

Celestius e[✠]



an angelic christian roleplaying game

Version 1.0

Celestius Ex

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Version 1.0

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Introduction:

The War of Salvation

Since the great fall, Satan and his minions have been fighting to destroy everything that God loves and holds dear. They fight out of hatred . . . and fear. They hated God, because they were not content in their place due to vanity. They rose up and they lost the war. Out of punishment, they were banished to Earth and Hell where they continue their campaigns. They fear God, not just because of his awesome and superior power, but because they may lose the war and be banished to the eternal lake of fire. However, they will fight and stop at nothing to destroy God and take his place.

To stand in between the devil and his victories, God has assigned his servants, the angels of heaven, to stopping the devil and his armies and protecting the human race. Originally created as servants of light, angels had a much darker future. The most powerful angel, who was favored by God, became conceited and led one-third of heaven's angels away from the Lord. Sold on the belief that he should be Lord of Lords, he and his armies attacked God and his servants. With faith in God, the angels of light stood on the front lines fighting their old comrades. As the mighty War of Heaven concluded, Satan and his followers were thrown out of heaven. Full of evil and hate, they plan and prepare for the next and last war.

The angels of light were now given duties to continue to fight their new enemies and protect the humans of Earth. Like angels, humans have free wills. They could choose to work for evil. This made the angels'

This is a Roleplaying Game

Angel: The Arcane is a game where groups of people can join in and play angels. The group of people should consist of one GameMaster and the rest are players. There are exceptions and the maximum limit of players is up to what the GameMaster is willing to handle. The GameMaster is the person who is not a player rather he is the person who creates the story and referees. The story is a collage of events and scenes created by the GM in which the players use characters to interact. The GM must create all the villains and conflicts that the character engage as well as all the allies and neutral characters. In this process, the characters develop relationships with other characters and evolve the story. As the players play their characters, the GM must also be a referee to moderate character actions. He must also keep the game fair in his own actions against the characters. All stories will have general goals that the characters must complete. For each mission the characters complete, the characters will increase in power and capabilities that allow them to engage in greater adventures.

All players and the GM should have a set of D12s or twelve-sided dice. The GM will also need a couple of D20s, twenty-sided dice, several D10s, ten-sided dice, and several D6s, six-sided dice. All of these dice can be found at your local hobby, game or comic shop. Everyone will also need pencils and paper. There is a character sheet provided in the back that anyone can photocopy. The GM should have all his material for the adventure prepared for that night. While there are rules to moderate the game, the main rule is to HAVE FUN!

duties much more difficult. While protecting them from physical onslaughts, they also have to remove the veil of lies that Satan imbeds in each person's heart. As humans turned to evil, the angels lost more battles on Earth. To make matters worse, the war took its toll on the angels' spirits. Several of them became disheartened and fell away from God only to add to the enemies of the light. In a great flood, God washed away the evil mankind, and the good humans began anew.

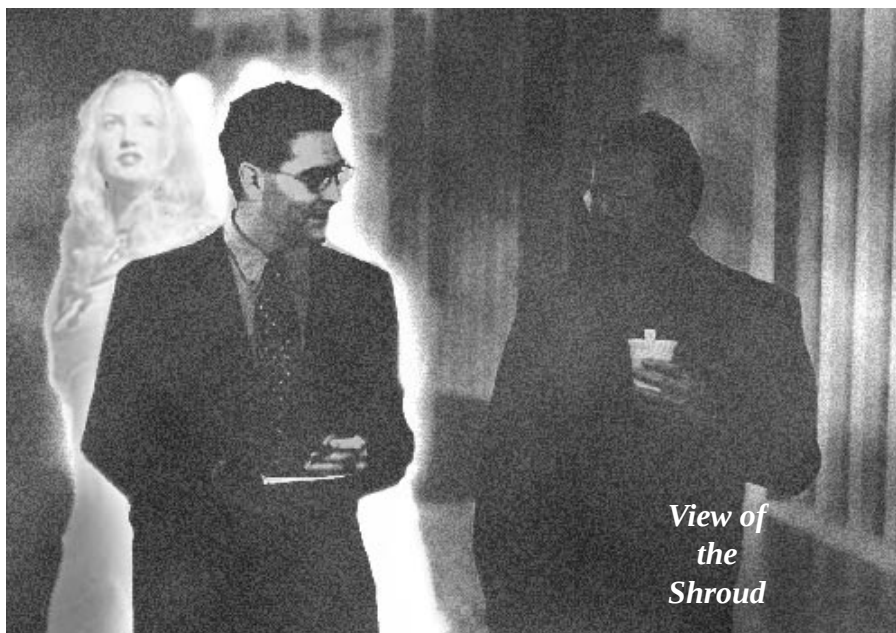
With their works destroyed, the demons began again on pulling God's children away from him. Like before, the Angels lost many battles, but won many others. In an even greater tragedy, God's chosen people were enslaved under an evil empire.

Like always, God and his servants intervened. However, he sent a human to deliver his people. This man's offspring's took these people to a promise land. Over time, Satan's followers, otherwise known as demons, continued to pull God's people away from him. In these times, humans began to fight alongside angels to stop these evil influences. Humans, while the angel's protectorate, also became an angel's greatest allies. As time continued, the war surged forward.

Then, God sent the greatest of gifts to the world. God sent his son down to the world as a man. In the world, he started great teachings that would be carried on until the end of the Earth. Satan was furious and made men to believe that Jesus was the worst thing for all man. In a great climax, humans crucified the Son of God. While Satan thought this to be a victory, it was truly not. Jesus' sacrifice was actually a sacrifice for all of man's sins. The

devil realized that his scheming had misfired and he had suffered a major defeat. Now, man could be cleansed of his sins and be accepted into heaven by just believing that Jesus was the Son of God. To make matters worse, Jesus rose from the dead and delivered his last messages. Then, he returned to heaven only to wait and return again.

The devil realized that he may lose the war, and is burned for all eternity. In a fit of rage, he decided that if he were going down that he would take down most of humanity and destroy all of God's servants, the angels. However, Satan was not about to give up on his plan for victory. He believed he could take over the Earth and



*View of
the
Shroud*

heaven.

The war picked up vigorously. Satan attempted to corrupt everything including the new forming churches while God continued his great works. God sent even more angels to the Earth as he continued preparations for the Second Coming of his son. Once again, humans began to advance technologically. This caused even more temptations and dangers to all humans, but God used these new inventions for good purposes. With Satan's plans

becoming more aggressive, God sent more and more angels to Earth to continue his work. Most of the angels have never even been on the planet before.

So now, the war sits with humans and God's messengers the angels. The war will be won, because God has already declared it. However, what matters are how many human souls and angels can be saved from Satan's evil.

Earth: The Battleground

Most humans cannot see the supernatural or the war that is happening around them. While humans may not perceive the war, they do perceive the effects of it. Often, humans are the objective of each battle. Much of the actions of humans are effected by the outcome of the battle and whom they finally choose. A human's choice can make some of the most powerful angels lose the battle.

Heavenly angels will assist humans in physical tasks and through a unique power of suggestion assist in mental tasks. All angels have the ability to talk to humans while shrouded, cannot be seen by humans. Humans perceive this as a subconscious thought or a random feeling. When humans are left alone, shrouded demons can speak to humans suggesting the wrong actions and thoughts. Angels will physically fight the demons that are implanting suggestion and when the demon is gone, the human will perceive it only as a bad suggestion that faded away. The Holy Spirit takes over and leads them back to the right path. Some shrouded angels will make suggestion to the person while demons stand on the other side giving the bad advice. This will lead to conflict in a person's heart, and the decision will be made based upon how close she is to God.

One of the aspects of the war that make an angel's task much more difficult is the person's

closeness to God. Angels refer to this phenomenon as an aura. The aura is based off of how powerful the Holy Spirit is inside them. The Holy Spirit's power comes from God, but the Holy Spirit can only shine through as much as the person will allow it. The person's relationship to God is what determines how powerful the Holy Spirit is and the aura. In the world, the Holy Spirit will help a person to do great works for Lord and protect him from evil. Now, life for this person does not become any easier, because the person's aura will shine out like a beacon in a fog. Other people are drawn to this person as well as the demons. When they see this, they will hunt it down and do everything they can to diminish this person's faith. However, the aura will assist in protecting them from



demons and the evil of other people. Also, the aura will give strength to servants of the Lord. A person's relationship with God is what usually determines the overall outcome of the battle. However, if it were not for the angels, the demons would most surely drag the soul to evil and eventually to Hell.

An angel's point of view

When the angels come to Earth, they see humans traversing the Earth focused on the immediate concerns while demons run rampant warping a human's long-term perception. To an angel, the world is dark, gritty and very corrupted. As humans have a natural tendency to do evil, the demons help nurture these primal habits and suggest worse courses of action. This causes the world to become more evil and base. Everything continues to be covered in shadows, grime and fear. In general, it makes angels very sad to see the sorrow the demons inflict on humans and how the humans inflict it upon themselves. Because of this perspective, angels fight even harder to save the people that God created and loves.

Most of the angels' actions are done while they are shrouded. However, they see the world covered in a thin, musty fog. As the area is saturated with human sinning, the mist gets thicker and blocks out more light. While this gives demons more power over an area, it also allows angels to find the more corrupted spots. The problem is worse for the heavenly angels as they cannot perceive things as well, but their nemesis can see through the mist. These dark areas are much more dangerous for angels, because they do not know what kind of demons lurks in the vicinity. To assist the angels, God will often send his faithful humans into these bleak areas giving hope to other humans. These faithful humans will disperse the mist that will allow angels to come into the area and



remove the plague of demons and abominations.

The angels have three forms that they can usually take which include the celestial, divine and earthly. The celestial is a form that no human has witnessed. These forms are usually held when they are in heaven. The earthly form is what they take when they walk among the humans enshrouded. Most humans cannot see the difference between a human-formed angel and another human. The divine form is what most angels and demons will hold on the Earth when they are shrouded or in certain parts of Heaven. The worldly form is what angels take when they choose to do battle against demons.

All angels have unique forms and gifts, and demons also have similar powers. The demons' gifts changed dramatically when they were exiled from Heaven. Demons

have gotten stronger as they feed off evil humans. To a human, demons appear as nightmares when they are in their worldly form. On the other hand, angels appear as warriors of light. However, not all angels have large, feathered wings and wear white togas. Every angel has a different appearance. Some have more outlandish appearances while others are much more easily accepted. The Messenger angels have the nicest appearance, while the warrior angels have almost frightening appearances. When they do battle, they all have certain attacks, but with different effects.

The angels often will employ certain means to fighting demons. The great warrior angels will often use powerful claws or huge swords of power wielded with one hand. They will even shoot beams of light from their hands or shoot massive bolts at demons. Other types of angels will sometimes employ other means of attack. A messenger's song would drain a demon of his power and force him to flee, while others will use massive shields that protect them from the most violent attacks. These shields will even damage the demons when the demon attacks. While angels will fight bravely, they must fight intelligently and realize they may lose if they make the wrong decision. A lost battle could mean a mission lost for God and humans lost to the dark.

Angels do not and cannot die. If wounded to bad in battle, they return to Heaven. On the other hand, a demon will return to his circle. In the end, God will be saddened by the failed mission. The angel will not be given any more difficult missions nor will they have learned anything. Plus, it takes sometime to rest in Heaven. However, the demons take even longer to rest and regain their powers, which is a trade off to their power. While the loss of essence is of very little importance to them, angels have a much greater danger.

The major concern of angels when they are on Earth is temptation, which leads to the fall from Grace. While an angel is certainly not as easily swayed by evil as hu-

mans are, they can get to caught up in the situation or even confused. An angel will try so hard to help a human that they can forget about what God wants, and do wrong. There are many ways they can be tempted to do evil, and Satan works especially hard to lure angels from God. Unlike humans who have had sins washed away, angels do not have such a savior. On the other hand, they are allowed to sit in the presence of God in Heaven and know the truth in the universe. For an angel to commit a crime against God is unforgivable. They will be banished from Heaven and declared an enemy of God. There are many angels who have not pledged themselves to serve Satan and are considered rogues on Earth. Eventually, they join the dark prince and fight against God while destroying the world.

The End Is Coming

The Day of Judgement is coming. The angels continue to serve God and complete missions that bring the Second Coming closer. On the other hand, the demons fight for their lord always trying to destroy humanity. Satan has a plan. His demons continue to fight and occasionally win. For each victory, his plans get closer to becoming a reality. One day, he will come to Earth as a human and lead the humans away from God. He will gather the darkness and destroy the gates of heaven and his armies will raze Heaven. In his plan, God will be destroyed and Satan will take his place. God knows what will happen and continues to prepare for the end. He knows of Satan's plan, and Satan understands this himself. All angels know of the end, but they do not know how it will happen and when it will come. However, Satan plans on outwitting God and winning the war. Regardless of Satan's plans, it is the angels' job to make sure that God's missions are fulfilled so that God can rescue his believers one-day.

Angels

Character Creation

All angels are different from each other in personality and appearance. Like humans, they have to learn to work together. Unlike humans, they understand the effects they have on the immediate area around them. They will often be very quiet and removed from the situation and actually be observant. Angels are very different creatures than humans. They know the world and its purposes for what it is and what will happen.

Personality

Before a player can take on the role of an angel, they must understand the difference in the outlook of the angel. The personalities of angels are just as diverse as humans are on Earth. Each angel has his own identity and unique individualism. However, what makes them different from humans is their experience and perspective. With the ability to understand what effect each human's sin has on the world, the angels have a much more aggressive and emotional stance against evil and sin.

Rules and Laws

The angels guidelines are similar to humans with a few exceptions. An angel must follow the same tannates that are set in the bible. They cannot lie, cheat, steal, murder, destroy, or any other sin listed in the bible. Also, they do not become infatuated with Earthly possessions because they have seen Heaven and God gives them ev-

everything they need. They can use technology, but they do not find it all that useful. A person with faith and following God could do anything that technology makes easier for them. However, technology is not evil, but can often become the puppet of evil like money. While there are a few laws in the bible that do not pertain to them because they are not human, they have additional rules that they must follow.

To some humans, the rules could seem harsher, but angels gladly follow any rules for God and his glory.

Sex - They cannot have any sexual relations with humans. While the angels bred with humans in the beginning, their relationships produced powerful offsprings known as wildings. These creatures were easily swayed by Satan and became horribly evil. The great flood wiped out most of the world's wildings and since then God has forbid any angel to have relations with a human. It should be noted that angels do not have sexual relations with their own kind, because they do not reproduce.

Idolatry – Angels are not allowed to have anyone worship them as gods. Many angels have fallen because of the great power that humans offer these beings. Many demons have acted as gods and tried to lead humans away from God and destroy God's servants. Many angels have been sent to destroy these demons who are worshipped. On the other hand, angels cannot worship anything else as well as put anything else before God. This is a rare temptation, because the angels know the truth.

Power – Angels must not abuse their positions. They

are given great power as they walk on Earth. Some angels are tempted to use their power to help others or even harm humans when it is outside their mission's parameter. While helping is good, angels know that they cannot get in the way of God's will. Normally, they try to serve God's will. If confronted with a situation, the angels will consult God and Heaven for an answer. Also, angels must be careful when using God's Grace. The angel would normally be given the exact purpose of God's Grace. Sometimes, God will allow an angel to have an extra point of Grace. The angel should always consult God before proceeding to use it.

Secrecy – While angels are not allowed to deceive others, they are rather elusive about who they are. Normally, they are not allowed to reveal who they are or why exactly they are helping. Often, they know the truth, however, they must keep it to themselves and help the person find the truth. Their purpose is to find problems and help people find their faith. At times, the angel will know when to tell someone their true identity. This is only to serve God and his purposes.

Envy – Sometimes, angels may be tempted to be jealous of other being's powers. They may find themselves wishing they had more to help stop the darkness. This jealousy will often lead them into acts that are against God. Each angel tries to counsel one another from following into this trap. God does not approve of an angel if they have obliged themselves with envy.

Killing – On occasion, an angel will have to destroy a demon or an abomination. Rarely, God will order an angel to take a human's life. Angels must avoid from killing any human or even seriously maiming them. Due to an angel's power, this should be relatively easy. For an angel to be allowed to kill a human, an angel will be told which one to kill. On the other hand, an angel is allowed to destroy any abomination or demon that they find while on Earth.



Temptations

For most angels of lower rank, they are not aware of the evil fruits of Earth. As angels get higher in rank and more experienced working on Earth, they begin to be tempted by the evil of the world. Starting at Rank 7, the angel will get a temptation. The GM will choose what temptation the angel has, but should be fair to the player. Each temptation should be an object or an idea. It may not be as specific as hamburgers, but it should not be as broad as something such as food. A good example may be fast food or redheaded women or men. The GM may wish to consult with

the player to find a good fit and use past experiences. It should be noted temptations are not sins, but acting on the temptation is a sin.

Angels may give in and sin. For the most part, the player will lose his character. However, there is a way to get a second chance. As angels throughout their missions gain and use points of God's Grace, the player should have been keeping record of how many points he has been given. While the angel does not have the points after they have been used, the angel needs to keep record of how much God entrusts him with his power. These points are need for experience increase. The player may use 5 points of God's Grace to remove the sin. However, the angel will lose that amount of points in the total of accumulated points. If the number of points drop below the minimum for a rank, the angel will revert back to the rank that he meets the minimum for.

Forms of the Angels

Despite what is known, there are three general forms of angels. Each one is detailed below. Also, Celestial ratings for the angels do not change between forms as well as their essence which remains the same until the mission is over.

Celestial: This is the form that most humans will never see. The angels use this form when they are up in Heaven. In general, the form appears as a spiritual cloud. Within this cloud, the angel shines light and emotion. This form has little use on Earth, so angels do not use it and are generally not allowed to use it. Most humans would fear it and not understand. This would give Satan more tools to use against God as he tries to destroy God's beloved. There has been only one recorded act in the bible which speaks of this form. An angel of death descended onto the Earth and took the life of each first

born in the land of Egypt.

Divine: When an angel has come to Earth, he often takes this form while moving in the shroud. For the most part, all angels, who come to Earth, have a perfect human body with large, feathery wings. They will wear utility robes or loose clothing. The clothing will vary in colors. They will often have belts and other accessories for purely utilitarian reasons. The angel will use the accessories to carry his weapons and items. It should be noted that all angels have their own bibles. A few angels will be covered in armor to protect them in battle. Each angels appearance will be distinctly different and will resemble their Earthly form.

Earthly: When an angel steps out of the shroud, the angel appears like any other human. Each angel has their own unique appearance like most humans do. They are



able to perform some of their abilities while in this guise. Most humans, if not caught up in their own problems, will suspect something is different about these beings.

Some angels have other forms. However, God only allows angels to take the same divine form as other angels. This is to protect the angels from Satan and corruption from evil. Many demons have adopted new and different divine forms to make them more powerful in the shroud.

Society

Angels do not have any real organization as it is known on Earth. All angels work and have jobs that they must perform. While the archangels hold the leadership of heaven, the angels only need to be directed to certain tasks. The angels work for the sole purpose of glorifying God. As angels leave Heaven to perform missions, they also will have standard responsibilities in Heaven. Normally, an angel will be pulled from its tasks and given a mission to perform on Earth. The angel that briefs them could be an angel of higher ranking or an Archangel. Sometimes, an angel will deal with Seraphim or any other being in Heaven.

To represent an angel's power and leadership position in Heaven, each angel has a rank. The ranks, while not important in normal tasks, show where an angel is to stand when God calls them to battle. Each angel is a part of a legion. On occasion, God will call legions of angels to battle forces of evil on Earth or defend Heaven's Gates. When an angel joins their legion, they fall into a specific place in the legion. An angel serves alongside several other angels with the same rank. The rank is merely a tool to show an angels prowess and power outside of Heaven.

Traveling

Angels can go anywhere in Heaven quickly and with

ease. However, Earth is another matter. An angels can cross great distances, but they must do it physically. They simply do not appear in a place of their own will. When they descend from Heaven to Earth, they are placed in the area where they must execute their mission. To get to another place, an angel must travel to that place in either their divine or earthly forms. Most angels will choose to use their wings to travel a great speeds around the Earth. There are exceptions to the rule. On occasion, God will transport an angel where they are needed if she deems it necessary. This action would take a form of God's Grace. A character would spend a point of grace and travel anywhere they need to.

While the angels can travel quickly around the globe, there is the ability to pass from the shroud to the real world. As humans live in their world where they see everything disguised and hidden, angels know that there is a thin shroud that the angels can pass through, or as they term, "Stepping into the Shroud." As they lift the veil, they see everything as it is. They see humans for as good or as evil as they really are, and can see through any disguises that demons might be wearing. To step into the shroud, the angels simply take an action and disappear from the world. An angel cannot reveal themselves to humans, so they must remove themselves from sight quietly. Examples would include an angel walking around a corner and disappearing, they walk into a large crowd and disappears or anytime they walk out of sight or into an unnoticeable place can they step into the shroud. On the other hand, an angel can move out of the shroud much more easily. When an angel takes an action, they can move to the normal world and humans do not notice the reappearance. Most humans perceive the appearance as not having noticed them being there before. They may have a passing thought about where the angel came from, but they do not usually investigate the emergence. While an angel does not have to spend any points to move into or out of the shroud, the technique only takes

time and allows an angel to move back to Heaven or the Nine Circles.

For Heaven or the Nine Circles to be reached, the angel must be in the shroud. Heaven appears as a small star that can be seen in brightest and darkest places of the shroud. The angel flies toward it and the star expands to reveal the Gates of Heaven. The angels enters in without problem. The time it takes only seems like moments to angels as they leave the realm of Earth. As for the Nine Circles, it is not as easy. The Nine Circles are located around the Realm of Earth, however, they are pockets of darkness that the demons dwell in and create monstrosities. With the Earth being covered mostly

in darkness of evil, the angels must search out these evil pockets. No angel knows where they all are. To enter one of these horrible places, the angels have to enter the shroud to see the vile place. By the end of the twentieth century there are only five that have been found. None have been removed completely. As for the real Hell, no being wishes to travel there and the route is held secret by a few high-ranking Angels. Also, purgatory is secret to most angels except for the keepers who must transport a human's soul to the place. The demons have never found out about the location and any keeper who falls from grace loses any memory of the route. Purgatory is not located in the Realm of Earth.

Characteristics

Like all beings, angels have a standard set of characteristics that govern their abilities and possible success in their actions. Unlike humans, angels know how to do most activities that require some sort of skill. Instead, anytime an angel attempts a skill, the player must roll the corresponding characteristic with any essence. Since the angels do not have a set physical form with physical attributes, the characteristics only represent the angel's spirit, which translates into the angel's various forms.

Strength: This represents the power of the angel. The angel's strengths manifests itself in several ways. The angel could use it for any physical tests or shows of strengths. Also, this represents how strong an angels supernatural power is. Most of the time, the angel uses this characteristic when in combat to inflict damage. The angel will add the number in this characteristic to all melee damage, missile damage or traits that inflict damage.

Vigilance : All angels must be vigilant. However, each angel has a different level of vigilance. Vigilance determines the angel's quickness and agility. An angel is so much faster and accurate than most humans. The angel can see things before humans can perceive it and react to



it much faster. An angel could out draw the fastest gunfighter in the west if they wanted to. If the angel did out draw the gunfighter, the angel could easily shoot the gun of the gunfighter to help teach him a lesson. So, this also helps an angel hit an opponent in a fight as well as dodge an opponent to keep from getting damage. Angels are fast compared to humans, but sometimes they are not fast enough. While they are fearsome opponents in skills requiring dexterity, they are very precise and gentle with their actions.

This characteristic also help determine an angel's speed in movement, but not the duration. When an angel has to race another being, most of the time a demon, the angel will use this characteristic. The angel is very fast on the ground and off the ground. Some of the higher ranking angels could outrun a jet.

Conviction – This characteristic represents the angel's ability to endure and stay perceptive. All angels may have to take tests where they have to endure pain or not give up. While there constitution is so much higher, an angel's test is with his spirit. An angel may be able to run 60 miles in a very short time, but the angel may not be able to run across a continent. As for pain and getting hurt, an angel may be able to take on 50 caliber machine guns, but it may not be able to take on a large bomb or missile. Anytime an angel suffers damage, the angel must make a Conviction roll to see how much damage the angel subtracts before subtracting the amount from their essence.

Other times, an angel may need to test to see if they see, smell, or hear something. Conviction also rates how well an angel can perceive something that is around them. A player may have to make a roll to see if the angel smells a demon or an abomination. While a form can cover the creatures aura and physical feature, most angels can smell a demon when near, because of its evil. It should be noted that, when an angel deals with humans on Earth, their senses are much more acute than any human. They may

hear a bird flaps its wings several miles away. They could identify something at least ten miles away with very little trouble. They could virtually find a needle in a hay stack if they wanted to. However, they are not bombarded with a lot of sensory information. They can use the additional senses much better, but they have to want to notice the details. This is where a test would come in.

Heart – All angels are generally charismatic, but each angel is a little more or less charismatic than the other. Even the most brutish warrior angels are very charasmatic to most humans, although some see it more as intimidation when it comes to the warriors. However, angels do not try to cause fear in their allies, rather they build them up and make them feel better about each other. An angels words can make a difference in a person's mind when they are willing to listen and be persuaded to have unwavering faith. On the other hand, angels must convince non believers of the truth. In these cases, the angels must fight to make the person listen to their words. As the person's heart becomes hard, the angel must work harder to get through to them and this is where a test comes in. If successful, an angel could sway the most sinful person on the planet to rethink their life. However, it should be noted that the angel's level of success determines how much a person is influenced. As for the enemies, the angel's heart can be used to terrify their opponents with quaking fear. A Messenger Angel can sometime be more fearful than a Warrior angel.

Also, the angels use this power to draw people to them and even let them approach people. The angel's heart creates an aura that make people more open to the angel approaching them. This charisma also translates into appearance. While each person has their own opinion of beauty, an angel's heart rating makes them much more beautiful to the populace as it gets higher. Also, most humans are much more comfortable with the angel when they are approached. Some people even feel a peace when talking to the angel. Each angel uses the characteristic to

bring the truth to the lost and protect them as they find their walk.

Traits

All angels have various powers and talents. This helps give each angel more uniqueness and variety. Some powers are very extraordinary compared to mundane Earth. Most traits are to help angels to complete their missions for God and to give them more options in various situations. While some powers have offensive options, most traits are built for defensive options. Angels are warriors, but fighting should not be the result of most situations. Angels will try to avoid conflict unless pushed to that result. However, there are some angels that will use force more often. These are few, because they often are easily tempted by the darkness.

Essence

All angels have essence. The essence is what gives them energy and form in Heaven. When they go to Earth, they carry their natural essence with them, but they no longer being revitalized of it in Heaven. With this power, they can manifest themselves into various form and create unique effects such as their traits. However, an angel needs his essence and without it they will either remain in a coma-like state or they immediately return to Heaven.

Essence is an energy that is produced in Heaven and is a part of Heaven. Angels don't think of it as a power source or even some type of energy. Since essence comes from Heaven and Heaven comes from God, they see it as a gift from God that enables them to live and serve the almighty with all their Heart. Since God produces essence, a part of the essence flows down into the Holy Ghost where each human has some essence. However, humans have a much greater power than essence. As a human's soul is connected to God, the soul magnifies the small essence into a much greater source that God

molds inside us to do his will. This new energy is called spiritus. All human's souls without the Holy Ghost gives off some essence. This is what demons use to regain their essence. They cannot use the spiritus, so they try to get the human to leave God and the Holy Ghost. Then, the human only produces normal essence and the demons regain their strength and get stronger. It should be noted that God does not necessarily need the energy to do his work, but it makes it easier for him and his servants to use. God can do anything, because it is all part of being the Creator of All.

As angels work on Earth to complete their missions, the angels need to find a way to regain their essence. They naturally do not replenish it until they return to Heaven. The angels can regain it several ways. The easiest way of regaining is to spend time in daily prayer. This will give the angel back 2 points/rank of essence for one day. They can pray for immediate strength to do God's work, however, the angel should only do this on rare accounts. The option only provides a small amount of essence. There are other ways to regain a large number of points. The next way of regaining is to commune with God in his house. Churches provide a great amount of essence depending on how spiritual they are (see sidebar). An angel's presence may even help raise the spirituality of the church. Another small place to find essence is in praise. The angels grow in strength when people praise God for a time. When people sing praises, angels will gain 3 points/rank of essence. This can only happen once a day.

Angels do have a standard amount of essence. All angels have essence that equals their rank. When they are given a mission, God gives them enough essence to complete the mission. While it may not seem like enough, angels have enough faith in God's plans to not worry about it. Whatever, the amount that is distributed an angel should always add their natural amount of essence to the amount for the mission.

Church Ratings

Many churches declare that they follow the ways of God. Most churches genuinely try to follow the bible, but tend to fail due to problems that they create inside a church. There are a few churches that are there to take money from people and use it for their own evil intentions. As well as bad churches, there are many churches that are faithful to God and are lights to the world. They're bad churches in all denominations of Christianity as well as good ones. The quality of the church begins with the leading minister and leadership of the church and ends with the congregation. Within the church, the minister and other leaders of the church must manage the majority of the congregation. They have to keep infighting from occurring as well as harsh opinions from forming. The congregation and ministers must also help each person with their multitudes of problems. Most people are drawn to very faithful churches. There are others that are drawn to the bad ones, but demons tend to have control of that persuasion. Below, there are five ratings and examples. Besides the two lowest ratings, when an angel walks into a church, the churches rating is raised one level. Within the house of God, an angel can obtain additional essences while on a mission.

Rating 0

God is not apart of this church. It is only a church in name. People are drawn here by evil rather than good and they will try to subvert the good people to evil ways by confusion. On more than one occasion, an angel has been sent to destroy these houses of evil.

No Essence can be gained from this place

Rating 1

The church is in decline from God. While God might have been the leadership's mind in the beginning, God is no longer apart of this church. On the other hand, the church might be trying to improve itself from where it was. Also, God has sent angels to help these churches grow back toward him.

Essence: (2 x Rnk of Angel) per day

Rating 2

The church is trying to follow God, but they are still struggling with evil and their sins.

Essence: (3 x Rnk of Angel) per day

Rating 3

The church is average and is starting to bring the lost in from the world.

Essence: (4 x Rnk of Angel) per day

Rating 4

The church is guiding light for the community. Demons are working hard to bring members of the congregation back to evil.

Essence (6 x Rnk of Angel) per day

Rating 5

The church is a lighthouse in the darkness of the world. An angel can see this place from space. While they may not be beautiful on the outside, they are very beautiful to God and his angels. There are only a few of these churches in the world. Demons will try anything to destroy these places as well as their congregation.

Essence: (8 x Rnk of Angel) per day

Rank

All angels have ranks. While this helps determine their effectiveness on Earth, they use ranks to keep order and a hierarchy in their society. For every rank, an angel will gain additional points to raise their Celestial ratings. At certain ranks they will be able to gain new traits that will help add to their capabilities on Earth.

age removes essence temporarily. When an angel runs out of temporary essence, the angel goes unconscious until. The angel will make a Conviction roll every round. Each success returns the temporary essence. The rating for conviction is doubled when it comes to temporary essence gain and loss. When an angel takes real essence damage, the angel will remove the temporary essence that he has lost and make it permanent essence loss.

Equipment

Angels do not carry equipment nor do they need places to put any equipment any specific places on their body. The angel can store anything and the item not be seen. However, an angel can bring the item, weapon, armor or anything else to bear immediately.

For the most part, an angel has very little use for Earth equipment. No normal Earth equipment will go with the angel into the shroud. The angels can do anything that technology can offer them. The only new innovation that angels have found to be of use is the computer and information age. Computers offer a rather new way for them to look around for information quickly. The angels do not fear technology, because they know that even in the 21st century, mankind still does not have the most advanced technology that the Earth has seen. However, technology does have its bad points as most humans find it disconcerting for them not to have ID. This problem started to crop up again in the twentieth century.

As for war and weapons, angels have very little to fear from man. Demons use items and weapons that have turned back legions of angels. Earth weapons only do stun damage. The damage can only be applied to the angel when they are in the Earth realm. The angel rolls as if it were normal damage, but he gets to double his conviction roll. If an angel does take damage, the dam-

Character Creation

- Step 1: Assign points to the characteristics
- Step 2: Choose Caste
- Step 3: Choose Traits
- Step 4: Write down stats for any weapons and armor
- Step 5: Choose Name
- Step 6: Write down additional information

Character Creation

Step 1: Assign points to the characteristics

All angels have four characteristics. All characteristics start out with one point in each one. Then, the player will have six points to distribute among the four characteristics. When first created, no characteristic can be raised above five. This includes the one point that all characteristics begin with. When the player has decided how they will assign their points, they will right each one down lightly on the character sheet next to each appropriate characteristic.

Step 2: Choose Caste

Once the characteristics have been assigned, the player must choose a caste for their angel. The caste represents a general group of angels that share common responsibilities. There are four castes to choose from. Each one has a special ability and a weapon that all members of that caste are assigned. The statistics for the weapon are in the weapon section of character creation. Also, the caste provides modifiers to the angel's characteristics. The

final scores can go above five.

Warrior

Description: Warriors are angels that readily come forth with battle cries for God's glory. These angels study the art of combat and armed tactics. They have the most hate for evil and look for anyway to crush it. While some castes see these angels as nothing more than reckless berserkers, these angels have been very effective at rushing in and crushing demons and abominations with success.

As they serve God and fight almost fanatically for God, they also seem to be the most tempted by evil and sin. As they fight for humans and viciously destroy the evil creatures of Earth, they are disheartened when a human chooses to follow evil despite all the angel's hard work. These circumstances happen often to warriors. They of-

WARRIOR

Characteristic Adjustment:

Strength: +2
Vigilance: +0
Conviction: +1
Heart: +0

Special Ability:

Beacon: Sometimes a warrior will need help with their foes. They can cast a light that is brilliant to all in the surrounding areas. The light can even be seen in Heaven. All warrior angels will respond to this light if at all possible. However, it will take time for the angels to arrive to rescue them. The GM will determine how long it will take the reinforcements to get there. The angel must still deal with the problem for several combat rounds until help arrives. Other angels may respond to this light as well. Warriors tend to not use the beacon, because of their noble view. They try to fight the battles alone. While they will not give into pride, they don't like accepting help from other angels.

Starting Traits: One General, One Light

Weapon: Great Sword

ten find themselves more pragmatic and even cynical to the point of almost sinning. They often find themselves unhappy helping man and still watching them fall deeper into evil. As God will relieve them of their waning heart, they will gladly bring their sword to bear on any demon or abomination.

Messenger

Description: All angels praise God, but messengers sing his praises as many times as they can. Their voices are the most beautiful in all the realms. Their voices can cause the most stone-hearted to wane and feel. This caste contains the most compassionate of all the

MESSENGER

Characteristic Adjustment:

Strength: +0
Vigilance: +1
Conviction: +0
Heart: +2

Special Ability:

Peace: All messengers have the ability to force aggressive beings to calm down. They can bring a human or an abomination out of their rage, or they can cause a demon to become more contemplative and confused. The angels can force any creature to calm down. An animal that is angry and scared can become friendly and complacent. To bring peace to the being's heart, the angel must roll using her Heart characteristic and can add any additional essence. The angry opponent can roll their conviction or similar characteristic to resist the attempt. If the angel has more successes, the opponent will lose their aggressiveness. On the other hand, the opponent succeeds with a higher number of success and the opponent will still stay angry. The angel may double the amount of dice they are rolling when dealing with creatures that don't have essence such as animals.

Starting Traits: One General, One Psalms

Weapon: Heavenly Bow

angels. They are most emotional and the most joyous of all the angels. They love everything that God has created and despise all the evil that is trying to warp it all. The angels tend to not be very good combatants. They prefer to negotiate and sway humans away from evil and the evil suggestions. They see the war being won with humans and not stopping demons from persuading them. They feel that to teach a human to not to succumb to evil is better than vanquishing evil at every turn.

They tend to be very sad when a human chooses sin, or evil wins over the human's hearts. They will fight the demons and abominations when they have to but try to find alternative methods. These angels do not like violence and do not find the violent human culture very appealing. They try to promote love. Angels have been trying to curve humans of their violence and to this day continue to promote love in human behavior.

Keeper

Description: The caste known as Keepers are more commonly known as angels of death. These angels have a very specific job. Their mission is to take a person's soul when the person's body dies. They take the soul to purgatory where all human's souls wait for the Day of Judgement. This may seem rather simple, but the task is very dangerous and difficult. The demons like to steal the more dark-hearted souls and use them in their rituals. The keeper must get the soul and get the soul delivered.

Humans may die in good places as well as bad places. The angel must enter the shroud to collect the soul. Keepers have gone into the bleakest places on Earth to acquire a soul. The keeper's journey is difficult and hard. The angels must avoid or fight demons and abominations to complete their missions. Keepers tend to have a very matter-of-fact attitude. They understand what they must do to accomplish their missions. Once they have

KEEPER

Characteristic Adjustment:

Strength: +1
Vigilance: +0
Conviction: +2
Heart: +0

Special Ability:

Way of the Dead: The angel knows the road to purgatory. They can cross from the shroud into the realm known as purgatory. They simply dematerialize from the shroud and rematerialize at purgatory to release the soul. This ability takes two combat rounds to initiate before they leave the shroud. The angel can perform any other action while this process takes place. More than one keeper has been on the run or in a full blown fight before they leave the shroud. Once they are in purgatory, they can return to anywhere on Earth or to Heaven's Gate.

Starting Traits: One General, One Fire

Weapon: Staff

acquired a soul, they will use their special ability and leave the shroud to enter purgatory. That is the only easy part of their mission. They will then return to Heaven's Gates for another mission or to return to Heaven. They are not always successful and demons have stolen thousands of souls during the war.

Keepers tend to be much more frank in their approaches. They are often the most boring and dry of all the angels. They do love God with all their heart, but they don't show their feelings very much.

Guardian

Description: Not all humans have guardian angels, but God will choose when a human needs a Guardian to protect that human. The Guardians have been protectorate of humanity since the creation of humans. They defend humanity with all their power and resources. A

GUARDIAN

Characteristic Adjustment:

Strength: +1
Vigilance: +2
Conviction: +0
Heart: +0

Special Ability:

Shield Attack: With their primary weapons being a shield, the guardians can use the shield to attack an opponent. The shields are large and indestructible, but the guardians have acquired a fighting style that will let them attack an opponent with their shield while in melee combat. Some guardians have even been able to throw their shields and hit an opponent. The reach of a shield is not very far. With a total of 6+ of successes the shield may even return to the thrower.

Starting Traits: One General, one in any category, as long as requirements are met

Weapon: Defiance's Shield

human has little to fear when they are under the protection of one of these angels. While they are not the most powerful or the most compassionate, they seem to be the most versatile of all the angels. They tend to use whatever method lets them complete their mission. With their quick wits and fast reflexes, they rarely fail their charge.

Sometimes, the charge fails the guardian. While guardians can protect the human from evil forces, the human still has to make the choice. On more than one occasion, a human has chosen evil and his primal heart's desire. The darkness of the shroud also makes the mission much more difficult. Humans can see where they go on Earth, but they cannot see how dangerous a place really is. The guardian must protect the human, but they cannot protect them from themselves.

Step 3: Choose Traits

The angel must choose the traits that are listed in the

Starting Traits category under each Caste. Starting characters should pay attention to the prerequisite of each trait. If a character does not meet each prerequisite besides the EP cost, the character cannot take that particular trait. The traits have various purposes and should be chosen based on what kind of character the player wants. The listing of traits and their full description can be found in the Chapter, Traits.

Step 4: Write down stats for any weapons

Now, the player must write down the weapon information that their character will use. The angel stores the weapon out of sight. The angel can instantly have the weapon rematerialize. The angel cannot lose their weapons, however, if they throw their weapons, it will take the following round for the weapon to disappear and come back.

Battle Ax: It appears like any other double-bladed two-handed axe on Earth. However, appears like gold with white flame. The angel can wield it with one hand.

Celestial Bow: It is similar in shape and design to a Heavenly Bow, but it is two times larger. The weapon reenergizes faster and can fire arrows just as quickly, but the weapon is much more accurate.

Double Staff: The weapon operates like the Staff, but it is a little larger and has a blade at the bottom which comes out on the opposite side of the top blade. An angel will spin the staff around to cause damage to an opponent. The weapon requires two hands to use.

Great Sword: This weapon appears to be like a common two-handed sword from Earth, but the weapon is a little bit larger. The angel can wield it in one hand.

Heavenly Bow: This weapon is just like a long bow on Earth. The weapon is a little bit larger and much more ornate depending on the angel's taste. There is no string, but the bow is still curved. When an angel fires the weapon, the string appears as fire, and an arrow of light appears where a normal arrow might be. The

Name	Att	Def	Dam	Req.	Spec
Battle Ax	+3	+2	6	Rnk +8	-
Celestial Bow	+4	+0	3	Heavenly Bow, Rnk +5	Aiming bonus without an additional round, 2 shots/rnd
Double Staff	+3	+3	3	Staff, Rnk +6	-
Great Sword	+3	+1	4	-	-
Heavenly Bow	+4	+0	2	-	2 shots/round
Righteous Blade	+4	+2	6	Righteous Blade, Rnk +6	-
Shield	+0	+4	2	-	-
Spear	+2	+2	3	Rnk +5	Counter Charge
Staff	+2	+2	3	-	-
Tower Shield	+6	+1	2	Shield, Rnk 6+	-

weapon is operated just like a bow. When the string is released, the arrow flies to its target with great speed. The weapon requires two hands to use.

Righteous Blade: Like the Great Sword, the weapon is one-and-a-half times larger and requires two hands to use. The weapon is engulfed in flames and sheds light on the surrounding area. Certain demons take double damage from this weapon.

Shield: Like a shield from Earth, the angel's Shield is extremely large. Some of the shields are round while others may have more of a rectangular shape to it. Guardian angels can use a Shield as a weapon. The Shield takes one hand to use.

Spear: Like any other spear, most angels are given this weapon as they enter battle. These weapons can be thrown or used to counter a charge. Some of these weapons are ornate while others are very simple and efficient.

Staff: An angel's staff appears like any other human quarterstaff, but the angel's staff is a little larger. The weapon is the most simplistic in design. While the Staff can be used in battle, it also has a large curved blade that swings out of the staff and fits at the top of the staff. The Staff essentially becomes a large scythe. To do damage, the blade needs to be out. This weapon requires two hands to use.

Tower Shield: This shield is as large as an angel's body,

but the weapon still can only be used with one hand. It can also be used for offensive tactics.

Step 5: Choose Name

An angel's name can be anything. Most angels have names very similar to most human names. The name was picked and approved by God in the beginning. The angel tries to stay to that name when dealing with humans. However, the names tend to change a little depending on language limitations and cultural style. A name may sound different when said in ancient Rome compared to saying it in the 20th century. It should be noted that no angel takes a name that has derogatory or negative meaning.

Step 6: Write down additional information

Once the character's statistics have been assigned, the player is encouraged to flush out his character such as appearance, personality quirks and other unusual details. This is the primary spot where a character can individualize their character. For instance, they can choose to have green skin and black wings. While there Earth form may not have this detail, their divine form would.

Achievement

After every mission that is complete successfully, the

angels receive achievement points. Achievement points represent the angel's ability to learn and grow from her various experiences. As angels do missions on Earth, they will learn how to do various tasks better. While angels do not have skills, they can raise their ability scores as well as gain new traits. As they progress to each rank, that rank may give them the option of gaining a trait, ability increase or temptation.

Once the successful mission is over, the player should write down how many Essence points that were assigned to them for that mission in their achievement section of the character sheet. The amount of Essence equals the same amount that was given to them at the beginning of the mission. This does not include the base essence bonus that all angels get automatically. This only includes the mission's essence points.

Once the achievement points of an angel have raised above the next Rank's requirement, the angel can raise herself to that rank. The total number of achievement points remains there and should stay recorded. The Achievement table's point requirements are cumulative.



Example: Once the angel has received 50 AP (achievement points), the angels can be raised to Rank 5. Rank 6 requires 90 AP. Since the angel already has 50 AP, the angel only needs 40 more AP to get to Rank 6 (90(Rank 6) – 50 (Rank 5)).

As an angel gets higher in rank, the angel should also have been given a points of God's Grace that she has been entrusted with. Each time she is given a point for a mission, she should write it down in the advancement section. The points should accumulate each time they are successful at a mission.

Rank	Achievement Points Required	God's Grace	Benefits
3	0	-	-
4	20	-	-
5	50	-	Bonus Trait
6	90	-	+! To Any Ability
7	150	1	Temptation Gained
8	220	1	Bonus Trait
9	310	1	+! To Any Ability
10	410	2	-
11	530	2	Bonus Trait
12	640	2	+! To Any Ability
13	650	3	Temptation Gained
14	760	3	Bonus Trait
15	870	4	+! To Any Ability
16	990	4	-
17	1100	5	Bonus Trait
18	1280	5	+! To Any Ability
19	1470	6	Temptation Gained
20	1670	6	Bonus Trait
21	1880	7	+! To Any Ability
22	2000	7	-
23	2230	8	Bonus Trait
24	2470	8	+! To Any Ability
25	2730	9	Temptation Gained
26	2990	10	Bonus Trait
27	3160	11	+! To Any Ability
28	3430	12	-
29	3820	13	Bonus Trait
30	4120	14	+! To Any Ability

Traits

Traits are angel's individual capabilities in and out of combat. They represent supernatural abilities to special skills that the angel can perform. An angel cannot use any of their traits in the realm of Earth unless specifically stated. A trait can only be taken once except for certain traits that stated specifically. These traits will say if they can be taken multiple times. All trait descriptions take precedence over any rule.

Additional Weapon

Type: General

Prerequisite: -

Description: All angels start out with one weapon. The angel can take this trait and get one additional weapon as long as they have met the requirements of the weapon. An angel could carry as many weapons as he wants, but this would be impractical. The angel will never lose their weapons. When a weapon is dropped, it simply disappears and reappears in the angel's hand. This trait can be take multiple times.

Armor, Minor

Type: General

Prerequisite: -

Description: Some angels choose to use armor to boost their defenses from attacks. The armor appears as metal armor that covers the main part of the body with a few plates on angel's wings, arms, and legs. The armor can

never be removed. The armor only soaks damage to the wearer. The angel gets a +4 d12s to all damage resistance rolls.

Armor, Major

Type: General

Prerequisite: Armor, Minor, Rnk 10+

Description: This is a very powerful armor and allows an angel to wade into almost any combat. The armor is very lucid and does not restrict the wearer. The armor appears gold and white metal that covers the angel's entire body. The wings become metallic. The armor gives the wearer a +8 d12s to all damage resistance rolls.

Arrow of Light

Type: Light

Prerequisite: Str 3+

Description: The angel can fire a beam of light out of his hand and hit an opponent. It uses vigilance to hit and strength to determine damage. The beam has no range limit, but anyone in the vicinity can see the angel.

Awareness

Type: General

Prerequisite: -

Description: While in the darker part of the shrouds, the angel can use this trait to get a bonus of +2 on all perception checks. The ability takes one essence point to

Traits

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Cleansing
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Past Revealed
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Truth
Way of the Flame

Light

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Cleansing
Darkness Revealed
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Strike of Justice

activate and lasts for one scene.

Beyond the Veil

Type: General

Prerequisite: Rnk 5+

Description: The angel can use his trait outside of the shroud on Earth. Unless otherwise stated, no trait can be used on Earth outside of the shroud.

Blinding Light

Type: Light

Prerequisite: Flare, Rnk 12+

Description: The angel can blind an opponent. The opponent must make a Vigilance check against the warrior's strength. The opponent will be blinded for a number of rounds of successes that the angel beat his opponent by. The opponent can try to do something, but all tasks' difficulties will be raised by four. This trait can be used outside of the shroud.

Charm

Type: Psalms

Prerequisite: Hrt 3+

Description: When this trait is activated, the person finds the angel very fascinating. The person will be more open to persuasion and will be easier to approach. This trait can be used outside of the shroud.

Cleansing

Type: Light

Prerequisite: Rnk 8+, Arrow of Light, 1 EP

Description: This ability allows an angel to create a large explosion of holy energy. This is an area of effect and covers the radius equal to the angel's strength in miles. Cover does not protect an opponent. The effect wraps around everything. The height of the effect is equal to the angel's strength by 1 mile. An opponent must roll a vigilance check to avoid the effect with a penalty of a +4.

Control Element

Type: General

Prerequisite: -

Description: When choosing this trait, the angel must choose a particular element such as air, water, earth, or fire. Once they have chosen the element,

the angel can make anything of that element to do their will. Measurement of the affect is dependent on how much additional essence is applied to the trait.

Counter Charge

Type: General

Prerequisite: Rnk 7+, 1 EP

Description: When an enemy charges the angel, the angel can choose to hit the target before the charger hits the angel. All charging penalties apply to the charger.

Create Earth

Type: General

Prerequisite: Control Element, 3 EP

Description: The angel can control anything made of earth with much greater effect as well as create anything made of Earth. The item or effect can be as large in feet, widths and height equal to the angel's strength times a 100 feet. The item has the same strength as the angels plus any extra EP he put into the creating the object or effect.

Create Fire

Type: General

Prerequisite: Control Element, 3 EP

Description: The angel can control anything made of earth with much greater effect as well as create anything made of Fire. The item or effect can be as large in feet, widths and height equal to the angel's strength times a 100 feet. The angel can use these objects to damage other beings. The objects damage is equal to the angel's vigilance rating. To hit someone with the object, the angel will use his vigilance.

Create Water

Type: General

Prerequisite: Control Element, 3 EP

Description: The angel can control anything made of earth with much greater effect as well as create anything made of Water. The item or effect can be as large in feet, widths and height equal to the angel's strength times a 100 feet. The item is pure and can be used to heal humans by the rating of the angel's conviction with a base difficulty of 6.

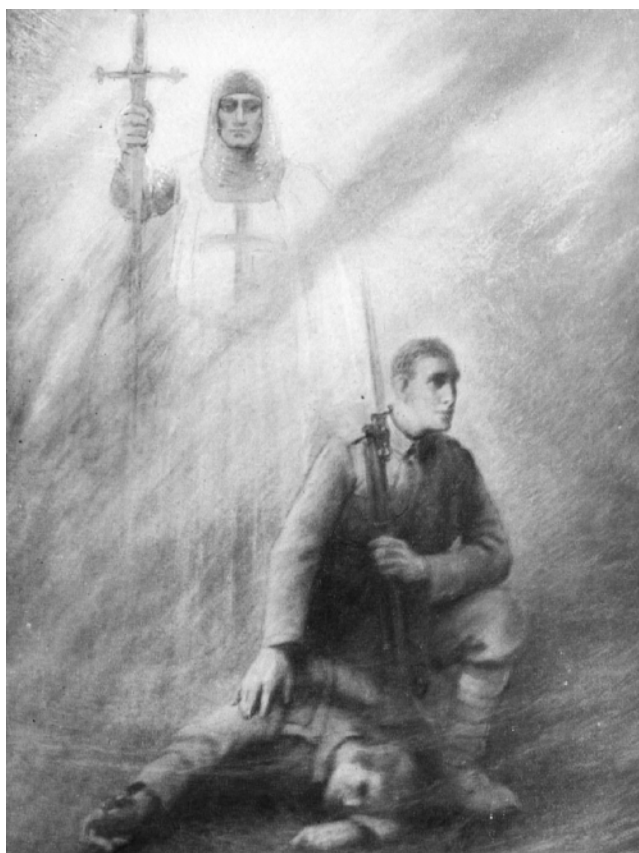
Create Wind

Type: General

Prerequisite: Control Element, 3 EP

Description: The angel can control anything made of earth with much greater effect as well as create anything made of Wind. The item or effect can be as large in feet, widths and height equal to the angel's strength times a 100 feet. The object is invisible to all beings.

Darkness Revealed



Type: Light

Prerequisite: Awareness, Rnk 5+

Description: The angel can see and hear in the dark places of the shroud. The angel's perception can only pierce the darkness and not any objects that might block the sound. This does not work in demon-created darkness that is a special traits that certain demons have.

Empathy

Type: General

Prerequisite: -

Description: The angel can detect a human's emotions. The angel can also use this on a demon or an abomination. The effect does not tell what the beings intentions or motives are. Also, this does not reveal the truth, but the angel can use the effect to help determine the being's truthfulness.

Endurance

Type: Light

Prerequisite: 1 EP

Description: When making a roll involving Conviction, the angel can choose to use his Strength score instead. The affect only lasts for one action. This ability can be used outside the shroud.

Essence Transfer

Type: Psalms

Prerequisite: Healing Hands, Rnk 5+

Description: The angel can transfer an unlimited amount of essence to another angel. The maximum that is transferred cannot exceed the angel's essence that is transferring the essence. This takes one combat round. This cannot be used on humans or evil beings such as abominations or demons.

Extra Defense

Type: General

Prerequisite: 1 EP

Description: The angel can gain an additional two d12s when they are in combat. This trait cannot be stacked with itself in combat. The trait can only be used once per round as long as the angel has essence points to use.

Extra Parry

Type: General

Prerequisite: 1 EP

Description: The angel can increase each defending dice score by two points when they are using a weapon to defend against an attack. This must be declared before the attacker rolls to hit.

Fires of Justice

Type: Fire

Prerequisite: Con 3+

Description: With this trait, a cone of fire shoots from the hand or weapon of the angel. The fire burns through things in the shroud, but it does not catch items on fire. The damage is determined by the Conviction rating and the flame's range can go 100 feet times the angel's Conviction rating.

Flare

Type: Light

Prerequisite: Rnk 6+, 1 EP

Description: The angel can blanket a dark part of the shroud with light almost as bright at the sun. While the angels can see everything better despite the shadows it makes, the lighted area tends to draw more powerful demons to the area.

God's fate

Type: General

Prerequisite: 3 EP

Description: The angel can choose to have some help

in his actions. The angel can double the d12s that he is planning on rolling. The number that is to be doubled can include essence points.

Heart's Roar

Type: Psalms

Prerequisite: 1 EP

Description: When making any test that uses Conviction, the angel can choose to use their Heart rating instead. The affect only lasts for one action. This ability can be used outside the shroud.

Healing Hands

Type: General

Prerequisite: 3 EP

Description: This trait allows an angel to heal another angel. The angel can heal a number of EP equal to 2 EP per the angel's rank. This ability cannot be used on any other kind of being. It takes one combat round for this ability to be used once. This ability can be used outside the shroud.

Impressions

Type: Fire

Prerequisite: Rnk 5+, EP 1

Description: The angel can be in a place or hold in object and see the past as echoes with whispered voices. The angel cannot identify the shadows or the voices. He only can gain an idea of what has happened by seeing the actions and understanding the emotions of the voices. He also can hear what was said.

Past Revealed

Type: Fire

Prerequisite: Impression, Rnk 9+, EP 10

Description: This power works similar to Impression. However, the angel can see everything very clearly. The angel will know exactly what is said and who said it. He

knows who everyone is involved with and what they did. He sees each scene exactly like it was.

Pillar of Fire

Type: Fire

Prerequisite: Rnk 8+, 2 EP

Description: The angel creates a huge pillar of flame the goes up to the sky. The pillar can move very quickly and can block passage to anyone not wishing to be hurt. For every combat round, the trait costs 2 EP. If it damages another being, the pillar has a 10 Strength. Opponents must make a vigilance check, and if they succeed, they will take half damage. If they fail the check, opponents will take full damage.

Praise of His Name

Type: General

Prerequisite: All EPs

Description: Some angel voices can pierce Heaven itself. An angel can choose to give everything up to God and gain God's rewards instead. He will gain essence points equal to their Heart rating (base difficulty 5) + rank. All ratings are increased by one point for that scene. This can only be used once in a mission.

Presence

Type: Psalms

Prerequisite: Charm, 1 EP

Description: While charm focuses on one person, Presence allows the angel to affect a crowd of people around them. The people hear the angel's words much more clearly and understand them fully. Every human effected gains 1 spiritis, and loses essence. This can be done outside the shroud.

Song of Songs

Type: Psalms

Prerequisite: Presence, Rnk 8+, 3 EP

Description: The angel can persuade a person or group of people to do an action or to turn against the suggestions of demons. Every human effected gains 2 spiritis, and loses 2 essence. This can be done outside the shroud.

Spiritis Focus

Type: Heart

Prerequisite: Rnk 8+, EP 8

Description: The angel can use another human's spiritis to increase his power just like demons use essence from humans. The human's spiritus rating adds to whatever the angel is rolling. Most faithful human's spiritus averages around two to four. The unfaithful averages around zero to one. The angel can only use one human nearby them. She cannot change to another human until the current scene is over. The human does not lose any spiritis rating.

Strike of Justice

Type: Light

Prerequisite: Arrow of Light, Cleansing, Rnk 18+, EP 15

Description: The angel can use this ability once a day in the shroud. It can be used unlimited at Heaven's Gates. The angel can attack a creature and inflict massive damage. The creature must make a test against the angel's conviction rating. The angel can add additional essence to oppose his opponent. If the opponent fails, the opponent automatically dies or a demon is returned to their circle instantly.

Telekinesis

Type: General

Prerequisite: Empathy, Rnk 7+, EP 2

Description: The angel can move an object with their mind. The angel must roll Strength with the difficulty dependent on the object size. This can be done outside

the shroud.

Telepathy

Type: General

Prerequisite: Empathy, Rnk 5+, EP1

Description: At any given moment, the angel can read a human's or any other creature's thoughts. Any creature can try to resist.

Truth

Type: Fire

Prerequisite: Empathy, EP 1

Description: When a human speaks and no matter what they say, the angel hears the words, but they also hear the truth from the soul. Any creature can try to resist.

Voice of Purity

Type: Heart

Prerequisite: Praise of His Name

Description: The angel can start to sing and do no other action. The angel's song can cause any evil creature to feel pain and hurt. Depending on the successes against the creature's resisting attempt, the creature may become immobilized. The affect uses the angel's Heart to determine damage. It does not matter if the creature can hear or not, because the song will still hurt the creature. All good creatures in the shroud gain a bonus of two dice to all rolls including defense and offense.

Way of the Flame

Type: Fire

Prerequisite: Con 3+, 1 EP

Description: When making any test using Vigilance, the angel can choose to use their Conviction rating instead. The affect only lasts for one action. This ability can be used outside the shroud.

System

To moderate and maintain the fairness of the game and overall the story, a set of rules have been provided to allow players and the gamemaster to run an interesting, fun and memorable game. The system relies on a set of dice to allow actions to have a more variable of chance. Each character is also given a set of stats to determine their abilities and options that they will have during play. The overall system is easy, quick and allows for more roleplaying.

The Dice

Each player must have a set of d12s, twelve-sided dice, to use during play. These dice will be rolled during play as a difficult action is taken. To determine how many dice a player rolls, each character will have a set of stats that determine the number of dice. When faced with an action, the player will roll the same number of dice that equals the same number of the codex statistic. The players are faced with core of evil and its minions, so each angel is given a certain amount of essence. The amount of essence is determined by the particular level of the mission and the rank of the angel.

Essence

The powers of the angel are enormous. When they determine a need for the essence, they can add points to that stat. They are only allowed to add a maximum of dice that equals the current rank of the angel. When the

angel uses essence, it is only available for one action. It can never be carried over unless they are in God's Grace (more on that later).

Example: The angel's vigilance equals 5, and the angel must save the child before they are run over by a vehicle. The angel has determined that to help him succeed at one of his objectives for his mission that he must use his essence to assist him. Since he is rank 6, he decides that he will use four points of essence. This is below his maximum of six, which is equal to his current rank. He adds his four points to his Vigilance of five. His final score will equal nine (4 + 5 = 9). He will then roll nine d12's.

The purpose of the essence, as describe later, is to aid an angel in his tasks during his mission. Each mission, depending on the difficulty, will give an angel a certain amount of essence points before proceeding to their mission.

The Successes

Now, the player attempts to have his character succeed at an action. The player has rolled a bunch of d12's. Each d12 has a number. The GM (gamemaster) has determined a number before everyone has rolled. That number represents the difficulty of the action. The GM will have full rules on determining successes for actions. Each d12 will be compared to that number. For every d12 that is equal to or greater than that number, the

d12 is considered a success. For every d12 that is less than the difficulty number, the d12 is not counted toward the total number of success. If there are no successes, the character has failed at the action.

Example: (From the previous example) The angel is rolling nine d12 to succeed at his action. The player rolls the d12's. He rolls a 4, 6, 9, 8, 2, 10, 3, 12, 6. Previously, the GM had told the player the difficulty number before attempting the roll. The difficulty number was 8. The player looks at his rolls. The 9, 8, 10, 12 are equal or greater than the difficulty number which was 8. The player has scored 4 successes since there were four d12's that were equal or greater than the difficulty number. The d12's that were 4, 6, 2, 3, 6 were not considered in the total since the dice were less than the difficulty number.

Botches

This is rather rare for angels to drastically fail in any attempt. However, it does happen. If the player rolls all 1's, the action is considered botched. The GM should add more dramatisism and danger to the character. The effect of the failure should probably be put to the extremes.

Overwhelming Success

On occasion, the player will roll all 12's on all the d12's. When this happens, the character automatically succeeds at any action. If they have used essence for the roll, the essence is not used up for the action. The automatic success applies even to combat. This dramatic roll should also have overly dramatic implications. People will hear the angel better. The angel will hit with much more power. The angel finds problems and resists much better. At certain points of the story, the GM could decide if the roll leads to God's Grace. This should be done only for dramatic purposes.

Static Actions

Static actions are where a person attempts an action themselves without the interference of another being. Any time the character attempts an action that does not include an opposing being, the character will roll against a GM-set difficulty number. The GM will determine how difficult the action is and provide a number to beat with the dice. Most of the time, the average roll will use a difficulty number of 7.

Dynamic Actions

A Dynamic action is used when a character opposes another character in any action. The difficulty number is not set by the GM. However, the GM may set modifiers on the rolls depending on the circumstance. This would include cover, fatigue, obstacles, and anything else that might prevent or assist a character or the opposing character. Each player must roll their appropriate stats. The default for angels is six. The default for abominations is 5, and the default for humans is four. This rule is dependent if the players are using the multiple dice rule. If the players and GM are using the alternative, One-Dice method, the basic numbers change. In the alternative rule, the abomination's difficulty number is 7 and a human's difficulty number is 8. Please refer to the One-Dice Method below. After the players have rolled the dice, each player will count up the successes.



Combat

Even before the Earth, angels had to fight. While angels do not look for conflict, there comes a time when they need to remove that horrible demon from the area. For the most part, angels are encouraged not to fight and to find other solutions. This is especially true when they deal with humans. Demons and abominations are much more terrible foes to behold. These creatures are powerful and frightening. They can turn an entire group of humans against God and his wishes. While angels can try drawing people away from these evil entities, they are very powerful and must be removed or even destroyed.

All combat is done using Vigilance. This is what determines the ability to hit and damage any foe. For the most part, Vigilance will be rather low in number of d12s a person rolls. Most angels will have to rely on Essence and traits to add to the deadliness. It should be noted that angels have to fight sometimes, but they do not have very powerful abilities in combat. An angel could not slay an entire human army unless it was God's will. Angels are deadly opponents, but their combat abilities should not be emphasized. Many angels must find another way besides combat to resolve a conflict.

When combat is initiated, the order of the combat is determined by the angel's rank. All creatures have rank or equivalent of rank. Humans and abominations use vitality. The rank number is how many dice must be rolled. The number of dice that surpass a seven is counted as success. If there are any botches rolled, the character does not act this round. An overwhelming success means

that the character gets double the d12s in combat. In this case, the player only doubles the Vigilance rating and not any essence or trait adds on. Human, abominations, and demons may use different numbers and dice. Each one is detailed later in the book.

Engagement

Once the order of combat has been determined, all players should get the number of dice equal to their character's vigilance rating. They may add additional dice depending on what the character's traits and any essence the player deems necessary. The total amounts of essence a player can add is equal the character's rank. Once all players know how many d12's they will use this round, they will use these dice for defense and offense.

The number of d12s that the character has is going to be used for that combat round. Each combat round, the characters may have different number of d12s that they will use. Before the first person rolls, each player must decide how many dice will be used for defense and for offense. The dice can be divided anyway. The player can even choose to not even place d12s in defense or offense. All dice must be used in that combat round.

Example: The player could have six dice for that round. She decides to put four d12s in the offense pile and two dice in the defense pile. She could have decided to go completely offensive and put all six d12s in the offense pile, which will leave her open to an opponents attack.

Once the piles are divided, the players will go around in the order of initiative. Each person will go in order from highest number of successes to the lowest. The players will then use each group of dice for particular actions and reactions.

Offensive

One group of dice the player chooses is called the offensive dice. These are what the player will use to let his character attack an enemy. These dice are all rolled to attack or any other action. These cannot be used for any defensive or reactive measures. To successfully attack someone, the player needs to roll the offensive dice. The number to roll above is seven and all dice that are equal or greater to it are considered a success. The GM may institute modifiers to this number depending on the circumstances. The opponent will proceed to roll his de-

fensive measure if any and try to get as many successes as possible (which is explained below). If the attacker has a greater number of successes than the defender, the attacker succeeds and hits his opponent.

Multiple Actions

The player may choose to attack more than once. This is fine. The player must divide up his offensive dice. For each separate pile, with a minimum of one d12, the character gets that many attacks. The same rules for offensive dice are still used for each pile. The character must use all his multiple attacks on his turn.

Charging

A player may deem it necessary for his character to charge in and attack with all his might. The player must declare this action and put all his dice into the offensive pile. The base difficulty number is lowered to four for the attacker. When someone tries to hit the charger, their base difficulty number is also lowered to four. The charger gets to strike first unless a trait allows the defender to strike first.

Aiming

Some angels can fire long ranged effects. Instead of firing for a round, they can choose to aim at the opponent. This lowers the base difficulty number to four to hit an opponent. However, a defender can attack an aiming opponent easier. When a character aims, the base difficulty to attack the angel



aiming is lowered to four, because the angel is concentrating on another task.

Grappling

Sometimes, the angel may decide to wrestle someone down and hold them. First, the attacker must declare his action. The attacker still has to roll his offensive dice and the defender still gets to roll his defending dice. If the attacker is successful, the attacker is now grappling with the defender. They both must roll the dice equal to their strength score like any other action involving an attribute. If the attacker gets more successes, the attacker succeeds in pinning the defender. If the defender succeeds, the defender has gotten out of the grapple and is free to do any other action when it is their turn.

Defensive

When attacked by long range or melee weapons, the characters can try to defend themselves. The defensive d12s allows a character to defend them from any attack, aggressive actions or other various situations. This roll can also be used to avoid environmental dangers as well as traps and magic. As for everything else, this roll allows a character to dodge, parry, escape, quickstep or any other dexterous maneuvers.

In combat, the opponent can attack the player most of the time. The character can parry (for melee combat) or dodge (for long range attacks) attacks. However, the dice do not represent what the character does. The final score of the defensive dice tells the players if they avoid being hurt or did get hurt. The players and GM can suppose and even narrate what the final score represents, but the mechanics will not. To decide if the opponent has hit the character or not, the defender rolls his defensive dice that he set aside. The base difficulty number for defense is seven. The attacker and defender should compare their attacks and if the defender has a higher number of successes, the defender has avoided the attacks. In

case of ties, the defender always wins.

Full Dodge

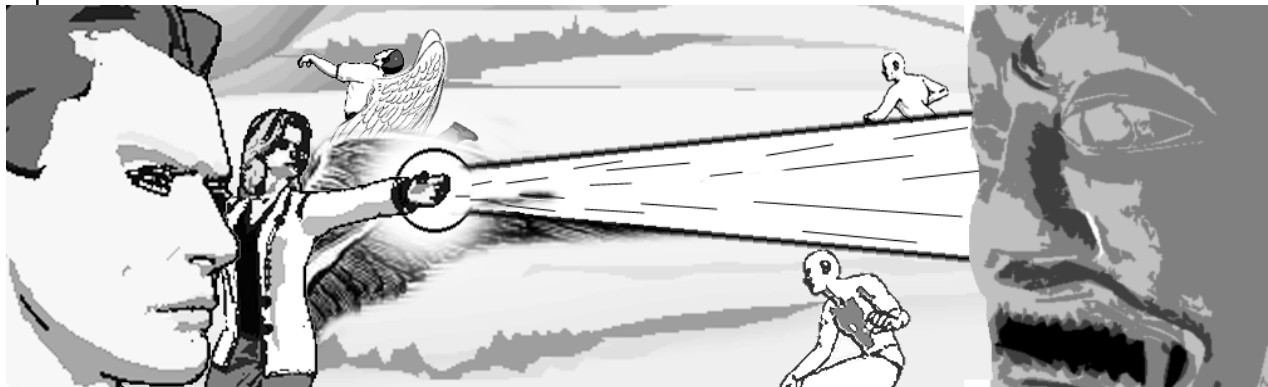
In combat, a character may want to get somewhere without getting hit or they may just want to avoid getting anymore damage. The player must not have any dice allocated to offense. The base difficulty for all defensive actions is lowered to four. If the character chooses to use additional essence (besides what he has allocated, see below) to attack while in full dodge, the character's base difficulty to attack (or any aggressive action) is 9.

Movement

The combat system is abstract in nature. It does not represent exact inches or degrees in character's movement and actions. Characters may wish to move in an action. Generally, a character can move five to ten feet while engaged in combat each round. If a character chooses to cover as much distance as possible in a combat round, the character could move between seventy to hundred feet in a combat round. This rule is not exact by any means and final determination on what is possible is reliant on the GM. It should be kept fair between both sides in a conflict.

At the last moment . . .

A player can decide that his characters need more power at the last minute. In general, players should have allocated all their essence before combat began. However, a player can choose to use more essence in the middle of combat. This does have a price. The amount of essence a character uses is halved. If a player wishes a character to use four essence points, the cost of the essence points is actually eight. A player should determine the amount of extra essence he needs and double it to get the final cost.



Cover

At times, characters may need to use cover to keep from getting hit by long ranged weapons. There are two types of cover, full and partial. When an angel dives behind an object and, for the most part, is completely covered from view, the angel is considered to be under full cover. The angel cannot be hit by at all by long ranged weapons. Area effects can still hit the angel, but the aggressor will have a penalty to hit. They have to hit the area just right to hit a person in cover. On the other hand, partial cover is where an angel is hiding behind something very flimsy, like a bush, or parts of their bodies are visible. In general, if more than 33% of their body is showing they are considered to be under partial cover. Partial cover increases the base difficulty by 2. For example, to hit someone is normally a difficulty of 7, and if they are in partial cover the difficulty is increased to 9.

Aerial Combat

All angels have the ability of flight. They are experts in moving through the air and are not affected by the circumstances. To represent such high skill, combat should proceed as it would on the ground. As for speed, an angel could easily move 80 to 100 ft a round when in the air. An angel cannot attain full speed when they first take off, and it will take half of a round. When an angel takes off or lands, they can fly about 30 to 50 ft. While this may not be realistic, this does maintain game bal-

ance and the abstractness of the system.

Darkness

Angels are not affected by natural darkness, they can see in the dark just as good as they can see in the light. The angels will not receive any penalty when fighting in natural dark. An angel cannot see through spiritual darkness, which is caused by evil and sin of people and demons. Some traits give them the ability to see through spiritual darkness, but not all angels will have that advantage. Spiritual darkness only exists in the shrouded world. An angel cannot see the spiritual darkness in the normal world, but they can feel it or sense it. Thus, they can move around an evil area in the normal world and it not hinder their sight. All angels' die rolls suffer a penalty of four to all difficulties.

Water & other environments

An angel can go into water and can act normally. They are not hindered by the water and the can breath in the water. However, they cannot fly in water. They must swim like most creatures and they are very fast in water just like they are on land. This goes for about any environment such as space. It should be noted that they could fly in space. However, there are two things that they cannot do. They cannot move through the Earth without a special trait nor can they move through lava. Since lava is melted form of the Earth and angels can't move through

the Earth, angels cannot move through lava. The special trait would allow them to move through lava.

Damage

Once an angel or someone else has been hit in combat, the attacker will examine his successes in his offense maneuver. Then, the attacker will subtract the number of successes the defender got that combat round and get a number of successes at least equal to one. After the final score of how much better the attacker did, the attacker adds that score to the damage number listed on the attacking weapon. The total is how many d12s the attacker will roll to determine how much damage they caused.

To determine damage, the player will roll the set amount of d12s and look for dice that roll six or above. For each dice that equals or exceeds 6, the dice counts as one point of damage to the defender. However, the defender can resist the attack.

First, the defender must add his armor and his Conviction Rating. The total is how many d12s the player must roll. For every dice that equals six or above, the dice is considered one point that will absorb one point of damage. If the defender's score exceeds the attacker's damage, the defender will take no damage. On the other hand, if the attacker's score is greater than the defend, the defender will take damage. When the defender takes no damage, the combat will do on.

If the defender does take damage, the defender must mark off the amount of damage out of the defender's essence pool. As essence is taken off due to damage, the character will not have any penalties associated as to how much damage the angel has taken. However, non-angel characters will suffer penalties, as they are hurt. When an angel's essence is reduced to zero, the angel forms back into their Celestial State and returns to Heaven.

Demise

When an angel's essence is reverted to zero, an angel can no longer keep it's non-celestial forms. Since the angel cannot maintain its celestial form on Earth, the angel is immediately returned to Heaven. Once in Heaven, the angel will rest for they're for a short period. The demise mostly means that the character cannot finish its mission and is out of he session. While God does not punish angels for their failures nor there demise from Earth, it does sadden God as he has plans that must be finished. It is acceptable for an angel to sacrifice himself for God or God's purpose.

However, there is a way to get an angel to stay in his form on Earth after their essence has been reduced to zero. An angel can choose to go unconscious and remain in a coma like state until more essence is put back into him. The angel must make a Conviction roll against a base difficulty of 9. The roll only needs to have one success. If the angel takes more damage, his essence will go into the negatives. Essences must be put into them and bring them up to a positive essence before they can wake. The angel can also choose to return to Heaven rather than wait.

Fall from Grace

When an angel does a sin, the angel has sinned against God. Because they have no reprieve they are instantly thrown out of heaven. They lose their essence from the mission and are considered enemies of all angels. Angels do not sin easily. They must be tempted constantly and once their will power fails they will sin. Sinning is a voluntary act. They must say they are doing the act. Most GMs should warn the player about what his character is about to do. If they player insists, the angel will fall form grace. Once that has happened, the player loses his character permanently. The player must design a new one.

Realms

Earth

Earth is the world that God created as he created Heaven. Like Heaven, Earth is a perfect ecological system. Unlike Heaven, Earth has death and life. However, Earth is covered in evil. This makes Earth a dark and dangerous place. On Earth, humans try to live their lives as they grow and prosper until death. Unlike animals, humans are one of the few creatures on Earth that have souls. This fact makes it a very dangerous place as demons try to suck the essence out of humans and lead them down paths of destruction. However, God has aided the few humans that have fought against the darkness and promoted God's will.

Earth is very diverse in the landscape, culture, and people. Angels have found it easy to transverse the landscapes, but they find it much more difficult dealing with so many cultural opinions. Most angels realize that demons are not the only ones causing darkness and evil. Humans, without God, choose paths of evil and destruction on their own without any help from demons. God tries to find ways of leading cultures and people to him but allows them to keep their free will.

While there is a lot of variety on Earth, angels find Earth rather dull compared to Heaven. Colors are not that vibrant, nor are they very interesting to look at. Smells and tastes are also boring. Some angels find it interesting to eat, but do not engage in very much of it. They find the taste will congeal into the same boring gruel. Angels do not have to eat. They are not affected by poison, but they can taste the poison when they drink

or smell it. This would require a Vigilance check. While not being affected by poison, they are also not affected by drugs including alcohol. Drugs cannot damage the angel. Angels do not like drugs and find the taste a little disgusting. Of course, the opinion of each angel varies. The touch sense is also just a dull. Most humans find it disconcerting how angels do not appreciate the same kind of beauty. Angels find beauty in a person's godly action or the resistance to temptation.

Angels come to Earth to fight. While most of the fighting occurs in the shroud, the angels deal with humans in the normal Earth. Here, they must persuade them from making the wrong decision or even just keep their spirits alive. While angels try to keep a human's heart pointed to God, they also must be very aware of the demons that are in the area. Angels are quite safe from the supernatural when on Earth. Occasionally, the more powerful abominations inhabit Earth causing problems. Demons on Earth are just as limited as angels, but the degree of danger varies to each demon. The other danger is humans. There are sorcerers and cultists with unusual powers. Then, there are the humans with attitudes. The angels can deal with them easily. They just have to put up with machine gun fire; not that this bothers them very much. Last, there are half-human, half-angel creatures on Earth. While angels are not allowed to procreate with humans anymore, demons continue to create these creatures. They can enter the shroud as well as prosper on Earth. All these foes are dangerous to a degree to an angel while on Earth. However, the shroud offers a much

The Dream World

There are many occasions where angels must rescue humans from real demons in the human's dreams. By warping the mind in the dream, the spiritus level lowers and the soul produces more essence. The person can be changed in several ways and even brainwashing can occur. The angels must go into the dream and stop the demon. However, the person's dream world is much different than Earth or the shroud. There are two ways that the GM can handle a dream world.

The first way is to manage the dream like the real world and follow all the same rules as if the angels were in the shroud. Regardless of where the angels are, all their powers work normal and they work as if they are in the shroud. This can offer a way to show a human God's love as well as his power without disrupting the normal world.

The second way is more difficult and can be much more entertaining. Dreams are merely reflections of reality and fantasy of the human's mind. The angels will appear not as themselves but as people the person knows. The dream does not follow proper physics or reason except not to exceed the reality of the fantasy. The setting can also vary. It can be placed in a person's favorite TV show, book or movie. It may even be a movie that scarred the person and uses it as a setting for their dream. For example, if it would take a favorite TV show, the characters would suddenly take on the supporting cast members in appearance, action and talk. The dreamer would usually be the central star or most important character in the dream. If the GM were to do this, he should pick a show, book or movie that all the characters know and halfway like.

Demons will usually try to turn the dream into a nightmare, which usually ends with the dreamer's death. The angels should try to stop the demon at all cost. The angels can spend one EP to alter the dream physics for a combat round. This would allow them to jump a mile high in a second or kick a demon through five buildings. Angels can die in the dream, but the dream does not affect their true essence score. They take damage like humans do in the dream setting. In some settings, a bullet can hit and kill the person with ease. In other dream settings, the bullet might hit everything but the characters.

greater danger, but the most work has to be done in the shroud.

Shroud

After God created everything. He chose for man not to see spiritual world. He wanted man to make choices of his own free will and not understanding the full consequences. He wanted man to choose well, because man wanted to do well and not because of the darkness the man covers the world in. If man was only aware of how much harm evil does to the Earth around them. Angels wish man could see, but very few do. To block the truth from man, God placed a veil that divided the spiritual world from the normal Earth. While the shroud and the Earth are both, they are also different, but they still affect each other.

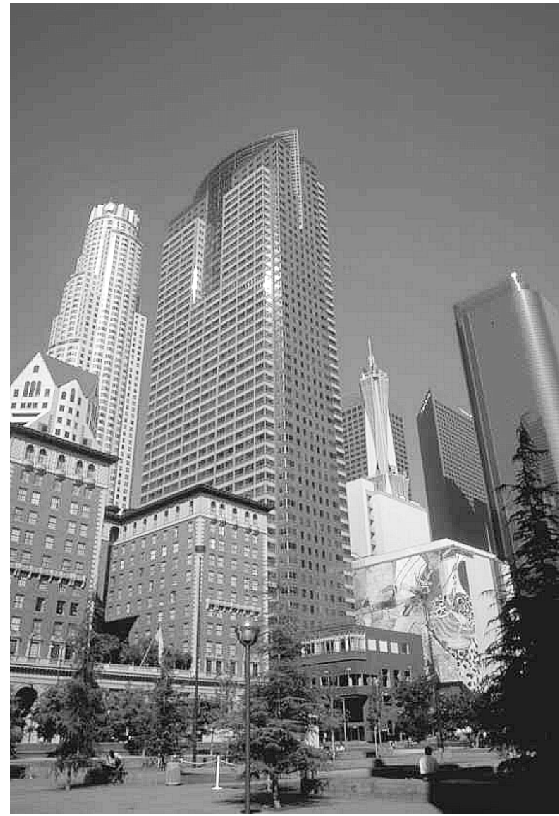
The shroud is almost another layer beyond the normal Earth. As man constructs a 30-story building, the building's shadow is also represented in the shroud. The building would have the same dimensions. A wall in the shroud will block an angel just like it would on Earth. If the building crumbles on Earth, the building will crumble in the shroud. However, the effects to a building in the shroud would have no discernable affects on Earth. Like a shadow, the building's shadow on Earth would not affect the building itself. This is true in the shroud. The structures in the shroud that are merely reflections of the ones on Earth do not affect the buildings they represent.

The shroud can be manipulated like anything else on Earth. However, the affects

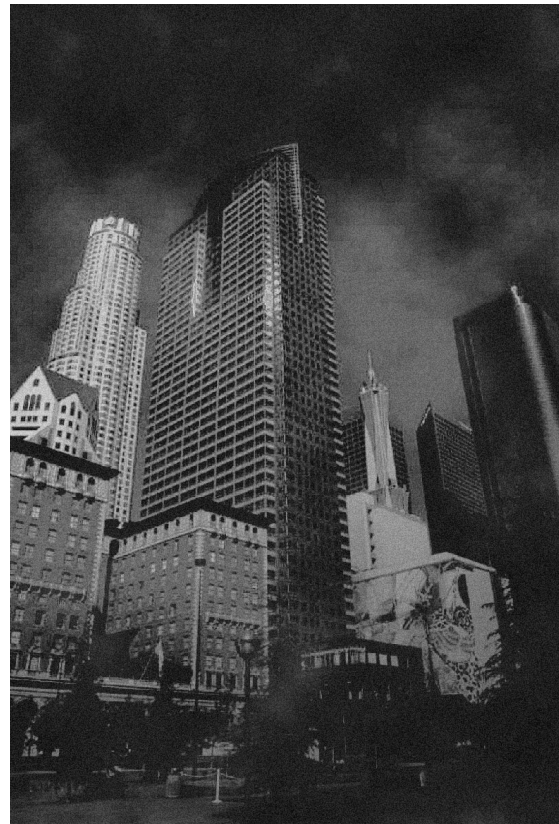
do not last. If a huge demon decides to rampage through the shroud after a couple of angels, the demon can destroy parts of a building or an entire building. After a short time, the building will start dematerialize back to how the original appears. The debris would also disappear as the building reformed itself. Another example would be a hole made by an angel. The hole after a short time would shrink down to where there was no hole after that time. While destruction may not last, creation does not last either. An angel can construct something out of the material in the shroud like shelter, and the structure or item would hold for a short time. The angels could even use this for defensive measure. However, the item or structure created would not last. After a short time, the thing created would vanish and the parts would reappear back to where they were gotten from. The time it takes for the shroud to repair itself normally takes about two hours. As the items affected are bigger, the time would be longer. A skyscraper mostly destroyed would take a over a day to come back. As it stands, the shroud appears to be a warzone in the more human populated areas.

The shroud appears similar to Earth. The main difference is the lighting and color. As humans are more faithful to God, the people's auras or spiritis make everything in the surrounding area brighten up like it was in full daylight. The amount of light varies depending on the holiness of the people in the area. It should be known that there are very few places that are very bright. On the other hand, evil has an opposite affect on the area. As humans become more evil the area gets darker. The color fades out of items to where it only has various shades of gray. The lighting changes as well. As humans become more evil, the area becomes darker and darker. The lighting gets so dark that it appears to be night by human standards. The much more vile places have a darkness that an angel could not see their hand in front of their face. Angels try to fight in the darkness, but often lose to

Out of the Shroud . . .



In the Shroud . . .



evil creatures that inhabit and live in the darkness. They can see in the darkness with no problem, but they cannot see in the light. Unless the evil is extremely great, there will low lighting. Inside structures, the lighting comes from nonvisible sources that cast shadows everywhere. As the shadows get worse, the area becomes much more evil. It only takes two days or a dark ritual to start reconfiguring the area to evil.

As for the other senses, they work different from Earth. Hearing stays pretty similar to Earth. Sounds tend to echo more and voices made on Earth sound like whispers. Smell and taste are quite a bit dulled, especially as they enter darker areas. The more vibrant areas tend to have a pleasant aroma that an angel can instantly detect. Angels don't eat in the shroud so they rarely eat anything. If they did, there would be no taste except in areas that are bright. However, the shroud feels similar to Earth in the area of touch, but the shroud feels much dirtier and greasier to angels. The effect of the grim gets much worse as evil makes everything darker.

As angels move around the shroud, they can perceive humans and other creatures. Creatures with souls are easily visible. They appear as shadows in the shroud. As they become more evil, the creatures tend to become much darker and less detailed. On the other hand, the more spiritus creature exudes causes the creature to be much brighter and have more detailed. A very spiritual person would look very similar in the shroud to their real appearance on Earth. Other types of creatures exhibit differently in the shroud. Demons appear as very dark and evil shadow like any other evil human. Angels find it hard to discern the true nature, but they can detect them by smelling them. Animals are barely visible in the shroud. They appear as very translucent shadows. On the other hand, an abomination is easy to see in the shroud as they appear as shadows with red glowing eyes. Angels can spend an essence point and not even be seen in the shroud while roaming the Earth. The demons just

don't know they are there. If an angel does not hide himself, they appear almost the same as they do on Earth. Most angels try to hide, because the demons can follow and attack the angel if they enter the shroud. The essence point spent to hide lasts until they leave Earth or enter the shroud.

As angels operate on Earth, they can perceive creatures in the shroud. With a difficult test using Vigilance, the characters may perceive the sounds and brief glimpses of the creatures in the shroud. Sounds from the shroud have a distant, echo and could be easily missed or discounted. As for sights, they are glimpses that a character may see in the corner of there or blurs that could be construed as not being there in the first place. On a high number of success, a character may even be able to feel a creature in the shroud. The touch would seem like an odd wisp or short wind with a different temperature of the surrounding air. In rare cases, a human might be able to perceive the shroud. In cases of evil creatures roaming the shroud, humans have a bad or creepy feeling. This will usually cause them to become scared or frightened. On the other hand, angels in the shroud can give humans comfort and confidence.

Heaven's Gates

As anything approaches Heaven, everything must pass through Heaven's Gates. Besides Heaven's structures, Heaven's Gates are the most beautiful structure in the universe. The gates are two large doors that swing in. They appear like ivory with gold trim, but they are almost impossible to damage. Giant walls flank the gates that continue as far as the eye can see. While the main wall spreads upward and outward and allows not passage around it, there is a small wall that stands in front of the main wall and is only half its height. Almost invisible to anyone leaving or entering, there are embattlements and walkways that the angels use in case of defense. Around the wall and gate, their nebulous clouds that surrounds

it with rays of every color of light shining through them from Heaven. On the side of Heaven, there is bright light that is completely white that creates all the surrounding light in the area. On the side of Earth and other realms, the clouds fade off into blackness. Nothing can be seen in the darkness. Angels and other creatures can fly into the darkness and instantly travel to any realm. As for getting there, it takes three rounds to travel from any realm to Heaven's Gates.

The only way into Heaven is through the gates. The forces of evil realize this, because there is no way to penetrate the wall. However, they have found a way through dark magic and the sheer power of the evil abominations to destroy the gates themselves and nothing being able to block their entrance. While demons cannot enter Heaven itself, they can send their legions of monsters to destroy Heaven. To help protect the gates, the smaller wall has patrols of cherubim, a powerful type of angel that destroys any invaders. Of course, there are legions of angels ready to come to battle and protect God and Heaven. No angel understands how Satan plans on destroying God, since angels perceive this as an impossible task.

While the defenses are huge, this has not stopped the demons from launching offenses. Heaven's Gates have almost been destroyed twice. The first instance occurred during the time of the flood. Satan had amassed a powerful army ready to destroy Heaven. By making alliances with evil nephilim, half-angel, half-man, they managed to create very powerful abominations. Satan and his demons stood on Earth as they sent their first wave of monsters to attack the gates. The gate defenses barely stood the first wave. As the first wave was being routed, the following waves of abominations and demons were readying to attack. All of the sudden, God unleashed the waters on Earth. The waters not only destroyed everything on Earth, but this supernatural flood also hit the shroud. Every abomination died along with all the

nephilim and wildlings. The demons were reduced to zero essence and forced back to the circles. In one swoop, Satan's plan and his army were destroyed. While Satan knew of the flood, he was going to destroy Heaven before it happened.

The second major attack occurred on in the time of Jesus. Satan had turned the world against the son of man and had grown very strong. In the proceeding hundred years, Satan had been amassing another large army of abominations. As the world became darker and more evil, the demons and their armies grew in power. Satan saw his moment when Jesus was to be crucified. On that day Jesus was crucified, the demonic armies attacked. In that particular moment, Satan knew he could win the war finally. With Jesus gone, Satan knew he had an opportunity and relished in the fact that he had convinced man to kill their savior. Once again, Satan underestimated God. As the armies were attacking and breaking through the gates, Jesus died on the cross and sacrificed by God to remove all sin from the world. Man had been given another chance. The demons were suddenly powerless. As man's sins were washed away, all the essence they had absorbed from sin had also been washed away. The demons were powerless and the angels destroyed the abominations while the demons fled. While the demons could return to Earth to reenergize them, Satan knew he had lost the moment and the battle. He realized he could lose the war now that the lamb of God had been sacrificed.

As the demons and abomination continue to test the gates and their defenses, the cherubim ready themselves for anything and look to their leader for all instruction. The leader of the wall is in fact not a cherubim, and his name is Danius. He is a powerful angel that is nearing the status of archangel. However, the brutish cherubim's respect this angel and his abilities. Danius is the keeper that accompanied Jesus to purgatory and back to Earth. He is the one that moved the rock in front of Jesus' tomb

and informed Jesus' mourners that he had risen. While being the most sympathetic and caring of the keepers, he is also one of the most rigid and duty-committed angel.

Heaven

Within the gates of Heaven, there is the place where God, the creator of all, watches the universe. Within this magnificent place, there are several layers in which the angels reside. Each layer has a different function and purpose. Everything in Heaven is perfect and angels serve God with all of their hearts and spirits. Angels are the happiest in Heaven. Also, there is no trouble or problems, so angels are sent to Earth to stop evil and protect humans. Angels will rarely talk about Heaven except to ensure that a human with doubts that it is the greatest place in the universe.

Hell

As most humans realize and all angels know, Hell is another realm that is on the other side of Earth from Heaven. It is a giant lake of fire. The fire rages throughout the whole realm. There is no escaping the fire once a being has entered it. While angels can view it, most choose not to see the horrible place. What most humans don't realize is that there is no one in Hell. On the Day of Judgement, he will throw all the sinful souls including the fallen angels into this lake of fire. However, that day has not come, because on that day the Earth will be destroyed and all the souls will be judged.

Nine Circles

Since the demons do not live in Hell, they really live on Earth. Demons have been on Earth since Heaven's War. They continued to fight the war from Earth. Having lost the advantage of being in Heaven, the demons gathered in bands and set up nexuses of power in various

spots of the world. They called these bases a circle because of the dark rituals that are associated with it. By 2100 AD, there are nine circles. Originally, there were thirteen circles, but the angels try to destroy these wherever possible. The angels have been somewhat successful and the number of circles has dwindled to seven.

Demons can build a circle up within a year to a decade. The time it takes to create a circle is dependent of how powerful it is. Although, the bigger circles tend to eventually attract the attention of the angels. Each circle gives off a certain amount of essence and the demons use rituals to anchor their celestial bodies to a circle. A circle can be destroyed and a new one can be created. Angels do not know where circles are created and have to search for them. By the twenty-first century, only four circles' locations are known and the other five still need to be found. The known circles are still very powerful and the angels have been attempting various strategies to destroy them. To make matters worse, circles are not built in human populated areas. Circles tend to give off an eerie feeling that eventually scares off humans. Besides, angels can find circles easily by using humans. A human can navigate in the area, but an angel has a much different experience in the shroud.

When operating on the Earth, an angel knows when he enters a circle. The angel can easily detect the surrounding evil. When the angel enters the shroud and enters the circle, the angel sees the true evil of demons and their creations. Each circle goes into the Earth. The demons use powerful rituals to cause the changes in the shroud to be permanent. Thus, huge fortresses and dungeons have been created in the circles. The power of the circle is usually located at the core, which is usually at the bottom of the circle. At the entrance of the circle, demons have placed powerful abominations to thwart any angel or other being. Within each circle, the architecture varies from each other. Some are mazes of old dirt tunnels to magnificent structures that would make

any human envious. In all of the circles, there are rooms that the demons use for experiments and rituals. Also, there is a large circular pattern located deep in the circle. Within this pattern, the power source lies within. The most powerful rituals are performed in this area. To destroy the circle, the circular pattern must be breached and the source destroyed. This is no easy task since the demons' enemies must break through the evil armies and their masters.

The most common detail to all circles is the darkness. There is no good in the circles. So, there is no light. Angels must use their powers to break apart the darkness and fight the demons. Angels do not infiltrate these places, because they will be detected easily. Most angels try to scout out the areas to allow the celestial armies to attack the area. One of the more unusual affect is that all circles cause fear to an angel. The angel must pass a Conviction check to resist the urge to run. While God does not condemn the ones that failed the check, he will condemn it if they afraid of another fate.

The oldest and more powerful demons of Satan's minions know of a powerful rite that allows them to imprison an angels spirit and body. When imprisoned, the angel cannot return to Heaven. Instead, the angel is a prisoner and is left to the whim of evil. To further the threat, most of these prisoners are tortured and molted into horrible aberrations. These twisted creatures are totally evil and insane. However, they possess the power of an angel and can cause great harm. They no longer resemble their forms. In there loss of grace, they create a new form out of madness and evil. The prisons are located deep within the circles and many angels have been captured trying to rescue their imprisoned comrades. The time it takes to turn the angels depends on their strength and no matter how powerful; they can be captured if the rite is enacted. For some, it will take months to years and others it only takes a few days. The ways of the demon lords also determine how long it takes to turn the

angel. While these acts are horrible, the angels do everything in their power to destroy these circles to stop their comrades from being destroyed.

Known Circles:

The Deep: In the deepest trench of the Pacific ocean, the demons have built a massive tunnel system in these black waters. On top of the tunnels, there is a large fortress flanked by towers carved out of the walls that descend upward. Deep below the fortress lies it's power. This is one of the oldest circles that continue to exist. Abominations guard it all the way down to the fortress. The angels have assaulted this fortress many times. There has been no success. It is too difficult to get past the high walls and the defenses as the angels go downward.

The Ark: The demons found the remains of the ark that was built and piloted by Noah. Deep within the Sinai mountains, the demons created the circle as a base of operation to attack all Arabian and African fronts. They could much more easily influence the Jewish areas and encourage attacks against God's people. Like other cities in the area, the Ark is situated n the mountains in such a way to give it a good defense. With the mountains surrounding them, they could see any land attack approaching. The demons know their foes and have built powerful anti-air defenses and powerful fortifications. The most notable of the defenses is the Arions. They are powerful abominations that fly through the air and have immunity against all light attacks. The warrior angels must use melee attacks to damage it. They are powerful and can stop most angels.

The other problem with area is the ground. At the center of the area, a large castle stands with pits surrounding it. To land, the angel must choose the pits, which contain hordes of abominations or the castle which hold demons and the aberrations. This place has the most aberrations. It's demons specialize in capturing angels and turning them into these horrible creatures. Within the

ground, there are labyrinths of dungeons with cells holding humans, angels, abominations and other creatures. The area is marked by the screams that are emitted from the pits. The abominations in these parts are insane after years of torture. They have no fear and no will. The demons have complete power especially after the success at warping the religion of Islam.

Icewatch: While there are cold places on Earth, this is one of the coldest. Deep in the wastelands of Siberia, the demons have built a fortress of ice and despair. While temperatures on Earth do not affect angels, the circle exudes a powerful effect that causes angels to get so cold that they will not be able to do anything well. This cold effect causes all angels to have a -2 penalty to all rolls. This coldness reduces any opposing forces from approaching. This circle is the only known circle where one of the dragon kings is actually in control. In this barren land, they pull the strings of Russia and Europe. It was this circle that allowed the czars to rule Russia and when the czars became ungrateful, the demons encouraged a revolt against the czars. The few keepers that were there will tell tales of how the demons bathed joyously in the czar's blood as they watched them all die. While all demons manipulate politics and desires all over the world, this group takes an unusual interest in politics. They have watched communism rise and fall as they manipulate all the little strings.

The angels have tried for many year attacking and failing at wiping out the ice fortresses. The demons and abominations have unique abilities that allow them to reflect any angel's long-range attack against them. When reflected, the attack has dark essence associated with it and hurt the angels. However, the common tactic is to remain inside and wait for the angelic army to breach their defenses. When the defense is broken, the abominations, which are black and have chitinous armor, swarm out attacking everything. When the invaders are pushed back, they will go back inside as quickly as possible. This

is the lowest populated circle. They choose to torture the world with its own devices rather than demonic ones.

The Scorpion: Deep in the desert of the Sahara, a massive fortress stands in the sand. Anyone can recognize it because it is shaped from a dead, giant scorpion. Most angels know that the scorpion was once a horrible abomination that the demons used to destroy angelic armies. While the angels managed to destroy all of these abominations, the fortress still seems to be alive. The tip of the tail is a huge battlement that fires powerful shots in any direction. The claws are large caverns that hold huge abominations. The entrance to the circle is in the mouth. This is one of the smallest circles in the world, but it has the capability to move anywhere in the desert. This is the only circle with such a power. To hide, the fortress can bury itself below the sands. It takes two rounds for it to hide and uncover itself. It does have defenses if forced into a fight. It can dodge larger attacks and has quick reflexes. Combined with the quickness and powerful armor, the fortress is very difficult to destroy. In fact, it is so quick that it seems to be a living entity reacting to an attacker. It has been suggested that the scorpion is still alive and the demons keep it in submission. It is also rumored that the demons need large amounts of essence and will plant the fortress near a city. Here, the fortress can absorb the essence from humans. Other suggests that the fortress needs a nexus point, points of power in the Earth, to maintain its state. Whatever the reason for it's moving, the fortress has caused much pain in human history. They have encouraged the desert rivalry and the hatred that comes from this area. They have started massacres and brought disease to the innocent. Rumors persist that an entire villages disappear from Africa as the fortress moves nearby. Fortunately, the fortress does stay on the northern half of the Africa, because they have a very powerful, rival circle in Southern Africa.

The Tomb: In the deep and dark part of the Congo, a

powerful group of temples are located on Earth. This area was once visited frequently by King Solomon. The area has a powerful nexus point as well as artifacts that the demons use. In the shroud, the area has massive temples that rise above the tree. This is one of the largest breeding grounds of abominations. This place also has a large amount of undead abominations, because the demons have perfected the rituals of undead. They can create undead on Earth as well as in the Shroud. The demons also can imbue creatures with demonic essence that gives the creature uncanny abilities and an unholy aura. These demons work the hardest of all the demons to get the souls of humans. They have produced some of the worst abominations from a human soul. Also, a human soul is not judged by its actions if a demon uses it in a ritual.

Despite all these horrible things that walk, the Tomb is still almost impossible to breach. All the trees have been mutated and turned evil. The environment in the Shroud attacks anything that comes into it. As for the temples, they actually have very little air defense. The angels find it almost impossible to break through the thick forest. Once inside, the angels face impenetrable masses of undead creatures. The angels continue to look for ways to destroy it, but have failed every time.

Rumored Circles:

These are circles that are possible, but they have not been confirmed nor denied. Angels have found evidence for these circles but have not found them.

The Spine: Named after an aborigine's myth, this area is located in northern Australia along a large line of rocky hills. Within these hills, angels have heard rumors of one of the most powerful demons that control this area. It is rumored that they have been influencing the Indonesia area and the surrounding islands. It is from this area that much of Earth's history involving pain and suffering has

come from here. Angels have searched far and wide among these hills but have not found anything. Since there are very few humans in this area, the area is extremely dark and hard to navigate. The only evidence is the local tribe's tales.

Lightbringer's fortress: This is Satan's circle that he controls and executes his plans from. The area is located below the magma layer of the Earth. Most angels don't understand how this circle was even achieved. There is a rumor that there are caverns that lead to this evil place. This is the largest circle with the largest amount of abominations and demons.

Orbital Fortress: This is a very odd place that few angels visit. An angel that was aiding a human astronaut reported a large space station in the shroud built from satellites, ship parts and asteroids. The circle was a smaller one, but had some of the more powerful demons in the areas. One of these demons knocked the angel back to Heaven before any more information could be gathered. Also, there were few abominations. The few that were reported were extremely powerful.

Purgatory

This is where the souls of humans await for the day of judgement. Within this place, trillions of souls float in this empty void. The souls are more or less asleep and the soul is unaware of any time passage between death and judgement. One of the more unique aspect is that a few demons have found ways to attack individual souls without going to the realm itself. They do this through dreams. Many angels have been sent on missions to defend against the demons in the individual's dreams while seeking out these demons in the shroud and destroying them. As for the actual place, keepers are not allowed to talk about the area even among them for fear of betrayal. If demons were to get to Purgatory, millions of souls would be subverted, warped and destroyed.

GameMaster Guide

Additional rules and advice

Introduction

The Gamemaster is the one who manages a game session with a planned adventure. The GM can take any adventure as long as it offers enough for the players to do during the planned session. While any session does not go as planned, it is a good idea for any GM to be prepared. GM's are the ones that help bring the characters together and make sure the players are having fun. However, it is not easy being the GM

The GM must manage the game session in all aspects except for character management. Even then, some GMs like to keep notes on the characters. This is not a bad idea, but it is not the primary job of the GM. The primary job is to narrate the story and tell the characters what is going on each scene. The GM must be detailed enough to allow the characters to know what they can interact with. Here, a GM can set the mood and the tone of the game as it progresses. This helps add flavor to it. The GM must keep the game going at a steady pace. The other job that the GM does is to act as judge to the game group. The judge cannot be partial to anyone. However, when it comes down to a GM character and player's character, the GM should be partial to the players. This is because the player is there to have fun. The GM should still try to make it challenging.

The GM must be the one to make the decisions on what should happen when in the adventure. These ideas are points that when the character meets the criteria, the adventure should turn to a new direction or a plot point may become clearer to the players. This is a difficult job. To compound the problem, the GM must decide when

to include God's favor in the adventure. To help the GM, there are several points below to explain how to handle situations as well as adventure management.

Scene

The term, scene, comes from the theatre and movie industry. In those cases, a scene is where the characters interact and tell the story in one location. However, the scene does not hold the same exact meaning in this RPG. The scene is where characters act and interact with other characters. This can be one place or it can be the entire block of the area. Primarily, it depends on what the GM wants the characters to do in a certain place.

The GM must build an adventure (which is covered in the next chapter). The GM must decide what he is going to do in each scene and what each scene will have in it. Scenes can vary widely from what the GM wants to do. The scene could be a small house to a small room where all the pertaining action to that scene will take place. It could be as large as a dungeon or extensive catacombs. The scene will have important details to further the story that the GM will give. As the scene transfers to a new scene, the location will generally change. As scenes change, the story must be furthered as the characters develop and find new contentions.

The scene should also follow the general feel and setting in the game. While this game can almost produce any genre or setting, the GM should try to keep the scene pertinent to the genres that he is using. If it fantasy-like, the scene would not emphasize the technology of a down spaceship. It may have a spaceship as an elaborate dun-

geon, but it would not refer to it in its true technological sense. Horror will have a darker and more mysterious scene, but science fiction scenes will be riddled with technological gizmos. The GM should always try to give each scene the same general feel that follows the particulars genres to keep the game smooth.

Mood

The mood is the feel that is prominent in the game. While some players are rather oblivious to the mood as they are having fun, more serious gamers try to push different atmospheres or moods in the game. The mood can be very relaxed to tense and dark. Each game should be examined at what kind of genre and the pertaining mood that is associated to that genre or setting.

Setting

The GM has many options on where to set their missions. They can play in any period of time that the Earth existed. The only time period that this game does not detail or encourage is the time detailed in the book of Revelations. As for any other period, the GM must choose a time that he is a little familiar with but not a scholar. The GM may have seen a movie that deals with the period and create a mission. As long as the players don't mind, the GM should try to produce a mission that is fun for the players.

While the period is important to detail, the GM should not the mood or genre of the period. Most periods can cover a wide range of genres; however, the players should easily comprehend the period and genre. While it is easy for players to comprehend magic and high fantasy elements in the Middle Ages, the players might have a little more trouble with heavy magic use in the Roman period. As long as players can understand and enjoy the period and genre, the imagination is unlimited to what GMs can do.

The official time for the game is modern day. God is sending more and more angels to Earth as he continues his plans. The modern setting will usually contain horror and action type genres. The world is becoming very dark, and the number of abominations is on the rise again. The angels are starting to lose the war on Earth. GMs can keep the feel of the feel of the missions pretty dark, but there can be pretty spectacular action games or pulp games. The angels know that the end of the world is approaching, but they still don't know how soon.

The archangels are aware that the demons are creating five new circles, but they still don't know where. If more circles are built, the number of abominations will increase and humans will fall quicker to evil. The angels will not be able to hold their ground on Earth. This has only happened once before and that was before the flood. To make matters worse, each circle is getting larger and more powerful. The demons themselves are becoming more powerful and more difficult to deal with. Evil humans are starting to cause more destruction and fear that feeds to the evil beings of the world causing them to become more powerful. As the front of evil advances, more and more angels are being brought down to stand on the front lines. While the angels persistently fight, they also must not lose sight of God and fall from grace. As less experienced angels come down, more and more are being lost to sin.

Missions

The game revolves around angels being sent from Heaven to Earth to do God's work. A mission is the term for the overall task of going through and completing the task. A mission can take one game session or it may take several. The mission can not be left until the objectives have been completed or the angels fail to achieve the objectives.

Each mission should have clearly stated objectives. This

is to help the players know why they are there and what they must do. The GM should plan the mission and all the scenarios within the mission. The mission should have at least a few problems that the angels must solve before they get to the end. The end should have a climax to it and show the players that they have accomplished something. Below there are typical story elements that are good to have in a mission to have a somewhat congruent adventure.

Objective

This is the most important piece of the mission. The GM should determine this initially. The objective is the goal of the mission. It is the reason why the angels are sent to Earth. There can be one goal or several goals. Depending on the composition of the party, the GM might have to make several goals to keep all players busy and interested. Once the objective has been decided on, the GM can begin to flush out the reasons on how the objective can be reached.

The type of adventure

The GM must decide on what kind of mission or adventure he is going to run. All missions can loosely be described as adventures. The adventure should be fun, interesting and exciting for the players. There are many ways the GM can provide entertainment for the group. The two most common adventures for this game are the investigating and the hunt. The investigating game is where players must solve a mystery. God sends you to Earth to help a few humans, but must solve the prob-

Mission Ideas

- Help a group of people in a sinking ship or submarine. As the humans escape, the players and them will find out the culprits behind the ship's sabotage. The enemies could be simple humans to cultist trying to finish some dark ritual.
- Search for an artifact before the legions of hell find it. The angels must destroy it before the wrong beings use the artifact's awesome power against heaven. To make it more difficult, the artifact is located in an obscure place on Earth and is held in an ancient cursed temple.
- Find a girl that has disappeared in a magically enchanted haunted house. The angels find that the house is five times bigger on the inside and is entirely inside the shroud.
- A woman and her family have to be helped through tough times as she battles for her job and her lively hood. In her crisis, she must care for needy children and her disabled, war veteran uncle. As the characters counsel her, the demons and abominations is mind washing the woman's psychotic neighbor?
- A woman wants help in finding her daughter's murderer. The angels cannot stop her, but can convince her to stop her horrible actions.
- A wilding child is accidentally moves into the shroud. She finds herself trapped, because she does not know how to get out and back to Earth. The angels must help her before the demons find the easy prey.
- Through a demonic plot, the way to Purgatory has been closed. Now, all the souls are trapped on Earth and must be kept hidden from the demons. The characters must find out how the demons know the way to Purgatory and how to reopen it.
- While protecting a crew of American astronauts, a major accident occurs and they must help the astronauts get back to Earth while defending against the terrors of space.
- There is a serial killer on the loose terrorizing a large city. Because of the demonic assistance, angels have been sent to help the authorities and stop the demons. However, the angels can't tell the authorities who they are and the authorities won't take them seriously.

lem that is causing so much grief. There are many stories in an investigative game. On the other hand, the hunt is a game where they must find a particular creature or item. This can be done in several ways. The GM could use almost any dungeon type adventure or bounty hunting adventure. The less common games involve helping humans cope with their personal problems and dilemmas or protecting them from evil creatures as the human tries to accomplish something important. Some missions might include assisting the legions as they assault a circle. The more rare missions could include them defending the wall from an attack of powerful abominations. Whatever the adventure, the GM is encouraged to make the game different and interesting for the players.

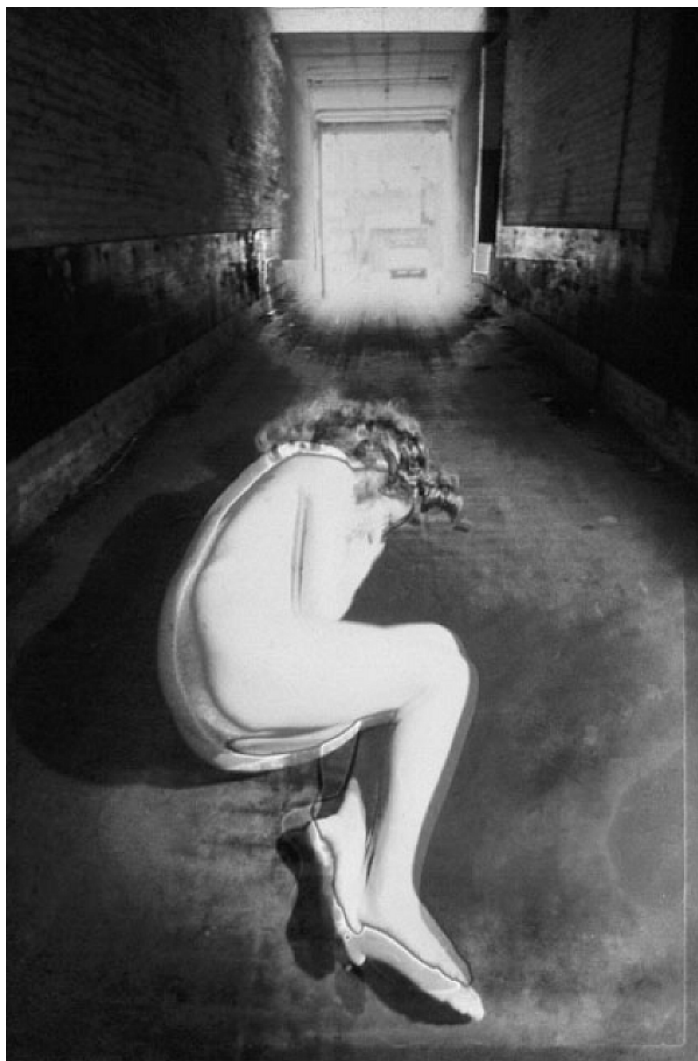
Here is some additional story elements that should be considered when designing the mission. These are taken from the standard story elements that normal story writing uses.

Introduction

This is where you introduce the players to the place they will be for most of the adventure. The angels should have just arrived on Earth or in the shroud. This is also the place where the characters are introduced to the important GM characters. Most of the time, the missions will involve humans and their troubles. The introduction is where the angels and humans meet each other and establish their relationships. When involving humans, the angels will have a common relationship with someone that person knows such as a friend of a cousin or uncle. However, the supposed relationship should never be a point of conflict or contention. The focus should always be on the objective and the people involved with the objective.

Rising Action

This is where events start to occur. The angels must react and act against the darkness and the people it holds slave to it. For example, the angels will find clues to their objective or obtain information that starts to answer some of their questions. If they are on some type of quest, this would be where the journey is in the middle before they reach their destination. In this part of the adventure, the characters will have to deal with several related problems to the objective and antagonist of the adventure.



Climax

This is the most important part of the mission. This is where all the little conflicts and information of the Rising Action comes together for the characters to finish the objectives. This should be the most interesting and exciting part of the adventure. The GM should resolve all the unfinished plots at this point. Most of the time, the characters will be involved in a conflict or trying to stop a conflict. Whatever happens at this point of the story, the climax should determine the outcome of the mission.

Conclusion/Falling Action

This is the end of the mission. Most of the time, the players will say their good-byes or just return to Heaven. This also where the players should write down the experience for the mission if they were successful. The characters can use their established relationships with all the humans and other creatures they have met. For the most part, the missions are self-contained, but the characters can gain friends and allies as well as enemies throughout their missions.

GM characters

Once the GM has the story idea designed, the GM should flesh it out with characters that the player's characters will be interacting with during the adventure. The characters should serve several purposes in the adventure. Most of the time, there is a major problem that is affecting people. The GM characters should narrate and show how the problems that is being caused in their lives. The characters in the story should allow the players to associate better with the story. While trying to humanize the story, the characters that the GM uses should also help the characters by providing information. While it may take answers to a few simple questions, the GM characters should also give the characters clues in their actions and mannerisms. However, not all actions are

good for the characters. Most GM characters will be opposed to the players' characters.

The 'bad guys' or opposition to the angels are trying to accomplish their evil plans while the angels must find a way to stop them. The enemies of the main characters are known as antagonist. The antagonist should not be just a simple bad guy who wants to stop the angels and help the demons. Most of the main story antagonist should have a story behind. There should be an explanation of why he is opposing God. The angels can use the background to their advantage, but it shows them the humanity of the character or the once good demon. The main antagonist should pose the party a problem from mental trickery to sheer combat prowess.

The game should be focused on humans. After all, Earth is under the stewardship of humanity and the demons want to destroy humanity or use them against God. Either way, God cares about humanity as much as anything else. He wants the angels to help humans in their bad predicaments or stop demons and abominations from causing problems in humanity.

God's Favor

Sometimes, God must give the angels certain amount of power that defies all logic and rules. God's Favor is not a miracle, but an intervention for the angel and human. The angels carry out the favor to benefit the mission as well as the faith of the human. As for miracle, God's will is not always good for the human. God's Favor can be used to destroy an evil human or even demon. One example of God's Favor is in the Bible. The angel of death descended onto Egypt to take the life of every first-born son. While no angel could feasibly do this, the angel was given a point of God's Favor to use and succeed in the mission. The favor let the angel come to Earth still in its celestial form and kill thousands of boys. Miracle tends to have a good connotation, but God's

Rating of Success

- 0 Successes – Failed at the attempt
- 1 Successes – poorly succeeded at the attempt
- 2 Successes – Mediocre success
- 3 Successes – Performed the task with average skill
- 4 Successes – Better than average success at a task
- 5 Successes – Impressive display of skill
- 6 Successes – Succeeded beyond all expectation
- 7 Successes – An extraordinary feat was performed
- 8 Successes – Flawless performance
- 9+ Successes – Miraculously done!

While the attempt may be successful, the quality of the work will always influence the mission and the GM's decisions.

decision may not have a very happy ending even for the most devout human servant.

In the beginning of the mission, the GM should dole out one or two points to a player or two players. This point can be used to enact God's Favor at anytime during the mission. The GM should determine when the favor should be used and how it should be used. This is not a strict rule and the players may decide to use the power at some other point. This is fine, but the power has great danger. If the angel chooses to use the power for sinful purposes, the angel will immediately fall from grace. The GM should give the player's hints or general instructions on how or where to use it. In real life, angels would know when to use the power, but the players would not know. Thus, the players will need a little prodding and warning. The GM should only warn the player once or twice on how to effectively use it. After that, the players have the free will to use it as they see fit. Last, the power may not work like the angel wants or expects. The GM should keep the power limited to not disrupting too much of the normal Earth or the mission. The GM has final say over how the power is used.

Rules and Dice Modifiers

Throughout the adventure, the characters will be faced with challenges. The player will have to roll a d12 based on one of the character's characteristic that best suits the situation. The GM must decide on a difficulty number and the player must roll above that number on each dice. If there are any successes, the character succeeds at the task. The player should notify the GM of how many successes he or she rolled. The number of successes determines how well the character performed the task. After the test, the story continues altering what happens depending on if the characters succeed or not.

Difficulty Numbers

Anytime during a story, the character will request to do a task that has the possibility of failing. However, the characters are playing angels, one of the most powerful creatures in the universe. When on Earth, the angel will only be tested when they are performing an extraordinary task by human standards. While it may be fun to use a test at certain intervals of the game, the dice rolling will only slow down the game.

When the GM does decide to test the character, the player will have to roll the dice. The GM must determine the difficulty number and inform the player of the difficulty number. The GM should examine the Difficulty number table to determine what the general difficulty number will be for the situation. However, not all

Difficulty Numbers

Rating	Description
4	this is extremely easy to pass for any angel
6	this is a difficult task for an angel
8	this is a more difficult task
10	this is a challenge

situations will be the same and the GM may have to modify the difficulty ups or down. Sometimes, the situation may be difficult for the GM to decide how hard this would be for the character. In these cases, the GM should err on the side of the character or the easier difficulty number. The players should be encouraged to have fun and not be trounced on by the GM.

Modifiers

When the GM is deciding on a Difficulty number, he or she should always keep in mind outside influences. While the angel can handle many more problems much more ably than a human can, other influences might cause the angel to have a harder time at accomplishing the task. As it might be difficult to rescue the woman from the burning pit, the four abominations would make the task harder as they are trying to stop the angel. If an angel is prepared for the situation such as aiming or good planning, the tasks might be much easier to implement.

Depending on the circumstances, the difficulty will be modified up or down by 1 point. The easier tasks will modify the Difficulty number down one point. The harder tasks will modify the Difficulty number up one point. If the GM is still unhappy with the Difficulty number, he should consider a different category. Another option is to see what the final tally of successes the player has. This would determine that the angel was successful, but did the job bad enough to have repercussions.

Final Word

The job of gamemastering is much harder than a player's job in the game. The GM must plan out his mission and his or her characters. The GM human characters should have a history with enough detail to explain why they are with God or why they are not. Once the motivations and the will of the characters are designed, the GM has to come up with an overall story for

the characters to play through. The GM should place similar ranked demons against them as well as abominations. The GM should rarely have the characters kill a human. Once the antagonist, supporting characters and the story are decided on, the GM should be ready to have the characters play through it.

Also, the GM has the job of making the game challenging for the characters and players as well as FUN. The players should feel like they have a chance in the mission. This idea only helps them to have fun, because the players won't have fun if they feel like there is no way to win. There should always be a way out for the characters. As the players enjoy the game, they will be even more satisfied by completing the mission and gaining advancement points. Overall, everyone should try to have fun. If there is a problem, the GM and players should



From the darkness and the light

These are some of the different type of creatures that angels may deal with when they are on missions. The GM is encouraged to modify, expand or redesign any of these creatures to fit his comapaign.

Allies

Angels

Power Die: D12

The majority of the populations in Heaven are celestial being known as angels. They are the servants of the Lord and perform everything from small to large tasks. Each one is important to God and he has a special purpose for each one. Outside of Heaven, the angels have been charged with doing God's will on Earth and in the Shroud. Each angel is unique like all creatures in Heaven as well as have their own free will.

Archangels

Power Die: D20

They appear as any other angels. These are what angels change into as they grow to a certain power. They are the most powerful celestial beings in Heaven. For the most part, they are the most powerful beings in the universe. They are rarely involved with missions outside of Heaven unless the risk is too great for an angel. They are the generals of the legions. They are one of the closest of all beings to God. The most powerful of all archangels is Michael. There are many other archangels, and there has

been only one archangel to fall from grace.

Other celestial beings

Power Die: Varies

Angels and Archangels are not the only creatures that reside in Heaven. Many different types of creatures continue to do God's work in Heaven. Some of these creatures include Seraphim, Thrones and Cherubim. There are many others and each individual has their own special task. Everyone lives in Harmony in Heaven and while discrepancies of opinion appear each maintain good relationships with each other.

Neutrals

Humans

Power Die: D6

God created humans like almost all creatures. They have been on the Earth for almost as long as the angels remember. They have souls and a free will. They choose their actions, which include following or not following God. They make there own choices as God wants it to be. They are one of the least powerful when compared to most beings. However, humans have a direct connection to the Holy Spirit which turns their essence into spiritis. When a human has a high spiritis rating, the human is capable of doing miracles greater than any angel could ever imagine.

Humans use a different set of attributes, and they have

skills. Humans have to learn the skill, before they can perform the action. Sometimes, they can figure it out. Each human does have traits that allow him to be different, but they are not as powerful as most other beings. Humans cannot go into the Shroud, but they can use their spiritus rating for different effects if they want to produce miracles. On the other hand, humans have

Human, Talent and Widing Attributes:

Each attribute has a description and a list of example of skills that relate to that attribute. The word in the parenthesis is the attribute of an angel that compares to a human. Also, a skill will start automatically at the same number as the corresponding attribute. As the human learns to improve the skill, the skill increases separate from the attribute. Also, these are not the actual skills, These are just examples of skills to aid the GM when designing human encounters. A human's attribute is an average of one to two.

Braun: (Strength) this is how physically strong the human is compared to other humans.

Skills Ex.: Lifting, Climbing, Jumping, Pulling/ Pushing, etc.

Dexterity: (Vigilance) this represents a human's accuracy and quickness

Skills Ex.: Shooting, Dodging, Stealth, etc.

Endurance: (Conviction) The human's ability to resist illnesses as well as how much stamina they have.

Skills Ex.: Resistance, Damage Sustaining, etc.

Will: (Strength) this is human's mental stamina

Skills Ex.: Mental Resistance, etc.

Perception (Conviction) This stat encompasses a human's senses and their surrounding

Skills Ex.: Search, Spot, Listen, etc.

Intellect: (Conviction) All humans can learn and this stat explains how much they know and can learn

Skills Ex.: Knowledge, Deduction, Languages, etc.

Charm: (Heart) A human's ability to impress someone else.

Skills Ex.: Persuasion, Diplomacy, etc.

Appearance: (Heart) this represents a human's comeliness within their culture.

Skills Ex.: Distraction, Seduction, etc.

Multiple Dice System (default)

This is the standard system for Celestius Ex. Each type of being has their own dice that they use to roll for their tasks. Like any task, they have to roll against a GM-specified difficulty number. The default difficulty number is different for each type of dice. When they are competing against different beings, they must use the default numbers laid out in the System chapter. This would be an example of an abomination fighting an angel or a human competing against an angel. Below there are some examples of default numbers for each dice.

Dice Type	Base Difficulty Number
D6	4
D10	7
D12	6
D20	9

Single Dice System (Alternative)

The group can decide to stick only with d12's dice in their game. This is fine, but the different beings won't have different dice type. Under this rule, the different beings will have different base default numbers. It should be understood that the probability of this system would be different from the default system. To help remedy most of the problems, all creatures will use a base difficulty of 6 when interacting with their environment or similar beings. Below, there are a list of all the different types of beings and their default difficulty number. Each being would use these different difficulty numbers when they interact with different beings.

Being	Base Difficulty Number
Angel	6
Archangel	4
Humans	10
Wildings	8
Abominations	8
Aberrations	4
Demons	6

Earth Weapons

These are broad, general categories used to give an overall damage rating for various weapons. While some weapons should vary a little more, the damage does very little harm to the angel and the detailed damage would not be noticed by these powerful beings?

Weapon Types	Damage
Small Melee Weapons (daggers, short swords, and small spears):	1
Large Melee Weapons (Large Swords, Maces, Lances)	2
Small Missile Weapons (sling shot, dagger):	1
Large Missile Weapons (Bows, spears):	2
Small Firearms (revolvers, glocks):	2
Large Firearms (Rifle, Large Pistol)	3
Rapid Firing Firearms (Miniguns, Machine Guns)	4*
Explosives (grenades, C4, Rocket Launchers)	5**

*These firearms suffer a +2 modifier when trying to hit a target

**These weapons have an area of effect

learned how to use the essence ability to produce powers more commonly known as magic. These beings are called sorcerers and are detailed later in this chapter.

As for the majority of humans, they usually do not have enough spiritis to produce the various effects. The magic is rather unknown and can not be used by very many people. People know of it only in legend and lore. The few practitioners would like to keep the ability to them so they may increase their power over the world. This always leads them down a darker path, which is detailed later in this chapter. Each human is unique and special to God. He wants all humans to follow him, but they are usually caught up in the world to notice him. In the shroud, most humans appear gray and almost abstracted enough have very little detail. When they have a high spiritis rating and are close to God, they are much more defined and visible. Most dark beings can't stand the brightness of these individuals and try to avoid them. This is a testament of their faith in God.

Talents

Power Die: D6

There are some humans who possess unusual abilities. They are not as powerful as angels are and a few are high enough to compete against an abomination. How-

ever, these individuals are powerful in their own rights. While they may be able to produce effects like supernatural creatures do, they can use their Spiritis or essence to produce additional effects. These beings are powerful foes if they understand their strengths and powers. Demons and abominations actively search out and destroy these humans while angels only destroy them if they have chosen a dark path. Depending on their path, they can be powerful boons or blights on humanity.

As for the individual, they see their abilities as gifts or as curses. All abilities have their good and bad points. What the person focuses on also foreshadows their future that they will choose. An angel will try to help these individuals with their powers, but these talents draw dark forces to sway the human or choose to outright destroy the human. More than one angel has lost the mission as they have been overwhelmed by dark forces, and the human turns against God.

Their abilities can vary. Some do possess the ability to enter the shroud while others can cause a great amount of destruction. Some can see echoes and spirits and even recognize angels and demons for their true nature.

Wildings (or Fae)

Power Die: D10

These creatures were created from the union of a human and a demon. While demons cannot give birth, human females can give birth to a half-human and half-demon child. These beings are much more powerful than a human is, but they are not as powerful as demons or angels. While they have various special abilities, they also have the ability to enter the shroud. However, they must learn to enter this particular power. Occasionally, some will do enter the shroud by accident. Unlike abominations, Wildings have souls and demons work hard to keep each one on the side of evil. In fact, most Wildings work for demons, but some have chosen God and his son, Jesus. Angels watch these beings carefully. While they try to bring them to the truth and to the light, they have been ordered to destroy these beings if they cause too much trouble.

They are called Wildings, because they are celestial beings born into the wilds of Earth. Any angel can identify a Wilding. Humans will occasionally feel uneasy around these beings. Wildings also have a mark that makes them look different from humans. This mark can range from an eye discoloration to pointed ears to a very cold or hot touch. In the past, humans have called these beings fae. Many Wildings wrap themselves up in the legends of fairies, elves and monsters.

Enemies

Sorcerers

Power Die: D6

There are some humans who have dedicated their lives to the study of magic. While some began out of curiosity or innocence, they all become consumed by the need for more and greater power. Most tomes of magic are hidden and not widely spread. To learn the craft, a human must learn it from another practitioner. Each prac-

titioner usually leads a solitary life and searches on his own for more power. Angels never find most sorcerers unless they exhibit their power. Like all humans, angels cannot slay a sorcerer unless God orders it, or he uses his power to harm others. Most of the time, the sorcerer will only exhibit his power to take control or cause others to fear him. Most sorcerers can destroy a human's life, but a few become powerful enough to wipe out an entire city. When sorcerers show these kinds of powers, angels will be dispatched to destroy the sorcerer.

Sorcerers are very well known to demons, and demons will often manipulate sorcerers in their quests for power. However, a demon will not absorb the essence of a caster, because the caster will perceive the demon has an enemy to his quest. The demons want to keep the human as their ally and confidant. On the other hand, the sorcerer is just another pawn the demons' plans and only a few are aware of the demons' deceitfulness. This is how the demons want to keep matters with sorcerers, and they have instituted a new plan by Baalum.

Baalum has decided that to take Satan's place in the demonic hierarchy. However, his plan needs a huge amount of sorcerers. Each of them would follow his commands and all the demons that follow him. There have been small schools set up around the world to teach young children as sorcerers. The total enrollment has exceeded ten thousand students. This fact has alarmed sum arch-angels and they are asking God to destroy this, but God has not given the order. He only states that it will happen in due time. These students are being taught a very powerful and potent magic. A full adept could harm or destroy an angel. Once this entire class of students graduate, more students will be brought in. The students are taught everything that a normal or public school would teach, but the curriculum would also include twisted perceptions of truth and the past. The students would appear normal, but they would have very strange ideas.

Satan, otherwise known as Lucifer to his fellow de-

mons, knows of Baalum's treachery, but he is not aware of all the plans. He likes the ideas of the schools, and Baalum himself has told Lucifer that the casters are for Lucifer's purposes only. Lucifer is using one of Baalum's most trusted demons, Isaal, as a double agent. Lucifer has ordered Isaal to find the most powerful of all the sorcerer students and bring the student to Lucifer. However, Isaal has his own plans and thinks that he has a shot at ousting both of these demons from their perches. Lucifer is also aware of Isaal's deceitful plan.

Each sorcerer has various powers. While the sorcerer can create his own powers and spells; the caster would rather take what others have worked on. It takes a lot more work to create a spell. For the most part, the spells are much subtler. Such spells can include predictions, persuasion, curses and temporal adjustments. There are more powerful spells, but these take a lot more essence. The flashier spells include attack spells such as elemental bolts to healing. There are many that even can cross to the shroud. Most sorcerers don't survive in the shroud for very long.

Abominations

Power Die: D10

Since their exile from Heaven, demons have been looking for a way to break their way into Heaven and destroy it and God. However, the demons had a slight problem with this idea. God permanently threw them out of Heaven, and they were never allowed back in. The few demons to make their way back into Heaven were instantly destroyed. The demons would no longer exist once they entered the gates of Heaven. So, Lucifer and his followers had to find another way to destroy most of Heaven without them doing it themselves. They researched and studied rituals that allowed them to alter fragment and objects in the shroud. They found a way to assemble parts of various materials including living

Primal Characteristics

The following explanations show how the characteristics are compared to celestial characteristics. The characteristic in the parenthesis is the comparative celestial characteristic. There is also a description of how the characteristics are used.

Strength (Strength): This is how strong the creature is.

Instinct (Vigilance): This is how quick and dexterous the creature is

Power (Strength): This is how powerful the creature's energy attacks are.

Charm (Heart): This is how persuasive and attractive the creature is.

Vitality (Conviction): This is how healthy and perceptive the creature is. They creature would use this trait to soak up damage.

Attack: This determines the abomination's ability to attack other beings

Damage this is how much damage the abomination will do to an opponent

Wounds: This is how much damage and abomination can take. Each wound is equal to one success of final damage.

Special

Below are the special abilities that the abominations listed have at their disposal.

Immunity: When the creature with this ability is damaged, the number automatically removes that many dice before the attacker rolls.

Camouflage: This gives the creature the ability to almost turn invisible when there are places to hide.

Rituals: The creature knows how to perform evil rituals.

Command: The creature can command other beings against their will.

Rending: For every ten that is rolled during damage, that dice automatically represents three successes.

matter. Once constructed, the demons would imbue this creation with permanent essence. The creature would survive as long as it kept its essence. Since the creature did not use essence in actions, it only lost essence from

damage.

Angels first encountered these horrible creatures before the Great Flood. These creatures were very powerful and could easily take out a small group of angels. Luckily, most abominations are not powerful enough to leave the shroud unaided. The angels maintained some safety on Earth. Right before the flood, there were more abominations in the shroud than at any other time. Satan, with a powerful gate ritual, led a huge assault against Heaven only to have the floodwaters destroy his reinforcements. After the flood, most of the abominations were destroyed. After that point, Satan and his followers decided to rebuild their forces but in much more secretive means. At the turn of the 20th century, the Earth is covered by abominations.

Each abomination appears differently to various degrees depending on which area they inhabit. Each kind of abomination had a different method, mission and powers that make them very potent. Demons build these creatures from almost anything. Most abominations are made from materials of dead animals. Before the body disappears from the shroud, the demons can use their rituals and cause the dead matter to rise and walk in the shroud. Many abominations appear to be nonliving corpses walking around. For angels, the appearance only wants them to destroy these twisted creations even more.

Arions

Strength 4

Instinct 2

Power 4

Charm 1

Vitality 5

Attack: 5

Damage: Maw 6/Tail 4

Wounds: 10

Special: Rending, Immunity 5

They appear as giant manta rays that glide through the air. They are the twenty-times the size of any angel. While large, they are very nimble in the air. They have a large maw for a mouth with several rows of teeth that will shred anything it swallows. Also, they have large ridged tails that end with a small arrow-shape point those fires one lightning bolt each round. To help defend it, it has a very thick, almost impenetrable armor. Flying high above the Ark, it will fly into a group of angels and destroy a few of them while knocking several angels out of the air. They are impervious to lower rank angels while more vulnerable to the higher ranked angels.

The arions have been guarding the Ark for as long as it has been there. Many angels believe an aberration created the arions from it's own twisted mind. It takes several years to build one and each assault takes out only a few. No angel knows what these creatures are created from or they would find a way to stop it.

Ghosts

Strength 1

Instinct 2

Power 8

Charm 4

Vitality -

Attack:3

Damage:4

Wounds: -

Special: Immunity -

When a person dies, the soul leaves the body where a keeper takes it to purgatory. Sometimes, a little of the essence is still left in the body. A demon can poison the essence and make it stronger. Using the last strong emotions and experiences, the essence will rise from the body taking the body's form and behavior. Once aware, it will

begin to associate with the humans it remembers. The ghost resides on Earth. There, the form appears like the body it came from, but it is translucent and dull in color. In the shroud, the ghosts form appears wavy and constantly dissolving and reforming. The ghost, whether intentional or by accident, causes great amount of fear in humans. The demons feed off the essence created by the fear. Most angels cannot destroy a ghost.

Some keepers have a trait that causes them to revert into a shade where it can be destroyed.

Most of the time, the ghost feels like something must be completed. This is because the ghost has parts of their soul missing. The ghost will search out any means to resolve their conflicts with good intentions or bad. Once completed, ghosts will dissolve from the Earth and be gone forever. This is sometimes an easy task and other times, it is not. GMs are encouraged to use ghosts in puzzles or problem-solving missions. The ghosts do not attack and if they do they will not harm anything. On the other side, the angels can't harm ghosts so conflicts are neutralized in the beginning.



Ritual

During the Old Testament, a group of priest from Juda found another power that they thought was more powerful than God's power. They were lured into a dark twisted ritual by a demon called Jujdrist. He taught them dark arts and rituals that gave them unspeakable power, however there was a price. He asked them for their soul. Jujdrist and the priest lead rituals that extracted the souls from each priest and stored them into crystals that

the demons call soulstones. These crystals held the soul permanently, and each one offered a continual source of essence that the demons could draw from. When the souls were removed, the bodies could no longer remain alive on Earth. Each body was transferred to the shroud. There was still enough essence to keep the bodies alive in the shroud and it gave the priest enough intelligence to be useful.

The jujdra are used by the demons to enact rituals and powerful spells. Only three circles make use of these priests. The Tomb uses its own undead priests to enact their many rituals. The priests are easily destroyed and are not very good combatants. Most of the time, the demons will place guards to protect the priests.

Even today, the demons are looking for new recruits. Several small enclaves have sprung up over the centuries in Arabian and African countries. The people in this religion are usually power-hungry or illiterate vengeful people. Angels will often try to stop the demons and these misunderstood people. While angels can only dissuade people from this religion, they can destroy these abominations when they find them.

Jujdra

	Priest	High Priest
Strength	2	4
Instinct	2	3
Power	4	6
Charm	2	4
Vitality	2	3
Attack:	3	5
Damage:	4	6
Wounds:	5	9
Special:	Ritual	C o m m a n d ,

Kraken

Strength 5

Instinct 2

Power 3
Charm 1
Vitality 6

Attack: 5
Damage: 7
Wounds: 14
Special: Immunity 3

In the shroud, the Kraken appears as a very large lobster that swims in the water. Instead of the two arms with claws, the creature has ten tentacles with giant claws at the end of each tentacle. The creature can fire beams of searing energy out of its four eyes. These creatures will spend most of their time sleeping on the ocean floor. When they travel the oceans, other abominations and demons will sit inside shell of these huge creatures. They will only attack if provoked and it has poor perception. If something does make itself notice, the creature will attack without reluctance. Krakens are pretty mindless for the most part and are easy to trick and out maneuver. However, they are fast despite there size.

Scarabs

Strength 5
Instinct 4
Power 2
Charm 1
Vitality 8

Attack: 5
Damage: 8
Wounds: 10

This is the main troop that demonic forces of North Africa use to combat threats. They can produce these abominations in very large amounts. Each one stands about sixteen feet high and is covered by a very thick

armor. While not that nimble, their armor is almost impervious to any attack. They have four large arms that wield two glaives. They have no visible heads. The only way to destroy these warriors is to either penetrate their armor or hit the essence source where the head would be and in between the two plates. This is a +3 modifier to hit its vulnerable spot.

Seimbans

Strength 4
Instinct 5
Power 2
Charm 1
Vitality 5

Attack: 7
Damage: 5
Wounds: 8
Special: Camouflage, Rending

These creatures appear to be extremely large lions. They stand almost as tall as a normal man does, and their claws extend at least six inches. They have a very large and thick main and their bodies are covered in a hard, leathery armor. These creatures are blacks all over that aid them in camouflage.

Seimbans mostly populate the jungles are around the circle known as the Temple. They use the creatures to kill any intruders in the area. They use their ability to camouflage in the darkness and ambush anyone. With their powerful jaws and huge claws, they can rip almost any being into shreds. Angels are a little harder for them to deal with so they roam in packs. Then, they attack the angels in large numbers and defeat them. Luckily, they only exist in the shroud. Through a very long and dangerous ceremony, a few have been unleashed onto Earth.

Shadelings

	Lesser	Greater
Strength	2	4
Instinct	3	6
Power	2	5
Charm	2	4
Vitality	3	7
Attack:	4	7
Damage:	3	6
Wounds:	6	12
Special:	-	-

These are leeches in the shroud. These dark shadowy, emaciated figures gather around humans with essence and draw the essence away from the person. Several Shadelings will attach themselves to a person and continually draw on the essence to stay alive. When the shadelings attack a human, the human feels a hunger or emptiness that they must fill. This will lead them to do more sinful acts and creating more essence and the shadelings continue to drain the human. While these abominations are relatively easy to dispatch by angels, there are millions in certain locations. While attacking in-groups they will use very sharp claws to rend their opponents.

In darker places, demons can cast a ritual that will affect a large area. Each echo in the area starts to mutate into a shadeling. The effect lasts for months. As angels have to wipe out each shadeling, the process is very slow. Most cities or other heavily populated areas are covered with them.

Shamblers

Strength	5
Instinct	2
Power	1
Charm	1
Vitality	4

Attack:	3
Damage:	5
Wounds:	8
Special:	-

A demon will often invade a mortuary or cemetery and find a dead body. In the shroud, recent dead bodies will have an echo. The demon can perform a short ritual and raise the body to life in the shroud. The body can only do rudimentary actions, but they are often used for combat. While they can be taken down quickly, the creatures do not die. A keeper permanently with his fire attacks must destroy them. If a keeper is not present, the parts will continue to act and eventually reform. Shamblers are merely used to distract or overwhelm an opponent.

Vampires

	Minor	Major
Strength	4	7
Instinct	5	9
Power	6	10
Charm	3	6
Vitality	7	12
Attack:	7	10
Damage:	8	12
Wounds:	10	15
Special:	Varies	Varies

These are extremely powerful beings. Most abominations cannot exist on Earth. If an abomination does exist on Earth, it is extremely powerful. Since angels cannot use their divine forms as traits on Earth; the vampire represents a very difficult problem. Fortunately, there are only a few vampires although the number are increasing.

Vampires are humans that have given their souls to the demons. In exchange, the demons have given them great power. Through a very powerful ritual that takes one night, the demons can turn a human into a vampire. Once the soul is removed, the body dies. The next night the body will rise from its place. The creature retains all its past memories. The weakness of the vampire is for the hunger of essence. Since the body does not have true soul, there is no replenishment of essence inside the body. The vampire must seek out another human to absorb essence from. While the means of draining is different for each vampire in certain ways, most recent vampires choose to drink blood like the tale say they did. However, the first vampires drained essence by merely touching its prey. Sense the truth has been twisted over the years, vampires must rely on superstition and help from their elders to determine their needs and strengths.

Each vampire can create new vampires. Although, a ritually created vampire is always more powerful than any of his or other are prodigies. Each creature can create another vampire. To create one, the vampire must feed his dark essence into the person's soul. The soul is then corrupted and begins to leave the body. In the physical realm, the vampire may use a kiss or have the new prodigy drink blood from him. This takes essence away from the vampire, which makes him weaker. As to the soul leaves the body, the vampire channels the soul to his demon masters. The vampire then will channel up to six essence points into the new vampire. The new prodigy is weak and feigns for more essence. As they get older, they began to grow in strength. Now prodigy can create another prodigy. Only the vampire created by demons, or otherwise known as vampire keepers, can create vampire prodigy. This is how the demons prefer it to help maintain control to their servants.

To gain new powers besides what they have, the vampires must absorb essence from a wilding or talented. A

vampire cannot absorb the powers or essence of an angel and it is instantly destroyed if it does. This causes vampires to hunt out the exceptional in the world and destroy them to help them gain more power. Each keeper dreams of breaking free of their demon masters. In fact, a vampire can never break free of the demons. To help them, vampires only have a few weaknesses. The sun does not destroy a vampire out right, but every combat round or ten seconds that the vampire is in the sun, the vampire will lose one point of essence. Another weakness is Spiritis. A human can roll his resistance like he does against a demon to keep the vampire at bay. Some will use crosses while other will show a force of will.

Echoes

Power Die: -

Humans will be in situations where they are pushed to their emotional limits. When in the extremes, a human's soul exudes additional essence. Whether it is converted into Spiritis or not, the amount of essence causes the human to leave an impression on the shroud like something pushing against a piece of fabric. While the impression cannot be seen in the shroud, the impression can be seen on Earth. These impressions are known as echoes. Some echoes are as short as a human's action to as long as the whole event. Within the event, there may even be several echoes. It all depends on the situation. A murder might involve the murder and the victim. This would be the same case in a sexual encounter willing or unwilling. A witness' echo might even be there. As for just a single echo, a moment might be a child getting her first puppy or a man getting his degree or first car. Echoes do fade overtime. Depending on how strong the emotions were, the echo might take a week to several years to fade.

An echo really does not affect an angel at all. It only helps them perceive what might have happened in a cer-

tain place. An angel can roll conviction with a +3 penalty to perceive the echo and its actions. Some traits allow and an angel sees an entire event in full detail. However, there is nothing really an angel can do about an echo being present.

While the echo might not be of usefulness to the angel, the echo is really valuable to demons. Demons can turn echoes into shadelings and there is even a ritual that uses an echo to create a ghost. Sometimes, demons may use echoes to torture people with guilt by enhancing the echoes into visions.

Aberrations

Power Die: D20

In the war, angels sometimes fail their missions and return to heaven. Unfortunately, there are casualties in the angelic armies. Most of the time, angels will fall from grace and losing to temptation. When they fall, they are on the other side of the Great War and an enemy of Heaven. As the armies of evil swell against God, evil has found another way to destroy angels.

On certain occasions, there are more powerful demons that can ensnare an angel and their essence. Once ensnared, they cannot return to Heaven or enter or leave any realm. They cannot move, act, or speak. If unimpeded, the demon will take the captive to the circle. In each circle, there are special prisons built to hold angels. The prisons are made of crystals that create a virtual realm. Within that realm, the angels thoughts, powers and beliefs are crushed and twisted. Once the torture is finished, the angel has fallen from grace and turned into a new being. The process is rather unusual and the results are even stranger. Demons have found that the torture unleashes a certain potential within the angel. The angel somehow begins a transformation into an archangel, but the being does not complete the full transformation. Instead, the angel twists into a new being not

like any creature in any realm. The angel's madness causes him to reimagine his appearance and purpose. The individual changes with an almost completely different personality. These creatures only have one form and lose their ability to move out of the shroud. The form can be anything. Their abilities can be very different. Once they leave the prison, they choose whether to join the demonic armies or return to their cell. Most of these creatures join the demons, but a few escapes into the shroud to terrorize all beings. The angels have called their twisted brethren aberrations. They are not demons, nor are they abominations or anything else. Demons fear these creatures and their horrific power.

While the process is very horrific and dangerous, no demon has chosen to undergo the procedure. The unwilling victims have produced a much stranger creature that is even less powerful than a human has. These are called Minions. They are not much good for anything except for simple tasks. The demons are continually researching what it is that makes the angels become more powerful and not a demon. Also, the idea of the prison was originally created by an insane demon known as Marij. One of the most loyal demons to Lucifer himself, Marij created the prison, because he knew that it was possible to find the untapped potential. He merely had to find it. He still does not know the answer but knows that he will complete it as soon as he completes a special project for Lucifer.

Wanderer

Strength 13

Vigilance 10

Conviction 12

Heart 15

Essence: 770

Traits: All

Most angels marvel at this creature. After the release, the Wanderer only has one form he can take which appears almost completely human. What makes the creature most unusual is that he appears almost identical to the man known as John the Baptist. John was one of the demons most hated adversaries. At first, the demons thought it was some kind of trick. However, the Wanderer has a personality and mannerism similar, but does not appear to hold the same ideas. Many demons still do not trust this aberration. The problem is that he preaches the end of the world and that the messiah is returning. While he has devoted himself vocally to Lucifer, he wanders the world preaching the end. He only appears in the shroud and does not seem to possess the capability to enter the realm of Earth. Demons do not know if his twisted mind is trying to trick them or trick the world. He is aggressive towards angels if they are hostile, but will not attack if the angels don't attack. He has on occasion attacked hostile demons. Many demons want to destroy him for good, but Lucifer has ordered them to avoid the being.

Wolf Lord

Strength 16

Vigilance 14

Conviction 12

Heart 10

Essence: 960

Traits: All

Once the demons released this being she appeared as a giant white werewolf. When the demons discovered they could not control the creature, they attempted to capture her. The creature broke free and escaped out of the circle. Once in the shroud, she discovered Wildings, which appeared as werewolves like her. After many massacres, a large amount of werewolves gave her leadership

of their packs. She had no interest in humans and only saw them as means of making her packs grow through reproduction.

The world began to see a large influx of these creatures. Angels found these beings to be a problem in their dealings on Earth, but have destroyed many werewolves. However, no angel has been able to destroy the wolf packs, because no angel can match or stop the powerful Wolf Lord that leads them. The Wolf Lord is somewhat aware of her unstoppable power, but only cares about her werewolves that she calls her children. Due to her insanity, she has not made any push to attack demons, angels or any of their plans. The powerful werewolves would make a powerful ally, but the Wolf Lord hates all demons and destroys them on site. She has occasionally worked with angels depending on if her interests are met. Toward the end of the twentieth century, she began to fear the expanding technological cities of humans. She only needs the land to expand her tribes, but humans have started killing more wolves as they cut down more forest. This has caused her some concern, but only wants to see her children happy. She does not actively disdain technology or the companies that produce it. She finds most inventions useful. She and her children have destroyed more than one logging operation.

Virtualus

Strength 11

Vigilance 16

Conviction 15

Heart 8

Essence: 1170

Traits: All

This is one of the newer aberrations that demons had created. Initially, he pledged himself to the demon lords and began work on his twisted ideas. He believed that

the future was in technology. He saw technology as being the only way to defeating the heavenly legions. His experiments were strange and dangerous. At first, the demons in the circle thought nothing of his unusual ideas until a major accident occurred. He was experimenting with powerful explosives in the shroud. During one of the experiments, he left briefly to obtain some extra equipment. The experiment became unstable and detonated. This was not a small explosion. The experiment destroyed the entire circle and a large area around the circle. The demons decided that he should be destroyed and began to hunt down Virtualus.

He came to the conclusion that he didn't need the demons or their pathetic plots. He was ready to take over the shroud and the Earth. Before he could do this, he needed an army. By using different techniques and some rituals, he created deformed constructs from various electronics. In the end, they appeared to be cybernetic skeletons with powerful guns. Each construct was designed for a certain purpose. To aid the construct, the design was altered to allow them to perform their objectives efficiently. However, Virtualus designed all his constructs for war. His war constructs were a force to be reckoned with. His full army could match any demon force or even a few angelic legions. The demons have tried to destroy him and his constructs, but they still haven't been able to destroy him completely. While an enemy of demons, his army is also an enemy of angels.

Demons

Power Die: D12

Demons are the creatures that reside in the darkest places of Earth. Once angels of light and all-things-good, they only work for themselves and their self-proclaimed leader, Satan, as they defile the Earth and humans. Without the grace of God, these creatures are pure evil. They enjoy subverting people and confusing them of the truth.

While demons enjoy tormenting humans in their lives, they really want humans for other purposes.

After being thrown from Heaven, they no longer have the sustenance that they need. All angels need essence to survive and maintain their forms. Without essence they stay in their celestial form in a coma-like state. However, demons cannot voluntarily revert back to their celestial form. They can only choose their divine and human form. When a demon does not have any essence, they will immediately disappear and reappear at their circle they are attuned to. They will wait at the place in a gas-like form until they are imbued with essence. All circles are designed to receive and give essence to any demon. However, demons must give the circle essence.

All demons can move and act independently, but they need essence to survive and continue their plans. They get their essence from humans. Any creature with a soul produces essence. If the person that is in tune with the Holy Spirit (a presence that comes from God that resides in all humans), the essence will be converted into a new energy called Spiritis. No demon can harness essence from Spiritis. In fact, the Spiritis will hurt them as well as help a human resist any of their temptations. So, demons must work hard to get a human to turn away from God and listen to their more primal instincts. When the human turns away from God, the Holy Spirit, but the Holy Spirit no longer can affect it never leaves the human. This is because God never leaves the human. Once the human has stopped allowing themselves to be influenced by demons, the human continues to produce essence but none of it is converted. Humans do not use essence, but the level of essence affects the state of their soul. If essence builds up, the human becomes very decadent experimenting in everything. If the essence drops low or to nothing, the human feels only despair. Demons have learned this about humans and have found that they can siphon away the human's essence to reenergize the demon with that essence. By lowering and rais-

ing the essence, the demons use this as one of their ways to toy with humans.

To get a human to turn away from God, demons employ several different methods. Most common means is through suggestion from the shroud. A creature can see anyone on Earth in the Shroud. The demon must vocally suggest an action to the person or what they should say. The human automatically gets to resist the demon, but this is considered an opposed roll. The demon must roll his Heart plus whatever essence while the human uses there will score. For every point of Spiritis, the human gets to double the number of dice of Will each time. For example, two points in Spiritis would let a human double his Will dice which would be 3 for each point. With a Will of 3, he would use one point to double it to six dice and then the second point of Spiritis would double the six to a twelve. A strong human would not be swayed easily. Without Spiritis, demons find it easy to sway a human in the wrong direction. If the human is a problem for the demon, the demon will use other methods and influences to lower their Spiritis. Demons will often have other humans say or do things to a stronger human. Many times, inferiority will cause a human's Spiritis to lower enough to be swayed from God. Demons will try to affect outside influences to cause a human to doubt the creator. Fear is a wonderful tool that causes a human to lose all their Spiritis at once. Sometimes, demons will take their human form and wonder the Earth. There they can influence any human action and even cause greater problems. While demons use humans for their essence, they have other reasons for corrupting humanity.

Demons are evil and want to destroy God. Satan has a plan to use the corrupted humanity as soldiers in his war directly against God. Other like to use and hurt humans just because they know it hurts God to see a human do such acts. However, demons cannot simply amass a huge army and attack Heaven. The angels would detect a

buildup or a demonic plan and would send their troops to stop the demon. They don't want to see their plans fall apart easily, so they work in covert activities and try to draw as little attention as possible. Human do a great job in corrupting themselves without the demons help. All demons know by keeping the world dark they can create a powerful enough army and take back Heaven.

Baalum

Angelic Name: Bale

Strength 8

Vigilance 4

Conviction 3

Heart 6

Essence: 800

Traits: Arrow of Light, Blinding Light, Cleansing, Beyond the Veil, Counter Charge, Beyond the Veil, Control Element, Darkness Revealed, Flare, Endurance, Extra Defense, Extra Parry, Armor-Minor

As leader of the circle, the Iron Gates, Baalum has commanded one of the most powerful circles for the last three milleniums. Being one of the most powerful angels to join Lucifer, he led a large legion of devoted angels. Lucifer used his popularity to garner a large amount of support in which he led into the bloodiest battle of the War in Heaven. This battle caused many angels to be destroyed including some of his beloved friends. After the exile, he discovered what Lucifer had done. He resented Lucifer for that and began to plan Lucifer's downfall. However, he was one of the most powerful demons to follow Lucifer, so he continued to vocally support Lucifer and his plans for conquest. He has been very successful in many campaigns and is still very popular with many demons. While bloodthirsty and powerful, he creates a very cool attitude and mood. He is very charis-

matic and believes in what he fights for. After all, if God is trapped, he has conquered one foe and only needs to conquer another.

Lucifer has used Baalum to lead large armies and raise the morale of the troops. In fact, he was in charge of leading the second wave of attackers against Heaven. God knew he was going to purposely stall the second wave and used the flood to destroy the second wave. While Baalum used excuses to hide his treachery, he began to look for other ways to destroy the evil being. His latest plan includes creating a large army of sorcerers to hold the world in their power as they began an attack on Heaven.

Sunder

Angelic Name: Sundra

Strength 5

Vigilance 5

Conviction 9

Heart 2

Essence: 400

Traits: Counter Charge, Way of the flame, Truth, Fires of Justice, Cleansing, Armor-Major, Armor-Minor, Extra Defense, Beyond the veil, Empathy, Telepathy

Being a part of the original fallen, Sunder was chosen to be one of the twelve great dragons. Losing his ability to turn into a standard divine form, he now turns into a mythical European dragon. Sunder stands as tall as ten stories and is about almost 200 feet long including his tail. With the ability to breathe molten fire out of his mouth, he can destroy most angels in one attack. His claws are also just as dangerous and he enjoys destroying angels in his jaws. To increase his power, his skin is a very thick armor that makes him almost impervious to attack.

Due to his great power, he will lead a small cadre of demons and setup a small base of operation in a city. Once they have is setup in the city, they begin to lead various operations to increase their power and make the area very dark with evil. It takes several months to years to uproot Sunder from the city. He has been responsible for many different acts of violence and terrorism. He has encouraged serial killings and random violence. While he is conniving to an extent, he relies on brute force more than finesse.

Jujdrist

Angelic Name: Judas

Strength 4

Vigilance 7

Conviction 8

Heart 5

Essence: 225

Traits: Drain, Awareness, Control, Lie, Empathy, Telepathy, Ritual, Control Element, Beyond the veil

After his exile from Heaven, he began to study humans. He was much more interested in humans than most demons. Besides manipulating them and draining them of essence, he found they could be very powerful. While other demons have manipulated sorcerers to do their will, he found ways to make humans very powerful and loyal only to him. To further his plans, he discovered he could mutate his most devoted followers to creatures of the shroud. As he was about to initiate the plans, Lucifer led a great army against Heaven, which resulted in the Great Flood. With all the demonic forces in ruins and the circles almost completely destroyed, Jujdrist found that his plans could benefit his masters.

He began to manipulate a group of priests, he convinced them that God had no power and he could give

them all the power they wanted. They eventually believed him. As he showed them powerful rites, they found enormous power. He then began to turn them into the jujdra. The demons like the jujdra because they could use them to perform many of the rituals. Once he had obtained a large following, he began to convert most of them into jujdra, because he wanted to keep the cult a secret from society and angels. The large influx of abominations put Jujdris as the third in command of the Tomb.

Jujdris has great power now as he leads large armies of undead. He does not prefer to fight the angels head on. He would rather work in his dark labs and send his minions to disrupt God's plans. Although, he is finding he is not content to staying where he is at in the command of the circle. He disagrees with the plans of the master demon to cause strife in Africa. He believes they should form a new religion that entices all humans in Africa, which would give them an army against the world, and Heaven.

Cal'an

Angelic Name: Calus

Strength 7

Vigilance 5

Conviction 4

Heart 3

Essence: 121

Traits: Armor-Minor, Extra Defense, Extra Parry, Arrow of Light, Darkness, Taint, Lie

She was eager and ambitious, and Lucifer secretly counseled her. As she was sent on several missions to Earth, she met with him each time. At first, she was trying to find a way to destroy him. However, he was too strong and she was too weak. He eventually convinced her that she was better than the rest of the angels and

that they should be destroyed. He setup her up to sabotage an angelic mission. She and her comrades were to destroy a newly forming circle. As they were about to complete the mission, she turned on them and several demons ambushed them. She fell from grace, but still believed that she was better than any angel was. She makes it a mission to hunt down angels and stop their missions while sending them back to Heaven. She has succeeded many times and failed only a few times. She is an excellent planner and tactician. She enjoys using humans as pawns and bait.

Erilyes

Angelic Name: Erin

Strength 3

Vigilance 4

Conviction 4

Heart 8

Essence: 150

Traits: Control, Lie, Drain, Beyond the Veil, Empathy, Taint

This angel was a being who believed in love. She fought hard to make humans love each other. After failing multiple times, she decided she would get a human to love a human in all their heart. She was assigned to help a man with his marital situation. As the marriage continued to fall apart, Erin found a secret of the man. He had once loved another woman with all his heart. He had only married to please his parents. She decided that love was more important than matrimony. She found the lost love that was a young lonely woman. She reintroduced the husband and encouraged him to follow his heart. They were attracted to each other and began a very lustful affair. Realizing he really wanted the young woman, he decided he needed to get out of his marriage. Erin tried

to counsel him on the best ways of divorce proceedings, but the man had other plans. He met his wife in the living room one day, and the police found her dead that evening with a gun shot to the head. The husband was found innocent, because he had framed a house burglar. In his triumph, he moved into the house with the young lady. It was only months later that the woman was found mysteriously dead.

God was very angry at her sin for encouraging the man and woman to sin. She was expelled from Heaven. After a time, she began to grow angry and more depraved. As she became disillusioned about love, she decided to torture humans with lust and illusion of love. She has slept with more men and women causing them to sin and become evil in their walks. For some, she only needs to hint while others have had sexual affairs with her. She leaves them empty inside drained of all their essence. She is much more powerful demon, because humans expel more essence when they are experiencing certain situations.

While she does not swear to Lucifer or his legion, she does work with them to further her own goals while helping her old enemy out. She does not formerly belong to a Circle; she will often frequent the Blight, a circle somewhere in North America.

Rykes

Angelic Name: Ryn

Strength 5

Vigilance 7

Conviction 4

Heart 3

Essence: 80

Traits: Beyond the veil, Armor-Major, Armor-Minor, Arrow of Light, Fires of Cleansing

While all angels are devoted to their duties, Ryn was zealous in his devotion. While this was considered good by most respects, it gave the angel a darker side. Since he was a guardian angel, he was very vigorous in his duties and was very successful. His overwhelming devotion became his downfall.

He was guarding a young woman who was being stocked by an evil man. The man was under the influence of demons, and he successfully thwarted the demons and their influence. Everyone was safe from the evil influences and he began suggesting godly ideas to both of them. However, this was not enough. The man walked into the woman's house, half-crazed, and murdered the woman. Ryn never saw such a horrible act performed by a human. He thought that demons were only capable of such acts. While he could have intervened, he was ordered by God to stand aside and allow the events to happen. As Ryn watched the woman die, he was even more horrified as the man began to defile her body. He was so enraged by this evil being not just because of the evil acts but because of the disregard of all his hard work. He falsely realized that nothing he has done for God really mattered and did not make any difference. All his ideas were reinforced by this evil being's acts. He decided to take matters in his own hands. He appeared on Earth and surprised the man. The angel proceeded to rip the man completely apart. The room was covered in body parts and blood. From that day forward, Ryn became Rykes, the demon of slaughter.

Later on, Rykes realized his lapse in judgement and thought, but this only aided his madness. He hates all humans and works towards using them and destroying them. In fact, he uses his guardian knowledge to protect murderers as they perform their acts. At times, he will decide to dispatch the murder himself or have a vengeful soul destroy his tool which gives him another tool. He waits for the day that all humanity will be destroyed.