# REGISTERED EXORCIST NAME: XID: CATEGORY RATING SYSTEM AGND: BLSPH: SX: HAIR: HT: EYES: WT: c CASTLE CID: XXX



Health evaluation form



Gain this injury box if visitation rights have been acquired.

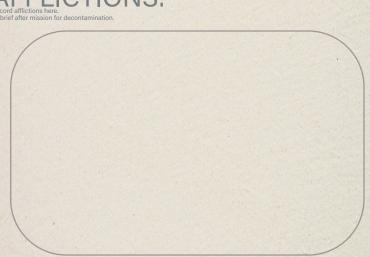
INSTRUCTIONS: NAME HOOK SLASH HOOK ONCE WHEN:

- Gaining the same hook again Pressure increases Rolling a 1 on risk
- WHEN HOOK FILLS UP, ERASE AND RESOLVE IT









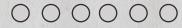


Report all changes to dormitory supervisor (see code C664) If you suspect you are cursed, call 994 immediately

REGISTERED SKILLS FORCE CONDITIONING COORDINATION COVERT INTERFACING INVESTIGATION SURVEILLANCE NEGOTIATION AUTHORITY CONNECTION

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

Improvements:



TM STANDARD 00398



ACTION ASSESSMENT METRIC

**SUCCESS** 

**RISKY** Admin rolls the risk die. HARD

### Gain bonus dice:

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

...+3 dice maximum

## **DIVINE AGONY**

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

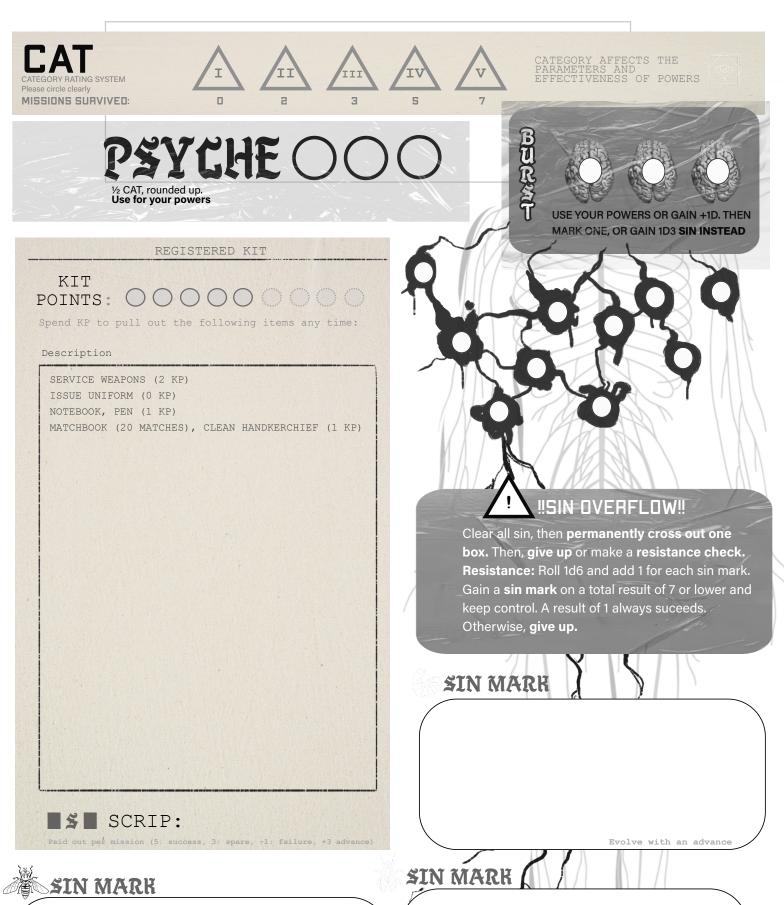


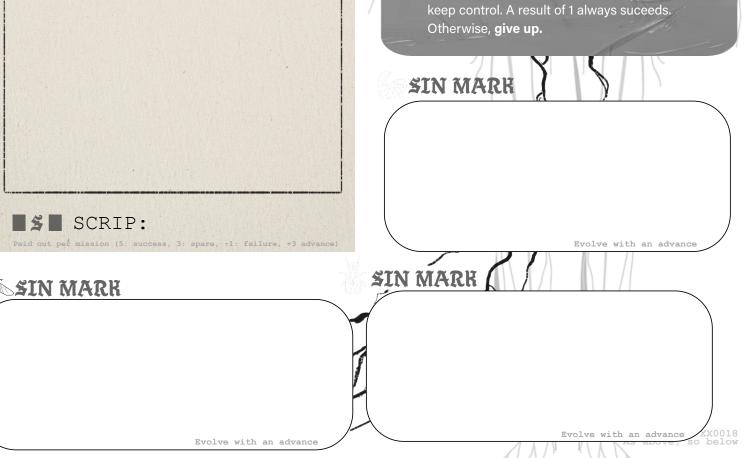
Clear after session end



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

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







## REGISTERED ABILITIES

AGENDA	AGENDA ABILITIES
Describe registered agenda here. Swap agendas between missions. Keep any bolded items. Spend an Advance to gain a new ability. 5 abilities max.  AGENDA ITEMS	
Describe registered pychic phenomena. Keep sticker attached at all times. Spend an Advance to gain a new power. Spend an Advance to gain a new blasphemy. If you do, cross out a sin box, and increase xp to advance by +1	BLAST: Spend a psyche burst and roll PSYCHE to produce a weaponized form of concentrated psychic energy in melee or shor range. The specific look and feel of this basic exorcist skill varies between exorcists. The strength of this blast scales with CAT.
OBSERVED POWER	
OBSERVED POWER	
OBSERVED POWER	

FIRMLY AFFIX ALL STICKERS

DOCREF XX0012 As above, so below