Some psychics become exposed to this madness and turn their considerable mental powers against their fellows.

Rogue Savant (WC)				
Strength: d6	Smarts: d8	Agility: d6	Spirit: d10	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Spellcasting: d10	Guts Mod: 0
Gear & Weapons: Psychic Blast (Range: 20; 2d6 Damage)				
Powers: <i>Psychic Blast</i> ; 2 random Psychic powers				

Shade:

A shade is the spirit of a recently deceased individual. They appear much as the subject did in life, albeit transparent and rendered in gray and black hues. Whereas a ghost is a free-willed incorporeal undead creature, a shade is a short-lived spiritual manifestation of a living being; an echo of the living. Shades are typically the product of necromantic summoning magic and are compelled by their Summoner to perform some service before being released to the Beyond.

Shade				
Strength: d4	Smarts: d6	Agility: d6	Spirit: d8	Vigor: d4
Pace: 6	Parry: 5	Toughness: 4	Throwing: d6	Guts Mod: 0
Gear & Weapons: Thrown Objects (STR+d4)				
Powers: <i>Incorporeal</i> (immune to non-magical weapons; can pass through solid objects)				

Vampires:

There are a large number of vampires operating in the world. Most are associated with particular covens or clans. These foes are intelligent, powerful and generally amoral, making them amongst the most dangerous opponents a monster hunter might face.

Vampire				
Strength: d12+1	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9	Fighting: d8	
Gear & Weapons: Claws/Bite (STR+d4)x2 (Frenzy -2); \$1d6x100				
Powers: <i>Invulnerable</i> (can only be Shaken by conventional attacks); <i>Undead</i> (+2 to recover from Shaken; +2 Toughness); <i>Weakness: Sunlight</i> (Sunlight inflicts 2d10 points of damage per round); <i>Weakness: Stake Through Heart</i> (on any called shot to the heart with a stake, the Vampire must succeed a Vigor -4 check or die)				

Elder Vampire (WC)				
Strength: d12+3	Smarts: d10	Agility: d8	Spirit: d10	Vigor: d12
Pace: 6	Parry: 7	Toughness: 10	Fighting: d10	Guts Mod: -2
Gear & Weapons: Claws/Bite (STR+d4)x2 (Frenzy); \$1d6x1000				
Powers: <i>Undead</i> (+2 to recover from being Shaken; +2 Toughness); <i>Improved Frenzy</i> (make 2 claw attacks)				

at no penalty); *Vulnerable to Sunlight and Stakes*; *Level Headed* (act on the best of 2 initiative cards); *Gaseous Form*; *Create Spawn*; *Wall Walker*; *Regeneration*; *Glamer*; *Invulnerable* (can only be Shaken by conventional attacks)

Werewolves:

Operating alone or in packs, Werewolves can inflict massive damage to the local eco-system and to human communities. Though there are many types of lycanthropes in the world, Werewolves are far and away the most common variety.

Werewolf				
Strength: d12	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 6	Parry: 7	Toughness: 8	Fighting: d10	
Gear & Weapons: Bite/Claw (STR +d6)x2 (Improved Frenzy)				
Powers: <i>Invulnerability</i> (non-magical attacks can only shaken a werewolf, not injure it); <i>Infravision</i> (see in the dark); <i>Infection</i> (anyone slain by a Werebeast has a 50% chance of returning to life as one); <i>Weakness: Silver</i> (silver weapons can harm a Werebeast normally); <i>Weakness: Wolfsbane</i> (when in the presence of Wolfsbane, must succeed a <i>Vigor -4</i> check or flee)				

Zombies:

The risen dead take on many forms, but perhaps the most common form is your garden-variety zombie. These partially decayed, perpetually hungry animated corpses are generally easy to handle, but can provide an array of nasty surprises for the unprepared Investigator.

Zombie, Berserker				
Strength: d8	Smarts: d6(A)	Agility: d8	Spirit: d10	Vigor: d8
Pace: 8	Parry: 5	Toughness: 8	Fighting: d6	Guts Mod: 0
Gear & Weapons: Bite/Claw (STR)x2				
Powers: <i>Fearless</i> ; <i>Frenzy</i> (can make 2 attacks per round at -2); <i>Infection</i> (anyone bitten must succeed a <i>Vigor -4</i> check or become a zombie in 1d4 minutes); <i>Weakness: Sunlight</i>				

Zombie, Romero Style				
Strength: d6	Smarts: d6	Agility: d4	Spirit: d6	Vigor: d4
Pace: 4*	Parry: 3	Toughness: 6	Fighting: d6	
Gear & Weapons: Bite/Claw (STR)				
Powers: <i>Fearless</i> ; <i>Infection</i> (anyone bitten must succeed a <i>Vigor -4</i> check every 1d6 hours or lose 1 Fatigue. Once the target is incapacitated, they rise as a zombie in 1d4 minutes); <i>Invulnerable</i> (normal damage can only Shaken a Zombie); <i>Weakness: Headshots</i> (called shots to the head kill zombies instantly)				

* = can't sprint

Power Groups:

There are many groups that characters can become affiliated with in their quest to stop or spread the forces of Evil.

The Catholic Church: Though they would publicly disavow any knowledge of the darkness that stalks the globe, the Catholic Church maintains an active arm dedicated to the battle against Evil. This group is called the Order of St. George in honor of the mythic dragon-slayer of church lore. These modern day dragon slayers work in secret to keep Christendom safe.

The Conclave: The Conclave is the largest organization of practicing White Wizards in the world. In addition to providing a sense of law and order to the world of magic practitioners, The Conclave sees itself as being on the front lines in the war against the users of Black Magic. This typically extends to cover all

of demon kind, most vampires and lycanthropes as well. Any practicing Mage who runs afoul of Conclave Law may find him or herself brought before a Wizards Tribunal. These don't usually end well.

The Cult of Isis: Worshipers of the Egyptian goddess Isis have been at work for thousands of years. The Cult of Isis is a popular haven for witches and the membership of this organization is almost exclusively female. Priestesses of Isis are interested in Generative magic – the magic of life, birth and nature. The Cult has access to some very rare Egyptian relics and is well connected with the academic community surrounding Egyptology.

The Druids: The Druids of the British Isles are alive and well in the modern age, though they keep their membership and their actions secret. They trace their organization's lineage back to Merlin the Magician, giving them a magical pedigree that rivals the Conclave. The Druids are preoccupied with guarding and maintaining sacred places such as old growth forests, stone circles, tombs and other places where ley lines converge.

The Erebine Coterie: This group is sort of a "United Nations" for all of the Vampire covens in the world. When another group wishes to discuss diplomatic matters with the Vampire race, they must work with the Coterie. They have no identifiable leader or headquarters but maintain a presence in every major population center. The Coterie uses mortal familiars as go betweens for most low-level negotiations.

The Freemasons: The Masons have long known about the true evils that threaten the world but remained detached from the struggle for the most part. The Masons are interested in broadening their magical knowledge; their chapter houses brim with accumulated lore and objects of occult significance. They remain strictly neutral in most matters and have shown an interest in both Enochian and Black magic. Nobody knows what the ultimate aims of this organization are.

The Knights Templar: The Poor Fellow-Soldiers of Christ and of the Temple of Solomon, otherwise known as the Knights Templar, have been officially disbanded by Papal order since about 1312. Unofficially, the Knights went to ground and their membership scattered across the globe. Their main interest is the collection and defense of sacred and magical relics. The Templars are rumored to still hold a number of relics associated with the crucifixion of Christ, including slivers of the True Cross and the legendary Spear of Longinus. There are many dark forces in the world who would like to possess the relics that the Templars keep safe.

The Legion of Tiamat: Also referred to as merely "the Legion" this organization of black magicians and doomsday prophets traces its roots back to ancient Babylon where the cult of Tiamat the Destroyer was originally conceived. Throughout the ages members of this wicked syndicate have actively worked to bring about the End of Days, believing that the world will be remade for Tiamat's faithful should this come to pass. The Legion has amassed considerable wealth and power over the centuries and uses its broad network of agents to thwart the actions of the Conclave.

The Oddfellows: The public face of this fraternal order is that of a charitable organization that performs good works in the community. Behind closed doors and beneath layers of ritual and mysticism the Oddfellows practice magic and collect esoteric lore. This group formed as a reaction to both the Freemasons and the Conclave, whose elitism and strict rules make it difficult for hedge wizards and dabblers to join. The Oddfellows provides a community for casual magic-users, offering lodges and resources to those who can find fellowship nowhere else.

The Ordo Malleus: Translated as "The Order of the Hammer", this group of witch-hunters and demon-slayers has been in operation since the time of the Black Plague. They were the first group in history to begin actively keeping lore on the Supernatural; their occult library is second to none. All members of the Order carry a special tome of monster lore called the *Malleus Maleficarum*, or *The Hammer of Evil*. This book gives detailed information on the strengths and weaknesses of various undead and demonic beings.

Members of the Ordo Malleus take a very militant view toward the Supernatural and will stamp it out where they find it. Most members of the Order have ties to the Protestant faith.

Section 7: Section 7 is a clandestine United States government agency chartered with the task of investigating and combating the paranormal. It is an organization that has ties to the FBI, CIA, NSA, DHS and all four branches of the military. Their agents are able to take over any investigation involving supernatural powers just by flashing their badges. The higher ups in other agencies just think Section 7 is some kind of special anti-terrorism taskforce and have no notion of what their true charter is. Section 7 has the secondary mission of developing new weapons based on supernatural powers. Their labs in Virginia are on the cutting edge of Rippertech.

The Seraphiad: This is the high council of the Angels who dwell in the exalted planes beyond Limbo. They claim to be the true servants of Jehovah and His instruments in the mortal realm. Hosts of lesser Angels serve at the pleasure of the Seraphs. It is unknown precisely how many Seraphs there are in the Seraphiad but the better known members are Metatron, Kemuel, Raziel, Nathaniel and Gabriel, the current head of the order. Lucifer was once Champion of the Seraphiad but he chose to give up the mantle of servitude and pursue his own desires. He still meets with his old friends from time to time to reflect on days gone by. The Seraphiad is charged with watching over humanity and studying its moral development. They are under strict orders not to directly interfere in the affairs of Men but can work through visions and mysteries to guide humanity wherever God wills.

The Shorn: The Shorn are the “Lords of Hell”; exiled Angelic princes who rule the chaotic realms beyond Limbo. Though they are popularly depicted as paragons of Evil; in truth they are spirits of rebellion – they are the only Angels who have ever turned away from God, symbolically giving up their Angel’s wings. Lucifer is the most recent addition to their ranks and is the figurehead of the group. The other members are: Mammon, Asmodeus, Leviathan, Baal, Satan and Belphegor. The Shorn believe that humankind should not be led by God’s handlers; that they should be free to express their own wills. Their works are primarily focused on undoing the deeds of the Seraphiad and tempting humans to take great risks.

Each member of the Shorn is aspected in some way. Lucifer represents ultimate pride; he is achingly beautiful to look upon, with radiant blonde hair and fabulously tailored white suits. He truly believes he is the greatest being ever created. Mammon is obsessed with luxury; he is festooned with gold chains and jewelry and is wrapped in the best European fashions. He has every appearance of a rock star. Asmodeus is passion personified; he oozes an animal attraction that mortals cannot resist. He is dark, smooth and handsome and always wears red and black. Leviathan is the only member of the Shorn that refuses to take human form, preferring instead to wear the shape of any large marine creature. Leviathan is “the Beast”, one of the original Fallen. He has been gone so long from the angelic realms that he scarcely remembers his former existence; it is a fact that fills him with an all-consuming envy of his angelic brethren. Baal joins Leviathan as one of the most senior members of the Shorn. He grew addicted to the prayers of mortals millennia ago when he set himself up as a Godling in Ancient Babylon. For this insatiable addiction of his he was cast out of the Host and named the Lord of Lies. He travels the world today in the guise of a Middle Eastern potentate. Satan is consumed by wrath. He is the only member of the Shorn who was cast out of heaven for committing violent acts against one of his Angelic brethren. He is a warrior, powerfully muscled and hugely built. He often travels dressed as an anarchic thug in chains, leather and torn denim. Belphegor appears as a rapturously beautiful, voluptuous woman. She is nearly always attired in revealing dresses. She plays the dual role of muse and lotus eater. Her whispers can inspire great ideas while they steal the desire to act.

The Whatleys: One of the most notoriously evil families in the world, the Whatleys have a black magic pedigree that stretches back to the Black Plague. Over the generations they have bred prodigiously, raising all of their sons and daughters in the arts of necromancy and demon summoning. Today they are spread all over the globe setting up covens wherever they can. Competition between family members is fiercely encouraged so it is not at all unheard of to find two different branches of the Whatley tree

warring on each other. The Conclave goes to great lengths to keep tabs on the movements of the Whatley family.

Campaign Setting: Portland

The City of Portland serves as the focal point for this campaign, but it can just as easily be set in any location on Earth. Portland has a flourishing mass transit system that connects the outlying suburban regions with the downtown core. Buses are available to virtually anywhere in the city and a light rail system links up many major landmarks. At the time of this setting there are 5 light rail lines running: the "Blue" line connects the eastern and western extremes of the Portland metro area, stretching from the western suburb of Hillsboro to Gresham in the east; the "Yellow" line spokes out from downtown Portland through North Portland, terminating at the Expo Center near the Columbia River; the "Red" line mirrors the "Blue" line but travels east to Portland International Airport instead of Gresham; the "Green" line goes from downtown to the southeastern suburb of Clackamas and the new "Orange" line follows the Willamette river south from downtown to the town of Milwaukie, passing by the Hawthorne neighborhood and Sellwood.

Below are descriptions for some points of interest:

Forest Park:

Embracing the west hills of Portland in its dark, wooded arms is the largest urban park in the United States, Forest Park. Situated on the Vista Ridge above the city skyline the Park covers 5100 acres of dense forest and features over 30 miles of hiking trails. A person can literally become lost here and many visit the park precisely for that purpose. It is known that a large pack of lycanthropes lair somewhere in the depths of the forest. On moonlit nights their mournful howls can be heard echoing down into the city streets.

Pittock Mansion:

The Pittock Mansion was originally built by Henry Lewis Pittock in 1914 and has been an important Portland landmark since its founding. Pittock ran the local newspaper and was one of the wealthiest men in the city back in its earliest days. His family held the rights to the property until 1962 when a terrible storm inflicted substantial damage to the estate, forcing the Pittock grandchildren, who had fallen upon hard times, to sell. A mysterious buyer emerged to take over stewardship of the mansion and its grounds. Extensive restoration work was done to preserve the historical beauty of the property. Few visitors are allowed on the grounds by the current owners, who will occasionally and unpredictably open the doors to the public in a gesture of civic goodwill, but little is known of the Mansion's current landlords. It is rumored that the ownership group has ties to the Rosicrucian Order.

Beaverton and the Western Suburbs:

Most of Portland's middle class lives in suburbs like Beaverton, located on the west side of the Vista Ridge. On the surface it may not seem like the evils of the world have much effect here, but the fearful glances of the residents will tell you that there's more going on here than makes the papers. Everyone locks their doors, bars their windows and keeps a gun close at hand out here. The community is strong and tightly knit out of necessity; often when something horrible happens it is the suburbanites themselves who will band together and deal with it. Residents here are suspicious of strangers, outsiders and openly weird individuals. The city's "Blue Line" services the residents of the West Side.

Downtown Portland:

Downtown is pretty dead literally and figuratively. During work hours the skyscrapers here are filled with bankers, businessmen and other white collar professionals. But as soon as the clock strikes 5, these people let out in droves to return to their suburban strongholds. Once they are gone, Downtown takes on a new set of residents. The empty buildings provide safe haven for a number of night creatures. Near the waterfront, the infamous Shanghai Tunnel bar provides access to Portland's very real underworld. The

clientele of this bar is a rogue's gallery of Portland's occult celebrities. It's definitely the place to go if you're looking to make contact with a wizard or worse.

The Pearl District:

For people who crave a taste of stylish urban living, the Pearl District is an oasis of boutiques, expensive restaurants and art galleries. This part of town used to be run down and was filled with ghostly, empty warehouses and the rotting hulks of forgotten industries. In the last couple of decades, the city has devoted a lot of resources to the revitalization of this downtown neighborhood and the result is a massive influx of wealthy new residents attracted to the chic appeal of living in artfully distressed condos. By day the streets of the Pearl are bustling with shoppers and the itinerant rich. By night it is a different story. The neighborhood hasn't entirely forgotten its old roots -- creatures still lurk in the shadows of old buildings. Construction yards, still a common sight in this part of town, can harbor many lurking threats. One of the world's largest and best bookstores can be found in the Pearl District, Powell's Books. Investigators can find virtually any text here; in particular, the Rare Books collection houses a number of prized occult tomes.

St. Johns:

This north Portland neighborhood is bound by the confluence of two rivers, the Willamette and the Columbia. The University of Portland is located here, as well as a new, state of the art Sanitarium. The Sanitarium was constructed to deal with the alarming increase of mental health cases being experienced in the city over the last couple decades. Characters that go nuts will probably end up here under sedation and heavy guard. Agents from Section 7, a government organization that researches the occult, work closely with the Sanitarium, which was built with government money.

Oregon Health Sciences University (OHSU):

Perched atop a wooded hill that is visible throughout the city, OHSU is a beacon of cutting edge medical science and world-class health care. Accessible only by a gondola cable car and a windy forest road, OHSU is probably one of the safest places in the city to be if a zombie plague should suddenly break out. The Doctors here are skilled in treating a range of maladies, including mental illness. Anyone who has an unfortunate run-in with an Elder God can seek treatment here. From time to time the Doctors may hire investigators to obtain rare samples or to identify the source of a particular supernatural malady.

Hawthorne and Southeast Portland:

This popular Eastside neighborhood clings to neo-hippy aesthetic that differentiates it from most other neighborhoods in town. It has a populous college-aged contingent and an array of bars, restaurants and shops that caters to that crowd. The eccentrically painted houses in the area reflect its counter-culture character. Hawthorne is a great place for fledgling hedge wizards to buy the accoutrements of their art. Head shops, herb shops and magic shops abound. An active community of wiccans and witches live here; their spells help to keep the area safe from supernatural evil. Hawthorne is bound on one side by Mt. Tabor, a wooded hillock that contains one of Portland's vital fresh water reservoirs. Mt. Tabor is rumored to be home of a small pack of non-violent werewolves and a powerful druid. Also nearby are the old money Laurelhurst neighborhood and the Lone Fir Cemetery, Portland's oldest boneyard.

NoPo:

North Portland, or NoPo as some like to call it, is a transitional neighborhood stretching from the border of St. John's to the Columbia River. Investment in recent years has begun the revitalization process in this part of the city but it still clings to a bit of its rough reputation. If there's a shooting in the city, it's probably out here somewhere in NoPo's deceptively quiet tree-lined streets. The "Yellow Line" of the city's light rail network services North Portland from Downtown out the Expo Center at the edge of the city.

The Grotto:

Formally called the National Sanctuary of Our Sorrowful Mother this Catholic shrine is located in Portland's East Side off of Sandy Boulevard. A center of spiritual power in the city, the 62 acres of botanical gardens and shrines are maintained by a fraternal order of monks sworn in the service of the Virgin Mary. The Friar Servants of Mary have consecrated every square meter of this holy site, insuring that malicious supernatural forces will not be able to take root in this space. The Friars welcome anyone who visits in the spirit of peace and will offer succor to anyone beset by dark forces.

Sellwood:

Noted for its multitude of antique shops, the quiet Sellwood neighborhood's placid exterior conceals a rich occult sub-culture. Relic hunters can buy and sell all manner of oddities in Sellwood's curio markets. If you need to find out what an item does, one of the shopkeepers in Sellwood would probably know and if they don't one of the Professors at nearby Reed College probably would. The Occult Studies faculty there is among the best in the Northwest; they turn out a fresh crop of eager paranormal researchers every year. It is not uncommon for most monster hunters from the area to get their start at Reed. The Black Cat is a popular bar in this part of town that is protected by ancient wards to provide a safe neutral meeting place for Outsiders.

Lake Oswego and the Southern Suburbs:

South of Portland is the wealthy suburb of Lake Oswego. Many of the richest families in the city live out here in their mansions and lake houses. The classic old neighborhood of Dunthorpe, on the banks of the Willamette River, is where many of Portland's great old homes can be found. The rich prefer to be left alone and to this end they fund a very large and active police force to keep the streets of their town clear of undesirables. There are a number of dilettante Occultists who live in Lake Oswego, using their considerable wealth to fund investigations. Any of these people could be used as adventure sources. There are also a couple of influential Black Magicians who live here, practicing dark rites in their secret basement lairs.

The Shanghai Tunnels:

These old tunnels underneath the City of Portland deserve special mention because they are really the nexus of the dark forces that hold this region in its grasp. At one point in the wilder days of Portland's history, these tunnels were used by unscrupulous ship captains to kidnap unsuspecting drunks who were then impressed into maritime slavery.

Windows:

This hotel bar located near the Rose Quarter deserves special mention as a nexus of supernatural power. The architect of this lounge magically expunged all record of his identity so that no one could track him down later and interrogate him about his designs for this place. Windows was built from the ground up to serve as a diplomatic sanctuary for the forces of all realities to meet and parlay. Visitors to this place swear that the layout of the bar changes subtly every time they go. The bartender is an old Romanian gypsy who pours stiff drinks and makes sure no one violates the neutrality accords. Windows attracts perhaps the strangest mix of beings in Portland. On any given night you will see mundane conventioners rubbing elbows blithely with wizards, vampires, dopplegangers and demons. There is a fanclub of occultist geeks who frequent Windows to gape at celebrities from the supernatural world.

Limbo:

Limbo is an extra-dimensional realm that mirrors the realm of physical reality like a shadow. Demons, angels and magic-users can sense goings-on in Limbo and can travel there if the correct incantations are used. Limbo is a place where the supernatural meets the natural; it is a neutral ground of sorts for communing and bartering with Outside Powers.

By traveling through Limbo it is possible to circumvent obstacles in the real world, such as walls and gates.

The Shades of the deceased all pass through Limbo before going on to the next phase of their existence.

Appendix A: White Magic Spells

Bolt of Fire or Lightning

Cost: 2/Bolt

Range: 12/24/48

Duration: Instant

Description: By drawing elemental fire from the air around them, the White Magician is able to launch bolts of fire or lightning. Each bolt can be targeted at a separate foe. Bolts inflict 2d6 points of damage.

Raise: For each Raise the damage of one bolt can be increased to 3d6.

Detect Corruption

Cost: 1

Range: Spirit x2

Duration: Instant

Description: The Magician's eyes flash for a moment as he or she scans the surrounding area for signs of black magic. Any individual or object who has at least 1 *Corruption* point will become outlined with a dark violet aura through the Caster's eyes.

Raise: With a Raise, the Caster can tell exactly how many *Corruption* points an individual or object has.

Dispel

Cost: 3

Range: Spirit

Duration: Instant

Description: The Magician sunder the bonds of magic holding an enchantment together by intoning words of Angelic power. Any persistent magical effect can be unmade with a successful opposed roll (the caster's *Spellcasting* roll vs. the target's *Spellcasting* roll). Any attempt to dispel an effect from another magical discipline incurs a -2 penalty.

Raise: Magical Feedback! In addition to dispelling the effect the opposing caster is Shaken.

Aegis

Cost: 2

Range: Touch

Duration: 3 Rounds

Description: The White Magician creates an invisible shield that protects the target from magical damage. Characters under protection of the *Aegis* gain a +4 bonus to Toughness vs. all magical damage.

Raise: For each Raise the duration of the effect is extended by 3 rounds or the effect of the *Aegis* is increased by +4.

Rebuke

Cost: 1/5' section

Range: Spirit

Duration: 3 rounds

Description: This incantation creates an invisible barrier that bars the passage of all evil creatures, including Undead, Demons, Black Magicians and Lycanthropes. Spells and projectiles can still pass through this barrier. The barrier cannot be broken by physical means but can be dispelled.

Raise: For each Raise the duration of this spell is increased by 3 more rounds

Wall of Fire

Cost: 1/5' section

Range: Spirit

Duration: 3 rounds

Description: By invoking the name of Ramuel, the Herald of Fire, the White Magician is able to produce a barrier of controlled flame. The fire will only burn things that pass through it; it does not present a danger to surrounding structures. Anything attempting to pass through the barrier sustains 2d10 points of fire damage.

Raise: For each Raise the duration of the spell is increased by 3 more rounds.

Arcane Armor

Cost: 2

Range: Touch

Duration: 3 rounds

Description: The White Magician surrounds the target with a skin-tight magical force field that grants a +4 Armor bonus vs. physical attacks.

Raise: For each Raise the effect is sustained for 3 more rounds or the effect of the *Armor* is increased by +4

Stun

Cost: 2

Range: Spirit x2

Duration: Special

Description: This incantation steals the breath of a group of targets, causing them to be Shaken. All targets within a Medium Burst Template radius are affected. Each target gets to make a *Vigor* check to resist the spell. This spell does not work on Undead, Constructs or any other being that does not breathe.

Raise: For each raise the target must take a -2 on their *Vigor* check to resist the spell.

Light

Cost: 1

Range: Touch

Duration: 1 hour

Description: The White Magician whispers a few words and imbues any object they touch with a glowing nimbus of radiant light that fills a Large Burst Template area.

Raise: For each Raise the duration of this spell is increased by 1 hour

Flight

Cost: 3

Range: Touch

Duration: 10 minutes

Description: You pull threads of air together to produce a sustained wind that lifts and carries the target. The target can fly at their Pace while the spell remains in effect.

Raise: For each Raise the duration of this spell is increased by 10 minutes

Force Wave

Cost: 4

Range: Spirit x2

Duration: Instant

Description: You erect a wall of force 3 squares wide and launch it in a direction you indicate, knocking all targets who fail an opposed *Agility* roll prone and Shaken. The wave originates from where the caster is standing and can travel up to the caster's Spirit x2 squares. This attack does not distinguish between friend and foe.

Raise: For each Raise the wall can be widened by 2 squares

Healing

Cost: 3

Range: Touch

Duration: Instant

Description: By manipulating essence of water and spirit, the White Magician can remove wounds from the targeted individual. Success removes the Shaken condition and 1 Wound. Casting this spell takes a lot out of the Magician; they gain 1 Fatigue level every time they cast *Healing*.

Raise: The Magician does not become Fatigued

Exorcism

Cost: 5

Range: Spirit

Duration: Instant

Description: You invoke words of holy power that abjure all evil within range. Targets who are Possessed must succeed an opposed roll (target's *Spirit* vs. caster's *Spellcasting*) or cease to be Possessed. Undead and Golems who fail the opposed roll are instantly destroyed. Demons who fail the opposed roll are banished to Limbo.

Raise: No additional effect.

Atonement

Cost: 10

Range: Touch

Duration: Instant

Description: By invoking the names of Barachiel the Herald and Zaphkiel the All-Seeing you purge 1 point of *Corruption* from the target. The procedure costs the caster 1 Fatigue level.

Raise: For each Raise you cleanse 1 additional point of *Corruption*

Revitalize

Cost: 3

Range: Spirit

Duration: Instant

Description: A gust of cool, refreshing air banishes the Shaken condition from a group of targets in a Medium Burst Template radius.

Raise: With a raise the effect covers a Large Burst Template radius

Plane Walk

Cost: 5

Range: Touch

Duration: 1 hour

Description: The White Magician begs permission from the Outer Powers to transport the target to the Plane of Limbo. This power can only be used on willing subjects. Characters traveling through Limbo can bypass physical obstacles in the real world and can travel more quickly. Pace is multiplied by 10 in Limbo. In practical terms, this means a person walking normally can travel 30-40 miles in an hour.

Raise: For each Raise the duration of this spell is increased by 1 hour

Enchantment

Cost: 1

Range: Touch

Duration: 3 Rounds

Description: You imbue a mundane weapon with magical energy so that it can make magical attacks. This permits the weapon to harm creatures that would otherwise be immune to mundane physical attack, including incorporeal creatures. An enchanted ranged weapon imparts its properties to its ammunition.
Raise: For each Raise the duration of this effect is increased by 3 rounds.

Glyph

Cost: 5

Range: Touch

Duration: Instant

Description: You place a protective ward on an object or portal that triggers upon touch. When touched, the Glyph zaps the target for 3d6 points of arcane damage before vanishing. The Glyph remains for 101 days or until discharged, whichever happens first.

Raise: For each Raise the Glyph inflicts an additional 1d6 points of damage

Appendix B: Black Magic Spells

Numbers and letters in parenthesis indicate card values that can be used to randomly select spells.

Binding (2)

Cost: Special [Opposed]

Range: Spirit x2

Duration: 3 Rounds

Description: The Black Magician can attempt to trap the target within a magically inscribed circle preventing all movement and action. The black magician's *Spellcasting* check is opposed by the target's *Spirit* roll to determine success.

Raise: For each Raise the duration of this spell is increased by 3 rounds

Create Golem (3)

Cost: 6

Range: Touch

Duration: 1 day

Description: The Black Magician coaxes an evil spirit to occupy an inert, humanoid vessel causing it to become animated to serve the Caster's bidding. The casting time of this arduous ritual is 10 minutes. See "Monsters" for Golem statistics. Examples of things that can be turned into Golems include: corpses, statues, suits of armor, wicker men, scarecrows, etc. At the conclusion of this spell's duration the Golem becomes senescent and can be reawakened with a new casting.

Raise: For each Raise the duration of this spell is increased by 1 day

Create Undead (4)

Cost: 2

Range: Touch

Duration: 1 day

Description: You animate a corpse to serve you as a Skeleton or Zombie. At the conclusion of this spell's duration the Undead being falls to pieces. See the "Monsters" section for Skeleton and Romero style Zombie statistics.

Raise: For each Raise the duration of this spell is increased by 1 day

Curse (5)

Cost: Special [Opposed]

Range: Spirit x2

Duration: 3 Rounds

Description: The target is cursed and suffers a -1 to all rolls for the duration of the spell. The effect of multiple curses is not cumulative. The black magician's *Spellcasting* check is opposed by the target's *Spirit* roll to determine success.

Raise: For each Raise the duration of this effect is increased by 3 rounds.

Geas (6)

Cost: Special [Opposed -4]

Range: Spirit x2

Duration: Special

Description: You curse the target to perform some special task for you. If the target refuses to perform this task they are wracked with crippling pain, gaining 3 Fatigue levels. This spell lasts for 101 days or until the target completes the task they have been assigned whichever comes first. The black magician's *Spellcasting* check, with a -4 penalty, is opposed by the target's *Spirit* roll to determine success.

Raise: No additional effect

Greater Create Undead

Cost: 6

Range: Touch

Duration: 1 day

Description: You animate a corpse to serve you as a Vampire or Ghost. At the conclusion of the spell's duration the Undead being is given free will. The casting time of this arduous ritual is 10 minutes.

Raise: For each Raise the duration of this spell is increased by 1 day

Hellfire

Cost: 1

Range: Spirit

Duration: Instant

Description: The Black Magician calls forth a blast of untamed Hellfire from the Infernal realms.

Success: The blast affects all targets in a Small Burst Template radius and readily sets flammable material alight. Targets in the blast area suffer 2d10 points of Fire damage.

Raise: For each Raise the damage of this spell is increased by 1d10

Hex (7)

Cost: Special [Opposed]

Range: Spirit x2

Duration: 1 day

Description: This curse of unluck causes disastrous failures any time the target rolls a Natural 1. The black magician's *Spellcasting* check is opposed by the target's *Spirit* roll to determine success.

Raise: For each Raise the duration of this spell is increased by 1 day

Nether Call (8)

Cost: 4

Range: Touch

Duration: 1 Day

Description: Reaching out into the Infinite Planes the black magician attempts to call forth a demon into this realm. The casting time of this arduous ritual is 10 minutes. After a day of servitude the demon is permitted to return to its home plane. See the "Monsters" section for demon statistics.

Raise: For each Raise the duration of this spell is increased by 1 day

Puppet (9)

Cost: Special [Opposed -2]

Range: Spirit x2

Duration: 3 rounds

Description: Using powerful compulsions, the black magician attempts to bend the target being to their will. Only sentient targets can be affected by Puppet. The black magician's *Spellcasting* check, with a -2 penalty, is opposed by the target's *Spirit* roll to determine success. If successful, the black magician can command the target to complete any reasonable request, including attacking their allies, but not any task that would result in the obvious self-destruction of the target (i.e. jumping off a cliff, etc.)

Raise: For each Raise the duration of the mind control is increased by 3 rounds.

Raise Dead (10)

Cost: 6

Range: Touch

Duration: Permanent

Description: The target is raised from the dead in Shaken condition with 3 Wounds. The casting time of this arduous ritual is 10 minutes.

Raise: For each Raise the target is raised with one fewer wound.

Planar Rift (J)

Cost: 2

Range: Touch

Duration: Instant

Description: The Black Magician is able to transport the touched target to the Plane of Limbo whether they like it or not. Targets sent to Limbo are effectively removed from combat unless they have some means of traveling back. At the conclusion of the combat the target is deposited more or less where they disappeared from. This spell can also be used to return a target to this dimension from Limbo.

Raise: No additional effect

Steal Soul (Q)

Cost: 1

Range: Smarts

Duration: 1 year

Description: The black magician traps a fragment of the target's soul in an object (such as a gemstone, bone amulet, locket, etc.) So long as this object exists, the target cannot be raised from the dead. Any curses cast against a target whose soul fragment is in the caster's possession suffer a -2 to any resist attempts. A soul fragment will naturally dissipate after 1 year.

Raise: For each Raise the penalty to resist curses is increased by another -2

Summon Shade (K)

Cost: 0

Range: Touch

Duration: 3 Rounds

Description: You summon the shade of a recently deceased individual to serve as your minion for 3 rounds. The Shade will fight for you and defend you. See the "Monsters" section for Shade statistics.

Raise: For each Raise the shade continues to exist for 3 more rounds.

Transfer Pain (A)

Cost: Special [Opposed -2]

Range: Spirit x2

Duration: 1 day

Description: This curse causes the target to share any wounds the caster receives. If the caster becomes Shaken or Wounded, so does his target. The black magician's *Spellcasting* check, with a -2 penalty, is opposed by the target's *Spirit* roll to determine success.
Raise: For each Raise the duration of this spell is increased by 1 day

Wave of Mutilation (Joker)

Cost: 2
Range: Spirit
Duration: Instant
Description: A wave of rending force rolls in a straight line from the caster tearing the flesh and bone of all in its wake. All targets within the line suffer 2d6+1 Damage.
Raise: For each Raise the Black Magician can increase the damage by 1d6+1

Appendix C: Psychic Powers

Empath

Absorb Skills

Cost: 3
Range: Touch
Duration: 3 Rounds
Description: The Empath can copy a single die rank of any skill that their target possesses.
Raise: For each Raise the Empath can copy one additional skill rank, up to the target's maximum number of ranks.

Transfer Skills

Cost: 1
Range: Touch
Duration: 3 Rounds
Description: The Empath can share 1 rank of any skill they possess with the target. The Empath must have a higher skill level than the target for this to take effect.
Raise: For each Raise the Empath can share one additional skill rank up to the Empath's maximum skill level.

Confusion

Cost: 5
Range: Smarts
Duration: Instant
Description: You project a blast of psychic dissonance that interferes with the thought processes of a group of sentient targets in a Medium Burst Template radius. The targets must succeed a *Smarts* check or behave in some erratic fashion (i.e. attacking allies, running away, drooling in place).
Raise: For each Raise the affected targets suffer a -2 to their *Smarts* check

Detect Psychic Energy

Cost: 1
Range: Smarts x2
Duration: Instant
Description: The Empath is able to detect any and all psychic energy sources in his or her immediate area. This reveals the presence of other psychics (even concealed ones) and the presence of objects with strong psychic signatures (such as a *Psychic Bug*).

Invisibility

Cost: 5

Range: Personal

Duration: 10 minutes

Description: You are able to convince all sentient observers that you are actually not there. People will behave as if you are in fact absent. If you attack someone while concealed, the illusion will break. This effect does not work on the mindless.

Raise: For each raise the effect is increased by 10 minutes

Telepathy

Cost: 1

Range: Smarts x2

Duration: 10 minutes

Description: The Empath can communicate wordlessly with any sentient being within range. Recipients of telepathic communications can respond to the Empath telepathically.

Raise: For each Raise the duration of this spell is increased by 10 minutes

Enhanced Telepathy

Cost: 3

Range: Unlimited

Duration: 10 minutes

Description: The Empath can communicate wordlessly with any sentient being that they are familiar with at any range. Recipients of telepathic communications can respond to the Empath telepathically.

Raise: For each Raise the duration of this spell is increased by 10 minutes

Mind Reading

Cost: 3

Range: Smarts x2

Duration: Instant

Description: You are able to read the surface thoughts of any sentient target. This is enough to tell you the target's state of mind, intentions and desires. A Mind Reader can easily tell when someone is lying.

Raise: With a Raise you can Mind Read more than one target in a single reading

Nightmare

Cost: 3

Range: Smarts

Duration: 3 rounds

Description: The Empath delves deep into the mind of their target and draws forth their deepest subconscious fear. The target becomes stricken with fear, unable to act except to sprint.

Manufacture Memory

Cost: 7

Range: Touch

Duration: 1 day

Description: The Empath can implant a false memory in the target's mind giving them any impression the Empath wishes, including making the target forget some important piece of information. The false memory eventually wears off but the target has no recollection of the tampering (without Psychic Surgery being done).

Raise: For each Raise the Empath can maintain the false memory for 1 additional day

Mental Bulwark

Cost: 3

Range: Touch

Duration: 3 Rounds

Description: You create a mental barrier that shields your mind against mental attack and insanity. Gain a +4 bonus to resist any mental affect and a +4 to any Sanity checks.

Raise: For each Raise the duration of this effect is increased by 3 rounds

Psychic Blast

Cost: 2

Range: Smarts

Duration: Instant

Description: By focusing your mental energy on a single target you inflict painful migraines and induce cranial bleeding. The target receives 2d6 psionic damage. Does not affect mindless targets.

Raise: Target receives an additional 1d6 damage

Psychic Surgery

Cost: 10

Range: Touch

Duration: Instant

Description: The Empath is able to repair mental damage and cure insanity. With a successful *Spellcasting* check, the Empath can increase the target's *Sanity* score by 1 point or remove a single mental illness (phobia or dementia). A target's *Sanity* score cannot be raised above zero. Using this power causes the Empath to gain 1 Fatigue level.

Raise: The Empath does not gain any Fatigue.

Psychokinesis

Cost: 1

Range: Touch

Duration: Instant

Description: The Empath can lift psychic impressions from any object they can touch. This tells the Empath who has recently touched, used or occupied the object being scanned.

Raise: With a Raise, the Empath gains very specific, personal knowledge of the object's previous users

Puppet

Cost: 5

Range: Smarts x2

Duration: 3 rounds

Description: The Empath actually takes control of a sentient target with a successful opposed roll (caster's *Spellcasting* vs. target's *Spirit*). If successful, the Empath can command the target to complete any reasonable request, including attacking their allies, but not any task that would result in the obvious self-destruction of the target (i.e. jumping off a cliff, etc.)

Raise: For each raise the duration of the effect is increased by 3 rounds.

Kineticist

Boost Trait

Cost: 1

Range: Personal

Duration: 3 Rounds

Description: You are able to augment one of your traits with psychic power, making you stronger, faster, smarter, braver or tougher. Increase one trait by a single die rank.

Raise: For each Raise, you can boost your trait by an additional die rank.

Boost Speed

Cost: 1

Range: Personal

Duration: 3 Rounds

Description: You increase your Pace by +2

Raise: For each Raise the Kineticist can boost their Pace by another +2 or by 3 more rounds.

Combat Avatar

Cost: 7

Range: Personal

Duration: 3 Rounds

Description: This powerful psychic ability transforms the Kineticist into a combat dervish. The strength, speed and toughness of the Kineticist are all temporarily boosted to superhuman levels. Add 2 die ranks to your *Strength*, *Agility* and *Vigor*; also add +2 to your *Pace* and *Toughness*.

Raise: For each Raise you can extend the duration of the effect by 3 more rounds.

Kinetic Absorption

Cost: 3

Range: Personal

Duration: 3 Rounds

Description: You surround yourself with a skin-tight kinetic dampening field that ablates kinetic energy from any person or object that strikes you. Sustain only $\frac{1}{2}$ damage from all kinetic damage sources (i.e. punches, kicks, bullets, knives, etc.)

Raise: For each raise you can sustain this effect for 3 more rounds

Kinetic Sympathy

Cost: 3

Range: Personal

Duration: 3 Rounds

Description: You reflect $\frac{1}{2}$ of all physical melee damage you sustain back upon your attacker. The Kineticist still takes full damage but his attacker also suffers $\frac{1}{2}$ that amount.

Raise: For each raise you can sustain this effect for 3 more rounds

Battery

Cost: 3

Range: Personal

Duration: 3 Rounds

Description: You store the kinetic energy received from physical wounds and use it to power your own melee attacks. The Kineticist still takes full damage from physical attacks but can add the same amount of damage he receives to his next melee attack. Damage that is ablated by armor does not count. Once this power is discharged the effect ends.

Raise: For each raise you can sustain this effect for 3 more rounds

Celerity

Cost: 5

Range: Personal

Duration: 3 Rounds

Description: Your speed and quickness become psychically enhanced. You are able to perform double actions at no multi-action penalty (i.e. shooting the same gun twice, punching twice, etc.)

Raise: For each raise you can sustain this effect for 3 more rounds

Telekinesis

Cost: 5

Range: Smarts x2

Duration: Combat

Description: The Kineticist is able to move and manipulate physical objects with their minds. Every round you can exercise a single Telekinetic effect. Examples of Telekinetic effects are: producing a shockwave to knock a target prone; lifting and carrying a man-sized object; . Telekinetic actions are considered free actions.

Raise: With each Raise the Kineticist can maintain an additional Telekinetic effect every round.

Pyrokinesis

Cost: 5

Range: Smarts x2

Duration: Combat

Description: You are able to control energetic forces, such as fire and electricity, with your mind. You cannot create energy but you can shape existing energies to your will. Every round you can exercise a single Pyrokinetic effect. Examples of Pyrokinetic effects are: dimming/intensifying energy sources; blowing out circuits; bending flames around a friendly target; causing a stationary fire to lash out at an adjacent hostile target; etc. Pyrokinetic actions are considered free actions.

Raise: With a Raise the Kineticist can maintain an additional Pyrokinetic effect every round

Greater Telekinesis

Cost: 10

Range: Smarts x2

Duration: Combat

Description: Your TK powers are off the scale. You are capable of producing much greater Telekinetic feats including but not limited to: lifting and throwing a military tank; blasting targets for 3d6 damage; tearing a hole in a building; etc. Telekinetic actions are considered free actions.

Raise: With each Raise the Kineticist can maintain an additional Telekinetic effect every round.

Precog**Danger Sense**

Cost: 1

Range: Personal

Duration: 3 Rounds

Description: You are able to boost your awareness to such ultra-high levels that your reaction time to incoming threats is greatly reduced. You gain a +4 bonus to dodge ranged attacks and to your *Parry*.

Raise: For each Raise the duration of this effect is extended by 3 rounds.

Premeditated Strike

Cost: 1

Range: Personal

Duration: 3 Rounds

Description: Your next combat roll is made at +4.

Raise: For each raise you can sustain this effect for 3 more rounds and can apply your bonus to an additional combat roll.

Divination

Cost: 5

Range: None

Duration: Instant

Description: The Precog can ask the Game Master about future events and receive hints about what may come to pass. The Game Master resolves this *Spellcasting* skill check in secret. Regardless of success or failure, the Precog gains 1 Fatigue level when they use this power. Failure produces unreliable intelligence.

Raise: No additional effect.

Locate

Cost: 3

Range: Unlimited

Duration: Instant

Description: If the Precog possesses a part of an individual or object (i.e. hair samples, a scrap of paper, etc.) they can use this power to locate it anywhere in the world.

Raise: With a Raise, not only does the Precog receive reliable information about the location of the person or object being sought but can also sense who or what is nearby it at that moment.

Projection

Cost: 1

Range: Smarts x4

Duration: 3 rounds

Description: You are able to extend your senses beyond your body to invisibly scout areas in your immediate vicinity. While your senses are extended your body must remain stationary and defenseless.

Raise: For each Raise you can maintain your projection for 3 more rounds

Psychic Bug

Cost: 2

Range: Touch

Duration: 1 hour

Description: You are able to leave a strong psychic impression on an object that allows you to know its exact location at all times, like a locator beacon. The Precog can continue to track this object regardless of how far away it goes.

Raise: With a Raise you can maintain a bug for an entire day

Remote Viewing

Cost: 3

Range: Unlimited

Duration: Instant

Description: You are able to view any location you are familiar with from afar in your mind's eye. You only receive visual information about the place you are viewing.

Raise: With a Raise you can maintain a connection to the location you're viewing for 10 minutes and will be aware the instant that someone or something appears there.

Manufacture Luck

Cost: 4

Range: Personal

Duration: Instant

Description: They say that luck is just where Preparation meets Opportunity. Roll a d6. On a roll of 4,5 or 6 you recover one Benny you have spent during the gaming session.

Raise: For each raise you can make 1 additional roll to recover a Benny.

Transfer Luck

Cost: 1
Range: Touch
Duration: Instant
Description: You transfer one of your Bennies to the target
Raise: For each raise you can transfer one additional Benny

Control Fate

Cost: 10
Range: Personal
Duration: Instant
Description: You saw this one coming! The Precog is able to reverse any one table ruling in his or her favor.
Raise: There is no benefit to rolling a Raise when you use this power

Déjà vu

Cost: 3
Range: Smarts
Duration: Instant
Description: If your target fails an opposed roll (caster's *Spellcasting* vs. target's *Spirit*) they must repeat the last action they took, even if that action doesn't make sense (i.e. attacking a target that is no longer available, etc).
Raise: No additional effect.

Blindsight

Cost: 1
Range: Personal
Duration: 1 hour
Description: You can see normally in conditions when your sight would otherwise be impaired (i.e. darkness, smoke, mist, foul weather, blindfolded, etc.)
Raise: For each raise you can sustain this effect 1 additional hour

See Invisible

Cost: 1
Range: Personal
Duration: 1 hour
Description: You can see concealed and invisible targets as plainly as if they weren't hidden. You can also see beings traveling through Limbo.
Raise: For each raise you can sustain this effect 1 additional hour

Appendix D: Vampire Powers:**Super Speed**

Cost: 1
Range: Personal
Duration: Permanent
Description: Each time the Vampire takes this power they increase their Pace by +2

Super Trait

Cost: 2
Range: Personal

Duration: Permanent

Description: Each time the Vampire takes this power they can increase any single Trait of their choice by 1 die type.

Wall Walker

Cost: 1

Range: Personal

Duration: Permanent

Description: The Vampire is an excellent climber and can scale sheer vertical surfaces at his or her normal Pace.

Melee Attack: Claws & Bite

Cost: 2

Range: Personal

Duration: Permanent

Description: The Vampire's fangs and claws are pronounced enough that they can be used in melee combat. The Vampire can make 2 attacks per round at STR+d4 Damage. Damage from Vampire fangs and claws count as Heavy Weapon damage.

Gaseous Form

Cost: 5

Range: Personal

Duration: Permanent

Description: The Vampire can assume a mist-like form, becoming incorporeal at will. Using this power requires a standard action. While in mist-form the Vampire cannot be harmed by physical weapons and can pass through any sized opening no matter how small (i.e. keyholes, under doors, through cracks in mortar, etc.). Gaseous vampires are unable to attack corporeal targets.

Rapid Regeneration

Cost: 5

Range: Personal

Duration: Permanent

Description: The Vampire rapidly recovers from physical wounds. With a successful *Vigor* check the Vampire can heal 1 Wound per combat round.

Glamer

Cost: 3

Range: Spirit

Duration: Permanent

Description: The force of the Vampire's personality is so strong that they can subtly affect the minds of mortals. If the Vampire succeeds an opposed *Spirit* check they can make any mortal regard them favorably and accept any reasonable requests.

Children of the Night

Cost: 2

Range: Personal

Duration: Permanent

Description: The Vampire is able to summon a group of small or medium animals to attend him.

Diehard

Cost: 2

Range: Personal

Duration: Permanent

Description: You are extremely resilient and can take a lot more damage than a typical mortal. You can sustain 2 more Wounds before becoming Incapacitated (i.e. a character who takes this power once can receive 6 Wounds before dropping instead of the normal 4)

Super Leaping

Cost: 1

Range: Personal

Duration: Permanent

Description: Each time the Vampire takes this power they can increase the distance that they are capable of leaping by 6 squares.

Create Spawn

Cost: 4

Range: Personal

Duration: Permanent

Description: Contrary to popular belief, not every vampire has the power to turn mortals. Typically it is only seasoned vampires who possess sufficient necromantic energy to create vampire thralls. With this power, any mortal you slay can be raised as a vampire. Raising vampires is serious business in the vampire community; if it is done without the blessing of the Erebine Coterie drastic repercussions could result.

Celerity

Cost: 5

Range: Personal

Duration: Permanent

Description: The Vampire is so swift that they can perform any single action twice in the same round (i.e. firing a gun, throwing a punch, using an item, etc.)

Life Drain

Cost:

Range: Touch

Duration: Instant

Description: Any time the Vampire inflicts a Wound on a target with their bite they can drain life force from the target. For every Wound inflicted the Vampire can either heal one Wound or gain a die bump to their *Vigor* for 3 rounds.

Familiar

Cost: Variable

Range: Personal

Duration: Permanent

Description: Many Vampires keep one or more thralls in their personal entourage. Called "Familiars" these mortal servants obey the Vampire with undying loyalty and will do whatever they are asked, including giving their lives. If a Familiar dies they can be replaced after 1d4 weeks of effort. The cost of a Familiar depends upon their power. Consult the table below:

Cost	Familiar Type
1	Common Extra; Novice rank; \$250 equipment
2	Skilled Extra; Seasoned rank; \$750 equipment and specialized skills
3	Wild Card; Novice rank; Wild Card die; \$500 equipment; Edges

4	Adventurer; Seasoned rank; Wild Card die; \$1500 equipment; Edges
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Appendix E: Outsider Powers

Awesome/Fearsome Presence

Cost: 2
 Range: Spirit x2
 Duration: Permanent
 Description: Whenever you reveal your true nature to mortals, they are momentarily overwhelmed by the majesty or terror of your presence. Anyone within range of you must succeed a *Guts* check or roll on the Fright Table. You can choose whether or not to exercise this power and can only use it once against a particular mortal. Taking this power multiple times adds a cumulative -2 penalty to the *Guts* check that must be made to resist the effect.

Blast

Cost: 3
 Range: Spirit x2
 Duration: Permanent
 Description: Channeling the energies of their home realm, the Outsider is able to project a blast of pure arcane force at a target. This blast is based on a *Spirit* roll and is resolved just like any other ranged attack. A hit inflicts 2d6 damage (or 3d6 with a Raise).

Corrupting Influence

Cost: 2
 Range: Spirit
 Duration: Permanent
 Description: The Outsider hails from one of the Infernal Planes and is able to exert his or her will on a target to corrupt them. You may make an opposed *Spirit* roll once per day to add one Corruption point to a target (willing or unwilling).

Diehard

Cost: 2
 Range: Personal
 Duration: Permanent
 Description: You are extremely resilient and can take a lot more damage than a typical mortal. You can sustain 2 more Wounds before becoming Incapacitated. (Example: A character who takes this power once can receive 6 Wounds before dropping instead of the normal 4)

Disguise

Cost: 1
 Range: Personal
 Duration: Permanent
 Description: Your Outsider appearance is masked by a convincing illusion that you can maintain as a free action. If you engage any other overt Outsider powers (such as an attack, winged flight, etc.) your Disguise is temporarily spoiled. Even while Disguised, an Outsider usually has some visible trait that hints at their true nature (i.e. a slight odor, shimmering hair, oddly colored eyes, etc.)

Extra Limbs

Cost: 3
 Range: Personal
 Duration: Permanent

Description: You have an extra arm or prehensile tail that acts like an arm. For each extra limb you may take one additional action per round with no multi-action penalty.

Plane Shift

Cost: 5
 Range: Personal
 Duration: Instant
 Description: The Outsider is able to transport themselves to and from the Plane of Limbo as a standard action. They cannot bring passengers.

Teleport

Cost: 3
 Range: Personal
 Duration: Permanent
 Description: Their knowledge of the multi-verse allows the Outsider to travel along the fractures between this reality and the Plane of Limbo. They can Teleport anywhere up to 12 squares away as a standard action in addition to their normal movement.

Super Trait

Cost: 1
 Range: Personal
 Duration: Permanent
 Description: Each time the Outsider takes this power they can increase any single Trait of their choice by 1 die type.

Energy Control

Cost:
 Range: Personal
 Duration: Permanent
 Description: The Outsider is able to produce and control energetic forces such as fire, light and electricity.

Immunity

Cost: 4
 Range: Personal
 Duration: Permanent
 Description: Wherever they come from the members of the Outsider's race are immune to a particular form of damage. Choose or randomly determine one of the following damage types to become immune to:

Type	#	Description
Heat	2	Immune to fire, lasers, lava, explosions, the heat of the sun
Cold	3	Immune to freezing, ice blasts, the coldness of space, liquid nitrogen
Electricity	4	Immune to lightning, tasers, power surges, electric chairs
Kinetic	5	Immune to punches, kicks, gunshots, stab wounds, car crashes, falling damage, brick walls

Radiation	6	Immune to nuclear fallout, gamma radiation, x-ray radiation and vision, nuclear waste, radiation sickness
Sonic	7	Immune to hypersonic vibration, sonic booms, deafness, rock music
Arcane	8	Immune to any arcane spell damage, including <i>Blast</i> and <i>Bolt</i> damage of all types, and magical melee weapons. Still affected by other mind-affecting or non-damage inflicting magical conditions.
Gravity	9	Immune to crushing pressure, falling damage, black holes
Poison	10	Immune to venom, drugs, disease, hangovers
Vacuum	J	Immune to asphyxiation, choking, depressurized and/or anaerobic environments (like deep space)
Psionic	Q	Immune to mental attacks, mind control, mind reading
Fear	K	You are Immune to Fear and cannot be Intimidated, frightened or driven insane by Things Man Was Not Meant To Know. You never roll on the Fright Table.
Curses	A	You are immune to all curse magic, including any Black Magic curses, the curse of lycanthropy, vampirism and any ancient, deity or relic-inspired curses.

Toughened Hide

Cost: 1

Range: Personal

Duration: Permanent

Description: The skin of the Outsider is either covered with scaly hide or is magically hardened to resist damage. For each point spent on this Power the Outsider gains a +1 Armor adjustment. Tough hide can stack with normal armor.

Redeeming Influence

Cost: 2

Range: Spirit

Duration: Permanent

Description: The Outsider hails from one of the Celestial Planes and is able to exert his or her will on a target to remove Corruption or to encourage good deeds. You may make an opposed *Spirit* roll once per day to remove one Corruption point from a target (willing or unwilling).

Smite

Cost: 2

Range: Personal

Duration: Permanent

Description: The Outsider is able to make a powerful melee attack with their bare hands. The attack counts as a Heavy Weapon and inflicts STR+d6 damage

Size

Cost: 2

Range: Personal

Duration: Permanent
 Description: Your size is permanently altered by 1 size category. Consult the table below for the benefits of different sizes:

Size	Description
-3	Insect sized; less than 6 inches tall; -3 STR & VIG; +6 Dodge; -4 Pace
-2	Pixie-like; between 1-2 feet tall; -2 STR & VIG; +4 Dodge; -4 Pace
-1	Dwarf-like; around 4 feet tall; -1 STR & VIG; +2 Dodge; -2 Pace
0	Normal Human size; no modifiers
+1	Pro Athlete sized; around 7 feet tall; +1 STR & VIG; +2 Pace; -1 Charisma
+2	Ogre sized; around 9 feet tall; +2 STR & VIG; -2 Charisma; -1 Dodge; +4 Pace
+3	Giant sized; around 12 feet tall; +3 STR & VIG; -3 Charisma; -2 Dodge; +6 Pace

Tempter

Cost: 3
 Range: Spirit
 Duration: Permanent
 Description: You project an aura of pure, animal attraction that affects members of the opposite gender. You gain a +4 bonus on any Charisma related rolls with the opposite sex and are capable of producing half-breed offspring.

Winged Flight

Cost: 2
 Range: Personal
 Duration: Permanent
 Description: The Outsider is endowed with wings that permit him or her to fly. For every 2 points that the Outsider spends on this power they can fly 6 squares in place of their normal movement.

Appendix F: Demon Generator

Use this table to generate a Demon character concept on the fly. Simply draw 3 cards from a standard deck of playing cards and consult the table below. Feel free to keep or lose whatever traits make sense to you.

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Infernal	Lemure	Tempter
3	Serpentine	Svartalf	Soldier
4	Ichthyic	Kandarian	Prisoner
5	Diabolical	Homunculus	Smuggler
6	Hermaphrodite	Beastling	Mercenary
7	Scarified	Cenobite	Fence
8	Chromatic	Abashi	Pusher
9	Necrotic	Grimalkin	Thief
10	Nubian	Mephit	Spy

J	Albino	Cambion	Libertine
Q	Sultry	Succubus/Incubus	Witch/Warlock
K	Blasphemous	Devil	Exile
A	Aristocratic	Balrog	Slave
Joker	Branded	Shorn	Duke/Duchess

Abashi: Abashi demons encompass a broad range of winged, horned fiends including Imps and Gargoyles. They are often employed as emissaries or messengers but the larger varieties of Abashi demons also make very capable soldiers and guards.

Albino: For centuries primitive cultures have associated albinism with demonic heritage. An albino demon is typically gaunt with bone-white skin and hair and blood red eyes.

Aristocratic: There is something cruel and imperious in this demon's demeanor. It has fair features and could pass as royalty or a powerful executive easily if its demonic calling cards were suitably disguised.

Balrog: Balrogs are the heavy-hitters of the demon world. They are large and burly with curling ram's horns, thick hides and eyes that burn like forge fires. Balrogs have explosive tempers and love nothing more than getting into scraps against larger and more numerous opponents. Demon Princes prefer to use Balrogs to form the elite corps of their armies.

Beastling: Beastlings are any sort of half-man, half-beast agglomeration that you can imagine. Beastlings typically sport animal heads on human bodies. They are feral and strong, making very effective soldiers.

Blasphemous: This demon travels in the guise of a religious figure. It wears priestly robes and carries defiled holy symbols.

Branded: At some point in its existence, this demon was captured and branded by the forces of Light. Painful burns in the shape of crucifixes and holy wafers mark its flesh. Enochian amulets have been nailed into the demon's bones to suppress its infernal essence.

Cambion: A Cambion is the offspring of a Demon and a mortal. They share the outward appearance of their mortal parent but have slight demonic features as well (i.e. small horns, reptilian eyes, pointed teeth, etc.). Cambions often serve other demons as interpreters, liaisons and agents.

Chromatic: The demon's skin, eyes and hair are strikingly colorful. Chromatic demons typically have a high contrast coloration: green skin and red eyes, or purple skin with orange eyes, for instance.

Cenobite: Cenobites are sado-masochistic demons who specialize in the infliction of pain. They usually appear in humanoid form though their flesh is mortified by exquisitely baroque torture devices. Cenobites know bondage tricks that would make them extremely popular in any leather club in the world.

Diabolical: This demon sports some of the classic physical traits of demonkind, including such things as backward bending knees, extra digits with extra knuckles, a third nipple and vestigial horns.

Devil: Devils are the denizens of the Pit -- the iconic Hell of many Earth-based religions. They have a uniformly classic appearance; long horns, goatish features (pointed beards and hooved feet), a tail and a fondness for fire. Devils are bargainers; they enjoy "purchasing" mortal souls in exchange for temporary favors. A Devil can patiently wait an entire mortal lifetime to collect upon an outstanding debt.

Duke/Duchess: The demon is demonic royalty. They are famous and powerful back in their home plane of existence and have come to the mortal realm either to conduct important business of state in a neutral environment or simply for kicks.

Exile: The Exile has chosen to forsake their home plane and create a new home on Earth. They just want to fit in and make a living. Most live and work in isolation so that they can't be traced by their former masters.

Fence: The Fence is a businessman first and foremost. They have connections in the infernal planes that can supply them with contraband goods and information, which they will trade for secrets or powerful relics.

Grimalkin: A Grimalkin is a shape shifter that often travels in the form of a cat but can usually assume other forms as well, such as a raven, a toad, a large spider, a bat or even a humanoid of small stature. They make excellent familiars Grimalkin are sometimes referred to as "Luck Eaters" since in some cultures they are thought to be the bearers of jinxes.

Hermaphrodite: This demon possesses both male and female genitalia.

Homunculus: A Homunculus is basically an artificial human created by powerful demonic beings to look, talk and act just like a regular mortal. These constructs are empty shells that can be filled with whatever demonic essence their creator wishes. Since these golems do not suffer pain and injury in the same way that living, breathing mortals do they are very tough to destroy.

Ichthyic: There is something distinctly "fishy" about this demon. They have cold, passionless eyes, clammy skin and a tendency to wheeze or rattle when they breathe.

Infernal: There's a whiff of the Pit about this demon. The temperature rises noticeably in their presence and there is the faintest odor of brimstone surrounding them. The eyes of an Infernal demon flash like the hell fires of the Tartarian Depths.

Kandarian: Kandarian demons are possessor spirits. They inhabit the bodies of living hosts and feed off of their vitalic energy. Under normal circumstances, the Kandarian will look just like its human host but when the demon is aroused, the host's eyes will roll back showing nothing but the whites and their visage will take on a decidedly malefic cast.

Lemure: Lemures are the lowest form of demonkind. Typically used as slaves and servitors these demons are small in stature with needle-sharp teeth and black within black eyes. Lemures can sometimes be found working as familiars or assistants to powerful wizards.

Libertine: The Libertine cares only about one thing: the gratification of the senses. They will almost always be found in a brothel or a bar indulging themselves in every way imaginable. A Libertine will spare no expense to experience some new form of debauchery.

Mephit: Mephits are elemental demons composed from the very matter of Hell itself. Most Mephits are fire-aspected, though smoke, brimstone and magma Mephits are also known to exist. Even when disguised in human form, the Mephit betrays their elemental origins in not-so-subtle ways. For instance, the fire Mephit may play with a small globe of summoned fire in the palm of their hand while the smoke Mephit exhales huge clouds of smoke from an unlit cigarette.

Mercenary: A fiend-for-hire, the Mercenary will sell itself as a bodyguard or assassin to whomever can pay its rates. They only care about getting paid, so if a better offer comes along the Mercenary will gladly take it.

Necrotic: This demon looks and smells like a walking corpse. It's flesh is wrinkled and gray, it's eyes are jaundiced and unblinking and its scalp is riddled with mange.

Nubian: This demon has skin and eyes as black as coal.

Prisoner: The Prisoner is bound to the mortal realm as punishment for some past crime against a demonic noble. They cannot leave unless they perform some great favor that wins back the esteem of their master.

Pusher: The Pusher actively seeks to corrupt mortals by getting them hooked on demonic drugs and magic. They will seem friendly at first, offering free samples of whatever it is they are brokering, but soon after that the discussion will turn to price.

Scarified: This demon looks like it was torn apart and put back together wrong. Scars crisscross its body and face. Stitches, piercings and staples hold some of the fresher wounds closed.

Serpentine: This demon has an oily, unctuous demeanor and snake-like physical characteristics (i.e. a sibilant voice, slit pupils, a forked tongue, etc.)

Shorn: The demon is a minor member of the Shorn, a Fallen Angel. The Shorn possess tremendous power and are not to be trifled with. They are the master operators of the Infernal planes. In the mortal realm they usually take the form of a successful and powerful human; some have even gone so far as to make themselves into mortal celebrities. The Shorn have a hunger for the prayers and adoration of mortals.

Slave: Powerful magic has bound this demon to a mortal master for the duration of an undisclosed term of service. The Demon is keen to find any way to weasel out of their obligation so that they can return home.

Smuggler: The Smuggler makes a living transporting and selling contraband goods. They routinely handle transactions between mortals and Outsiders: usually this involves trading terrestrial goods for magical reagents. Smugglers are constantly on guard against rip-offs and only work through trusted connections (usually Fences).

Soldier: The demon has been sent to the mortal realm either to fight some specific foe or to gather intelligence for an upcoming invasion. They are militant, obsessively focused on their mission and are always measuring the tactical merits of their situation.

Spy: The Spy is traveling incognito through the realms of Earth to gather intelligence for their infernal masters. They will go to great lengths to keep their mission and their identity secret.

Succubus/Incubus: No matter how otherworldly the Succubus or Incubus may appear to mortal eyes, they are the embodiment of sexual desire. They exist to tempt members of the opposite sex to engage in carnal gratification in exchange for souls and servitude. Succubi and Incubi take a perverse thrill in spawning Cambions with their mortal prey.

Sultry: This demon is sex personified. Their gender characteristics are absurdly idealized and exaggerated.

Svartalf: The Svartalfir, or Black Elves, are a race of slender, black skinned humanoids that originally hail from a plane of eternal night. They have a reputation for maliciousness and shady business. Notorious hucksters and opportunists, a Black Elf may sidle up to you acting like a friend but they would never do so without a nefarious ulterior motive.

Thief: The Thief has come to Earth to pull off some elaborate caper. They may or may not require mortal assistance to complete the job but discretion is of the utmost importance. If word of their heist were to make it to the wrong entities it would spell trouble for the Thief.

Tempter: The Tempter seeks to persuade mortals to surrender their souls in exchange for the eternal satisfaction of their favorite vice (Sex, power, wealth, etc.)

Witch/Warlock: Witches and Warlocks seek to form or join a coven of Black Magicians so that they can advance their knowledge of the Dark Arts.

Appendix G: Celestial Generator:

Use this table to generate a Celestial character concept on the fly. Simply draw 3 cards from a standard deck of playing cards and consult the table below. Feel free to keep or lose whatever traits make sense to you.

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Argent	Mithraic	Emissary
3	Auric	Deva	Riddler
4	Cupric	Jinn	Hunter
5	Fey	Dionysian	Guardian
6	Olympian	Apollonian	Inquisitor
7	Nordic	Reincarnated	Oracle
8	Umbral	Exalted	Recruiter
9	Leonine	Saint	Teacher
10	Ursine	Starchild	Muse
J	Sage	Cherubim	Judge
Q	Magnetic	Valkyrie	Confessor
K	Aquiline	Solar	Prophet
A	Savant	Enochian	Pilgrim
Joker	Draconic	Seraph	Demiurge

Apollonian: Apollonian Celestials are spirits of pure reason. They are serious, rational and intellectual to a fault -- like living computers.

Aquiline: This Celestial has a regal, commanding presence that demands respect. The Celestial appears as a tanned, healthy, successful mortal with sharp eyes and the sort of features that would be at home on a marble bust in a museum. Aquiline Celestials usually pass themselves off as captains of government or industry.

Argent: The Celestial has one or more distinctively silver-colored features (i.e. silver hair, silver eyes, silvery complexion, etc.)

Auric: The Celestial has one or more distinctively gold-colored features (i.e. golden blonde hair, gold eyes, a warm, metallic complexion, etc.)

Cherubim: Lesser angels of the Holy Host, Cherubim are spirits that embody the essence of human emotion. They have bi-polar personalities, shifting from meteoric emotional highs to catastrophic lows without warning. Cherubim possess great powers of persuasion; they can induce potent emotional responses in any mortals they come into contact with.

Confessor: The Confessor has come to Earth to absolve the sins of mortalkind. They seek out sinners and offer them absolution in exchange for some quest or deed.

Cupric: The Celestial has one or more distinctively copper-colored features (i.e. flaming red hair, smoldering copper eyes, a polished bronze complexion, etc.)

Demiurge: The Celestial is a minor godling with tremendous power. They are trying to make the final Ascension to full Godhood but need to obtain some rare ingredient in the mortal realm to accomplish this.

Deva: Devas are nature-spirits, spirits of the land bound in the rocks, trees and streams of Earth. They often have physical traits that betray their elemental origins (i.e. craggy brows, moss colored hair, gem-like eyes, etc.) Devas are fiercely devoted to maintaining the balance of nature; any aberration of the natural order is abhorrent to them.

Dionysian: Dionysian Celestials are spirits of revelry and madness. Wherever they go they are the life of the party, using their divine influence to encourage mortals to indulge their passions. They are seldom seen without a drink or a controlled substance in their hands. Oftentimes Dionysian Celestials travel in the guise of a faun or some other sort of half-man, half-beast form.

Draconic: This Celestial is either an Oriental Dragon in disguise or has draconic blood. While in human form these Celestials display long, sweeping moustaches, a distinctly Asian appearance and an aura of irrepressible nobility.

Emissary: This Celestial is a messenger who has been sent to Earth to pass sensitive correspondence on behalf of its Master. It will be tight-lipped and careful about its assignment, not wishing to unintentionally let anything slip about its errand.

Enochian: Enochian Celestials are the keepers of secret lore, in particular the secrets of magic. They are entrusted to safeguard the Words of Power -- divine intonations that unlock the power of pure magic. Enochians are tattooed with faintly glowing angelic symbols describing the particular Word of Power that they are entrusted with keeping. Enochians take it upon themselves to hunt down those who abuse or misuse Enochian (White) magic.

Exalted: When some mortals die their spirits ascend to the Outer Planes and they become sentient spirits, known in the Angelic Realms as Exalted Ones. Essentially benign ghosts these incorporeal beings travel the worlds of men dispensing advice.

Fey: The Celestial has a fey or somewhat elvish appearance. The Celestial is graceful, slender and strikingly attractive with sharp facial features, pointed ears and slanted eyes.

Guardian: The Celestial has been charged with the protection of a particular person or place. Failure to defend their charge results in immediate expulsion to Limbo.

Hunter: The Celestial has been commanded to hunt down and capture a person or object of great value. Once they obtain their goal, they will have permission to return to their home realm.

Inquisitor: The mission of the Inquisitor is to seek out and cleanse Corruption wherever it hides. While staying within the bounds of the Accords, the Inquisitor will do their utmost to thwart the works of corrupt beings -- neutralizing them when possible.

Jinn: The Jinn are powerful wish-granting spirits that are affiliated with one of the four major elements: Earth, Air, Fire and Water. The Jinn represent the more chaotic aspects of nature; they are short-tempered and, when aroused, can unleash dangerous elemental powers.

Judge: The Judge has been dispatched to arbitrate some dispute between rival Outsiders or between an Outsider and a mortal. They are sworn to maintain impartiality and may require the assistance of others to conduct the investigations and cross-examinations necessary to render a decision.

Leonine: A leonine Celestial has vaguely cat-like features, including such things as cat's eyes, a lion-like mane of hair, preternatural grace and/or thin fur instead of body hair.

Magnetic: The Celestial appears as a paragon of the male or female sex with movie star good looks. Members of the opposite gender find them positively captivating.

Mithraic: A Mithraic Celestial is the quintessential guardian angel. For millennia they have been the personal daemons of great generals and soldiers, subtly guiding their actions in battle in the name of martial glory. The Mithraic Celestial may turn aside the bullet or blade that would otherwise cut short the life of a brave warrior. Mithraic Celestials often appear armored in some fashion.

Muse: The Muse has been sent to Earth to inspire great works of art. They seek out mortals who possess singular talents and do their utmost to encourage them to produce masterpieces. The Muse will employ a combination of celestial power and material patronage to support their clients' efforts.

Nordic: Tall, blonde and poised, the Celestial has the build and features of a gorgeous European model.

Olympian: The Celestial is built like a Greek god with a well-muscled and proportioned physique, impossibly perfect features and an indelible sense of presence that simply fills the room.

Oracle: Oracular Celestials are gifted with far sight -- they can glimpse events in the future even if they can't always make sense of what they see. For millennia cultures all over Earth have gone to great lengths to study the revelations of these Oracles.

Pilgrim: The Pilgrim searches for spiritual enlightenment and/or fulfillment. They are scouring the mortal realm in search of revelation or atonement for a past sin.

Prophet: The Prophet has come to Earth to spread the Holy Word (whatever that might be). This Celestial is trying to establish a ministry and is looking for mortal converts to help spread the message.

Recruiter: This Celestial has been sent to Earth to conscript mortals for the ongoing war between Heaven and Hell. Only willing subjects can be recruited but the Celestial is given broad license to use whatever powers of persuasion they need to fulfill their quota.

Reincarnated: In a previous life, this Celestial may not have been Celestial at all -- they may have been a plant, insect or lower order mammal. For whatever reason, their Masters have seen fit to grant this Celestial the boon of being reincarnated in a higher form. They still retain a rudimentary memory of their past lives.

Riddler: The Riddler has come to the mortal realm to collect mysteries and rare knowledge. They are purposefully sphinx-like and enigmatic, taking great pleasure in trading puzzles for the occasional nugget of useful information.

Saint: A Saint is a mortal who has become imbued with Celestial energies as a reward for services rendered to one of the High Powers of the Multiverse. These newly minted immortals still look as they did while alive but possess superhuman capabilities and often display some form of halo or glowing nimbus when viewed under the right light.

Sage: Traveling in the guise of an elderly mortal, albeit one without the infirmities normally associated with age, the Sage Celestial has a grandfatherly or grandmotherly demeanor that sets people at ease.

Savant: The Savant proves the rule that one should never judge a book by its cover. Appearing in the guise of a simpleton or a young child, this Celestial seeks to disguise its true nature by seeming as common and innocuous as possible.

Seraph: The Celestial is affiliated with the Holy Host, otherwise known as the Seraphiad. An Angel in the truest sense, this Celestial has feathery wings that it keeps hidden by disguise or illusion when it travels in the mortal realms.

Solar: Solars are powerful Celestials that embody the powers of the Sun. In their true form they are blinding to look upon, appearing as fire-haired angels surrounded by a blazing corona of light. Solars are especially preoccupied with battling Corruption. They consider it their solemn duty to purge darkness with light -- while respecting the Accords, of course.

Starchild: Some form of alien divinity from the depths of Outer Space, the Starchild is an astral gypsy that has just happened to choose Earth out of the trillions of planets it could have visited. A Starchild has unnerving pupil-less eyes

Teacher: The Teacher wants nothing more than to impart some special wisdom to the mortal races. They aren't necessarily spiritual gurus -- they could also be martial arts instructors, auto mechanics, bartenders, mathematicians or anything at all really.

Umbral: The Celestial has rich, dark features; teak-colored skin, liquid amber eyes and a striking white smile.

Ursine: An ursine Celestial has vaguely bear-like features, including such things as a large, barrel-chested physique, slightly pointed teeth, tremendous strength and/or thick mats of body hair.

Valkyrie: Valkyries are the "Choosers of the Slain", angels that escort the souls of the valorous to the heavens. Popular myth describes Valkyries as being Nordic females but in truth Valkyries can be of either gender and of any extraction. A Valkyrie is never unarmed; they always carry some sort of very distinctive weapon on their person (i.e. sword, axe, rare gun, etc.). They are attracted to mortals who perform selfless acts in the face of tremendous odds.