



CAT

CATEGORY RATING SYSTEM  
Please circle clearly

MISSIONS SURVIVED:

I

II

III

IV

V

0

2

3

5

7

CATEGORY AFFECTS THE  
PARAMETERS AND  
EFFECTIVENESS OF POWERS

PSYCHE

○○○

½ CAT, rounded up.  
Use for your powers

burst

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

REGISTERED KIT

KIT  
POINTS:

○○○○○○○○

Spend KP to pull out the following items any time:

Description

SERVICE WEAPONS (2 KP)  
ISSUE UNIFORM (0 KP)  
NOTEBOOK, PEN (1 KP)  
MATCHBOOK (20 MATCHES), CLEAN HANDKERCHIEF (1 KP)

SCRIP:

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

SIN MARK

Evolve with an advance

SIN MARK

Evolve with an advance

CAIN

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

BLASPHEMY:

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

PASSIVE

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

BLAST:

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

FIRMLY AFFIX ALL STICKERS

DOCREF XX0012  
As above, so below