

Armageddon Introductory Pack



Welcome to the *Armageddon* demo pack. Here you will find everything you need to begin playing the acclaimed game of modern magic and dark secrets. Simply read through this material, get your friends together, scrounge up some gaming dice (a four-sided (D4), a six-sided (D6), an eight-sided (D8), and a ten-sided (D10) die), and you are ready to play.

We hope you enjoy your introduction to *CJ Carella's Armageddon* roleplaying game. Further information on the *Armageddon* line of products can be found at the end of this demo pack, or by visiting www.edenstudios.net/armageddon.

Setting

The *Armageddon* game takes place in a near future where great changes have taken place. Magic and the supernatural are no longer part of a secret world hidden from the ordinary masses. A war between humanity and the forces of ancient other-dimensional powers has spread across the globe. Angels and Old Gods walk the Earth alongside the armies of mankind in a struggle against Leviathan, a creature who threatens the existence of the universe. The Dark Apostle is the spiritual leader of the Church of Revelations (CoR), a worldwide cult that worships Leviathan. He also leads a military force called the Army of Revelations (AoR). The Church and Army both do Leviathan's work on Earth. Once enough human beings follow Leviathan, it will be able to manifest in our dimension and remake the world in its own, twisted image. Fortunately, there are forces at work to make sure this never happens.

The United Nations leads the free world against the Dark Apostle's armies in Asia, Africa, and the Americas. Europe is all but lost, but there remain underground resistance cells fighting the Army of Revelation at every opportunity. Battles also rage in the Otherworlds—in the Death Realms, in the Fey Kingdoms, and in the Abode of the Gods. Even the armies of Heaven and Hell find themselves fighting against a common enemy.

This is the world of *Armageddon*. For years magic has grown more powerful and supernatural creatures more common, as the world prepares for the final battle. Players can choose from a wide variety of different character types and power levels. They can play powerful celestials like the members of the Heavenly Host or the Legions of Hell. They can play supernatural servants of the Old Gods who share some of the power of the ancient deities. They can be Immortals who use lost knowledge to protect the world from

an enemy of whom they have distant memories. They can play humans with powerful abilities whose long lives have led them to this conflict, or humans who have just begun to realize their metaphysical potential. They can even play ordinary soldiers on the front lines of the final battle.

No matter what characters are portrayed, and whether they act reluctantly or by choice, they work towards one goal.

Save the world.

Cast Members

The following pages present some pre-generated characters that may be used in your *Armageddon* game. The Cast Members in this demo pack are all members of the Alliance, an association of supernatural beings, Immortals, angels, demons, and Gifted humans who have banded together to fight against the forces of the Dark Apostle.

All characters have Attributes—basic physical and mental abilities. The Primary Attributes are Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. Human Attributes range from 1 to 6, with 2 being average.

Secondary Attributes are determined by Primary Attributes. Life Points (LPs) represent the amount of damage a character can absorb. When a character's Life Points are exhausted they are at or near death. Endurance Points (EPs) show the amount of fatigue a character can withstand. Speed (Spd) is how fast a person can run (in miles per hour; halve this amount for yards per second). The Essence Pool is the amount of spiritual energy a Cast Member possesses; it is the strength of the character's soul.

Qualities and Drawbacks are positive and negative traits that help round out a character. The game effects of the character's Qualities and Drawbacks are explained under each entry.

Skills are the abilities of the Cast Member. Skill level 1 represents an amateur. A 2 or 3 represents general competency. Extreme competence comes with levels 4 or 5. Higher levels are possible, but uncommon.

The characters include a cross section of those possible in the *Armageddon* game and get the group playing as quickly as possible. The Chronicler should hand them around the table or have players select which Cast Member they wish to play. The players should read the personality text out loud to the group in the order presented.

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Julian Blake

Association: Alliance; **Character Type:** Supernatural;
Concept: Daredevil; **Description:** Inheritor Son of Zeus

Appearance

A tall, muscular man with handsome features, Julian has tan skin, white-blond hair, and bright blue eyes. He usually wears tight sleeveless tee shirts to show off his physique. He is 36 years old, but looks at least ten years younger. As an Inheritor, he will continue to look in his mid-twenties for at least the next few centuries.

Julian's mom always told him he was special. He had been conceived when his mother was a teenager in rural Ohio. A beautiful man surrounded by golden light appeared to her in a field one night in early December 1979, and she became pregnant. She thought he was an angel, or maybe one of those UFO people. Her family thought she was nuts, or a slut, or on drugs. Probably all three.

Julian's father was actually the Greek god Zeus, but he wouldn't find this out until he turned twenty-one. His mother never told Julian about the night of his conception, but he learned the truth in the fall of 2001 when Zeus appeared to him in a dream and told him the whole story. Sort of a "Happy Birthday Son" that was two months and twenty-one years late. Zeus is that kind of dad.

For the past fifteen years, Julian has been trying to learn more about his father's side of the family as he gets used to the fact that he will probably live forever. He is a demigod and the world is his playground. Now the Army of Revelations is trying to ruin that playground.

STR 8	DEX 7	CON 8
INT 3	PER 4	WIL 3
Life Points: 120	Endurance Points: 87	
Speed: 32	Essence: 53	

Qualities and Drawbacks

Adversary (Army of Revelations) -3 (*has made an enemy of the AoR*)

Attractiveness +3 (+3 on all social tasks)

Charisma +1 (+1 on all social tasks)

Covetous (Lecherousness) -2 (*must make a Simple Willpower Test to resist sexually attractive people.*)

Cruel 1 (*would never harm a friend or loved one, but enemies deserve what they get*)

Emotional Problem (Fear of Commitment) (*when gets close to someone, becomes afraid and pulls away*)

Fast Reaction Time (+1 on Fear Checks; acts first during combat)

Important Obligation (*he is expected to routinely risk himself for the Alliance*)

Reckless (*overconfident and impulsive*)

Showoff (*lives for attracting attention*)

Skills

Acrobatics 2, Acting 2, Brawling 2, Computers 1, Dodge 3, First Aid 1, Guns (Handgun) 2, Guns (Rifle) 2, Handweapon (Sword) 2, Intimidation 2, Language (Greek) 3, Language (Prime, Additional Native) 5*, Myth and Legend (Greek) 3, Occult Knowledge (The Old Gods and their Progeny) 1, Seduction 2, Smooth Talking 3, Streetwise 3

* Prime is the celestial language spoken by angels, demons and the gods. Avatars, Inheritors, and Nephilim can take it as a native language in addition to the tongue they were raised with.

Metaphysics:

Inheritor (*child of a human and one of the Old Gods; common Inheritor Powers and Vulnerabilities are described on p. 13*)

Aspect—Sky (*defines the type of powers available*)

Primal Power 4 (*the skill used for the following metaphysical powers*)

Thunderbolt (*for 12 Essence points he can call lightning to strike any target within line of sight and inflict D10x6 points of damage; additional Essence can be spent, increasing the multiplier by 1 level per Essence point spent; the bolt strikes automatically, unless target knows they are being attacked; then they can attempt to Dodge with a -3 penalty.*)

Wings of Air (*can use the winds to fly through the air; this power costs 5 Essence points per minute; this Essence cannot be regained until the character ceases flying. The maximum Speed while flying is 60 miles per hour.*)

Possessions

A fairly nice apartment in Brooklyn stocked with all sorts of books about Ancient Greece and Greek Mythology. There are a few authentic pieces of Ancient Greek art, as well. He has a casual wardrobe that includes an expensive pair of mirrorshades and a well-tailored leather jacket providing him with an Armor Value of D4. He knows how to use some weapons, but usually his fists are enough. If he grabs a long chunk of debris to use as a club, he inflicts D8 x 8 points of damage (D8 x 9 if he uses it two-handed.)

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Victoria Wick

Association: Alliance; **Character Type:** Supernatural;
Concept: Warrior; **Description:** Avatar of Pallas Athenae

Appearance

Victoria looks a lot like her “mom”—a beautiful woman in her early twenties with Mediterranean features, long curly black hair, olive skin, and gray eyes. She wears a tee shirt with the Nike logo on it (She wears it as a symbol of Athena Nike, the Goddess Victorious. In anyone else you would think this was evidence of a sense of humor, but with Victoria you can never tell.)

Some of the Old Gods leave their children to their own devices; others set up a protective organization for them. Victoria grew up in the latter environment. The Kyriosophia Coven raised her on a commune in Northern California. This Wicce Coven worshipped Wise Athena and took it as their sacred duty to raise her Avatar.

Victoria has heard the voice of Athena in her head for as long as she can remember. The Goddess keeps her Avatar in line, and Victoria isn't really sure about her own identity any more. She has had to stay a virgin like the Goddess, she knows all sorts of obscure skills like the Goddess, she has a personal code of honor like the Goddess . . . she even looks like the Goddess. A lifetime of this has hardened Victoria and she no longer laughs, no longer makes friends, no longer tries to feel anything.

The only time she even feels alive anymore is during combat. She has joined the Alliance and let herself be used as a tool against the Army of Revelations. That was probably her destiny all along. Victoria doesn't really care, she is just happy to help the Alliance in its battle against the Leviathan.

STR 7	DEX 8	CON 8
INT 6	PER 6	WIL 6
Life Points: 135	Endurance Points: 155	
Speed: 30	Essence: 81	

Qualities and Drawbacks

Adversary (Army of Revelations) -3 (*has made an enemy of the AoR*)

Attractiveness +4 (+4 to all Social Tasks)

Cruel 1 (*would never harm a friend or loved one, but enemies deserve what they get*)

Important Obligation (*expected to routinely risk herself for the Alliance*)

Honorable -2 (*friend or foe, she will always keep her word*)

Humorless (*has no sense of humor*)

Nerves of Steel (+4 on Fear Tests; *only necessary under unusual circumstances*)

Situational Awareness (+2 on Perception Tests to sense trouble)

Skills

Brawling 3, Bureaucracy 1, Computers 2, Craft (Weaver) 3, Dodge 3, Driving (Motorcycle) 2, Driving (Car) 2, Engineer (Shipbuilding) 2, First Aid 3, Hagglng 2, Humanities (Ancient History) 4, Language (Greek) 3, Language (Prime, Additional Native) 5*, Myth and Legend (Greek) 4, Riding (Horse) 3, Stealth 3

* Prime is the celestial language spoken by angels, demons and the gods. Avatars, Inheritors, and Nephilim can take it as a native language in addition to the tongue they were raised with.

Metaphysics

Avatar (*the spiritual offspring of Athena, her soul has been modified to more closely resemble the Goddess; common Avatar Powers and Vulnerabilities are described on pp. 13-14*)

Aspect—War (*defines the type of powers available*)

Beholden (*Athena can inhabit her body and sense what she senses*)

Primal Skill 5

Aura of Power (*using Willpower and Primal skill, and 3 Essence Points, reveals her as the Avatar of the Goddess of War for 1 minute per Success Level; normal humans who witness this must pass a Difficult Willpower Test at a -2 penalty to resist her commands or suggestions; opposing or attacking absent a command requires a Simple Willpower Test; Gifted or supernatural characters are unaffected if they pass a Simple Willpower Test*)

Ways of War (*has an effective skill of 3 with any and all weapons, from knives to artillery pieces; see the Combat section on pp. 11-13 for a list of weapons*)

Possessions

A commune in Northern California filled with those who worship her as the Avatar of Pallas Athenae, full of the kind of things the Greek Goddess of Wisdom would like. The only possessions she has that she thinks of as her own are a motorcycle, a Nike tee shirt, leather pants and boots, a Katana with which Victoria causes D10 x 7 points of slashing damage (D10 x 8 if she uses two hands), and an M-16A4 assault rifle (see p. 12).

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Marchosias

Association: Alliance; **Character Type:** Supernatural;
Concept: Weird One; **Description:** Exile from the Infernal
Legions of Hell

Appearance

The attractive man appears to be in his mid-twenties (as one of the Fallen Seraphim, he is actually ageless). Marchosias is tall, thin, and completely bald, with fair skin and clear blue eyes. In his Infernal form he appeared as a serpentine-featured demon, but as an Exile he no longer has access to this form.

Marco served the Infernal Legion, and since the late Renaissance made the occasional trip to Earth serving the Lords of Hell. It was during the Thirty Years War, an earlier time of Reckoning, that Marco began to question the whole thing. His time among humans made him think about redemption, and Marco came to the conclusion that even the demons of Hell would be forgiven one day. He would return to Heaven, his rebelliousness forgiven, and resume his previous angelic existence.

He kept this hope to himself without acting on it until the Twentieth Century. During the Second World War, Marco became sick of serving Hell while things of more cosmic significance were happening, so he left. He simply quit being a demon. It was a difficult task, but he managed to leave the Pit of Gehenna for good.

He has supported himself through various illegal activities, which you would think was a strange thing to do for someone whose goal is re-acceptance into Heaven. Marco doesn't really see things this way, and he never really paid attention to human laws anyway. He figures leaving Hell was the big step. He helps the Alliance because it seems like the kind of thing Heaven might approve of. He feels that it is only a matter of time before he returns to Elysium, definitely within the next thousand years.

STR 10	DEX 8	CON 8
INT 5	PER 5	WIL 5
Life Points: 190	Endurance Points: 215	
Speed: 32	Essence: 96	

Qualities and Drawbacks

Adversary (Army of Revelations) -3 (*has made an enemy of the AoR*)

Adversary (Infernal Legion) -4 (*considered a traitor by the Legions of Hell*)

Age (*has spent a combined total of 166 years on Earth*)

Attractiveness 2 (+2 on all Social Tasks)

Charisma 2 (+2 on all Social Tasks)

Contacts 4 (*has extensive criminal connections who will not hesitate to help him*)

Fast Reaction Time (+1 on Fear Checks; *acts first during combat*)

Nerves of Steel (+4 on Fear Tests; *only necessary under very unusual circumstances*)

Situational Awareness (+2 on Perception Tests to sense trouble)

Important Obligation (*expected to routinely risk himself for the Alliance*)

Weird Delusion -2 (*convinced it is only a matter of time before he is allowed to return to the glories of Elysium*)

Skills

Acting 3, Brawling 3, Bureaucracy 4, Cheating 3, Computers 1, Dodge 2, Driving (Car) 1, Escapism 2, Gambling 4, Guns (Handgun) 3, Guns (Rifle) 3, Hagglng 4, Hand Weapon (Knife) 2, Humanities (History) 2, Language (English) 3, Language (Prime, Native) 5*, Occult Knowledge (Hell) 5, Questioning 2, Riding (Horse) 3, Streetwise 4

* Prime is the celestial language spoken by angels, demons and the gods. Avatars, Inheritors, and Nephilim can take it as a native language in addition to the tongue they were raised with.

Metaphysics:

Exile Fallen Seraphim (*a demon limited to his profane, or human, form; has superhuman physical abilities but no longer possesses any of the metaphysical powers possessed by his Infernal brethren; common Exile Powers and Vulnerabilities are described on p. 14-15*)

Increased Essence Pool +10 (*already included in his stats*)

Possessions

A nice home in Boston, some silk suits, some jewelry, a good entertainment center, a 2014 Cadillac Seville, and the home phone numbers of organized crime leaders for which any FBI agent would probably give his firstborn.

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Eli Smith

Association: Alliance; **Character Type:** Supernatural;
Concept: Reluctant Hero; **Description:** Street Smart Nephilim

Appearance

Tall, athletic African-American with golden eyes and really long dreads, Eli appears to be in his early twenties, but is actually 52.

Eli Smith is a Nephilim. His mother was a dancer in Detroit and his father was one of the Seraphim. Dad belonged to the Watchers, angels who side with neither Heaven nor Hell, but rather help humanity regain the knowledge lost long ago. When Eli was four, his father was killed by other Seraphim (it remains unknown whether they were angels or demons) and his mother fled to San Francisco during the Summer of Love.

Eli survived his Haight-Ashbury upbringing and when he turned fourteen, he experienced the growth spurt and changes all Nephilim go through. He was contacted by one of the Watchers, who taught him about his celestial heritage. Eli didn't want to get involved in the kind of occult struggles that got his father killed, but he tried to do the right thing when he could.

The right thing needed to be done with increasing frequency and by the time of the war with the AoR, Eli felt he had no choice but to join the Alliance. It just seemed like the right thing to do.

STR 7	DEX 9	CON 7
INT 4	PER 4	WIL 4
Life Points: 115	Endurance Points: 120	
Speed: 32	Essence: 79	

Qualities and Drawbacks:

Acute Vision (+3 to his Perception Tests involving sight)

Adversary (Army of Revelations) -3 (has made an enemy of the AoR)

Attractiveness +3 (+3 to all Social Tasks)

Charisma +3 (+3 to all Social Tasks)

Contacts 2 (has connections on the street who provide reliable information and small favors)

Emotional Problem (Fear of Rejection) (hurt and angry when he feels rejection from a loved one)

Fast Reaction Time (+1 on Fear Tests; acts first during combat)

Hard to Kill +5 (+5 to any Survival Test)

Honorable -1 (doesn't lie, doesn't betray friends, loved ones, or people he respects)

Important Obligation (expected to routinely risk himself for the Alliance)

Situational Awareness (+2 on Perception Tests to sense trouble)

Skills

Brawling 4, Climbing 3, Computers 1, Dodge 3, Driving (Motorcycle) 2, First Aid 2, Guns (Rifle) 2, Hand Weapon (Sword) 3, Humanities (Theology) 3, Language (Hebrew) 2, Language (Prime, Additional Native) 5*, Occult Knowledge (Seraphim) 2, Play Instrument (Guitar) 3, Research/Investigation 3, Singing 3, Stealth 2, Streetwise 3, Surveillance 2

* Prime is the celestial language spoken by angels, demons and the gods. Avatars, Inheritors, and Nephilim can take it as a native language in addition to the tongue they were raised with.

Metaphysics:

Nephilim (*child of a human and one of the angelic Seraphim*; common Nephilim Powers and Vulnerabilities are described on p. 14)

Good Luck, 2 levels (once per game session, add +2 to any Test or Task or +1 to two different actions)

Increased Essence Pool +10 (already included in stats)

Possessions

A guitar, a motorcycle, assorted books on Eschatology, Angelology, Biblical Scholarship, and Western Theology (some of which have notes in the margins by celestial types who should have a bit of insight into the whole thing), a few clothes, and an extensive music collection. He also has a baseball bat with which he inflicts D8 x 7 points of damage, as well as a HAR 19 heavy assault rifle (see p. 12).

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Nathaniel Oakes

Association: Alliance; **Character Type:** Greater Gifted;
Concept: Seeker of Knowledge; **Description:** True Immortal Child

Appearance

This young boy has wild red hair and emerald green eyes. Despite his looks, Nathaniel is actually 248 years old. He has childhood memories of the American Revolution.

True Immortals are the reincarnations of the souls lost in the Flood that destroyed Atlantis. That's the theory anyway. At some point between the ages of nineteen and forty, they experience the Change, a process whereby they go from being human to being an immortal. This Change can sometimes be brought on by a traumatic experience.

Nathaniel Oakes had a traumatic experience when he was twelve. He grew up in Charleston, South Carolina, which the British captured in 1780. Young Nathaniel was among the casualties, struck in the chest with a stray British musket ball. While he recovered from what should have been a lethal wound, he had strange dreams about a lost city. Miraculously, he healed completely and discovered he possessed strange powers. And he never grew any older.

He also discovered he had become an orphan. His parents did not survive the invasion of Charleston. Nathaniel used his new abilities to make it through the conflict. Once the American Colonies became the United States of America, Nathaniel decided to do some traveling. He made his way to Paris where he met others like himself, Immortals who called themselves the Lodge of the Undying. He spent the next two centuries with the Lodge, trying to learn all he could about the secrets of Atlantis.

He returned to America in the middle of the nineteenth century and ran afoul of a Vampyre in Virginia who called himself Nansemond. He fancied himself as the Dark Laird of Virginia and gathered others of his kind at his plantation. As such, Nansemond made it his business to find out about any other undying types in the region. He met Nathaniel and mocked his condition. The Immortal child took an Essence Wand and an Adamant Sword and used them to slaughter Nansemond's followers. Nansemond never forgave him, and remained a constant irritant until the destruction of Munich.

STR 3	DEX 5	CON 4
INT 3	PER 3	WIL 5
Life Points: 50	Endurance Points: 26	
Speed: 18	Essence: 95	

Qualities and Drawbacks

Adversary (Army of Revelations) -3 (*has made an enemy of the AoR*)

Adversary (Nansemond) -2

Age (*he is 248 years old*)

Child -3 (*stopped aging at twelve*)

Covetous (Ambitious) -1 (*devoted to pursuit of power*)

Important Obligation (*expected to routinely risk himself for the Alliance*)

Resources (Wealthy) 3

Situational Awareness (+2 on *Perception Tests* to sense trouble)

Skills

Acrobatics 3, Brawling 2, Climbing 3, Computers 1, Craft (Weaponsmith) 3, Dodge 3, Driving (Car) 1, Guns (Handgun) 2, Guns (Rifle) 2, Handweapon (Sword) 3, Humanities (History) 3, Language (French) 3, Language (Italian) 2, Language (Latin) 2, Pickpocket 3, Occult Knowledge (Immortals) 2, Riding (Horse) 2, Stealth 2, Smooth Talking 2, Streetwise 3

Metaphysics

Increased Essence Pool +40 (*already factored into stats*)

True Immortal (*reincarnation of an ancient Atlantean; Common True Immortal Powers and Vulnerabilities are described on p. 15*)

Gaze of Dominion (*can manipulate men's thoughts; requires eye contact, 3 Essence points, and Simple Willpower Test; normal humans resist with a Difficult Willpower Test; all others resist with a Simple Willpower Test*)

Maker (*can create the advanced artifacts of Atlantis*)

Spirit Voice (*can project thoughts and also "hear" an answering thought, but cannot read minds beyond that level; costs 1 Essence point per minute to activate*)

Thought Wall (+6 to resist all forms of mental attack; this is always active, with his presence easily detected by psychics and other sensitive beings)

As a Maker, Nathaniel may create the following Arcana:

Adamant (*extremely hard and virtually indestructible metal*)

Adamant Broadsword (*does D8 x 6 slashing damage and halves all Armor Values*)

Energy Crystals (*crystal were used as the power source in ancient Atlantis*)

Energy Wand (*short wand made of Orikalk and an Energy Crystal; fires invisible Essence blasts which inflicts D6 x 6 points of damage to either Life Points, or Damage Capacity; each blast costs 1 point of Essence; capacity 20 points of Essence; must be replenished by Nathaniel himself*)

Orikalk (*hard metal with a supernatural affinity to Essence*)

Possessions

A nice home in Long Island stocked with all the comforts money can buy, as well as the aforementioned Adamant Sword and Essence Wand. The wand is built into the housing of an old Beretta 9mm handgun (no longer functions as a gun).

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Magdalena Ross

Association: Alliance; **Character Type:** Greater Gifted;
Concept: Scoundrel; **Description:** Powerful Seer

Appearance

An athletic woman in her twenties with straight black hair, green eyes, and tan skin, Magdalena is stunningly gorgeous. She often dresses in the casual style common to beautiful people who realize they don't have to try to look beautiful.

Maggie was born in the nineties and grew up in an orphanage. She does not know her parents' identities nor what happened to them. Maybe they could have explained her Gift to her when her psychic abilities began to manifest. As it was, she had to deal with them herself. She went from foster home to foster home throughout her childhood, until she finally ran away. She didn't feel safe living with people who she could "feel" didn't love her.

Maggie grew up on the streets of New York and used her special talents to survive. She was something of a paranormal prodigy, even then. She came to the attention of different covenants like the Wicce, the Cabal of Psyche, the Sentinels, and some Shamanistic groups. Each tried to convince her that they were the best group to give her the guidance she needed. Magdalena disagreed. As long as she refrained from seriously abusing her powers, the other groups were inclined to let her follow her own path.

Once the war began to impact America, most of the old covenants began supporting the Alliance. Magdalena did the same. All that Maggie has ever really wanted is to feel safe, and she can't do that in a world where the followers of the Leviathan are so powerful.

STR 2	DEX 4	CON 3
INT 3	PER 3	WIL 5
Life Points: 30	Endurance Points: 35	
Speed: 14	Essence: 51	

Qualities and Drawbacks

Adversary (Army of Revelations) -3 (*has made an enemy of the AoR*)

Attractiveness +3 (+3 to all Social Tasks)

Charisma +2 (+2 to all Social Tasks)

Clown (*jokes at all and inappropriate times*)

Gift (*allows Metaphysics*)

Hard to Kill 3 (+3 bonus to all Survival Tests)

Nerves of Steel (+4 on Fright Checks; *only necessary under very unusual circumstances*)

Important Obligation (*expected to routinely risk herself for the Alliance*)

Reckless (*overconfident and impulsive*)

Skills

Acting 2, Brawling 4, Dodge 2, Humanities (Psychology) 2, Lockpicking (Mechanical) 3, Pick Pocket 3, Seduction 3, Smooth Talking 3, Stealth 4, Streetwise 4, Surveillance 3

Metaphysics

Essence Channeling 6

Mindsight Strength 3 (*see flows of Essence and spiritual beings; read the thoughts of others within 40 yards; this may be increased to 1100 yards with Essence Channeling*)

Mindsight Art 4 (*with Perception and Mindsight Art Task, sense other's thoughts, or flows of Essence; 1 Success Level reveals emotions, 2 levels reads surface thoughts; 3 levels allows "asking and answering" of one simple question; 4 or more levels gets a clear picture of the subject's personality and memories*)

Mindtalk Art 2 (*with Intelligence and Mindtalk Art Task, may project thoughts into another for one minute per Success Level; may resist against mental probes of any kind with a Willpower and Mindtalk Art*)

Mindtalk Strength 2 (*can project her thoughts to anyone within 7 yards; this can be boosted up to 400 yards with Essence Channeling, see p. 15*)

Mindrul Strength 2 (*can make someone follow a reasonable suggestion or hesitate for a few seconds with her mental power; can get someone to follow a one-sentence command to the letter if she boosts Strength with Essence Channeling, see p. 15*)

Mindrul Art 2 (*skill used to mentally command others; calls for a Resisted Task of Willpower and Mindrul Art against the target's Difficult Willpower Test*)

Mindhands Strength 4 (*can lift 200 pounds with her mind normally, or 650 pounds when boosted through Essence Channeling, see p. 15; can levitate herself with a Speed of 10 normally, or 40 when boosted.*)

Mindhands Art 3 (*skill used for moving objects mentally*)

Possessions

A small apartment in Queens filled with casual and fun knickknacks. She also has the helmet and torso clamshell pieces from some US Army Combat Armor (Armor Value of (D6 x 3) + 18). She doesn't carry any kind of firearm; if she needs to shoot someone, she telekinetically throws a rock. It amounts to the same thing, as illustrated below.

Mindhands Thrown Object Table

Object Weight	Base Damage
Less than 10 lbs (20 kg)	D4(2) x 4
Up to 50 lbs (25 kg)	D4 +1(3) x 3
Up to 100 lbs (50 kg)	D6(3) x 2
Up to 250 lbs (125 kg)	D8(4)

The Rules



Roleplaying games are still games, and like most games they have rules. The main rule is for the Chronicler and the players to have fun.

Rules are not necessary for many aspects of the game. Simple things like talking or picking up an object do not require rules. Only if the outcome of an action is in doubt and the results of that action are important, do the rules come into play. That is when it's time to start rolling dice.

The ten-sided die (D10) is the one most commonly used in the game; all Tasks and Tests are resolved with it. The player rolls a D10 and adds the appropriate Attribute and/or skill to the number rolled. If the result is 9 or higher, then the action was successful. If it is less than 9, the action failed. A higher total value means a more spectacular success, and some actions may be more difficult than others (when modifiers are applied).

Most actions are considered Tasks; these add the values of one Attribute and one skill to a D10 roll. The Chronicler always determines which Attribute and skill should be used for a particular action.

Tests are used when there is no appropriate skill. There are two types of Tests. In a Simple Test, the value of the Attribute is doubled and added to a D10. In a Difficult Test, the value of the Attribute is not doubled before adding it to a D10. The Chronicler determines which Attribute is used for the Test, and whether it is a Simple or a Difficult Test.

For example, Keith is playing Sonny Chang. He wants Chang to climb up the drainpipe of a three-story building. The Chronicler decides this should be resolved with a Task using Chang's Strength 4 and Climbing skill 2. The player rolls a 4 on a D10, and adds 6 (the sum of Attribute 4 and skill 2). The result is 10. Since this is higher than 9, Chang succeeds in making his way to the rooftop. The Chronicler then tells the player to roll a Simple Perception Test. Chang's Perception is 3, so this is doubled to 6. The Chronicler rolls a D10 and it comes up 6, for a total of 12. The Chronicler informs the player that Chang cannot help but notice the sticks of dynamite bundled together on the rooftop and the small red display rapidly counting down to zero.

If a character does not have the appropriate skill, she may make an Unskilled Attempt. This uses the appropriate Attribute (without doubling it) with a minimum penalty of -2. Regardless of the outcome of the attempt, the Success Level is never more than Decent (see the Outcome Table, see p. 9).

For example, Zoe has no Driving Skill, but motors along behind the wheel of a car. She hits a patch of ice, and the car starts to spin. She rolls a D10 and adds her Dexterity, with the -2 modifier to the roll. As her Dexterity is 3, only 1 is added to whatever comes up on the die. She had better roll something very good.

Sometimes a character attempts something and another character tries to stop her, or the target of an action tries to avoid it. This is a Resisted Task or Test. It is resolved as a normal Task or Test, but both sides get to roll. If both rolls fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins.

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The Role of Luck

On an unmodified roll of 10, the player rolls a D6 and subtracts 1 from the result. This number is added to the D10 roll total. If a 6 is rolled on the D6, 5 is added to the D10 roll total and the D6 is rolled again. Truly large numbers can be generated this way.

On an unmodified roll of 1, the D6 is rolled and one is subtracted from the result. This number is subtracted to the D10 roll result. If a 6 is rolled on the D6, 5 is subtracted from the D10 roll total, and the D6 is rolled again. This can result in very low negative numbers.

Modifiers

Sometimes circumstances make an attempted Task easier or more difficult. In such a case, a positive or negative modifier determined by the Chronicler may be added to the attempt. The following table shows some modifiers that may be used.

Routine: No roll needed

Easy: +5 to the roll

Moderate: +3 to +4 to the roll

Average: +1 to +2 to the roll

Challenging: No modifier (this includes most combat rolls)

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-Impossible: -10 or more to the roll

Outcome Table

A result of 9 or more generally means the attempt was accomplished, but sometimes the degree of success is important. In such a case, take the final result (including all negative and positive modifiers) and consult the following table.

9-10: First Level (Adequate): The Task or Test is accomplished but is nothing special.

11-12: Second Level (Decent): The Task or Test is completed with relative ease and even a little flair. Complex Tasks take 10% less time to complete. Social skills gain future benefits for the character (including a +1 to further attempts to affect the same people in similar circumstances).

13-14: Third Level (Good): The Task or Test is completed with ease. Artistic results are appreciated by connoisseurs and appreciated by the public. Complex Tasks take 25% less time to complete. Social skills gain a +2 on future attempts (not cumulative with subsequent high rolls, only the highest bonus ever applies).

15-16: Fourth Level (Very Good): The Task or Test is very successful. Complex Tasks are completed in half the time. Social skills produce a lasting impression and have a +3 on future attempts. In the case of combat, increase the damage rolled by 1 before applying the Multiplier.

17-20: Fifth Level (Excellent): The Task or Test produces excellent results. Artistic endeavors lead to fame and recognition. Social skills have a future bonus of +4. Increase the damage rolled in combat by 2 before applying the Multiplier.

21-23: Sixth Level (Extraordinary): The Task or Test produces amazing results, accomplishing far more than intended. Artists gain fame, but all future accomplishments are measured against this one. Social skills have a future bonus of +5. Increase the damage rolled in combat by 3 before applying the Multiplier.

Further Levels (Mind-Boggling): For every +3 to the total above 23, increase the Success Level by 1, the Social skills future bonus by 1, and the damage rolled in combat by 1 before applying the Multiplier.

Getting Scared

In scary circumstances, mundane humans must pass a Fear Test—normal humans use a Difficult Willpower Test; Gifted and supernaturals use a Simple Willpower Test. If this Fear Test is failed, panic sets in. Like any other Test, modifiers may be applied at the Chronicler's discretion.

Once a character fails a Fear Test, use the Fear Table. Roll a D10 and subtract the character's Willpower from the result. Then apply any Fear Test penalties as a bonus. So if the character had a -4 to her Fear Test, she would have a +4 on the table. If the final result is less than 9, the character was only scared for a few seconds (loses any actions that Turn). If it is more than 9, use Success Levels to determine the effect. As with anything else, if the Chronicler feels the result is inappropriate, he can always change it to something else.

Fear Table

Success Level	Effect
1	Shakes: All actions suffer a -2 penalty for 2 Turns. Lose 1 Essence Point.
2	Flight: Run away screaming for 1 Turn. If cornered, may fight or react in a more rational way. Lose 2 Essence Points.
3	Physical Reaction: Fear causes a messy physical reaction. Not only is this embarrassing, but it imposes a -1 penalty to all actions for D4(2) Turns. Lose D4(2) Essence Points.
4	Paralyzed: Cannot move for D4(2) Turns. Only intervention from another character (like a slap to the face) allows any action. Lose D6(3) Essence Points.
5	Faint: The reaction is so severe that the character collapses unconscious. A Difficult Constitution Test is required to recover consciousness. This can be attempted every minute or whenever somebody tries to rouse the character. Lose D10 x 4(20) Endurance Points and D8(4) Essence Points.
6	Total Hysterics: The victim becomes a screaming, babbling, totally useless maniac for D8(4) Turns. Lose D10(5) Essence Points.
7+	It Gets Worse: Higher results are left to the Chronicler's imagination (heart attacks or coma, or a bout of insanity lasting hours, or worse . . .)

Combat



Combat is broken down into a series of actions called Turns. A Turn lasts 1 to 5 seconds of game time. At the beginning of each Turn, the players declare the intentions of their Cast Member. This is where they say, "I want to draw a gun," or "I invoke my Primal Power." The Chronicler decides if that action is possible in one Turn. Most simple actions are, but if a character wants to knock a hole in a wall with her gun butt, she is going to need more than five seconds.

Everyone then rolls Initiative on a D10 and adds their Dexterity. The Chronicler does the same, or simply decides when the Supporting Cast or Adversaries act.

Once initiative is determined, the intended Tasks and Tests are rolled. Usually, a character may only take one action per Turn. If she wishes to do more, each additional action suffers a cumulative -2 penalty. So the first action in a Turn is resolved normally, a second action taken in that same Turn incurs a -2, a third action incurs a -4, and so on. Close combat (fighting an opponent at arm's length or closer) is a little bit different—one attack and one defense Task are allowed per Turn. Beyond that, the cumulative -2 penalty applies.

In close combat, attacking is a Task using Dexterity and the appropriate skill (Brawling, Martial Arts, or Hand Weapon). If the target has a hand weapon, he may attempt to parry with a Hand Weapon and Dexterity Task. Characters with Martial Arts may attempt to parry a weapon with their bare hands. Anyone may attempt to dodge an attack. If the character has a Dodge Skill, a Dodge and Dexterity Task is used. If he does not have that skill, a Difficult Dexterity Test is required. Attacking and defending are treated as Resisted Tasks.

Ranged attacks use a weapon skill and Dexterity Task with modifiers based on the range. Point blank range adds +1 to the strike Task and +1 to the Damage Multiplier. Short range has no modifier. Long range adds -3 to the strike Task and reduces the Damage Multiplier by 1. Extreme range adds -6 to the strike Task and -2 to the Damage Multiplier. Ranged weapons list their ranges in yards, separated by slashes (for example, a shotgun with buckshot has a range of 10/30/50/100/200 yards).

Lighting can affect combat. Poor light (a dark alley or moonlight) gives a -1 to the combat Task. Bad lighting (a moonless night) gives a -4.

Multiple shots are possible with automatic weapons. For each additional shot fired in a single Turn, the strike Task suffers a cumulative -1 penalty. Burst auto fires 3 bullets; each Success Level in the strike Task means one bullet hits (Success Levels do not affect damage). Subsequent bursts in a Turn suffer a cumulative -3 penalties. Full auto is treated like bursts but up to 10 bullets may hit and the cumulative penalty is -4. All this gunfire can be pretty distracting. Anyone who is being fired upon must pass a Simple Willpower Test in order to carry out her stated intention. Otherwise, she freezes, hesitates, or huddles down in a corner and tries desperately not to be hit.

Damage is measured in Life Points. Most damage in the **Unisystem** is determined by rolling a die and multiplying the result by the Damage Multiplier. For instance a .22 pistol does $D4 \times 2(4)$. The 2 is the Multiplier; the number in parenthesis is the average result (used when the group wants to cut down on die rolls).

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Damage is reduced by armor. The Armor Value is rolled (if necessary), and that much is subtracted from the damage inflicted. In the case of a bullet or slashing hand weapon, remaining damage is doubled.

The Effects of Injury

A character reduced to 5 Life Points (LPs) is seriously hurt. All actions have a negative modifier of anywhere from -1 to -5. At 0 LPs or below, the character is knocked down, stunned, and semi-conscious. A Consciousness Test (Constitution and Willpower minus the number of LPs below zero) is required to remain conscious. So, at -7 Life Points, a Consciousness Test suffers a -7. At -10 LPs, a Survival Test is required (Constitution and Willpower minus 1 for every 10 LPs below zero). The Survival Test must be passed once each minute until the character receives some First Aid. Each additional Test is at a cumulative -1.

For example, Liz Rosen is shot twice by a 10mm for 50 points of damage. She had 22 Life Points and is now at -28 LPs. Her Constitution is 2 and her Willpower is 2. This total of 4 is reduced by 2 (1 for every 10 points below zero) for her Survival Test. She needs to roll a 6 or better to live. If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty. If she lives, she must make a Consciousness Test to avoid passing out. This is at a -28, so unless she rolls a string of 10s, she is going to go unconscious.

Recovery

First Aid stabilizes the patient (no more Survival Tests), and grants 1 Life Point per Success Level of an Intelligence and First Aid Task. Characters regain 1 Life Point per Constitution level per day until they reach 0 Life Points, and 2 Life Points per day thereafter.

Characters recover consciousness when their Life Points rise above zero.

Weapons and Armor

There are a variety of weapons and armor the Cast may wish to use in the course of the following adventure.

Body Armor Table

Armor Type	Armor Value	Encumbrance
Leather Jacket	D4(2)	None
Class III Armor	(D8 x 3) +18 (30)	Medium
US Combat Armor	(D10 x 5) + 20 (45)	Heavy

Armor Description

Leather Jacket: A nice heavy motorcycle jacket.

Class III Armor: The type of body armor typically worn by SWAT and FBI assault teams.

US Combat Armor: This advanced armor system consists of a full jumpsuit with a chest “clamshell” suit of composite plates, thigh, knee, and arm plates, and a full helmet, using the best materials available.

Close Combat Weapon Table

Strength is increased by one when using the weapon with both hands.

Weapon Type	Damage
Punch	D4(2) x Strength*
Kick	D4(2) x (Strength + 1)*
Small Knife	D4(2) x (Strength - 1)**
Large Knife	D4(2) x Strength**
Short Sword/Huge Knife	D6(3) x Strength**
Broadsword	D8(4) x Strength **
Katana	D10(5) x (Strength) **
Spear	D6(3) x Strength **
Spear Charge	D8(4) x (Strength + 1) **
Staff (Short Punch)	D6(3) x Strength
Staff (Swing)	D8(4) x (Strength + 1)
Small Club/Stick	D6(3) x (Strength - 1)
Police Baton/Large Stick	D6(3) x Strength
Baseball Bat/Large Club/	
Pipe/Chair	D8(4) x Strength
Wood Axe	D8(4) x Strength**
Chainsaw	D10(5) x Strength**
Broken Bottle	(D4—1 (1)) x Strength **

* Does Life Points damage, unless Endurance damage rules are used.

** Indicates a stabbing/slashing weapon. After penetrating armor (if any), damage is doubled.

Specific Ranged Weapons

This section describes new weapons developed after the war started, or specific weapons that are significant to the setting for one reason or another.

MP-16: This machine pistol is the standard issue of the Soul Police, an 11mm pistol capable of automatic fire.

M-16A4: The US Army adopted this assault rifle in 2004. It is an improved version of the M-16 rifle, a 50-year old weapon design. The major improvements are its computerized sights and its ammunition. It is capable of automatic fire.

HAR-19: The heavy assault rifle was developed in 2013 when studies found the M-16A4 to be inadequate against “para-biological” threats. The HAR-19 uses a two-stage .406 “ramjet” round, a hollow bullet filled with jet fuel. A low-power charge fires the round; while it is halfway out of the barrel, the air pushed into the hollow “mouth” of the round ignites the jet fuel and accelerates it to supersonic speeds. It is capable of automatic fire.

KR-20 Rifle: The standard issue of the Army of Revelations, this rifle fires a 7.62mm cartridge.

AT-4: This disposable missile launcher was used to replace the LAW rocket, which had proven to be ineffective against most armored vehicles.

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Ranged Weapon Table

Weapon	Range	Damage	Cap
MP-16	3/15/30/100/200	D8 x 4(16)	16
M-16A4 Rifle	10/50/150/600/1000	D8 x 4 (16)	30
HAR-19	15/75/225/900/1200	D10 x 6(30)	20
KR-20 Rifle	10/50/150/600/1000	D8 x 5 (20)	30
AT-4	20/200/400/600/1,000	D10 x 10 (50) (AP 5)	1

Cap: The magazine capacity indicates how many bullets are contained in a fully loaded gun.

Objects

Objects have a Damage Capacity. The Damage Capacity is comparable to Life Points. Once that number is exhausted, the object is destroyed. The Chronicler decides whether a certain attack damages a certain object. For example, a man can pound on a car fender all day, but only damages himself.

Objects may also have an Armor Value (AV). This indicates how many points of damage are ignored before Damage Capacity is decreased.

Endurance Loss

Hard work (like running away from an angry mob) can reduce a character's Endurance Pool by 1 for every ten minutes of labor. Very hard work reduces Endurance by D4(2) every minute. Frenzied activity (like combat) reduces Endurance by D4(2) every Turn.

Characters also need at least 7 hours of sleep in a 24-hour period. For every hour missed, reduce Endurance Points by 1. If the character stays awake longer than 24 hours, 1 Endurance Point is lost each hour beyond 24, in which she stays awake. Thus, a character that has been awake for 36 hours loses a total of 19 Endurance Points. These Points can only be regained by sleeping.

Once Endurance Points drop to 5 or less, -2 is applied to all actions. If the character gets below 0 Endurance Points, she must pass a Consciousness Test to stay awake. This Test must be passed every Turn, so eventually the character will pass out.

Characters recover 1 Endurance Point per Constitution level per half-hour of sleep, or hour of rest.

Essence Loss

A character's Essence Pool may not be voluntarily brought below 0 (as when using powers). Other effects may involuntarily reduce it below that level.

A character reduced to half her Essence pool feels numb. All mental Tasks are performed at a -1 penalty until the Essence is regained. At 1 or 0 Points of Essence, the character falls into a deep depression. All Tasks and Tests suffer a -3 penalty. If Essence is reduced below 0, the victim must pass a Difficult Willpower Test with a -1 penalty for every 5 Points below 0. If failed, the character temporarily loses one level in one Mental Attribute. If Essence is reduced to -30 or below, the character must pass a Survival Test with a -1 penalty for every 10 Points of Essence below 0. Characters killed by loss of Essence have no apparent cause of death; medical examiners usually just call it heart failure.

Normal humans regain 1 point of Essence per hour for each level of Willpower.

Metaphysics

In the *Armageddon* setting, the Cast Members may be powerful supernatural beings related to the angelic Seraphim (both the ones in Heaven and the ones in Hell) or the Old Gods of mythology. They can be True Immortals who are the reincarnated souls of the survivors of Atlantis, or they can be Gifted Humans with metaphysical powers like Magic or the Sight. Each character type has a unique set of abilities detailed below.

The Inheritors—Demigods

The Inheritors are the children of a human and one of the Old Gods. Their heritage gives them some of the powers of their divine parent and lets them have superhuman attributes. Inheritors have different Primal Powers (the metaphysical powers they share with their divine parent). All Inheritors have the following powers and limitations:

- Essence Manipulation and Recovery (*Essence is used to activate their Aspects; this Essence is recovered at the rate of 1 Essence point per minute; can use as much Essence as they need at once to fuel their Primal Powers*)
- Rapid Healing (*any damage inflicted on them is regained at the rate 1 point per Willpower level every turn; lost Endurance is regained at the same rate*)
- Supernatural Senses (*can sense large concentrations of Essence and the presence of supernatural beings by passing a Difficult Perception Test with a +2 bonus*)
- Unaging (*Inheritors do not grow old; they stop aging around their mid-twenties*)

Avatars—Panthestic Beings

Avatars are also hybrids of human and divine, but not in the same way as Inheritors. An Avatar is a spiritual offspring of a god, a human being whose soul is modified into a closer resemblance to the Essence matrix of a deity. The result is a being who shares many traits with his spiritual “parent,” from powers to personality, but who is an independent creature with his own free will and destiny. The link between Avatars and the gods who changed their natures is strong; the gods can see through their eyes, or even attempt to seize control over them. Avatars have the following powers and limitations:

- Beholden (*Avatars have a connection to the deity who transformed them; this can have some positive effects, but for the most part it is a burden; all Avatar characters have the Beholden Drawback*)
- Essence Manipulation and Recovery (*Essence is used to activate Primal Powers; this Essence is recovered at a rate of 2 Essence points per Willpower; can channel as much Essence as they need at a time*)
- Extended Life Span (*can live almost three times as long as most humans; upon reaching their mid-thirties, Avatars seem to age not at all for between one hundred and fifty and two hundred years; at some point after this, they start aging at a rough rate of one year per five years lived, eventually reaching a time of decline and eventual death over the next few centuries*)



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- Rapid Healing and Recovery (*any damage inflicted on Avatars is regained at the rate of 1 Life Point per Willpower Level every Turn*)
- Supernatural Senses (*can see the flows of Essence in both living and unliving things; can sense the presence of magic and other supernatural energies and creatures, including those invisible to the naked eye*)

The Nephilim

The Nephilim are the children of humans and the Seraphim, who initially appear to be perfectly normal humans. They rarely contract any childhood diseases, however, and sometime between the ages of twelve and eighteen they experience an amazing growth spurt. Rare is the Nephilim who stands less than six feet in height by the time he reaches adulthood (at which time the Nephilim's dual nature becomes evident). Their strength and other physical attributes become superhuman, and they recover from injuries at an amazing rate; even lost limbs can be regrown quickly unless their bodies are severely burned. Although they can be killed through mundane means, it is difficult to do so. Furthermore, their aging process stops sometime after their early twenties, and from then on the Nephilim may continue to live forever (the oldest known Nephilim are over ten thousand years old).

Nephilim possess the following powers and limitations:

- Fast Recovery from Injury (*Life Points lost through any means are recovered at the rate of 5 Life Points per Turn, or 60 points per minute; severed limbs regrow within the hour; even beheading is not final, unless the Nephilim is otherwise crippled or restrained; if the character passes a Survival Test and he can reattach the head within ten minutes of the beheading; if enough damage is inflicted to require a Survival Test, the Nephilim has the same risk as a normal human (although if he passes the Test, the regeneration process will take care of the injuries); fire inflicts longer-lasting injuries, although even then the recovery will eventually be complete; keep track of fire damage separately; it regenerates at the rate of 1 Life Point per hour; limbs lost through fire will regrow over a period of a week; it is easier to kill a Nephilim by completely consuming him with fire.*)
- Immunity to Essence-based Attacks (*magical Invocations, psychic powers, and even Primal Powers cannot affect the Nephilim; such attacks simply fail; not even illusions, spells of mind control, and the Essence-draining abilities of supernatural beings work against the Nephilim; creatures of spirit like ghosts can only affect Nephilim when the spirit is in a material physical form; beneficial supernatural powers do work on Nephilim; passive detection powers have a chance of working; Nephilim resists those abilities with a Simple Willpower Test and a +5 bonus; even Taint fueled attacks are ineffective against them*)
- Supernatural Senses (*can see the flows of Essence, although they cannot manipulate them; they sense the presence of spirits and soul-projecting astral travelers, as well as detect the use of magic; can uncover supernatural beings posing as humans by passing a Simple Perception Test; immune to all forms of illusion and magical or psychic concealment*)

Exiles—Forsaken Seraphim

All Seraphim (both Heavenly and Infernal) share one important trait: they are bound to their Realm, and can be recalled by their superiors with relative ease. Like deep-sea divers in the ocean, they can only visit Earth with some effort. Exiles are Seraphim who have broken the bond with their heavenly or hellish Realm; by doing so they forsake most of their powers and become Earth-bound creatures. Exiles have the following powers and vulnerabilities.

- Obscure (*the senses of supernatural creatures able to see Essence patterns do not detect Exiles; they appear to be normal humans or, at best, humans with unusually strong souls (i.e., large Essence pools); attempts to probe deeper using Perception and Notice Tasks, or such powers as Mind Sight are resisted by the Exile with a Simple Willpower Test; other Exiles can sense the presence of their brethren; when another Exile is within 30 yards from the character, a Simple Perception Test reveals that fact; when looking at another Exile, a similar Test reveals the truth.*)
- Armor Value (*body has Armor Value 2 per level of Constitution; protects against all forms of attack, and is not affected by armor piercing attacks*)
- Destruction of the Body (*if an Exile is "killed," but his Essence Pool has not been depleted, he can slowly repair his body and return to life; the process takes 1 day for every 10 points below -30 that the Exile suffered, and it permanently reduces the Exile's Essence Pool by 5 points; at the end of the process, the Exile's body returns to full health, even if it had been completely incinerated or torn to bits*)
- Essence Death (*if both Essence and Life Point pools are both reduced to below -30 points, the Exile must pass a Survival Test, at -1 for every 10 points below 0 on both Pools, or be truly destroyed*)
- Healing (*can heal damage almost instantly, eliminating D10(5) points per Essence point spent in that purpose*)
- Profane Form (*normal Seraphim have a Divine (or Infernal) form and a Profane (human) form; Exiles only have a human shape, far stronger and more resilient than a normal human's but still essentially human-like; character retains the attribute bonuses of being a Seraphim but no other metaphysical abilities; only power Exiles retain is the ability to heal injuries by spending Essence*)
- Survival Tests (*Survival Tests are not needed until the Exile is reduced to -30 points; the penalties are -1 for every 10 points the Exile is below -30*)
- Taint Vulnerability (*the anti-Essence generated by the Adepts of Leviathan and other servants of the Mad Gods can kill an Exile if the damage inflicted reduces him to -30 Life Points; use the Survival Test as above, but if the angel is killed, he is dead for at least centuries, if not forever*)

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True Immortals

Immortals are the reincarnated souls of the inhabitants of Atlantis. They start life much like anybody else. It is not until the Change takes place that their true nature becomes apparent.

The Change occurs sometime between an Immortal's nineteenth and fortieth birthday. It is a physical and psychic shock to his system; he appears to have suffered a seizure of some sort, and collapse for several hours. During this time, his mind is flooded by images of his previous existence in Atlantis, although most of the images are forgotten as soon as the fit is over. When he recovers, his body shows no ill effects. The following are abilities that all True Immortals possess:

- Ancestral Memories (*all Immortals have brief flashbacks of their previous lives as citizens of Athal, the mysterious city-state that may be the fabled land of Atlantis*)
- Immortality (*almost impossible to kill; diseases are shaken off in a matter of days, even a terminal disease will disappear in (15-Constitution) days; never suffer from cancer or genetically inherited diseases, and can endure lethal levels of radiation; to kill an Immortal through conventional means, the body must be completely dismembered and the pieces burned to ashes and scattered; something inflicting over 300 points of damage would also work*)
- Magic Resistance (*resist any supernatural power meant to affect the mind with a +2 bonus*)
- Manipulate Essence (*Immortals do not need Essence Channeling; they can spend Essence at whatever rate they wish, provided they have enough in store*)
- Regeneration (*Life Points regenerate at 1 point per Constitution level per Turn; Endurance Points are regained at a rate of 2 points per Constitution level per half-hour of sleep, or 1 point per Constitution level per hour of rest; 2 points of Essence are regained per Willpower level, every minute*)
- The Severing (*supernatural beings can try to kill the Immortal through the Severing, a mystical attack that cuts the connection between the Immortal's soul and his body; the Immortal must be reduced to -10 Life Points through wounds or other means; then the supernatural or Gifted must expend Essence equal to the Immortal's total Essence Pool (not his current Essence); if enough Essence is spent, a Resisted Simple Willpower Test between the Immortal and his attacker must be resolved; if the attacker wins, the link is severed, and the Immortal's soul cast out, not to be reincarnated for thousands of years; if the Immortal wins, he lives, and no further Severing attempts can be made on him for 24 hours*)
- Supernatural Senses (*by spending one Turn of concentration and passing a Simple Perception Test, the Immortal can sense the presence of magic, the relative strength of a human being's Essence pool, and the presence of supernatural beings; other Immortals can be recognized by making eye contact, an Immortal can also sense the presence of another of his kind within 30 yards/meters away*)
- Unaging (*aging stops completely at the time of the Change*)

- Quick Recovery (*Immortals are subject to the same shock and unconsciousness rules as normal humans, but they quickly recover from them. An Immortal reduced below 0 points will probably be knocked unconscious, but he will awaken as soon as his regeneration powers bring him back to 1 or more Life Points*)

The Sight

Supernatural Beings and True Immortals are not the only characters who have metaphysical abilities. Some humans are born with the Gift, which allows them access to a wide variety of special abilities. One such ability is the Sight.

Since humankind gained self-awareness, some people have been blessed with senses and abilities beyond the physical. These powers have long been known as "the Sight" or "the Second Sight," since many such abilities involve sensing or seeing things beyond the scope of the five senses. The Sight does not require rituals or spells, nor does it involve invoking outside forces to perform Tasks; the power is entirely internal.

Seer Powers

Each Seer ability has two elements: Strength and Art. Strength represents the raw power the psychic has. The Art represents the degree of expertise a psychic has in using his abilities. The specifics of the Seer Powers involved in this demonstration are detailed in the character descriptions.

Essence and Seers

Seers with Essence Channeling can temporarily raise the Strength of any of their Seer Powers by spending Essence Points. Every 2 Essence Points spent raises the Strength of a power by 1 during its next use. Only the amount of Essence the character can channel for one Turn can be used to increase a Seer power, however.





All Alone in the Combat Zone

The Combat Zone, Boston, 2016

One of the pivotal events in recent history is the Matthew Riots, which took place twelve years ago (in the year 2004). It was a time of increased cuts to social welfare programs, a reduced standard of living, and declining economic opportunities, all of which made tensions in inner city America run high. The disclosure of videotapes to the public showing the existence of secret racist “death squads” operated by rogue cops triggered massive riots. Downtowns across the country burned, and hundreds of people died before the National Guard finally cordoned off the worst areas. Millions of American citizens became imprisoned behind the walls of these “Safety Zones” and forgotten. The start of the war drew attention away from these lawless, downtrodden ghettos.

The Safety Zone in the city of Boston is located in what was once known as Chinatown. The area earned the name “the Combat Zone” in the latter part of the twentieth century, as a result of its high crime rate. The city spent many years trying to lower the crime rate in the Combat Zone, but the problem was eventually solved after the Matthew Riots, by ten-foot high walls topped with razor wire. Today, the area is cut off from the rest of Boston.

The citizens of Boston hold to the comforting delusion that the Combat Zone no longer affects their lives. Those who live in Boston’s Safety Zone have been abandoned by their city and so must look elsewhere to find some hope in their lives.

They need something to make their lives better, something to give their lives meaning. They need something to answer their prayers.

Leviathan has been listening to those prayers.

It has an answer.

Backstory—Bloody Sunday

The first sign of trouble was an attack on the Cathedral of Saint John on a Sunday morning. An explosive device was rigged to the cathedral’s entrance, and the resulting explosion killed twelve people and seriously wounded thirty-two. Within ten minutes of the attack, the Boston Police and the local media received the following audio message:

“The Infidels who worship False Gods shall not be tolerated. Those who resist conversion will be shown no mercy. This world belongs to Leviathan and nothing you do can prevent the world’s return to its true Master. Those who accept the Leviathan into their hearts shall find meaning in the arms of the Church. Those who continue in the ways of the Infidel will find only death.”

The next attack took place the following Wednesday. Two armed gunmen walked into South Station and calmly shot everyone in sight with automatic weapons. They killed twenty-six people and seriously wounded forty before the police arrived. The police killed one of the shooters, Sally Qiyang, while the other, David Lane was captured and arrested. Both had the Mark of Leviathan (see p. 15) on them.

Lane was questioned by the police, but all they could get out of him was the usual fanatic rant spewed by the Church—the world belongs to the Leviathan, the Infidel shall perish, accept the Leviathan or perish, and so on. The police discovered the two terrorists operated from the Combat Zone, somehow slipping over the wall or past the armed security at the zone’s gate. They believe a Church cell of unknown size has gathered there. The police tried to investigate further on their own, but did not get very far. Those officers who ventured into the Combat Zone have not come out alive.

At this point, the police have decided that maybe a little supernatural help is in order.

Your Mission, Should You Choose to Except It

The Boston Police have contacted the Alliance for assistance. The Cast Members belong to the Alliance, a motley grouping of humans and non-humans brought together by a common goal: to defeat Leviathan’s servants in the world. The group operates largely underground, although the U.S. government has a number of unofficial ties with it. The Alliance fights Leviathan behind the front lines, unearthing and destroying its agents in the Free World and assisting resistance movements in Church-controlled territories. The Alliance makes a point to recruit newly-awakened Gifted humans and such beings as True Immortals, Nephilim, and Inheritors.

You may use the Cast Members provided, or if you have *Armageddon* and wish to run this adventure as part of a continuing campaign, you can have the players make up their own characters; we recommend Legendary Level Characters.

The Alliance fears that the AoR is smuggling weapons into Boston’s Safety Zone, and that Leviathan’s worshippers are becoming the dominant force in the neighborhood. If something isn’t done, the AoR might gain a foothold in the United States. The Alliance has gathered together the Cast Members to uncover Church activities in the Boston Safety Zone, and stop them.

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Enter the Zone

The police offer to allow the Cast to enter the Safety Zone through the main gate. Security is strong here, with a heavily armed SWAT contingent manning the two sets of gates. While they can pass through and enter the zone with a minimum of fuss (only one body search, a few pointed questions, and lots of disapproving looks), this alerts the AoD operating in the neighborhood and makes the adventure more difficult.

More Difficult

How does open entry make the adventure become more difficult? The AoD agents know where to find the Cast and keep close tabs on their movements. As soon as they are several blocks away from the main gate (where the SWAT team can help the Cast), the forces of Leviathan attack. Starting with Believers, then moving to Arisen, then Shaitan, and finally Adepts, they dog-pile on the Cast, using the full effects of their attacks and abilities.

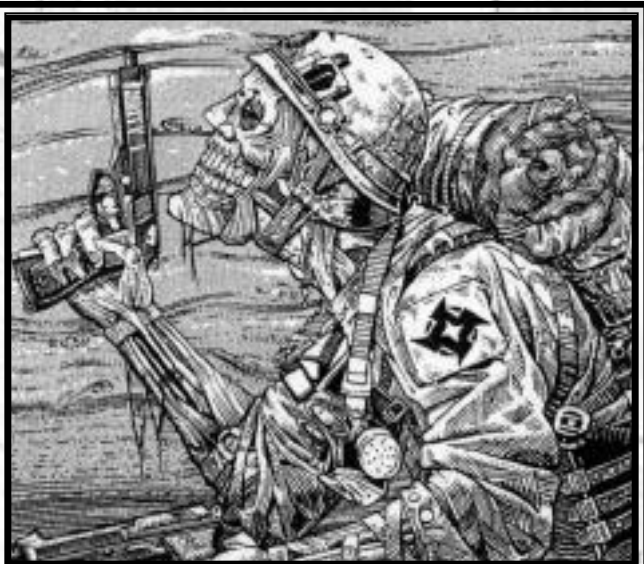
If the Cast are defeated, Sanit Inchareon, an Adept of the Fourth Circle and leader of the Church in the Safety Zone, does not have them killed, but rather takes them alive. The Cast awakens in the makeshift amphitheater (see p. 18), trussed up to be made an example of. This gives them an opportunity to escape, of course, but Sanit has already made good his exit from the scene, believing discretion is the better part of valor. He leaves it to Manolita Roca, his protégé, to finish the job. Even if the Church is defeated, the ringleader disappears into the woodwork (to return another day, of course).

The better way to enter the Safety Zone would be for Julian and Magdalena to float over the wall and carry the other Cast Members. This gets them in quietly and avoids drawing the immediate attention of those living in the Combat Zone. Alternatively, they can enter the zone the same way Qiyang and Lane exited—through the sewer pipes that run under the wall.

The Combat Zone is not a pleasant place. Dilapidated buildings tower over streets strewn with rubble and trash. The occasional dead rat, dog, or person rots on the pavement. A foul stench fills the air, and the few people wandering the streets appear filthy and dressed in rags. They wear expressions of abject despair. The Mark of the Leviathan has been openly painted on walls all over the Zone. The Cast may at first think this is done with paint, but a Difficult Perception Test reveals the symbols have been painted in blood. As the Cast goes further into the Combat Zone, they see the occasional corpse hanging from a street lamp. Around every lynched person they see a sign reading “only through Purity can Greatness be Achieved.”

The Dead Shall Walk

As they make their way through the streets, the Cast starts to run into Arisen patrols, corpses reanimated through the Taint. Three patrols, each consisting of five Arisen and One Believer,



The Arisen Hordes

Undead Soldiers of the Army of Revelations

These are Undead creatures raised by Sanit Inchareon. The Arisen are nearly mindless creatures who blindly follow orders, half-remembering their training. They are tough creatures, but their lack of imagination or initiative makes them relatively easy foes to defeat. The Arisen follow the orders of any Believer they come into contact with. There are currently 15 such creatures operating in the Combat Zone at the start of the adventure, but as long as Sanit has enough corpses he can always raise more.

Str 3 Dex 3 Con 2 Int 2 Per 2 Will 2

Life Points: 60 Endurance Points: n/a

Speed: 10 Taint: 0

Skills: Brawling 1, Dodge 1, Hand Weapon (Knife) 1, Hand Weapon (Spear) 1*, Guns (Assault Rifle) 1

*Represents skill with a bayonet

Special Powers

Undead (*double the normal Life Points they had when alive, but once they are reduced to 0, they collapse and die; until this happens, they continue to fight on, even after losing limbs or other body parts; may attack with weapons or bare hands for D4 x 3 points of damage*)

Equipment

Whatever weapons they are provided with (usually a KR-20 rifle) and not much of anything else.

patrol the neighborhood. The Believer (see p. 18) gives commands to the undead, who obey without question.

An Arisen patrol should not present much of a challenge to the Cast Members. If they capture the Believer and question him thoroughly, he reveals that the Church meets in a sort of amphitheater near the middle of the Safety Zone. Constructed by clearing the rubble from a bombed out building, the five-story shell is used by the Adepts in charge as a stage from which to give speeches and rally believers.

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The Lesser Shaitan

Grotesquerie summoned by Saint Inchareon

The Shaitan are not a race of creatures, but rather twisted Taint spirits summoned by Sanit Inchareon. In order to enter our plane of existence, the Shaitan must inhabit the nearest lesser life form they encounter, from small animals and insects to fungi and bacteria. In all cases, the animals are consumed and transformed into mutated monsters. This can be anything from a vaguely human monstrosity to a chaotic mass of tentacles and fangs. They have honed predatory instincts and fast reflexes, making them ideal hunters and hand-to-hand fighters.

Str 7 Dex 4 Con 5 Int 1 Per 2 Will 4

Life Points: 140

Endurance Points: n/a

Speed: 18 (36 when flying)

Taint: 60

Skills: Brawling 3, Notice 5

Special Powers

Flight (about one fourth of the Shaitan summoned by Sanit have wings; these can fly at the speed listed above)

Hideous Appearance (Fear Test of -2 from anyone unprepared for them or inexperienced with their hideousness)

Natural Weaponry (claws do D6 x 7 slashing damage and teeth do D4 x 6 slashing damage)

Resistant to Damage (special damage bonuses, like those that apply to slashing weapons or hollow point bullets, do not apply; if reduced to -30 Life Points, they collapse and rapidly dissolve into a noxious substance)

Skin Armor (Armor Value 1; protects against physical and Essence attacks, and as noted above is immune to armor-piercing effects)

Taint (if their Taint pool is reduced to -20 points through Essence-based attacks, they cease to exist)

The Skies Shall Darken

Should the Cast attack a party of Arisen, then Sanit Inchareon, the Adept who leads the small Church of the Leviathan in the Boston Safety Zone, becomes aware of it, and sends a horde of Shaitan after them. Shaitan are monsters of Taint summoned to this world who transform small vermin into bodies for themselves. These Shaitan use cockroaches as the basis for their material forms.

They appear as roughly human-sized beings with dull, black chitinous armor for skin. They have an odd number of strange shaped, insectoid limbs and long, ichor-dripping fangs. A quarter of them possess misshapen black wings that they use to fly; the rest scurry across the debris-laden streets and crawl insect-like along the walls of neighborhood buildings.

There are twenty-four Shaitan in total, and they attack the Cast on sight. Cast Members must pass a Fear Test at -2 when confronted with these monsters.

And a Child Shall Lead Them All

In the heart of the Combat Zone stands a ruined square created where a city block once stood. It's now all concrete slabs and broken pipes. A section of this square has been cleared and the rubble piled in a semicircle, thus creating a makeshift amphitheater. This is where the Believers worship their Mad God.

Should the Cast successfully avoid the Arisen patrols, they eventually stumble upon this gathering place. In this case, the Believers are gathered together in worship. There are thirty of them in all, and Manolita Roca, an Adept of the First Circle, leads them in prayer. Should the Cast confront an Arisen patrol, the Believers hide amongst the rubble, ready to make a last stand against the intruders.

As soon as one of the Believers notice the characters, all of them know the location of the Cast Members. As an Adept, Manolita Roca is able to psychically communicate with all of the Believers. Once this happens, she leads the Believers in an attack on the party and she takes full advantage of her powers to coordinate the attack.

Prepare the Way

The Believers outnumber the Cast by a good deal and they have access to AoR weaponry. Manolita has some powerful metaphysical abilities herself. Taking all that in consideration, the party should still be able to overcome the Believers. Once a third of the Believers are defeated, or if Manolita is seriously wounded, then the real leader of the Combat Zone Cult presents himself. His name is Sanit Inchareon, and he is an Adept of the Fourth Circle and a Dark Monk of the Brotherhood of Purity of Purpose.

Which all means he is very bad news.

He attacks the party with his Taint Powers. He is convinced it is destiny for Leviathan to win in the war for Earth, but he is smart enough to realize this in no way guarantees his own survival. If things go badly for him, he jumps down a hole in the street to the maze of tunnels beneath the city.

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Aftermath

If the Cast Members kill all the Believers, Adepts, and monsters, they have made Boston safe from insurrection by the Cult of Revelations, and prevented Leviathan from gaining a foothold in the United States. At least for now . . .

If the Cast Members manage to capture any of the Believers or the Adepts, the Alliance and the forces of the United States Military have a source of information about their enemy. This is especially true if Sanit is captured.

If the Cast Members are defeated and captured by the Church, they are faced with the option of conversion or execution. Keep in mind that in the Church of Revelations it is impossible to fake belief. Worship of Leviathan changes a person in many ways, and Believers and Adepts can tell if someone is faking it. There's always escape . . .

If the Cast Members are killed, the forces of Leviathan gain a small foothold in the United States that could prove to be a pivotal point in the war, leading to the eventual defeat of the Free World and the annihilation of the human race. Of course, before this occurs, additional acts of terrorism may reveal the presence of cultists in Boston, and other Alliance members could ride in to save the day.

The Effects of Taint

The Mad Gods like Leviathan, its minions, and those who have been transformed by their worship of the Mad Gods are creatures of Taint. Essence is the life force of our universe. Everything—humans, angels, demons, goldfish, the gods, the dead, trees, and the sun—is composed of Essence. The pure sunlight capable of killing a vampyre and the infernal flames employed by the Legions of Hell are both forms of Essence. Taint is the complete opposite of Essence.

Inimical to all reality, Taint warps those who use it and the world around them. Perceptions become altered, emotions are distorted. This follows no logical pattern. It is not simply that black becomes white and white black. Black could become infrared, or the smell of burning tires. What once caused suffering could cause ecstasy, and love could become a source of fear.

Taint lies beyond our concepts of good and evil. It is a force of surreal chaos capable of destroying the universe as we understand it.

The Adversaries

The remaining pages in this booklet detail the various allies and enemies the Cast encounters during the course of this Story. Those who remain alive at the end may become recurring characters in a larger *Armageddon* campaign.

The Believers

Worshippers of the Mad God Leviathan and Agents of the Church of Revelations in the Combat Zone

The people abandoned to Boston's Safety Zone have no hope, and some have turned to the worship of Leviathan. While they have yet to reach the level of Adept, the Mark of Leviathan (see p. 15) appears somewhere on each of them. Unlike mundane tattoos, however, the Mark acts as a conduit between Leviathan's reality and our own. These Believers currently receive training to carry out terrorist operations from inside the Combat Zone.

Thirty Believers operate in the Combat Zone. Half this number carry AoR weaponry, the other half makes do with what they can buy on the street.

STR	2	DEX	2	CON	2
INT	3	PER	3	WIL	2
Life Points: 26			Endurance Points: 23		
Speed: 8			Essence: 14		

Special Abilities

The Mark of the Leviathan (*can recognize others with Mark on sight; can communicate and receive communications from anybody with Mark; +2 to resist unwanted telepathic or magical scanning*)

Qualities and Drawbacks

The Believers may have Qualities like Nerves of Steel, Hard to Kill, or Resistance to things like Disease or Poison; but all have the following Drawbacks.

Resources -3 to -5 (*they live in the ghetto.*)

Weird Delusion -3 (*Leviathan is the True Deity of this world*)

Zealot (*fanatical devotion to the Church of Revelations*)

Skills

Brawling 2, Haggling 2, Hand Weapon (Knife) 1, Myth and Legend (Mad Gods) 3, Rituals (Mad Gods) 3, Streetwise 3, Throwing (Sphere) 2

(Additional skills may added to or modified as the Chronicler sees fit)

Possessions

Half of the Believers in the Combat Zone carry AoR weaponry, typically either KR-20 Assault Rifles (with bayonet attachments, treat as spears), MP-16 Machine Pistols, or AT-4 disposable missile launchers. The other fifteen Believers made do with whatever they can buy on the street—knives, old .38s, and so on.

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Manolita Roca

Adept of the First Circle

Manolita is a sixteen-year old Latina girl and the first person among the Combat Zone Believers to become an Adept. These are the Believers who have managed to establish such a strong connection to Leviathan that they are transformed by it. Their souls begin to mutate, becoming creatures of Taint instead of Essence. The Taint gives them tremendous power, at the cost of their humanity. Adepts are ranked by Circle, and since Manolita is just starting out, she is only First Circle. She is respected by the other Combat Zone Believers for being the first of them to become an Adept, and she takes her role as a local leader very seriously.

Manolita Roca has not yet shown any Marks of the Taint, except for the circular Mark of the Leviathan appearing on her forehead. Other than that, she is an attractive young latina woman with short black hair and dark eyes. She dresses in jeans, a white tee shirt, and a leather jacket.

STR 2	DEX 2	CON 3
INT 3	PER 3	WIL 4
Life Points: 54	Endurance Points: 33	
Speed: 10	Taint: 22	

Qualities and Drawbacks

Attractiveness +3 (+3 to all Social Tasks)

Covetous (Ambitious) 3 (*must make a Difficult Willpower Test to avoid seeking power in any form*)

Cruel 2 (*a sadist who enjoys hurting people*)

Fast Reaction Time (+1 on Fear Checks; acts first during combat)

Hard to Kill 3 (+8 bonus to any Survival Test, due to this Quality and her Adept powers)

Resources -3 (*she lives in a ghetto*)

Situational Awareness (+2 on Perception Tests to sense trouble)

Weird Delusion -3 (*Leviathan is the True Deity of this world*)

Zealot (*fanatical devotion to the Church of Revelations*)

Skills

Acting 1, Brawling 2, Cheating 1, Disguise 2, Escapism 2, Hagglng 2, Hand Weapon (Knife) 3, Guns (Handgun) 3, Guns (Rifle) 2, Instruction 2, Myth and Legend (Mad Gods) 3, Pick Pocket 1, Rituals (Mad Gods) 3, Seduction 2, Streetwise 3, Stealth 2, Surveillance 1

Metaphysical Abilities

Blast of Taint (*fire a blast of Tainted energy, which inflicts D4(2) points of damage to the victim's Life Points per Taint Point spent with a range of 10/50/150/600/1000; target also suffers -2 to all actions due to agony; aiming is a Dexterity and Perception Test*)

Psychic Communication (*can psychically communicate with any Believer, and receive impressions from them, within 4 miles*)

Taint Channeling 3 (*the amount of Taint which can be summoned per Turn; recover 3 Taint Points per minute; one point of Taint spent heals D6(3) points of damage to herself or to any Tainted creature she touches*)

Possessions

KR-20 assault rifle with a bayonet.

Sanit Inchareon

Adept of the Fourth Circle; Dark Monk of the Brotherhood of Purity of Purpose

Sanit is a member of the Brotherhood, the ecclesiastical arm of the Soul Police (like the Gestapo, but with a fanatical devotion to Leviathan instead of the Nazi Party). Its members oversee the process of conversion and the elimination of the Infidel population. Sanit has made it his pet project to create a terrorist cell inside the United States. The Combat Zone in Boston is his starting point.

Sanit is a Thai male in his early thirties. He once was a thin, reasonably attractive Asian with long black hair, but the Taint has altered his appearance. His skin is reddish gray and has the rough, scaly texture of a desert lizard. Two scaly tentacles grow out of his forehead like horns, twitching back and forth of their own volition. In addition, the proportions of his body seem somehow not right. His eyes are too far apart, his fingers a bit too long.

STR 6	DEX 7	CON 6
INT 3	PER 3	WIL 4
Life Points: 119	Endurance Points: 53	
Speed: 22	Taint: 160	

Qualities and Drawbacks

Attractiveness -6 (-6 to all Social Tasks; *doesn't apply to fanatical believers, who view his deformities as a sign of Leviathan's blessing*)

Cruel -2 (*he is an evil, sadistic person*)

Fast Reaction Time (+1 on Fear Checks; acts first during combat)

Hard to Kill 4 (+9 bonus to any Survival Test, due to this Quality and his Adept powers)

Situational Awareness (+2 on Perception Tests to sense trouble)

Resources 4 (*he doesn't have to worry about money*)

Status 4 (*represents his standing as a Fourth Circle Adept of the Brotherhood*)

Weird Delusion -3 (*Leviathan is the True Deity of this world*)

Zealot (*fanatical devotion to the Church of Revelations*)

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Skills

Bureaucracy 4, Brawling 3, Computers 2, Dodge 3, Guns (Handgun) 2, Guns (Rifle) 2, Hand Weapon (Knife) 3, Humanities (CoR law) 4, Humanities (Mad God Theology) 5, Instruction 3, Language, Thai (Native) 5, Language (English) 4, Language (French) 3, Language (Japanese) 3, Myth and Legend (Leviathan) 5, Occult Knowledge (Taint) 5, Questioning 5, Writing (Advocacy) 3

Metaphysical Abilities

Blast of Taint (*fire a blast of Tainted energy, which inflicts D4(2) points of damage to the victim's Life Points per Taint Point spent with a range of 10/50/150/600/1000; target also suffers -2 to all actions due to agony; aiming is a Dexterity and Perception Test*)

Elemental Fire 3 (*requires Willpower and Elemental Fire Task; for 1 Taint Point, produces weak, flickering light; for 3 Taint Points, creates strong light or causes flammable objects to ignite; for 3 Taint Points for 1 yard radius and 1 extra point for each additional yard radius, flames may be extinguished; for 1 Taint Point, a jet of flame may be cast that does D6 x 2(6) points of damage and has a range of 40 yards; the Damage Modifier may be increased by 1, or the range increased by 10 yards, per point of additional Taint spent*)

Farsight 2 (*requires Willpower and Farsight Task; for 5 Taint Points, caster can view any area within 300 yards; can be increased to 3 miles for an additional 5 Taint Points, and an additional mile per Taint Point spent thereafter; vision lasts 1 minute*)

Levitate 2 (*requires Willpower and Levitate Task, float self at 5 mph for 1 minutes per Success Level; costs 10 Taint Points; float other person with same Task for 15 Taint Points*)

Psychic Communication (*can psychically communicate with any Believer, and receive impressions from them, within 4 miles*)

Raise the Dead (*can create up to 40 Arisen at the cost of 2 Taint points per Arisen; can be done up to six times a day*)

Shielding 2 (*requires Willpower and Shielding Task; for 3 Taint Points, produces a Taint Shield with a Protection Level of 10 plus the Success Levels of the Task; each additional point of Taint spent adds 1 to that Protection Level; any hostile Metaphysical power must have a result higher than the Protection Level of the Shield, or it will not work; physical Shields may also be created with an Armor Value and a Damage Capacity; each Taint Point used gives either Armor Value 1 or Damage Capacity 5; maximum Armor Value possible for Sanit is 20*)

Summon Lesser Shaitan (*costs 1 Taint point and takes one minute; Taint is not regained normally until the Shaitan is destroyed or dismissed*)

Taint Channeling 5 (*the amount of Taint which can be summoned per Turn; recover 3 Taint Points per minute; one point of Taint spent heals D6(3) points of damage to herself or to any Tainted creature she touches*)



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