

CAT

CATEGORY RATING SYSTEM
Please circle clearly

MISSIONS SURVIVED:



0



2



3



5



7

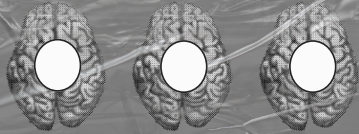
CATEGORY AFFECTS THE
PARAMETERS AND
EFFECTIVENESS OF POWERS



PSYCHE ○○○○

½ CAT, rounded up.
Use for your powers

PSYCHE 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



SIN MARK



!!SIN OVERFLOW!!

Clear all sin, then **permanently cross out one box**. Then, **give up** or make a **resistance check**.
Resistance: Roll 1d6 and add 1 for each sin mark.
Gain a **sin mark** on a total result of 7 or lower and keep control. A result of 1 always succeeds.
Otherwise, **give up**.



SIN MARK

Evolve with an advance

Evolve with an advance

Evolve with an advance



CAIN

REGISTERED ABILITIES

AGENDA

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

AGENDA ITEMS

AGENDA ABILITIES

BLASPHEMY :

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

PASSIVE

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

OBSERVED POWER

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

PEOPLE


SIZE

AREA

DISTANCE
(0-2 Short)
(3-4 Long)
(5+ Extreme)

SPEED

MAGNITUDE



CATEGORY
DESIGNATE:

0

I

IMP

1

II

GEIST

2

III

REVENANT

3

IV

WRAITH

4

V

DEMON

5

VI

GOD

6

VII

DEMON GOD

7

THE HUNT

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

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

ATTACH MISSION FLOW MATRIX

1. BRIEFING

2. ARRIVAL

3. TRACK

4. INVESTIGATE

5. PREPARE

6. CONFRONT

7. EXECUTE

Return for debrief.
RNR allowances.

FIND THE PALACE

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

ERADICATE THE VERMIN

3

TENSION

Slash when a scene passes, or a 't' is rolled on risk (once per scene only).

6

PRESSURE

Slash when tension fills out, degrading the situation.

TALISMAN WORKSPACE

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

REST

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

!

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

1. High CAT effects are describing general human or mundane capabilities.

2. Moderate CAT effects can excite or inspire high CAT.

3. Moderate CAT effects can lower CAT targets and make objectives and may not even require a roll if they are 3 or more lower.

4. Low CAT effects or higher CAT targets are less effective, more likely to hinder, and may be impossible if they are 3 or more higher.

REFER TO DOCTRINE TM451 IN CASE OF CATEGORY 5+ EVENT

DOCREF XX0015
As above, so below

DOCREF XX0124
As above, so below

SIN

RECORDED MANIFESTATION FIELD SHEET

INSTRUCTIONS:

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



TRAUMAS

RECORDED TRAUMAS

- 1.
- 2.
- 3.

VITAL INFORMATION CARD

NAME : _____
Refrain from speaking name aloud

HOST : _____ DECEASED? ☐

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

TYPE : _____

FORM (Circle) : I II III

CATEGORY (MARK CLEARLY) : _____

I II III IV V VI VII

Please promptly file card

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

AFFIX EXECUTION TALISMAN BELOW. SLASH WHEN TAKING HARM.



6+CAT

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

EXECUTION

- EXECUTE
- FAIL
- SPARE

Sparing requires at least 1 trauma

CONFLICT

ATTACK

Attack with:

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

Adjust up or down by +1 depending on situation.



SEVERE ATTACK

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

COMPLICATE

Add a twist to the fight. Complications can:

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

The same effect **cannot stack** with itself.

Complications are worse and take more effort to deal with the worse the reaction die (5-6): 1 action, (2-4): 2 talisman. (1): 4 talisman. Add a complication up to **three times** per conflict scene total.

THREATEN

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

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

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

DOMAIN

DOMAIN

DOMAIN

FIRMLY AFFIX ALL STICKERS

DOCREF XX0121
As above, so below