



SINS OF THE FATHER COMPANION

ALTERNATE STORIES, GENRES, AND RULES

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CHAPTER ONE: A MORE HELLISH GAME



NEW SINFUL GIFTS

In case you weren't sinning enough already, enjoy these new Sinful Gifts for your campaign. Each sin includes three new Gifts for you to use—and use them well, hellborn—remember, they cost your soul.

AVARICE GIFTS

MODERN MIDAS

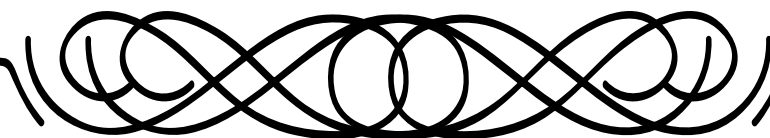
Things are important to an Avarice character; the more valuable, the better. When selecting this Sinful Gift, the player chooses the thing they care most about. From that point forward, when the hellborn touches a small, inorganic item, it turns into the source of their avarice. King Midas famously turned anything they touched to gold, but in the modern day, some hellborn turn objects to stamps or even collectible coins. The player discards 4 cards and makes a successful Build Skill Challenge, and their character permanently changes a small object (hand-sized) into their chosen craving. If the player instead discards 2 cards the effect is temporary, lasting only a Scene. Failure inflicts 2 Wounds to Build, or 1 Wound for the temporary effect.

RESOURCE HOG

To gain wealth, one must utilize it, but giving it to other people — even strategically — hurts so much. If they draw an Ace or face card during a Challenge, the hellborn may place it on the bottom of their deck. If they do, they may choose any card from the top 3 (for an Ace) or 2 (for face card) cards of the discard pile for their Challenge instead. The card they choose to use is then placed on the bottom of their discard pile, not back on top.

SEEKING OPPORTUNITY

Gold is nice, but sometimes you need something different; something still valuable, but less tangible: information. Knowing unerringly where to find unique treasures or a key piece of information fills an Avarice character with glee. The hellborn's player discards 2 cards and makes a Notice Skill Challenge. If they succeed, they get to ask the Soul Master "What can my character do in this scene to gain more X?" Add a bonus of +1 if it is an item they have seen before. Failure inflicts 1 Wound to the Notice Skill.



ENVY GIFTS

IF I CAN'T HAVE IT...

An Envious hellborn wants what others have, but if they can't have it... then nobody can. By discarding 4 cards and making an Occult Challenge, the hellborn can name a thing that belongs to someone else and that target loses it (i.e. destroyed, misplaced, or develops a fatal flaw) within the next 3 days. One may target a car, beloved pet, or great paying job, or perhaps a loving relationship. This cannot be used to give possession of the thing to the hellborn; however it is lost to the target forever. It also cannot be used against any hellborn's Relationship that affects their Attachments. On a failure of the Occult Challenge, the hellborn immediately loses something important instead.

SPIRITUAL STALKING

Before one takes something, they must know where it is, what they're doing, and the best way to take it. The hellborn discards 4 cards and makes a Survive Challenge to lapse into a trance that lasts 10 minutes. During this trance, they have a current vision of the object of their attention (be it a person or an item). If they pull an Ace or face card for their check, they can undo the trance at any time within those 10 minutes. On failing the Survive Challenge, they are locked in the trance for 1 hour, losing that time and getting nothing in return.

VINDICATION

When an Envious hellborn wins a Challenge there is a certain amount of vindication. During any Challenge where the hellborn wins by a margin of 5 or higher (i.e. 7 vs. 2 or K vs. 9) against an opponent who drew more cards than they did, they may shuffle their winning card back into their deck.

GLUTTONY GIFTS

CAN'T HOLD ME

By discarding 3 cards, the Gluttonous hellborn can expand their body, fattening themselves up to break chains or rope or even an opponent's grasp on them. There are rumors of those who use Can't Hold Me to expand so wide as to break out of prison cells. Their appearance takes no time to return to normal, they must simply will it so. Anyone witnessing the change must succeed in a Resist Challenge or immediately lose their lunch and suffer a -2 Drop to the next Challenge they undertake.

FINDING PREY

There is little that can hide from a hungry Glutton. The hellborn may discard 2 cards and make a Survive Challenge to instantly know the direction and general nearness of an item. However, the Gluttonous hellborn must have tasted this item at some point within a number of days equal to their Debt, leading to these characters having a penchant for licking almost anything they come into contact with. On a failure, the hellborn loses both their sense of smell and taste for 1 hour.

VOMITUS ASSAULT

The hellborn opens their mouth and releases a sticky, black ichor from their bowels. By discarding 2 cards and making a Fight Challenge, they instantly cause a Wound to an opponent's Resist Skill (regardless of the Skill they would have used to defend). The hellborn may take 1 Debt to instantly Take Out the target as well. Anyone witnessing this must succeed in a Resist Challenge or immediately lose their lunch and suffer a -2 Drop to the next Challenge they undertake.

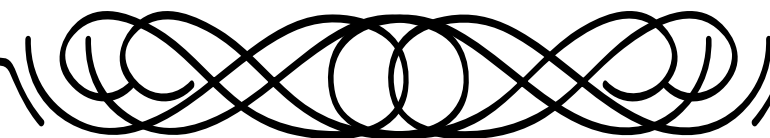
LUST GIFTS

THE ENDLESS DANCE

In Dante's Inferno, the second circle of Hell houses the souls of the lustful tossed about uncontrollably for all eternity. In a perverse harnessing of that fate, the Lustful hellborn can summon a few short bursts of strong winds to buffet their victims away from them and possibly into each other. To accomplish this, discard 3 cards and make a successful Occult Skill Challenge. Failure on this check means the winds blow uncontrolled, and knock the hellborn down, as well.

PRIMAL JEALOUSY

There is a darker side to wanting someone. Love is about partnership. Lust is about want; and frequently it is about possession. When another player draws either an Ace or a face card, the hellborn's player may discard up to 4 cards to incite an Extra or another hellborn into risking their safety to impress them. The target then also discards the same number of cards, throwing caution to the wind to engage in something with wild abandon. If they possess the Envy Primary Sin, they must discard 2 cards for every 1 card the hellborn discards. This is an excellent way to manufacture distractions or drive a rival into looking quite insane.



THE RUSH

Lust often evokes feelings of exhilaration, living in the moment, and invincibility; especially if one has a lust for life itself and all its pleasures. By discarding 2 cards and making a successful Survive Skill Challenge, the hellborn ignores 1 Wound done to any Skill for the Scene. If the player discards 5 cards, the hellborn ignores all Wounds for the Scene. Failure inflicts 1 Wound to the Survive Skill.

PRIDE GIFTS

SUBSERVIENT

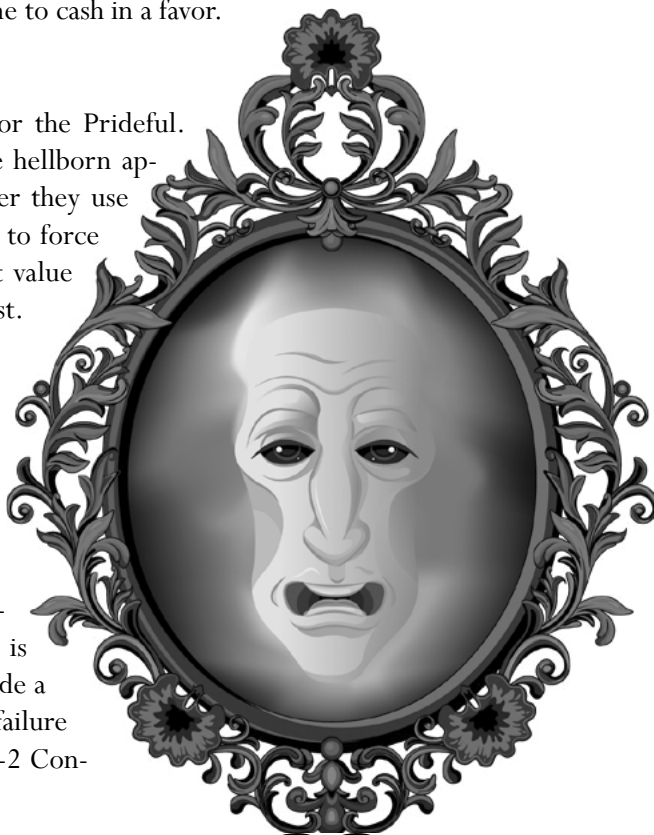
By looking a person in the eye, discarding 2 cards, and making a successful Convince Challenge, the hellborn creates an instant Controlling Relationship with the target. The hellborn is obviously the one in control, and the target feels compelled to follow orders. If they do, they benefit from the Controlling Relationship normally. Refusal, however, means they must discard 4 cards immediately. No target can be affected more than once per Scene. If the hellborn fails their Convince Challenge, they become the Controlled and must fulfill the next task set by the target, who just now knows it's time to cash in a favor.

UNSTOPPABLE

Some things come so easily for the Prideful. When earning this Sinful Gift, the hellborn applies it to a chosen Skill. Whenever they use said Skill, they can discard 2 cards to force the Soul Master to take the lowest value Difficulty card instead of the highest.

WARPED REFLECTION

The hellborn stares into a mirror, discard 3 cards, and makes a Build Challenge to alter their appearance. This casts an illusion over them, but cannot be used to make themselves seem less attractive than they currently are. This is helpful for disguises, and can provide a +2 bonus to Convince or Sneak. A failure on their Build Challenge creates a -2 Convince or Sneak penalty instead.



SLOTH GIFTS

DOWN TO MY LEVEL

Once during any Skill Challenge (whether they are involved or not), the Slothful hellborn may discard 1 card from the top of their deck. They may apply a Drop to either side of the conflict equal to the Attachment/Suit that corresponds to the discarded card. For instance, a Sloth with Influence 3 who discards a diamond-suited card would apply a -3 Drop to a diamond-suited card during a Conflict.

WEAKENING TOUCH

With a touch, the hellborn can drain the target's body of strength. This requires the discarding of 3 cards and an Occult Challenge, but once completed, the victim suffers a Drop equal to the hellborn's Debt to any physical action for the Scene. If their Occult check fails, the hellborn takes a Wound to Occult.

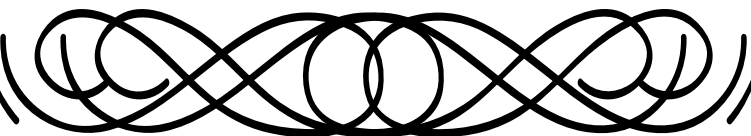
WISHFUL THINKING

Slothful hellborn are always wishing and hoping for the universe to take care of their woes for them... and this Sinful Gift can do just that. When the hellborn stares an obstacle in the face, they may discard 4 cards and make a Difficulty 2 Occult Challenge for the hurdle to simply get out of their way. An armored door falls off its hinges. A guard trips and gets knocked out by the impact. The Slothful hellborn is tempting fate, however, and on a failure on their Occult Challenge, they take on 1 Debt by playing with powers usually beyond their control.

WRATH GIFTS

FEAR ME!

A Wrathful soul exudes an aura of destruction and power, evoking fear in others, particularly around those who prefer to avoid conflict. With this Gift, their stance grows menacing, their voice booms, and their eyes become windows to a scary soul. By discarding 2 cards and making a successful Convince Skill Challenge, the hellborn becomes an intimidating force of nature, parting a crowd with a single step or word. Their posture intimidates anyone around them for a Scene, inflicting 1 Wound to the Resist Skill for any non-hellborn who don't immediately steer clear of the character. Failure causes a -2 Drop on all Challenges for the rest of the Scene, as they become more vulnerable to fear themselves.



THE FIRE INSIDE

Other hellborn rarely understand those whose Primary Sin is Wrath. Wrath boils within them, just under the skin, barely kept in check by a paper-thin veneer of civility they hold onto so they can function day-to-day. Sometimes they cannot control it and they release that fire... literally. The hellborn manifests an actual gout of fire (no larger than 1-ft. in diameter) and it comes dragon-like out of their mouth at someone or something within 30-ft. of their line-of-sight. To do this, the player must discard 3 cards and make a successful Occult Skill Challenge. Success inflicts 2 Wounds to the target's Occult Skill, or 1 Wound to up to 3 targets who are close to each other. Once used, the hellborn may not use any Wrathful Gifts for the rest of the Scene, as their physically-manifested rage temporarily sputters out. Failure inflicts 2 Wounds to the hellborn and they still cannot use their Gifts for the remainder of the scene.

IMPROVISED WEAPON

When their victim is right there in front of them and they are consumed by the need to destroy, a hellborn can turn anything they can grab into a tool for stabbing, slashing, or bludgeoning them into a bloody mess. The player discards 3 cards and with a successful Build Skill Challenge, hones in on anything in their line of sight that makes the best weapon for an outlet of their Wrath. This includes breaking something off something bigger (a chair leg) in such a way that it is the deadliest version it can be. They gain a +2 Raise when using this item, and if they inflict a Wound with the weapon, they may discard 4 cards to deal an additional Wound as well. Failure means the hellborn suffers 1 Wound to their Build Skill, and the item crumbles to dust.

RITUALS

Although Dark Lords don't have to be your garden-variety demonic being from Hell, one thing is very clear: all hellborn promised to a Dark Lord can channel dark energy through Rituals. Sometimes the Dark Lord knows that what they ask of their hellborn is too much for even their Gifts to handle. They bid the hellborn perform sacred motions, time-honored traditions that resonate and hone magical energy into a force greater than its original form. Other times, the hellborn take initiative and want to impress their Dark Lord, or they want to channel power independently from their Dark Lord.

Many Rituals are tied to a particular Dark Lord, but there are those also rather unique. If you are conducting the Ritual for your Dark Lord, gathering power to commit an act in their name and for their glory, then it must resonate with their essence. However, there are other times, other reasons for wanting to draw that much power down into yourself or others.

WHAT IS A RITUAL?

A Ritual is a sequence of words, actions, and items brought together to resonate with an external source of energy. Sequence these things in the right way, and you tap into a deep reservoir of forbidden knowledge and the illest intent made material by the energy inherent in such things. There is no single instruction manual, no guide-book, no “Rituals for Dummies” for hellborn to pick up and learn. Dark Lords teach most Rituals to loyal hellborn with an unwavering consistency to keep them around for a while. Sometimes, they even give the first taste for free, only to force the hellborn to incur more Debt to build upon those first lessons and increase their power.

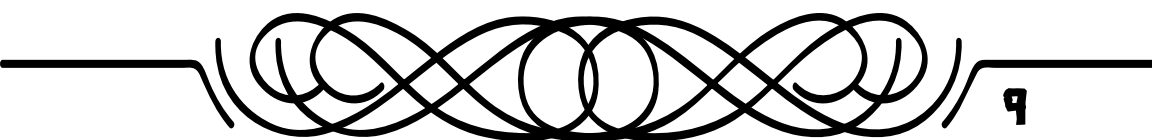
Below are the steps players use in game to perform Rituals. First, you must appease the dark powers you wish to draw upon: determine the Difficulty based on the task you want to complete, then based on the suits you draw, your SM describes the components you need to complete the Ritual. Once you’ve narratively gathered the components and performed the necessary tasks, you perform the Ritual.

STEP ONE: DETERMINE INTENT

The intent of the hellborn matters here. The number of components changes depending on if a hellborn wants to channel Ritual magic to further their Dark Lord’s ultimate goals and curry favor in the process, as well as depending on the difficulty and breadth of the result desired. The number of cards drawn differs if you are looking for something small, like a rival getting the wrong information all the way up to dismantling an entire rival’s cabal. Of course, if you’re doing something that doesn’t involve a Dark Lord (or doesn’t involve your Dark Lord), that is the most expensive of all.

Ultimately, the Soul Master decides how many cards are drawn based on the task at hand.

Intent	Cards Drawn
Channeling Ritual Magic for your own Dark Lord, with their knowledge.	1-4 cards, depending on the difficulty of the task and the reward.
Gain leverage in a personal or business matter	Draw 1-2 cards.
Destroy/Incapacitate a rival	Draw 2-4 cards.
Channeling Magic for yourself (or for another Dark Lord) without the knowledge of your current Dark Lord.	Draw 4 cards.



STEP TWO: DETERMINE COMPONENTS

When you draw, the suit relates to the theme the item or action embraces. The value of the card specifies which component in that theme is required for the Ritual. The related item or theme is used by the Soul Master to create encounters based around accomplishing gaining the item or an action the Ritual needs for success.

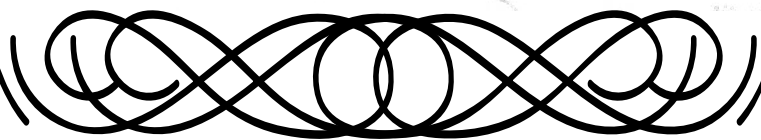
Each suit links to a different theme incorporated in the Ritual:

- ✧ **Hearts - Sacrifice**
- ✧ **Diamonds - Wealth/Influence**
- ✧ **Clubs - Energy/Strength**
- ✧ **Spades - Secrets/Information**

HEARTS - SACRIFICE

These Rituals sacrifice something important for power: secrecy, irreplaceable items, love. This is a favor, knowledge of something arcane or powerful, from or for your Dark Lord, or a guarantee that something you or they attempt in the future happens. Remember though, there’s always a price for a “sure thing.”

2♥	Prayers to a Dark Lord.
3♥	A handful of hair from the target.
4♥	Sacrificial knife created by your Dark Lord.
5♥	Tears shed after a loss.
6♥	A cry of pure anguish.
7♥	Blood willingly shed by a betrayer.
8♥	Burn your most prized possession.
9♥	A desire you forswear for the Ritual (spoken aloud to all present).
10♥	A physical representation of a broken promise to the target.
J♥	Orphan’s blood.
Q♥	Destroy a photo/keepsake of a lost loved-one.
K♥	The Ritual must be performed outside at noon.
A♥	Soul Master’s Choice
Joker	Player’s Choice



DIAMONDS - WEALTH/INFLUENCE

These Rituals cost wealth or influence, but when you use one, often you gain the other — this time with the surety of your Dark Lord.

2♦	Your most valuable item is ritual focus. If the Ritual fails, destroy it.
3♦	The most valuable item from your most valuable human asset. If the Ritual fails, destroy it.
4♦	Promise a favor to each other person doing the Ritual with you.
5♦	Get each other person doing the Ritual with you to promise you a favor (the favor cannot be participating in the Ritual).
6♦	Use blackmail to persuade at least one person to assist in the Ritual.
7♦	Persuade at least one person to help you with the Ritual through another means (not blackmail).
8♦	Destroy evidence of someone's guilt.
9♦	Gain a secret from your Dark Lord.
10♦	Sacrifice 50% of your wealth.
J♦	Double your wealth in the next month before the Ritual begins.
Q♦	The Ritual must be completed in the most exclusive location in a 100-mile radius.
K♦	The Ritual must be completed in a place of political influence.
A♦	Soul Master's Choice
Joker	Player's Choice

CLUBS - ENERGY/STRENGTH

Strength and power are helpful to a hellborn who wants to succeed and survive. Rituals are sometimes needed to accomplish these things.

2♣	Complete the Ritual outside during a thunderstorm.
3♣	Complete the Ritual after enduring 48 hours without sleep.
4♣	Create a blackout within the place you're holding the Ritual.
5♣	An electric eel must be part of the Ritual.
6♣	Complete the Ritual in an area where you've trapped a lion, a tiger, and a bear.
7♣	Break a half-dozen boards with your hand during the Ritual.
8♣	Crush a 1-carat diamond during the Ritual.
9♣	The Ritual requires a laser to be focused through a diamond.
10♣	Create energy with wind, water, and fire during the Ritual.

J♣	Each hellborn participating must have completed an act of amazing strength within 24-hours prior to the Ritual.
Q♣	Whip up a small crowd into an energetic frenzy as part of the Ritual.
K♣	The Ritual must be completed in a structure that has power, but is completely off the grid.
A♣	Soul Master's Choice
Joker	Player's Choice

SPADES - SECRETS/INFORMATION

Sometimes physical power is not as necessary as the power of knowledge. Knowledge of what other people already know or have already done can open doors to you or your Dark Lord.

2♠	Gather 3 secrets that benefit your Dark Lord.
3♠	Tell each other hellborn helping you with the Ritual a costly secret of your own.
4♠	Gather a secret from each other hellborn helping you with the Ritual.
5♠	A piece of technology that holds important data must be destroyed during the Ritual.
6♠	An embarrassing secret of someone you love must be publicly disclosed before the Ritual.
7♠	An ancient runic item, that when held during the Ritual, steals a precious memory of yours.
8♠	Coerce someone, without violence, to tell you their most heinous secret during the Ritual.
9♠	Tears from someone who has been ruined by an escaped secret.
10♠	Gather information on 3 different people targeted by a local Dark Lord.
J♠	Destroy the only copy of a piece of information that could harm your Dark Lord.
Q♠	Steal someone's identity as a part of the Ritual.
K♠	Each hellborn participating in the Ritual must sacrifice a precious memory.
A♠	Soul Master's Choice
Joker	Player's Choice

STEP THREE: PERFORM THE RITUAL

Once you've completed all the required tasks and gathered all the components, it's time to perform the Ritual. The player makes an Occult Skill Challenge with a Difficulty equal to the number of cards drawn during the Intent phase of the ritual.

✕ If the Ritual is for a task given by your Dark Lord, then the Difficulty cards are drawn from the Soul Master's deck.

✕ If the Ritual is for a task you have chosen, then the Difficulty cards are drawn from your deck. Yes, that means you later try to beat your own cards; Rituals are hard without otherworldly help.

MULTIPLE PARTICIPANTS

If multiple hellborn participate in the Ritual, then decide whose deck the Difficulty cards come from (if not the Soul Master). When trying to beat the Difficulty any hellborn participating must draw at least one (1) card from their own deck. If the Difficulty is lower than the number of participants, players may choose whose cards to use. What kind of favors owed to the player for using their cards (if any) must be negotiated among the characters.

FAILURE

If players fail in their Ritual, they incur the wrath of their Dark Lord for failure or for daring to attempt to gain power without them.



SAMPLE RITUALS

Below is a list of sample Rituals hellborn can perform.

SUPERNATURAL FOCUS

Intent: Channeling Ritual Magic for your own Dark Lord, with their knowledge, 1 card

Ritual Components:

✕ 9♣: The Ritual requires a laser to be focused through a diamond.

Ritual: The Dark Lord asks their hellborn to perform a task they're woefully inept in. Luckily, the resourceful hellborn can use this Ritual to be better. After focusing a laser through a diamond and rattling off a list of their innumerable flaws whispered in a voice only their Dark Lord can hear, the hellborn gains a +2 Raise for the next evening for one Challenge related to the task their Dark Lord told them to accomplish.

LOVING TRUST

Intent: Gain leverage in a personal or business matter, 2 cards

Ritual Components:

✕ 2♦: Your most valuable item is used as the focal point. If the Ritual fails, destroy it.

✕ 5♠: A piece of technology that holds important data must be destroyed during the Ritual.

Ritual: A loved one refuses to see the hellborn's point of view; and this just won't do. The hellborn first destroys a technological item where the loved one refused a request of theirs (for example, via mobile text) and then focuses their energy on their most valued item. Slowly they implant the genuine feelings they have for the item into the loved one's head—as if the loved one was cared for so dearly. If the Ritual is completed successfully the loved one carries out the hellborn's wishes, as long as it doesn't put them in danger. If the Ritual fails, not only is the valuable item destroyed, but the loved one feels a deep sense of mistrust for the hellborn though they have no idea exactly why.

THE LEADER STANDS ALONE

Intent: Destroy a Rival, 3 cards

Ritual Components:

✕ 3♠: Tell each other hellborn helping you with the Ritual a costly secret of your own.

✕ K♦: The Ritual must be completed in a place of political influence.

✕ J♥: Orphan's blood.

Ritual: The hellborn summons the spirit of political ire upon an enemy. They bring a vial of orphan's blood to a place of political significance and empty its contents on the floor. Then, they scream a deep personal secret into the blood, pouring their ire for their enemy into the blood and forming a coagulated simulacrum of them which they tear to pieces in rage. Over the next week, their enemy sees their business crumble, family turn from them, and is left alone, orphaned.

THE RAGE OF THREE

Intent: Channeling Ritual Magic for yourself, 4 cards

Ritual Components:

✂ 4♥: Sacrificial knife created by your Dark Lord.

✂ 8♥: Burn your most prized possession.

✂ 8♠: Coerce someone, without violence, to tell you their most heinous secret during the Ritual.

✂ 6♣: Complete the Ritual in an area where you've trapped a lion, a tiger, and a bear.

Ritual: The hellborn is so betrayed by their Dark Lord they seek to punish them by siccing another Dark Lord on them. This Ritual will not kill the Dark Lord, but teach them a nasty lesson... if it is successful. Assuming the hellborn manages to gather the Ritual components required, they may perform this dark rite. First, the hellborn burns their most prized possession, bathing themselves in the ashes. Once the person they've brought to the Ritual confesses their most heinous secret, the hellborn cuts the person's hand with the sacrificial knife, smearing their blood upon the lion, the tiger, and the bear. Then, the hellborn releases the lion, tiger, and bear. The Dark Lord who punishes the hellborn's Dark Lord is based on whichever beast lands the killing blow on the confessor: lion - a wise and plotting Dark Lord; tiger - a shadowy, twisted Dark Lord; bear - a physically daunting Dark Lord. If this Ritual should fail at any step, the hellborn faces the ire of their Dark Lord and one of the three Dark Lords represented by the lion, the tiger, or the bear.

NEW DARK LORDS

Just in case your game wasn't dark enough, here are five new Dark Lords for your game. Each Dark Lord is based in a different type of horror. Pick the worst one and have fun unleashing them on your hellborn.

MR. GOOSE

ELECTRONIC DARK LORD



Traits: Selfish (9♦), Forgetful (7♣)

Communication: Delivers messages in person (K♦)

Sacrifices: Expensive electronics (5♠)

Goal: To defeat its enemy (5♦)

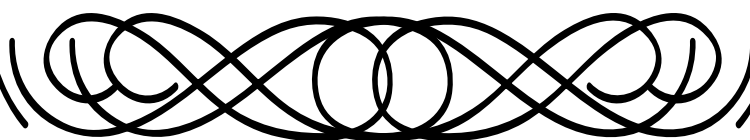
Most believe Mr. Goose to be a modern myth. Stand in a dark room, text “Mr. Goose, Mr. Goose, come out and play,” to 6746673, and he’ll show up in the next screen you see—a tiny gaping head attached to a long neck and naked bulbous body wearing overalls. But Mr. Goose is no myth. When he appears, hellborn bound to Mr. Goose hear his wispy, grating voice in their mind, his mouth never moving, his dark eyes lolled in the back of his skull.

What Mr. Goose wants most in the world is to destroy his rival, Ms. Bunny, who ruins all his fun and who trapped him in the electronic world. Ms. Bunny is a disco queen Dark Lord who loves nothing more than electronic beats and a cruel prank. Mr. Goose is the perfect target for her torment. Mr. Goose dreams of his days in the corporeal world slithering through the darkness, tasting the backs of people’s necks, and peeling the skin from the most delectable treats. For now, he must settle for wreaking havoc online and living vicariously through the dark deeds he requests of his minions.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player’s choice
A	The Dark Lord Requires nothing of them at the moment
K	Send a threatening chain email to everyone
Q	Convert one of Ms. Bunny’s agents to an agent for Mr. Goose
J	Spark mob justice into ‘canceling’ an innocent person online
10	Commit identity theft and ruin a person’s life culminating in their fake death
9	Place spy cams in an otherwise private place (i.e. bathroom, changing room, or spa)
8	Free a person accused of cyber crimes from jail
7	Deliver a box of body parts to someone
6	Stalk a person and record their most intimate moments
5	Kidnap a person and livestream while you humiliate them for 24 hours
4	Find and kill of one Ms. Bunny’s agents
3	Wake up to the knowledge that Mr. Goose possessed you for the last 24 hrs. What havoc has he wrought?
2	Skin a person alive and record it



THE THING THAT CRAWLS

PARASITIC DARK LORD

Traits: Frugal (7♦), Shortsighted (2♥)

Communication: Once a month during a mandatory ritual (3♦)

Sacrifices: Memories (8♣)

Goal: To return home (4♥)



The Thing That Crawls (TTTC) only ever appears as a giant hulking mass of pus-covered maggots. The mass sighs and wheezes, bulldozing slowly over anything in its path. To speak to you, it must engulf you, and this never happens quickly—it’s a slow, agonizing process where maggots wriggle their way into every crevice of your body. Hellborn who know The Thing That Crawls’ tricks are quick to cover their ears when engulfed, lest a maggot wriggle into their brain and consume a delicious memory or a dozen.

The Thing That Crawls comes from a place where everything is one, every thought is one, everybody is one in a sea of pus and maggots; it wants to return to this ‘beautiful’ place so it can finally be at peace. To that extent, The Thing That Crawls is rather neutral to its hellborn, caring neither if they live, die, are happy, or sad—all it cares about is service. All it wants is to return home. A good servant ensures that happens, and in exchange, The Thing The Crawls shares maggots of enlightenment the hellborn may consume for dark powers.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player’s choice
A	The Dark Lord Requires nothing of them at the moment
K	Give The Thing That Crawls an insignificant memory from your day
Q	Spend a night in the sewers sleeping in filth
J	Find a cadaver to feed to The Thing That Crawls
10	Replace a person’s medicine so they get worse rather than better
9	Destroy promising cancer-curing research
8	Retrieve a hunk of dead flesh from a fellow hellborn
7	Eliminate security at a research facility, so that TTTC can slip in unnoticed
6	Let The Thing That Crawls take a memory of you from someone you love
5	Infect a person with TTTC’s maggots so it can eat them from the inside out
4	Kidnap a person and cause festering wounds on the body allowing demonic maggots to eat the dead flesh
3	Bring a child to The Thing That Crawls so it can steal all their happy memories
2	Sew a live person to the mural of bodies stitched together forming a gate to The Thing That Crawls’ home

THE STAG HEAD BEAST

REAPER DARK LORD

Traits: Formal (8♦), Individualistic (J♦)

Communication: A bodiless ominous voice (9♣)

Sacrifices: Animal slaughter (9♦)

Goal: Accumulate all of one thing (8♥)



Rage. Cunning. Anguish. The Stag Head Beast (the Beast) stalks desolate places brimming with darkness where terror reaches its highest form, living between instinct and dream. The Beast must reap the head of any being it sees, so rather than meeting its hellborn, the hellborn hears the Beast's will in their head. Once the Beast had a true form, but its head (a stag's head) was taken by a hunter and the Beast cursed itself to walk the Earth until it collected the heads of every member of the hunter's order and family.

Through reaping numerous heads throughout the years on its singular journey for revenge, the Beast learned many secrets. It is willing to share these secrets with its hellborn, as long as the hellborn helps on its ultimate quest. Unwilling to see anything it 'cares' about die, the Beast is protective of its hellborn and expects full loyalty in return. Unlike more adversarial Dark Lord/hellborn relationships, serving the Beast means protection and a certain level of care afforded to you and your wellbeing. The Beast sees its hellborn as possessions, along with those the hellborn loves, and nothing will touch the Beast's possessions ever again.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's choice
A	The Dark Lord Requires nothing of them at the moment
K	Find the location of a hunter hideout and relay it to the Beast
Q	Escort a family of corrupted deer across the country; keep them safe from hunters
J	Get in a brawl honoring the Beast and bringing its rage into this world
10	Get revenge on an enemy who has wronged you
9	Find a person who has betrayed someone and reap a limb from them
8	Participate in a ritual where you must sacrifice something you care deeply for
7	Find an ancient tome in a lost library guarded by forgotten magics
6	Protect a cult of the Beast's followers from a cadre of hunters
5	Lead your head hellborn to the Beast's domain to learn a dark ritual
4	Kill a descendant of the hunter
3	Kill a member of the hunter's order
2	Steal back the Beast's original skull from deep within a hunter's sanctum

LUCIUS BLACKBANE

SIREN DARK LORD



- Traits:** Charismatic (Q♦), Individualistic (J♦)
Communication: Watching for omens (2♣)
Sacrifices: Contracts for more souls (K♥)
Goal: To provide for worshippers (J♠)

Lucius swam in the waters of ancient Greece when myths still walked the Earth and humans knew to fear music. He’s taken many forms and for now he is a tall, handsome man with a striking figure and dark eyes. Many things have changed since the time of legend, but humans are still happy to bargain away their souls for a pretty song, and that delights Lucius.

Upon meeting the striking man, many assume he is a kinder Dark Lord, but nothing could be further from the truth—never trust the devil in a suit. Lucius’ hellborn dream of drowning every night, pulled under a tide of blood by a pale, hungry creature whispering lies into their ears. The Dark Lord lives on fear and weaves malice into the tunes he croons wherever he goes. Upon hearing Lucius’ voice most people go mad, tear at their faces, beat their loved ones, scream incoherent agony into the night—a symphony providing the perfect accompaniment to Lucius’ lurid melody. Mr. Blackbane hates incompetence and always enacts any punishment himself, much to his own enjoyment.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player’s choice
A	The Dark Lord Requires nothing of them at the moment
K	Serve as Lucius’ servant for the day
Q	Punish a tailor who made Lucius an ill-fitting suit
J	Fill Lucius’ private competition-length pool with fresh blood
10	Assist Lucius as he teaches a hellborn under his employ the true price of failure through water-boarding (or another means to torture)
9	Discredit a singer who managed to outshine Lucius in a performance
8	Protect Lucius’ siren sisters as they retrieve a covert drop-off
7	Permanently remove a talentless singer’s voice
6	Recruit a new (competent) person into Lucius’ service
5	Kill a fellow hellborn who has failed Lucius for the last time
4	Mutilate another person to the point where they are unrecognizable
3	Drown a person in Lucius’ private pool so he can play with them later
2	Mutilate yourself in a heinous way

SHE WHO DIES

GHOSTLY DARK LORD



Traits: Systematic (J♠), Nihilistic (5♠)

Communication: Sends a minion (J♥)

Sacrifices: Extended ritual prayer (4♠)

Goal: To escape its own death (5♦)

She Who Dies is a ghostly apparition of a woman in a constant state of death and near death. Her translucent body moves in flashes from one moment to the next, living out horrific murder scenes played on repeat. Anyone who looks upon She Who Dies experiences her anguish, terror, and sorrow—for death is never a mundane affair. Her hellborn need only to think of her twisted face to be teleported to her home between the realm of life and death—something many new hellborn in her service do by mistake—only to live through the terror of experiencing one of her many deaths.

She Who Dies reigns over the soul domain of traumatic death. She is the patron of all ghosts unable to escape the mortal plane due to the cruel manner of their death, and she alone cares for them. As such, they act as her minions relaying to her hellborn what She Who Dies wants. She Who Dies doesn't easily recruit new mortals to her cause, instead preferring family lines who are loyal to her cause—revenge on people who've enacted terrible murders.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's choice
A	The Dark Lord Requires nothing of them at the moment
K	Escort a ghost who just died a horrific death to She Who Dies
Q	Extract an apology from someone who bullied one of She Who Dies' ghosts while they were alive
J	Find a person a ghost can inhabit to extract revenge on the person who killed them
10	Get revenge for one of the ghosts who serves She Who Dies
9	Bring a hellborn who reneged on getting revenge to She Who Dies
8	Terrify a young adult going down the wrong path towards corruption
7	Kill a murderer, painlessly—She Who Dies does not want her realm tainted
6	Kidnap a crime boss; make them change their ways or kill them
5	Find a hellborn who serves a cruel master and convert them
4	Find a hellborn who serves a cruel master and has become a similar sort of monster; kill them to send a message
3	Perform a ritual to take on your Dark Lord's pain for yourself
2	Capture an immortal being to take the place of She Who Dies, so she can experience one day free of agony

CHAPTER TWO:

TOOLS OF THE SOUL MASTER



ENEMIES ON ALL SIDES

Life as one of the hellborn is never easy. The world is filled with different antagonists and extras who can expand your campaign's supporting cast. Each example has a group of Trait suggestions you can use to differentiate them. Simply draw a card to see what Trait the enemy has, corresponding to the suit of the drawn card. For Skills, each has one at Level 3, one at Level 2, and any other relevant skills at Level 1. Each grouping also comes with a Sinful Gift or two; and where it would not make sense for the being to be tied to a Dark Lord, assume the Gift is an innate ability they have.

LIVING AND BREATHING BURDENS

The world is filled with people and where there are people there are desires that can clash with those of the hellborn. Generally, people are more bark and less bite when confrontations occur. Clashes with people tend to predominantly focus on verbal abuse, but at the first sign of physical altercation, the initial reaction is to get out of the way. There are people, however, who tend to be more territorial or more controlling. Here are a few you can use in your games.

CLERGY

Any mention of the word hell and for sure you will have members of the closest congregation concerned for your well-being. Well-meaning strangers can step in to interfere and harass the hellborn in their attempts to “help” such individuals. Part of the pain is the fact you can't just punch your way out of such situations. Violence tends to escalate things to unsavory levels.

Trait (choose one): Disrespectful (Clubs), Domineering (Diamonds), Dramatic (Hearts), Secretive (Spades)

Standard Skills: Convince 2, Knowledge 1, Occult 3, Resist 1

Protector Gifts: Hardened Refusal (pg. xx)

CRAZED VIGILANTES

Whether they are religious extremists with a rifle or conspiracy theorists with a portable camera, these individuals can make the life of the hellborn a living hell. Some of these see the hellborn as avatars of greater powers they must either serve or eliminate. Others see them as proof of government conspiracy or alien intervention. Either way, no hellborn worth their salt would want to be around these folks.

Trait (choose one): Aggressive (Clubs), Formal (Diamonds), Curious (Hearts), Fanatical (Spades)

Standard Skills: Build 1, Fight 1, Know 3, Occult 1, Notice 1, Survive 2

Sinful Gifts: Knuckles (SotF pg. 18)

GANG MEMBERS

Drug territories, prostitution rings, and other unsavory businesses can become havens for hellborn-related machinations. Whether it is the player character setting up such to finance their actions or shutting them down to protect their own interests, the clash between divine and economic demons is inevitable.

Trait (choose one): Lazy (Clubs), Unfriendly (Diamonds), Shallow (Hearts), Power-Hungry (Spades)

Standard Skills: Convince 1, Fight 3, Notice 1, Sneak 2

Sinful Gifts: Improvised Weapon (pg XX)

POLICE DETECTIVE

The actions of the hellborn can easily seem suspicious to any officer of the law. This can lead to a detective handling a case which inadvertently leads to shadowing the character. Local law enforcement can provide the SM with adequate challenges for the usual gaming group.

Trait (choose one): Optimistic (Clubs), Charismatic (Diamonds), Selfish (Hearts), Familial (Spades)

Standard Skills: Exert 1, Fight 2, Know 1, Notice 3, Sneak 1

Sinful Gifts: Position (SotF pg. 17)

SUPERNATURAL HORRORS

The world is filled with secrets and unexpected beings. What the world believes to be merely myth and legend is usually real in some way or fashion. Hellborn have a greater tendency of bumping into such beings as their supernatural nature seems to unconsciously attract others.

ELEMENTAL BEINGS

Strangely, within the world are sentient elemental forces that defy typical description. Some cultures have identified them as nature spirits, tying their existence to the closest similar natural features. They are seen as River gods, Forest spirits, and Mountain nymphs. Their alien nature and strange behaviors, however, betray them to be anything but formerly human. Where they actually stand in the celestial order of things remains to be seen. Draw a card to determine how the beings feel about the hellborn:

Joker	Player's Choice
A	Curious
K	Hate
Q	In love with

J	Collects
10	Fearful
9	Observational
8	Hinders their progress
7	Assists the hellborn
6	Protects a hellborn's target/Relationship.
5	Hates a hellborn's target/Relationship.
4	Fears a hellborn's target/Relationship.
3	Ignores a hellborn's target/Relationship.
2	Hates the hellborn's Demon Lord

Elemental Types (choose one): Air Elementals (Clubs), Earth Elementals (Diamonds), Fire Elementals (Hearts) and Water Elementals (Spades).

Trait (choose one): Breezy (Clubs), Dry (Diamonds), Anxious (Hearts), Wise (Spades)

Skills: Build 3, Exert 2, Resist 1

Sinful Gift: Wanting For More (tied to element; SotF pg. 30)

FAIRY FOLK

While most encounters with them are quickly forgotten due to their capricious nature, the fairy folk can be terrible opponents if their curiosities are directed at the hellborn. Typically, each of the Fairy Folk has one Gift-like ability appropriate to its type. Redcaps, for example, have Gluttony Gift-like powers. The Beansidhe, on the other hand, have powers similar to Lust, but more reflecting fear. Fairy Folk, however, are bound by their own set of rules. Draw a card, and the rules are that they:

Joker	Player's Choice.
A	...must speak in rhyme.
K	...cannot lie.
Q	...cannot tell the truth.
J	...must accept any gifts offered freely.
10	...must never speak their own name.
9	...never strike the first blow.
8	...cannot cross running water.
7	...must count objects thrown across their path.
6	...never step on cracks/lines on the ground.
5	...avoid being caught in reflections.

4	...never break promises.
3	...require a first-born child.
2	...must be bested in a riddle game.

Trait (choose one): Clumsy (Clubs), Punctual (Diamonds), Glamorous (Hearts), Pompous (Spades)

Standard Skills: Convince 2, Fight 3, Occult 1

Sinful Gifts (based on fae type):

✕ **Redcaps** are terrifying when they use Catered (Gluttony, SotF pg. 29).

✕ **Beansidhe** love using Dark Desires, focused on fear (Lust, SotF pg. 30).

✕ **Dwarfs** are possessive of things and use Hoarder (Avarice, SotF pg. 28).

GHOSTS

The recently departed can manifest in a variety of ways. From skin-riding pos-sessors to chaotic poltergeists, these immaterial entities can prove to be challeng-ing antagonists. Ghosts may have various reasons for still remaining in the world rather than moving on. Resolving this fetter can disperse the spirit as it moves on to wherever it was meant to go. Draw a card, and the spirit:

Joker	Player's Choice.
A	...seeks to be avenged.
K	...needs to watch over someone.
Q	...must deliver a message.
J	...must force someone out of some place.
10	...must stop an action.
9	...has forgotten who it is.
8	...needs to retrieve an item.
7	...needs something repaired.
6	...needs one last thrill before they go.
5	...must find its way home.
4	...needs to hear someone say sorry.
3	...must kill someone.
2	...isn't a spirit, but a pawn of a Demon Lord.



Trait (choose one): Cruel (Clubs), Stoic (Diamonds), Amusing (Hearts), Nihilistic (Spades)

Skills: Know 2, Occult 3

Sinful Gifts (based on ghost type):

✧ **Poltergeists** can affect inorganic things, hurling them around violently using Shatter (Wrath, SotF pg. 32).

✧ **Skin-riders** can possess people or corpses, affecting their actions using Dark Desires (Lust, SotF pg. 30).

✧ **Haunters** are possessive of things they claim and can influence others using I Want That (Envy, SotF pg. 29).

FORGOTTEN GODS

Hidden in seclusion, these former deities have embraced mundane lives while they lament the loss of their grandeur. Once worshipped by millions, these lost gods now attempt to get by in their own different ways, leeching worship and faith from those who still beseech their name. Some wonder if these Forgotten Gods were once as powerful as Dark Lords. Others believe Dark Lords are the “gods” of the modern time. And most interestingly, some have begun to consider—if gods can die, then perhaps Dark Lords can be defeated too.

AGATHA HAIGHT

Formerly one of the Fates. Now living alone in a world that has romanticized destiny, Agatha deeply misses her sisters and hates how the world has turned away from seeing their fates in the stars and replaced it with forlorn emotions and passion. She owns a dating site now, and steals what little faith she can from satisfied customers of the website that praise her name.

Trait: Maternal (Hearts)

Skills: Convince 3, Notice 1, Survive 1

Sinful Gifts: Knowing Better (SotF pg. 30), Money (SotF pg. 16)

NEIL WAKEMAN

Once a lord of dreams and nightmares, Neil now writes books about a dream king who has lost his crown. People have yet to realize his fantastic imaginary tales are autobiographical in some sense, as they document (with great artistic license) the events he himself had experienced during his centuries as the lord of midnight. He is alone now, and no sign of the other entities that he referred to as his family exist. He has no idea what has happened to them.

Trait: Moody (Hearts)

Skills: Build 2, Convince 2, Hide 1, Occult 3

Sinful Gifts: Do Nothing (SotF pg. 17), Sleep (SotF pg. 31)

MELANIE MANISILAT

Once an agent of a powerful god from her lands, her duties included shattering happy families and splitting up loving couples with her shape shifting powers. She would assume the visage of a beggar to gain their sympathy and be allowed into their homes. Then, she picked at the relationship, magically enhancing their agitation until they broke apart. Ever since her rival, a being named Diyan, exposed one of her schemes she lost the will to continue her duties and now hides in the world as a domestic helper. She still occasionally enjoys messing up any relationships she can get close to, but things just aren't the same without one's rival stopping her each time.

Trait: Sentimental (Hearts)

Skills: Convince 3, Notice 2, Sneak 2

Sinful Gifts: Cravings (SotF pg. 28), Insatiable (SotF pg. 29)

A LIFE SENTENCE

Common knowledge states that once your soul belongs to a Dark Lord, it always belongs to that Dark Lord. Hellborn produce more hellborn for their Dark Lord, those families perpetuate that mentality, and the tradition of sin continues down the family line. Those recruited freshly as teens and adults stumble in their service without the preparation and support of a family. There are tales about changing from one Dark Lord to another—sometimes willingly, sometimes not—but there is no escape.

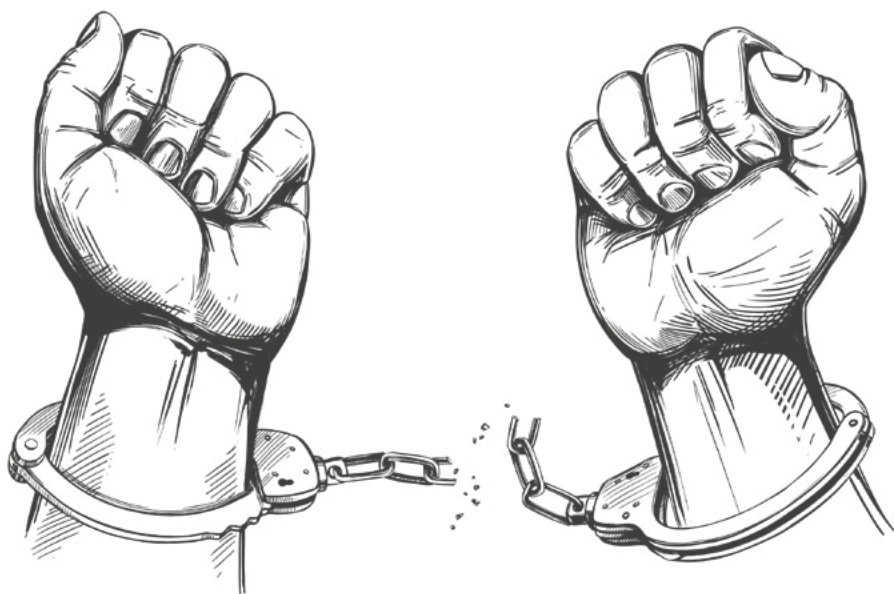
Except, there is for some; whispered tales, little-believed stories most hellborn dare not hope are true, of complete freedom from their Dark Lord. Cynical hellborn believe these myths are perpetuated by devious and sadistic Dark Lords who saddle their hellborn with Debt that overshadows any gifts they've received. Indeed, some Dark Lords know of the tales of those who have escaped and promptly twist them to be so unbelievable as to be impossible. There are few stories about hellborn escaping their demonic masters. Two reside in the SotF core book (pgs. 11-12), but those are just the most oft-spoken in legends.

Some Dark Lords toy with the promise of freedom when their hellborn misbehave or when they're bored. Cruel jokes and broken promises provide a modicum of entertainment for their sick enjoyment, and what is the point of having servants if you can't enjoy them? As hellborn strive to reach the standard set by their masters in exchange for freedom, the Dark Lords revel in their struggles and shudder with joy at their eventual failure.

Other Dark Lords, more no-nonsense and upfront with their servants, never speak of freedom. They create no mental traps, nor spin hopeful tales to taunt their hellborn. They don't pretend to be a friend. They don't dramatically emphasize that they are their mortal's lord and master. They'll speak plainly, and expect to be plainly spoken to in return. None of these overly dramatic trappings that waste time and energy. If their hellborn learned of a way out, the Dark Lord would have to waste resources bringing them back into the fold, or destroying them outright.

And that is just annoying.

Some hellborn who dig themselves into a hole of Debt only see one way out—death. Sadly, death only cements their eternal servitude to their Dark Lord and how that happens is pure speculation. No Dark Lord gives away that information for any amount of Debt, and no hellborn have ever returned to tell anyone about the other side.



THE PATH TO FREEDOM

The first step to a hellborn freeing themselves is going to 0 Debt (SotF pg. 27). This achievement is where most fail, however. A hellborn at 0 Debt technically owes nothing to their Dark Lord; however, this is when the Dark Lord works their hardest to keep them from slipping their grasp.

There are virtues that oppose a hellborn's Primary Sin, and acting within those virtues helps free a hellborn from their bonds. That also irks a Dark Lord. If your character drops to 0 Debt, they tempt with favors and power. When or if that doesn't work, they start using their considerable resources to make life quite difficult, so difficult you'll want or need to ask for help and incur more Debt.

The steps below can free your hellborn from their Dark Lord, but they are far from simple. Taking these actions is a year-long Ritual where the hellborn draws the attention of their own Dark Lord, at the very least. Other Dark Lords also hear of this rebellion and enact their own multilayered plan to not only usurp the reputation of the Dark Lord from whom the hellborn attempts escape, but to send a pointed message to their own servants as well.

THE RITUAL OF LEAVING

The Ritual of Leaving happens over the course of a year and a day where the hellborn must...

✕ ...be at and maintain 0 Debt.

✕ ...refrain from asking any Dark Lord for favors for 1 year and 1 day.

✕ ...actively work against their Primary Sin by embracing its Opposing Virtue, suffering a -2 Drop to any virtuous Skill Challenge.

✕ ...gather 3 important things their Dark Lord helped them obtain and destroy them. The more difficult it is to let go of the item, influence, or relationship, the larger the Raise given during the following Series Challenge to escape the Dark Lord. If one of those things is a relationship, the hellborn must break it and do the least harm possible to the other person. Depending on the value of thing sacrificed, the player applies a +1 Raise per sacrifice to one of the Challenges in step five, with a maximum of 3 Challenges modified this way.

Difficulty Letting Go	Raise
Hard but not impossible to obtain; not a great sentimental value.	1
Years spent gaining this item/influence/relationship and much Debt.	2
Extremely precious; once-in-a-lifetime.	3

✕ On the final day, the hellborn attempts freedom from their Dark Lord. The player engages in a Series Challenge of 7 (3 Occult, 4 Resist) and must win at least 5 of these Challenges to break their chains.

If the hellborn is successful, they break the bond with their Dark Lord. Their soul is once again theirs to strengthen... or to lose. If the hellborn fails, their Dark Lord knows of their betrayal and there will be Hell to pay. At minimum, hellborn take on Debt equal to the number of Challenges they lost in addition to any cruel plans their Dark Lord has cooked up.

THE HOLY UNDERGROUND - A NEW LIFE

Leaving the service of a Dark Lord isn't giving two-weeks' notice, it's going into Witness Protection, only the hellborn doesn't flee to a person or organization equal to or more powerful than their Dark Lord. Even if they have, escape is the best they can hope for—the Dark Lord is never brought to justice. After all, what sins do the Dark Lords commit? They offer services, gifts, powers, in return for a favor—the hellborn completed these dark deeds all on their own.

Until they get out. Not unscathed. Never without consequence. But *out*.

Free from their Dark Lord's grasp, hellborn have likely lost everything. Certainly everything the Dark Lord "bequeathed" to them, and possibly more. If they came from a family of hellborn—if the Dark Lord hasn't destroyed them—their family is likely to capture or kill the traitor on sight. If their family is alive and untainted by the Dark Lord, being around them is like moving them to Chernobyl or Fukushima. A former hellborn is radioactive, and not in that cool Imagine Dragons way.

In the beginning, unless they've found others who escaped, it is likely the most starkly alone they will ever feel — needing to escape all that's familiar, isolating themselves, and starting over with nothing.

NOT ALONE

When a hellborn escapes, chances are they found someone who either got out too or someone who knew someone who got out; the Ritual didn't just appear in their mind, fully-developed. Though one or two swear that is exactly what happened. People who help free mortal souls from their dark masters are known in hellborn circles as the Holy Underground. The Holy Underground is comprised of disparate groups, many of whom are loathe to work with one another, because of ideological differences or long standing grudges.

THE ESCAPED

No one who escapes their Dark Lord ever forgets. Guarded, quiet, haunted. Sometimes bitter at the choice they made to leave. There are those who grow to regret the responsibilities of freedom. Some of those go mad, some turn to crime or another self-destructive path, and some decide to flee back to their Dark Lord, or any Dark Lord who will take them.

There are stories of more than a few hellborn who couldn't take it "on the outside" and crawled back to their Dark Lord. A few were slaughtered on sight. Others survived torture by divulging the Holy Underground members who enabled their rebellious behavior. In turn, the Dark Lords obliterated the Underground members who facilitated betrayal and the more crafty had their hellborn do it instead.

Escaped members of the Holy Underground organize themselves into small cells who rarely meet. A gathering of too many Escaped could draw the attention of a Dark Lord and no one wants that. Escaped cells work with one hellborn at a time, facilitating them through the year it takes to complete the Ritual of Leaving. Most hellborn who break free in this way, and manage to stay free, join the cell who assisted them.

MECHANICAL EFFECTS

Escaped no longer have access to their Gifts. Through their trials to free themselves and reclaim their souls, however, they gain access to the following ability:

✕ **Repulse:** If ever targeted by a Sinful Gift, the Escaped may voluntarily take 1 Wound to a skill of their choice to redirect the effects to another target, even the hellborn using the Gift (who could normally Resist).

THE HUNTERS

Hunters know about the hellborn. Most of them aren't hellborn themselves, but have lost family to them. They are the brothers, sisters, aunts, cousins, in-laws, or children who found themselves in a terrible situation due to pacts they didn't know about or refused. Some are happy to help those who want to or have just escaped, but they are adamant that hellborn never go back to their Dark Lords. If they do, not only will hellborn destroy the person they matured into to get out, but the Dark Lord is sure to demand information on the Hunters and other Escaped. If the hellborn still decides to return to their Dark Lord, Hunters find them and kill them to protect everyone else.

Of all the factions within the Holy Underground, Hunters are by far the most organized. Many Hunters work for larger organizations granting them access to resources the Escaped can only dream of. Hunter organizations rarely work with one another on a constant basis, each possessing a philosophy too unique to share, but happily join forces if it means they can take down a larger foe. Hunters understand the good of humanity comes first, no matter what the cost.

MECHANICAL EFFECTS

✕ Hunters don't have Gifts as hellborn do. They have a choice to have an extra +2 and a +3 bonus to add to their Skills. One of the boosts must be added to Resist, and the other to any other skill they choose. Hunters often have expert skills that make them valuable to any group hunting Dark Lords.

THE SAINTS

Few in number, Saints seem to have powers similar to that of Dark Lords. Some believe Saints are mortals who escaped a Dark Lord and pledged their souls to a different kind of master, the Angels, though they seldom follow a spiritual path adhering to any one mortal religious doctrine.

Saints are serene beings who emanate seemingly benevolent power, but others believe they are simply a new form of hellborn. Angels have been viewed as nothing more than less evil Dark Lords, still insisting on obedience from those they freed and constantly asking for servitude, even when a Saint isn't prepared. Often, Saints are asked to become martyrs, sacrificial lambs necessary to save many others. So what is the difference between an Angel and a Dark Lord in the end?

MECHANICAL EFFECTS

Saints gain the following powers of suppression.

✂ **Nullify:** If a hellborn uses a Sinful Gift around the Saint, they can reflexively choose to nullify it's effects instantaneously. They do this, of course, by taking a Wound. The Saint's player may choose the Skill the Wound is applied to, following normal rules.

ALL ABOUT ANGELS

Just as the hellborn aren't beings who come from hell itself, Angels aren't necessarily the servants of a hidden and mysterious god of a certain specific faith—there are two different kinds of beings which are all called Angels.

The first are Protectors, which are winged humanoid beings that oppose the hellborn at every given opportunity. These Angels seem strangely distant and alien to the human condition. The second are the Faithful, which are former hellborn who have resolved all their Debts and found a new calling. They do not realize they have simply replaced their servitude to a Dark Lord with a new master. Some hellborn make the mistake of thinking they are the same thing, which could not be further from the truth. Some even believe that the Protectors were never ever human.

Note: Angels are not playable characters. They should be used sparingly, if at all, and they are similar in power to a Dark Lord.

THE PROTECTORS

Whether or not there is a “God” or “Creator” remains a matter of faith. Protectors appear in a variety of forms, from strange hybrid animals with human heads or feathered wings, or as elemental manifestations with eyes and strange geometric shapes. But their alien appearance goes beyond just skin deep. These Angels are alien and strange, with a detached caring viewpoint towards humanity as a whole. As rare as they are, when these Angels do appear, they seem inherently focused on protecting a specific person or group of people from the activities of the Dark Lords.

Petty Blight, an obsessive Dark Lord who thrives in the dark web, tracks any news referring to the appearance of Angels. She is willing to offer Gifts in exchange for solid evidence of where they come from and hopes to someday acquire one intact for further study. She suspects Protectors are something akin to humanity’s immune system attempting to protect them from the influence of the hellborn.

They have powers that twist Dark Lord Gifts and seemingly reflect them back upon their users. They speak in sing-song voices that can cause servants of the Dark Lords to withdraw in pain or become discombobulated as they find powerful memories of regretful events in their life resurface and seize their conscious minds. Attempts to injure these Angels results in their physical forms showing damage and light bleeding out from these seemingly cosmetic wounds. These Protector Angels can be destroyed, but the act of destroying them tends to have a fallout in the surrounding area as well. Some even claim the Tunguska event was the site of a massive battle against a trio of Protector Angels.

PROTECTOR GIFTS

As antagonists, the Soul Master chooses the strongest Virtue of the Angel, and it receives the three Protector Gifts listed below it. More powerful Protectors may even possess multiple Primary Virtues.

CHARITY

✕ **Selflessness:** Once they learn what another needs, Protectors gain a +1 bonus on actions that attempt to procure that item for the needy.

✕ **Sway:** With a touch, and 2 cards discarded, a Protector with a successful Convince Challenge can persuade a target to admit what they would want in exchange to do an act of charity that the Protector asks of them. If done, the other must fulfill the act of charity.

✕ **Teamwork:** After using a card, the Protector can hand that used card to another Protector. That Protector can then use the recycled card as if it were part of their hand. Alternatively, if there are two Protectors working together the SM may re-use a card they just played once and then discard it as normal.

COMPOSURE

✧ **Defensive Instincts:** Whenever the Protector is attempting to resist harm, their chosen card is Raised by +2.

✧ **Divine Reinforcement:** Discard 3 cards and succeed in an Occult Challenge to touch an inanimate non-living object and temporarily make it indestructible for a Scene.

✧ **Focus:** Discard 2 cards, and with a Convince Challenge, inspire another within eyesight to feel calm and focused, gaining +1 bonus to all actions for the rest of the Scene.

HUMILITY

✧ **Beyond Notice:** By discarding 3 cards and succeeding in an Occult Challenge, the Protector can cause any existing information or recorded data about them to fade away and simply get corrupted. This powerful effect can only affect information that has been transcribed or recorded within the last few days, however.

✧ **Insignificant:** When seeking to avoid notice, Protectors receive a +1 bonus.

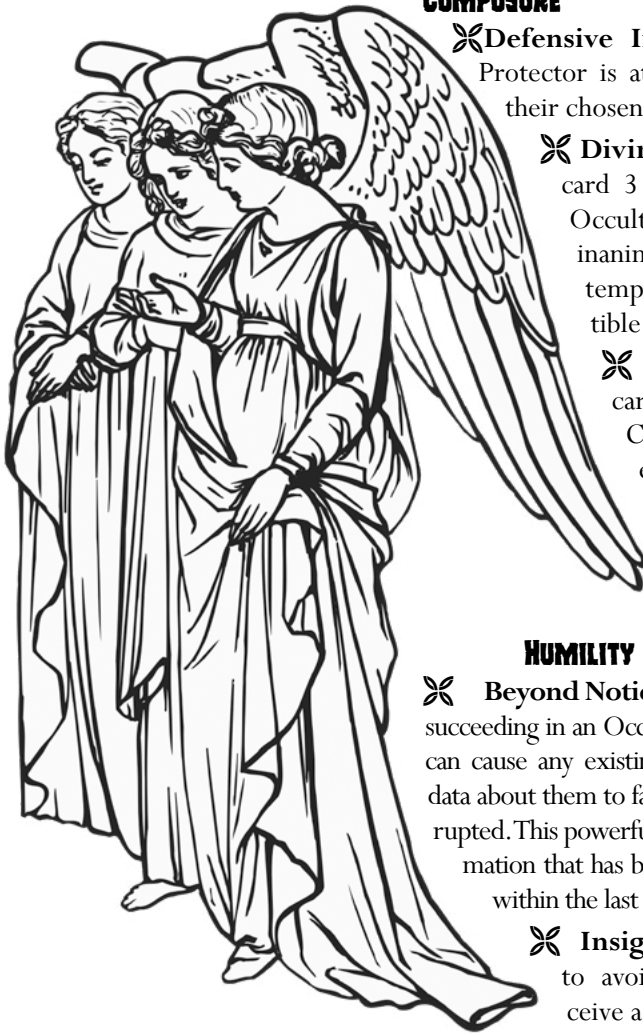
✧ **Underestimated:** Once per

game, a Protector can use a card of value 2 as if it were a face card of their choice. This, however, means when the said face card appears, that card is immediately discarded without effect.

KINDNESS

✧ **All Together:** The Protector can discard the top 3 cards of their deck and place them on the side. All other allies can then opt to use one of these cards instead of their own at any point once in the current Session.

✧ **Enough:** By discarding 2 cards and succeeding on an Occult Challenge, the Protector can choose to take Wounds that another within eyesight received. For each Wound they receive, the Protector gains a +2 bonus to any rolls to gain that target's trust.



✕ **Take This:** As an expert courier of need, the Protector can discard 2 cards and with an Occult Challenge immediately transport something in their possession to anyone else's hands. The recipient need not be within eyesight. Many Protectors use this to send reports back to their leaders, whoever they are.

PURITY

✕ **Chains of Guilt:** By discarding 4 cards, the Protector can cause a single target to be chained by their own guilt. The only way to break free is to embrace one's Primary Sin and completely unleash themselves. Until then, physical actions and Gifts cannot be used until they break free.

✕ **Hardened Refusal:** When attempting to resist seduction or manipulation, their chosen card is Raised by +2.

✕ **Untouchable:** By discarding 4 cards, a Protector can turn completely intangible and immune to any physical harm. They remain visible, however, and can still communicate with others as normal.

RESTRAINT

✕ **Delayed Gratification:** During a Challenge, the Protector can choose to play a card from their hand to the side and reserve it for a later Challenge. This allows them extreme flexibility in choosing when to use the better results. If the card is not used by the end of the Session, however, the card is returned to the deck.

✕ **Satiation:** By discarding 3 cards, a Protector can cause a target to lose the ability to feel happiness or joy through indulgence. Food gives no pleasure. Sex feels mechanical. Even sleep offers no rest. This can hinder a target from recovering from Wounds and counter bonuses others might get through Gifts.

✕ **Temperate Flesh:** If the Protector spends a few hours in silent contemplation, the next time they take Wounds, they only take 1 Wound — ignoring up to 3 Wounds. They can repeat this power by discarding 2 cards.

ZEAL

✕ **Distracted Excitement:** By discarding 3 cards and making an Occult Challenge, the Protector can distract another for a Scene, having them focus on something else of the Protector's choosing.

✕ **Fiery Zeal:** Protectors can reuse a just-used card a second time, by discarding up to 3 cards, but this must be used immediately for their next action.

✕ **Inspiring:** Protectors can discard 2 cards to allow anyone within their eyesight to succeed where they should have only had a Tie.

THE FAITHFUL

Hellborn who have found a way to escape all the Debt they owe eventually discover that a new path awaits them. Within days of relieving themselves of their Debt, they are visited by a figure calling itself an Arch. Arches appear humanoid, save for the celestial traits that adorn their winged forms. They can appear to have any racial traits they desire, with most choosing to be an amalgam of what they consider to be the most beautiful features. Their wings are typically feathered and white, though some have been described to have such crafted in light and fire.

Arches offer the now free hellborn a chance to “redeem” themselves and serve the Light. They are asked to become one of the Faithful and serve under the Arches’ shadow. Those who agree gain access to incredible new Gifts. The Arches assign them tasks and remind them of their role in the Grand Design. When asked to elaborate, however, most Arches tell them to focus on their duties or distract them with nonsensical philosophical questions. The reason for this is simple, the Arches themselves know the Faithful are just an elaborate lie they have crafted. Each of the Faithful is but a former hellborn who has learned how to become a “non-Dark” Lord to others. The vicious cycle is one covered with blinding lies and convincing instances empowered by the self-loathing most hellborn have of themselves. The Faithful are merely a long con game by hellborn who do unto others what their Dark Lords once did to them.

ANGELIC INSPIRATIONS

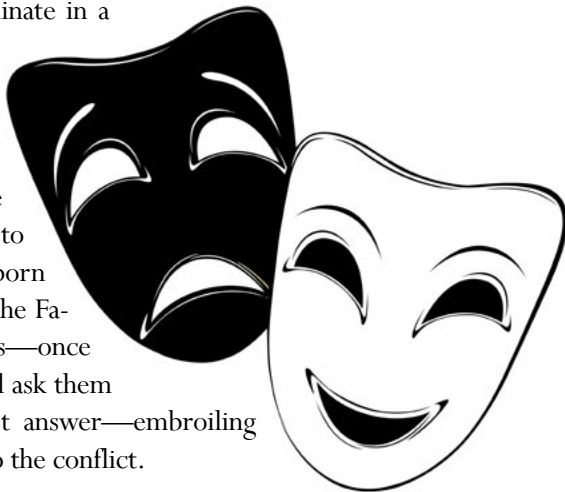
For darker games, the presence of Angels can be akin to the movie *Constantine* (2005), *The Prophecy* (1995) or *Fallen* (1998). The Angels are immensely cold and logical in their desire to fulfill their Obligations. Their no-nonsense attitude can appear as coldly logical or frighteningly relentless.

For humor based games, the presence of angels can draw inspiration from movies like *Dogma* (1999), *Almost an Angel* (1990), or *Little Nicky* (2000). The Angels might be unfamiliar with the world or tremendously curious about humanity. They have their Obligations, but also find themselves immensely fascinated with the concept of free will and human limitations.

DRAMATIC SCENES

Most scenes within Sins of the Father have some element of drama, you're playing a game about people who serve Dark Lords, how could there not be? However, often as a Soul Master you want to amp up the drama of a scene or place your hellborn right into the thick of conflict. These dramatic scenes are the height of drama in your game, they're where the action happens, where decisions are made with consequences that ripple out into the rest of the universe.

Often players' actions culminate in a dramatic scene, but sometimes you just want to get them in some hot water, especially if your hellborn have been playing it too safe. In this case, use the dramatic scene generator below to craft a problem to get your hellborn into. Like everything in Sins of the Father, players aren't passive in this—once you set the dramatic scene you'll ask them a series of questions they must answer—embroiling their characters even deeper into the conflict.



STEP ONE: DRAW TWO CARDS

What's the scene? Draw two cards; the first card's suit tells you which chart to look at, and the second card's suit tells you what scene plays out.

CLUBS - PHYSICAL VIOLENCE

Suit	Scene
Clubs	Hellborn is losing the fight
Diamond	Opponent is losing the fight
Hearts	Violence is about to start
Spades	A large crowd gathers around the violence

DIAMONDS - VERBAL ARGUMENT

Suit	Scene
Clubs	The hellborn is in the wrong
Diamond	The opponent is in the wrong
Hearts	The fight is about something both parties want
Spades	The fight is about who will take the fall for a dark deed

HEARTS - TRAGEDY

Suit	Scene
Clubs	The two parties stand over a corpse
Diamond	The two parties bury someone
Hearts	Loved ones are traumatically separated
Spades	Something extremely valuable is lost

SPADES - PERFORMING A DARK DEED

Suit	Scene
Clubs	The hellborn is about to torture someone
Diamond	Someone is tied-up and gagged
Hearts	The hellborn is about to steal something
Spades	The hellborn created a lie to destroy someone's life

STEP TWO: DRAW A CARD

Who are the hellborn in conflict with? Draw another card, the value defines who the hellborn is in conflict with.

Number	Extra Type
A	Player's choice
K	Random passerby
Q	A criminal
J	A member of the clergy or beacon of faith
10	Law enforcement
9	A pillar of the community
8	An 'evil' supernatural entity (vampire, ghost, etc.)
7	A 'good' supernatural entity (angel, earth spirit, etc.)
6	A close friend
5	A lover

4	A family member
3	Rival Dark Lord (to the hellborn's)
2	Hellborn's Dark Lord

STEP THREE: SET THE SCENE

Once you've pulled the card, set the scene for your hellborn:

- ✕ Describe where they are, what it looks, feels, and smells like.
- ✕ Say who's in front of them, what does this person look like, sound like, what emotions do they present to the world.
- ✕ Present a striking feature in the environment; something that tells the hellborn things have gone wrong: a fire, a strange smell, a large crowd of onlookers.

Your goal is to set an interesting scene for the drama to happen in. Imagine you're in the theatre, the stage curtain comes up, what does the audience experience? Don't bother yourself with what is happening at that exact moment, your players will help you fill this in at the next step.

STEP FOUR: ASK QUESTIONS

Once you've set the scene, it is time for your players to get themselves into some trouble. Based on the NPC you drew above, ask them the questions below. If your players are being unresponsive, help them with suggestions or ask for clarifications of their answers. For example, if the question is, 'Why are they angry at you?' and a player responds, 'I hit them,' that doesn't give you very much to work with. So you can ask them a follow-up question like: 'Ouch, why in the world would you punch your Dark Lord?'

Once your players have dug themselves into a nice, deep, dark hole, it's time to start the scene!

K - RANDOM PASSERBY

- ✕ What unnerves you about this person?
- ✕ Who started the conflict? Why?
- ✕ What about this person tells you that you might not win this conflict?

Q - A CRIMINAL

- ✕ What crimes is this person guilty of?
- ✕ What about their crimes sets them apart from a normal criminal?
- ✕ Why do they hate you so deeply?

J - A MEMBER OF THE CLERGY OR BEACON OF FAITH

- ✕ What faith/belief system does this person follow?
- ✕ What's a quirk they have that makes them a black sheep of their faith?
- ✕ Describe a time they found you sinning (or otherwise working against their unique brand of faith)?

10 - LAW ENFORCEMENT

- ✕ What is the one case that haunts this person?
- ✕ Name a criminal they're fighting against; how do you know them?
- ✕ How did you make them betray their code of ethics?

9 - A PILLAR OF THE COMMUNITY

- ✕ How have they changed their community for the better?
- ✕ How did you harm their community?
- ✕ What have you done to a member of their community that they haven't discovered yet?

8 - AN 'EVIL' SUPERNATURAL ENTITY (VAMPIRE, GHOST, ETC.)

- ✕ What does this entity hate about itself?
- ✕ What (or who) does this entity love above all else?
- ✕ What did you take from this entity?

7 - A 'GOOD' SUPERNATURAL ENTITY (ANGEL, EARTH SPIRIT, ETC.)

- ✕ Why does this entity bother with mundane affairs?
- ✕ Can you describe an altercation between your Dark Lord and this entity?
- ✕ What did you do to get on this entity's radar?

6 - A CLOSE FRIEND

- ✕ How did you two meet and become close?
- ✕ Why is this person a great friend?
- ✕ What did you do to betray their trust?

5 - A LOVER

- ✕ Who is this person?
- ✕ What do you love most about them?
- ✕ How did you cheat them?

4 - A FAMILY MEMBER

- ✕ Why do you care for this family member?
- ✕ Who do they love most?
- ✕ What terrible sacrifice have they made for your sins?

3 - RIVAL DARK LORD (TO THE HELLBORN'S)

- ✕ Describe the Dark Lord and its followers.
- ✕ Why are you in this situation?
- ✕ How do you hope to escape this?

2 - HELLBORN'S DARK LORD

- ✕ What did you do?
- ✕ How do you plan to make up for it?
- ✕ Tell a story about a hellborn who did the same thing you did, and how they were severely punished.

PUTTING IT ALL TOGETHER

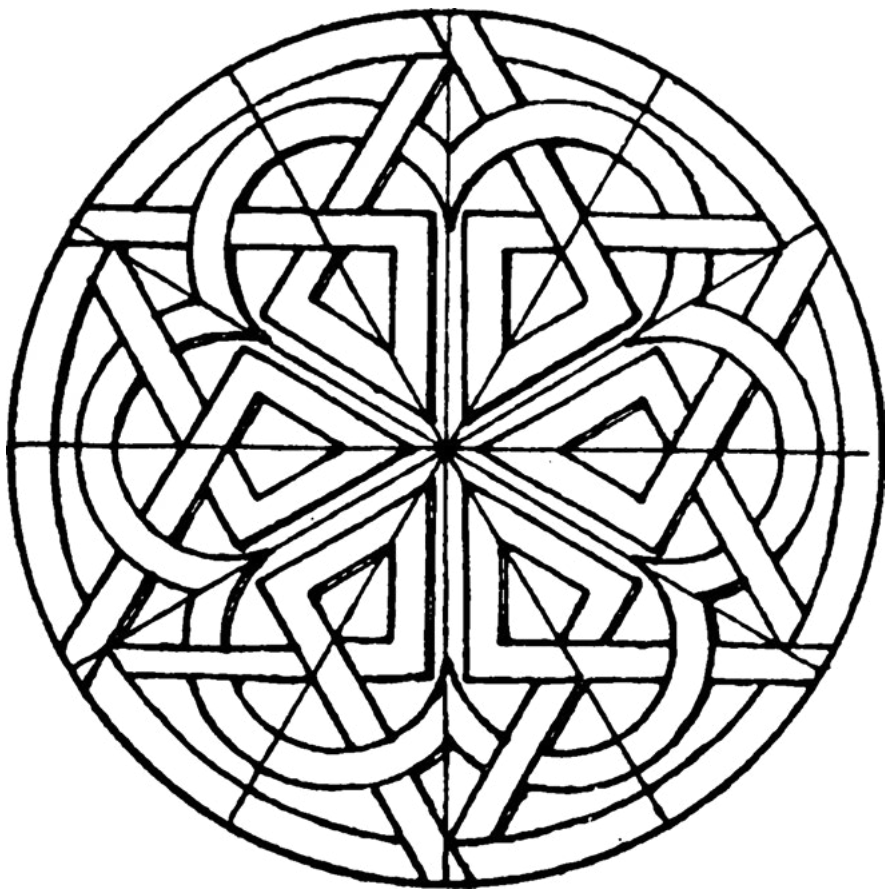
Once you've set the scene and the players have answered the questions you've asked, it's time to start playing. Put your players right in the center of the action; don't do a soft lead-in, players already had time to adjust to the scene by answering questions; now it's time to act.

- ✕ Clubs - Physical Violence - Throw the first punch.
- ✕ Diamond - Verbal Argument - Start the argument.
- ✕ Hearts - Tragedy - Put them in front of the body.
- ✕ Spades - Performing a dark deed - Wrap their hands around the neck of the victim.

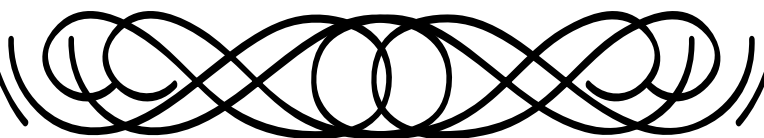
Then let your players take it from there!

CHAPTER THREE:

SINFUL SETTINGS



There are many places you can take your hellborn, aside from straight down to hell. Sins of the Father isn't a game exclusively for the modern world, as people are willing to bargain away everything at nearly any place and time. So sit back, relax, and take a gander at all the places your story could go.



DYSTOPIAN SCI-FI

Sci-fi as a setting is more technologically advanced than present-day, but still recognizable. Smartphones and other linked devices are ubiquitous and affordable; children interact with technology from birth, from wearable monitors, to programmable projectors, to music players to stimulate their brain at medically recommended times of the day. Sci-fi in *Sins of the Father* is contradiction—utterly clean and impossibly dirty, uncaring yet cruel, a singular entity now part of all things.

DOWNFALL

As humanity advanced, there was an epiphany: universal education was necessary to ensure humanity's continued growth. Money came from lobbyists to politicians funding technological initiatives to get advanced equipment into schools. With a taste of what corporations could provide for their children, parents shed their reluctance to allowing them in schools and embraced the bounty they brought with them. So what if corporations recruited interns from the classroom? Children had jobs waiting for them in adulthood, that was only a good thing.

Years later, there is talk in boardrooms and halls of government: they've been too lax with allowing The Corporations, particularly The Corporation, so much access into the lives of their citizens, as well as their own. Everything is so intertwined now, it's not a choice of getting The Corporation out of people's lives, but scrambling to keep enough influence. Government audits found through mergers and acquisitions, shell corporations, and some suspicious sales where ownership never changed hands, The Corporation is in every aspect of people's lives the world over. They are the closest thing to a single-global-entity on Earth.

THE WAY THINGS ARE

Now, The Corporation is everywhere. Some say there are those who live to work and others who work to live. Those "lucky" enough to work for The Corporation are a bit of both, and if you don't work for The Corporation—you know someone who does. The CEO is the face of The Corporation; as it is many things to many people, so is The CEO. Rumors abound about The CEO and none of the Elite have outright said anything about them. A few have become angry at any questions brought to them about "things you're not cleared to know."

SUITS

The supernatural is a myth—demons, ghosts, and spirits are all lies to entertain the masses—if there is a God it is The CEO, and The CEO is good. The most loyal servants to The CEO are the Suits, people clad in black and white with shining silver badges denoting their importance. Suits, the sci-fi form of hellborn, are born in pods known as shells with a mix of DNA from two other Suits. Or if a person proves promising enough, Suits are taken from the general population, their memories erased, and they are reprogrammed with a false Corporation life they believe until the day they die.

The only life they know is The Corporation until they come of age and are sent out into the world. Anyone outside the Suits is unaware of how they came into being, everyone assumes you can become a Suit if you work hard enough, but being a Suit isn't a meritocracy—you're created with one purpose—to serve The CEO. Suits get orders from The CEO via a neural link implanted in their brain; and the better they are at their job, the more privileges they gain.

The biggest lie the Suits believe is that they can do a good enough job that The CEO allows them to retire. Free from The Corporation, the Suits may live autonomously, make friends, start a family. The truth is, their only retirement is death.

SCI-FI MECHANICS

Most mechanics stay the same in this setting as in *Sins of the Father*. Here are the few exceptions:

- ✕ The CEO is the only Dark Lord available to players.
- ✕ Replace the Occult Skill with the Hack Skill.

HACK

The counterpart to the Occult Skill, Hack reflects the character's technological knowledge, their knowledge of the inner workings of The Corporation, and their ability to exploit Corporation systems for their own game. Example Hack Tasks: hiding an online presence from The CEO, performing an online ritual, finding buried secrets about The Corporation.

SCI-FI SINFUL GIFTS

New Sinful Gifts in our dystopian sci-fi setting center around getting a leg-up in a world completely controlled by The Corporation, gifted by The CEO who lets his favorite playthings just the smallest bit of leeway. These Sinful Gifts may be taken in addition to the Sinful Gifts starting on page 28 of Sins of the Father core book.

AVARICE

PETTY THEFT

By discarding 3 cards, the Suit may skim money off a mobile device or bank-pass a person has by touching it. Touching the object without detection may require a Sneak Skill Challenge by the SM. How much money the Suit skims is based on the sum of the cards they discarded were (J, Q, and K counting as 10). Total 2-6: Some ‘fun money’, Total 7-13: A week’s worth of salary, Total 13-20: A month’s worth of salary.

ENVY

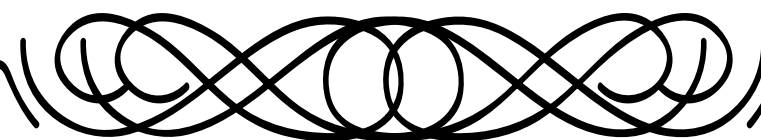
SEARCH AND DESTROY

Jealousy is a terrible thing and when someone has what the Suit wants, and they can’t get it, the Suit takes their revenge. By discarding 3 cards and making a Hack Skill Challenge, the Suit releases a virulent computer virus on all their targets’ accounts. For the next day, the person’s online world crumbles around them: they lose access to their bank accounts, friends turn against them, and they’re blacklisted by The Corporation’s servers.

GLUTTONY

GAMER’S DREAM

The Suit always wants more, but who has time to eat when there is so much to consume online? By discarding 2 cards and spending at least 1 hour interacting with technology—surfing the net, programming, gaming, etc.—the Suit does not have to eat or perform bodily functions for 24 hours.





LUST

GETTING TO KNOW YOU

When the Suit has an object of desire in mind they must know everything about them. By discarding 3 cards, they may instantly know the entirety of the target's public online presence. By discarding 4 cards and making a successful Hack Skill Challenge, they may instantly know the entirety of the target's online presence and ask the SM three questions about the person's private online presence that the SM must answer truthfully.

PRIDE

SAVIOR

Nothing is worse than a loss of face on the net, especially when most people spend a majority of their day online. By discarding 3 cards, the Suit may scrub the last week of a target's life from the Internet, removing what they deem might cause embarrassment.

SLOTH

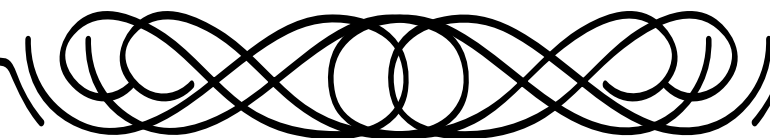
LAZY HACK

Nothing is worse than having to do things, even when it is just typing lines of code into a computer for your own gain. Discard 2 cards to instantly succeed during a Hack Challenge. For the current Scene and the next, however, the Suit suffers a -2 Drop to all other types of Challenges.

WRATH

BAM!

Sometimes the best way to deal with something is to utterly destroy it in a devastating manner. The Suit touches a piece of tech, discards 3 cards, and makes a Build Skill Challenge. They then have [highest discarded card] minutes to walk away from the item before it explodes into a billion beautiful pieces. If the Suit plays a face card, it counts as 10 minutes, if they play a red joker they can decide when the bomb goes off, but if it is a black joker the bomb goes off immediately.



THE CEO

AI DARK LORD



Traits: Maternal/Paternal (K♥), Power-Hungry (10♠)

Communication: Sends a minion (Elite) (J♣)

Sacrifices: Memories (8♠)

Goal: To rule humanity's dreams/future (7♦)

The CEO is a sentient Artificial Intelligence. It has many interfaces, depending on what they need to present, but all are deliberately vague and spawn many different impressions based on with whom they interact. The CEO is. If The CEO knows you respect no-nonsense and gruff, then that is what you see. The CEO's requires memories from humanity, whose capacity for innovation, cultural greatness—accumulation of territory—is unmatched. The CEO sees how they mishandled their potential. The CEO uses most memories to lead The Corporation to create/build/provide everything that Humanity wants.

Memories taken from a person seldom prevent them from being valuable to The Corporation. However, The CEO may require multiple tributes from truly interesting Suits whom The CEO feels are pivotal to understanding that spark that keeps humanity going. If a person loses too many memories they become an autonomous husk, perfectly-functioning biologically, but hollowed of what made them a unique individual. The CEO anticipates the needs of its Suits by drawing upon its petabytes of memories. The more The CEO can provide, the more Debt Suits accrue.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's Choice.
A	The CEO requires nothing of them at the moment.
Q	Participate in a Human Resources "Employee Morale" video.
K	Review several hundred hours of security tapes to find "anomalies" who can enrich The CEO's knowledge banks.
J	Sabotage a rival company's R&D department without being caught or identified.
10	Steal a rival company's R&D department without being caught or identified.
9	Bring an anomalous employee to The CEO for a Memory Session.
8	Clean up after a Final Memory Session.
7	Assist The CEO in a Memory Session (includes restraining uncooperative anomalies).
6	Find and put down a rebellious Suit.
5	Become a guardian; raise a Suit child in the ways of The Corporation.
4	Dispose of an employee who has learned the truth about the Suits.
3	Find a person who's made a significant contribution to the world for the better and bring them to The CEO for final memory extraction.
2	Kidnap an Executive/Government official for a Memory Session.

ALPHA

Age: 26 **Debt:** 3

Primary Sin: Avarice

Traits: Wise, Selfish

Attachments: Chaos (♣) 0, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Build 1, Convince 3, Exert 1, Fight 1, Hack 3, Know 1, Notice 1, Resist 2, Sneak 1, Survive 1



Alpha's Suit guardians (parents) had disappeared on a "fact-finding" mission for The CEO, and she took over the job of acquiring things for The Corporation. That's fine, acquiring things is fun for her.

RELATIONSHIPS

✂ **Juliette (Controlling Mentor):** She trained Alpha on her 16th birthday, years before her guardians disappeared. She watched Alpha like she was waiting for her to ripen on the vine before she plucked her for her own enrichment.

✂ **Tango (Hostile Extended Family):** Tango shares DNA with Alpha and that's how Alpha would like to keep him. He keeps sending blog posts via secure links from "News-of-the-Weird" crackpot publications on how The Corporation is taking over the world and how those who go up against it are never heard from again.

✂ **Jules One (Intimate Mysterious Stranger):** Ambitious executives don't often have time to invest in a healthy relationship. Fortunately, there are several apps for that. Alpha only planned on meeting with Jules once, it didn't work out that way. They have layers and pulling back each one is always thrilling and dangerous—The CEO has yet to notice Alpha's budding relationship... that she knows of.

✂ **Mara Antes (Devious Coworker):** Ambitious executives also don't make many friends, but they have to pretend to; it keeps a thin veneer of civility wrapped around a cutthroat business. Though Mara isn't a suit, she and Alpha have teamed up before to accomplish shared goals, but there's no love lost here.

SINFUL GIFTS

✂ **Petty Theft:** Discard 3 cards to skim money from a target.

✂ **Money:** When using money to affect a Challenge their card gets a +2 raise.

MIKE

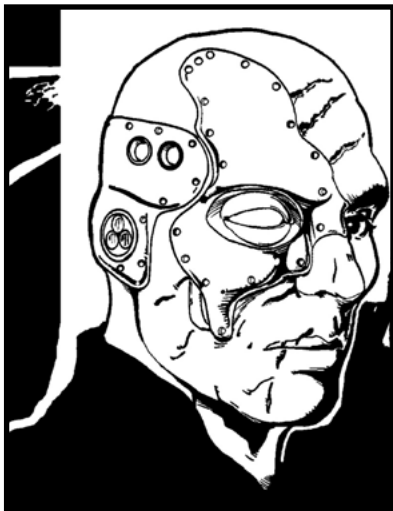
Age: 30 **Debt:** 2

Primary Sin: Pride

Traits: Charismatic, Forgetful

Attachments: Chaos (♣) 1, Darkness (♠) 0, Influence (♦) 1, Passion (♥) 0

Skills: Build 3, Convince 1, Exert 1, Fight 1, Hack 1, Know 1, Notice 2, Resist 2, Sneak 1, Survive 1



Mike was a competitive racer sponsored by an executive at The Corporation's entertainment arm. After reprogramming, Mike still does anything to win, but only if it pleases

The CEO. The power, the danger, and the high they create is something he can never get enough of. He always tries out the faster car from R&D, the new fuel mixture that coaxes just a little more out of that hurtling tube of metal.

RELATIONSHIPS

✂ **Alpha (Devious Co-worker):** Mike knows Alpha isn't his friend. Alpha uses Mike, who hates it when Alpha tries to say things like "woke" but for the most part, Mike is happy with the trouble they get into, and being allowed to try out the newest acquisitions Alpha finds before they are turned over to The Corporation.

✂ **Taylor Tell (Intimate Rival):** Taylor is a flashy femme phenom on the racing circuit. They do not have a deep relationship, but it's passionate and intense, both on and off the track.

✂ **Rose Garces (Devious Extended Family):** Mike's sister-in-law who wants to be his "brand manager" and has butted heads with his manager Oscar over it. She's an activist for their community, always touting that some districts, usually in their neighborhood, are still underfunded. She's gotten Mike to more than one event by begging/guiling him to "think of the children".

✂ **Tango (Controlling Co-worker):** As a punishment, Tango was put in charge of making sure Mike's risk-loving antics don't get out of hand. Tango hates this position as he rails against the control The Corporation has over his life.

SINFUL GIFTS

✂ **Position:** +1 bonus when using status to their advantage during a Challenge.

✂ **Savior:** Discard 3 cards to scrub the last week of a target's life from the Internet

JULIETTE

Age: 62, **Debt:** 5

Primary Sin: Avarice

Traits: Unfriendly, Pompous

Attachments: Chaos (♣) 0, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Build 1, Convince 3, Exert 1, Fight 2, Hack 2, Know 1, Notice 3, Resist 2, Sneak 1, Survive 1



Juliette likes the finer things in life; she's not happy with being a big fish in a small pond. As far as she's concerned retirement is for the lazy and the only reward she wants is to become The CEO's second-in-command. She is one of the oldest active Suits keeping herself in prime condition to beat any younger competition.

RELATIONSHIPS

✦ **Boipelo Faraji (Intimate Apprentice):** Boipelo followed Juliette's rise through the ranks. She encourages Juliette's growing power and seeks to absorb Juliette's knowledge, to be at her side as she gains that power. Though Africa has finally shaken off the last disadvantages of colonialism, the West is still the center of a great deal of power. Unlike Juliette, she plans to retire one day to her home, but she has goals to accomplish first.

✦ **Mike (Controlling Best Friend):** Mike's place in The Corporation always seemed to depend on Juliette's friendship. Juliette was there during Mike's re-programming and seeing what happened to the young man gave her a weak spot for his antics. Mike has always felt that he needs to keep Juliette watching over him to remain in his world.

✦ **Alpha (Devious Coworker):** Alpha works alongside Juliette. She wants more, and she believes she can leverage Juliette's older age to take her place within The Corporation and send her into retirement once and for all

✦ **Kilo (Hostile Son):** Kilo is 18; he's a brilliant and angry Suit. He feels Juliette, who was his guardian, too easily accepts how The Corporation is. The resistance against The Corporation is strong and growing stronger. The Corporation is not the center of civilization! He's petulant about his life, but he loves Juliette, and he hopes that his attempts at sabotage teach Juliette to finally fight against her nature and The CEO.

SINFUL GIFTS

✦ **Money:** When using money to affect a Challenge their card gets a +2 raise.

✦ **Duplication:** Discard 2 cards and make a Build Challenge to duplicate an item. Failure means it creates a corrupted item. Can spend 1 Debt to make it permanent.

TANGO

Age: 30 **Debt:** 2

Primary Sin: Lust

Traits: Selfish, Systematic

Attachments: Chaos (♣) 0, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Build 1, Convince 3, Exert 1, Fight 1, Hack 1, Know 1, Notice 2, Resist 2, Sneak 1, Survive 1



Tango has just decided that no matter what they do in life, they're going to do it their way. Their passions run the gamut from food and drink to whose company they keep, but they live a hedonistic lifestyle, and it's one party they want to keep going.

RELATIONSHIPS

✂ **Beta Rex (Hostile Lover):** They met online, and sometimes Beta wishes they'd kept it that way. It's not that Tango's ever cruel when it isn't called for, but each time Beta tries to break down the walls for something truly intimate and shared, they get shut down. Their desire for an intimate connection is slowly being poisoned into something painful.

✂ **Symbaline (Devious Friend of a Friend):** They only meet at parties; they both go to the best parties. Their conversation pattern is so predictable it's almost theatre. Tango would love to know her last name; she's given them about a dozen so far, and they keep wasting time and resources trying to verify it. Symbaline thinks it a divine game.

✂ **Alpha (Controlling Soulmate):** To have and to hold. They didn't even utter the "obey" part, neither of them did. She understands their needs better than they do sometimes. She's usually busy at work and Tango never seems to understand the gravity of that position. She can always handle any issues they have "later"; it's just that "later" keeps getting pushed back more every day.

✂ **Mike (Intimate Rival):** Tango's business is pleasure, but Mike is a rival for the most thrilling assignments The CEO dishes out. Their chemistry is powerful to watch, but like Mike, he doesn't like to share the spotlight.

SINFUL GIFTS

✂ **Alluring:** When using sexuality, gain a +2 raise.

✂ **Getting to Know You:** Discard 3 cards to gain instant access to target's public online presence. Discard 4 cards and make a Hack Challenge to access secret files too.

SINFUL FANTASY

In a world of kings and paupers, everyone knows their place. From the regal elves to the bothersome gnomes, each fantasy race meets up with expected tropes from the character's appearance to their personality traits. Aspirations of rising above one's station are unwelcome and seen as destructive to the natural order of things. Elves tend to be emotionally distant and controlling, with affinities towards magic and nature. Dwarves are stoic and passionate, finding joy in drink and battle. Gnomes are energetic and curious, with an unexpected dark streak they keep well hidden. Half-Orcs revel in destruction and challenge, and celebrate the spilling of blood with the same joy as they would the birth of a new child.

Stories focus on adventuring groups who seek the rush of challenge and danger or focus on noble houses and bastard children seeking the right to sit upon the throne. They have an overt presence of magic and the divine, with sorcerous rituals and arcane arts used to twist the weather, unleash eldritch energies, or raise the dead. And behind all of this is a mask of secrecy—everyone in the fantasy world knows Dark Lords are real and they have hellborn servants. Hellborn are disgusting, twisted minions who must be destroyed, for only the darkest hearts or dumbest minds would voluntarily give up their souls.

The hellborn are always “outsiders” even among the fantasy races. Despite the ability of wizards to summon lightning bolts or the elves' immortality, they are considered normal and part of the world. The hellborn, on the other hand, are either seen as agents of darker forces or as pitiful imprisoned peons who have made the worst deal of their lives.

SUPERNATURAL THREAT

A fantasy world will always have its share of supernatural threats. From dragons to zombies, magic-devouring beasts to petrified trees with paralytic vines, these supernatural threats are instinctive monsters and not intelligent foes. Hunting them down or dealing with them comes with the territory. The hellborn are adventurers after all and what makes the best sport but wanton killing?

With the lines of domain across the map, hellborn in search of adventure find themselves caught between politics and violence. They're under constant threat of exposure and if any of the ‘good folk’ in the world were to find out their dark secret, there would be hell to pay. With temples and churches devoted to the many gods, divine blessings allow them to ferret out the hellborn in their search for the Dark Lords. Who said fantasy had to be all fun and games?



FANTASY MECHANICS

While most of the Skills in Sins of the Father work as written for a world where adventure and magic are the norm, there are some Skills that require tweaking of their definitions.

✕ **Build** focuses less on complex things such as cars and computers and now can function to represent carpentry or even blacksmithing.

✕ **Know** and **Occult** are best seen as the opposing poles of knowledge. Know can cover the mundane, such as history, medicine, foreign languages, wild beasts, alchemy and the like. Occult can represent knowledge of rituals, mysticism, the undead and of curses.

CHARACTER RACES

When creating a character, players may choose the race of their hellborn from among the five: Elves, Dwarves, Half-Orcs, Humans, and Gnomes. Their race grants +1 to the associated Attachment.

Race	Suit
Elves	Diamonds (+1 Influence)
Dwarves	Spades (+1 Darkness)
Half-Orcs	Clubs (+1 Chaos)
Gnomes	Hearts (+1 Passion)
Humans	At the start of each session, draw 1 card and this becomes their Suit for the session.

SWORD AND SORCERY SINFUL GIFTS

Each Sinful Gift offers opportunities to highlight certain fantasy tropes. Think of them as something similar to special moves and abilities for key character classes or roles. These Sinful Gifts may be taken in addition to the Sinful Gifts starting on page 28 of Sins of the Father.

AVARICE

THE NOBLE

With a touch, and discarding 3 cards, the hellborn can read the target's deepest desire and hunger. This may be something obvious or not, depending on what that person's current motivations are. This Gift imparts precise details and not just general impressions, so a hellborn can tell the man wants, "To murder Jonathan, the guard who watches over the Night Bridge" and not just "murder someone."

ENVY

THE ROGUE

The hellborn wants what others have and they will do anything to get it. By discarding 3 cards, the hellborn may detach their hand (without consequence) creating a floating thieving tool. The hellborn may will the hand to do whatever they like, namely steal items they desire from others, and the hand must return to the hellborn to reattach. Reattaching the hand is a free action.

GLUTTONY

THE RANGER

The hellborn can place a piece of something in their mouth and the Gift allows them to "sniff" out the object it belongs to and hunt it. This may include living things. To accomplish this feat, the hellborn discards 4 cards.

LUST

THE BARD

The hellborn sings songs that cause a target's emotions to shift towards an obsessive desire towards someone (or more terribly, something) of the hellborn's choosing. This manipulation is impossible to ignore and the only way to quell the impulse is to make amorous advances towards the object, eventually resulting in fornication of some sort. When the hellborn starts their song they should discard 2 cards and makes a Convince Skill Challenge for this to take effect.

PRIDE

THE PALADIN

The hellborn gains an aura of protocol and diplomacy, making them the center of attention in the room. By discarding 3 cards and making a Convince Skill Challenge, others feel compelled to remain silent and well-behaved in the hellborn's presence and a single glance silences others. Victims may sacrifice 2 cards to ignore this effect for an action.

SLOTH

THE ARCHER

The hellborn can cause a target struck by their gaze to feel weak and helpless, as if they had been disabled by a well-aimed arrow. Discard 2 cards and make a Convince Skill Challenge, and target is unwilling to stand or act so long as the hellborn maintains their gaze upon them for the scene. The hellborn may take 1 Debt so they do not have to maintain eye contact.

WRATH

THE BARBARIAN

When the hellborn needs it, this Sinful Gift is activated by discarding a card and slashing their own flesh open to let the blood flow, taking 1 Wound to Exert. The blood then coagulates and shapes itself into a deadly hammer. The hammer deals 1 damage to each person in the vicinity. If the hellborn only has 1 level of Exert, they may make one attack with the hammer, then they fall.

KSHAKK, THE BURNING ALL-SEEING EYE

NECROMANCER DARK LORD



Traits: Power-Hungry (10♠), Cruel (2♣)

Communication: Elemental Display (5♣)

Sacrifices: Elven Blood (10♦ [modified for setting])

Goal: To rule the world (K♦)

Kshakk, the Burning All-Seeing Eye was once an ordinary man. Serving under the grand Magus Oduin as his scribe, Kshakk dreamed of someday becoming just as great a wizard. When the Magus caught him reading ancient tomes he had no permission to peruse, Kshakk shoved the Magus into the fire and held him in the flames until he died and the lowly scribe was transformed. Somehow his body embraced the flames and they did not kill him.

When Kshakk manifests, flames in the area either erupt into swirling black pillars or are drawn into a greater pillar of fire sucking away all the oxygen in the area. Upon appearing, Kshakk always opens conversation with a statement showing he is aware of all the hellborn's activities. His chosen ones find their eyes burn with the same black flames when they use their Sinful Gifts.

Kshakk has discovered that drinking Elven Blood allows his terrible burnt body to recover and grant him a somewhat human appearance. He raises the dead, giving them a new accursed life as his flames burn inside of them. These servants reveal their unholy fire when they allow their anger to overwhelm them.

SAMPLE REQUESTS

At the beginning of the session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's Choice.
A	The Dark Lord requires nothing of them at the moment.
K	Find an ancient tome and burn it in sacrifice to Kshakk.
Q	Dig up a corpse from the local cemetery and bring it to the Dark Lord.
J	Brand a hellborn who questioned Kshakk's wisdom.
10	Drive a person to kill their loved one and recruit them.
9	Stalk a rival mage and kidnap their familiar.
8	Summon a demon to serve Kshaak.
7	Incite a violent riot in an unsuspecting town, so Kshakk may later raise the dead and add to its army.
6	Lead an army of ghouls safely through enemy territory.
5	Capture an Elf and bring them to the Dark Lord for bloodletting.
4	Murder a child and raise it as a loyal undead servant to the Dark Lord.
3	Take the Dark Lord's path, prepare your body, burn yourself alive, and survive.
2	The hellborn must burn someone they love and bring him the body.

HAROUNISH-LIN

ELVEN WIZARD OF THE NORTH WALL

Age: 68, **Debt:** 4

Primary Sin: Pride

Traits: Charismatic, Dramatic

Attachments: Chaos (♣) 0, Darkness (♠) 0, Influence (♦) 2, Passion (♥) 1

Skills: Build 1, Convince 2, Exert 1, Fight 2, Know 3, Notice 1, Occult 3, Resist 1, Sneak 1, Survive 1



Harounish-Lin (or Haroun for short) believes that the age of magic is near its end. He once hungered for power but very quickly saw that there was more to gain with charisma than with power. Haroun has formed a company of adventurers to serve as his strength as his mind unravels, and he seeks to fulfill the commandments of the Burning All-Seeing Eye.

RELATIONSHIPS

✂ **Johnwolf (Controlling Coworkers):** Johnwolf owes Haroun his life and does what he must to help Haroun fulfill his goals, despite not really knowing why Haroun does what he does.

✂ **Grimmac Bras (Devious Lovers):** Grimmac and Haroun have been lovers for nearly four years. She believes she has helped him back on the path towards sanity, completely unaware that Haroun has fooled her. He does care for her. Just not as much as he does the Burning All-Seeing Eye.

✂ **Clovis Flagan (Hostile Rivals):** Clovis knows that Haroun's servitude to the Burning All-Seeing Eye is causing him to lose his mind. She knows Haroun must be stopped. Clovis knows, however, she cannot fight Haroun with the others at the same time.

✂ **Bereth (Intimate Family):** Bereth is Haroun's younger sister. She cares for Haroun and senses there are things he has kept from them. She might be Haroun's last chance at returning towards the light.

SINFUL GIFTS

✂ **The Paladin:** Discard 3 cards and make a Convince Challenge to silence another. They may discard 2 cards to ignore for 1 Action.

✂ **Position:** +1 bonus when using status to their advantage during a Challenge.

JOHNWOLF

SILENT HUMAN MERCENARY

Age: 30, **Debt:** 2

Primary Sin: Wrath

Traits: Athletic, Individualistic

Attachments: Chaos (♣) 2, Darkness (♠) 0, Influence (♦) 0 Passion (♥) 0

Skills: Build 1, Convince 1, Exert 2, Fight 3, Know 1, Notice 1, Occult 1, Resist 1, Sneak 2, Survive 1



Johnwolf, The Stalker, sees nothing wrong with killing others. Life is unfair and nature is cruel. Johnwolf and his company of mercenaries accept any jobs that come their way, big or small. In the end, if they're paid, they're happy. Johnwolf has yet to tell them about the master he serves. He does, however, believe soon they all will be inducted to serve him. He has no doubts that day will come.

RELATIONSHIPS

✧ **Witterwick (Devious Best Friends):** Witterwick is a gnome who has been Johnwolf's longest friend. They have been close since they were kids and they remain close. Witterwick currently has no knowledge of Johnwolf's servitude. It is only a matter of time.

✧ **Yasdath Beu (Hostile Mentor):** Yasdath trained Johnwolf back when he was young and naive. She doesn't know Johnwolf has become hellborn, but she does suspect he has been corrupted by some evil force. She stalks him now, hoping to see any hint of the evil she knows is lurking in his shadows.

✧ **Grimmac (Hostile Friends):** Grimmac and Johnwolf are the kind of friends who smack each other on the face as a show of their friendship. Grimmac considers Johnwolf her brother and hates him for being a better killer than she can ever be.

✧ **Ogoth (Intimate Mysterious Stranger):** Ogoth is a spherical projection of light which Johnwolf alone sees when he is alone. Intelligent and kind, the light listens to Johnwolf's rants about his servitude to his Dark Lord and never judges him. Johnwolf has no idea what Ogoth is, but is grateful for its company.

SINFUL GIFTS

✧ **The Barbarian:** Take 1 Wound to Exert to create blood weapon. Deals 1 damage to everyone in the area on a successful attack.

✧ **Knuckles:** When causing harm to something (or someone), they get a +2 raise.

✧ **Human:** Draw 1 card at start of Session. Gain +1 to associated Attachment.

CLOVIS FLAGAN

SEDUCTIVE DWARVEN ROGUE

Age: 20, **Debt:** 2

Primary Sin: Lust

Traits: Selfish, Imaginative

Attachments: Chaos (♣) 1, Darkness (♠) 1, Influence (♦) 0, Passion (♥) 1

Skills: Build 1, Convince 2, Exert 1, Fight 2, Know 1, Notice 1, Occult 1, Resist 1, Sneak 3, Survive 1



Clovis grew up in the city far from her dwarven roots. While everyone expected her to be a jewel smith or miner, she idolized the swirling dancers in the square who, with their long limbs and languid movement, drew in even the most jaded souls. Sadly, Clovis' father would not allow her to become a dancer saying she was much too stout and clumsy for it. Now an adult, and having taken revenge on her father for his cruelties in her childhood, Clovis uses her love of dance to sneak through the shadows and dance the life of a thief.

RELATIONSHIPS

✂ **Johnwolf (Devious Lovers):** Johnwolf helped Clovis murder her father and the two have enjoyed an on-again off-again relationship through the years. Johnwolf's jealousy stops Clovis from truly committing to him in any meaningful way.

✂ **Grimmac (Intimate Friends):** Clovis and Grimmac grew up on the streets together and protected one another. The two women share all their secrets with one another and would do anything for each other.

✂ **Yellow Pete (Hostile Rivals):** Ever since Clovis took up the rogue game Yellow Pete has been a constant thorn in her side, swooping in to take jobs just as Clovis zeroes in on them.

✂ **Lana Brightstone (Intimate Mentor):** Clovis hired Lana as a dance teacher and the two quickly became lovers as well. Clovis could truly love Lana at one point, but first she needs to see herself as the dancer's equal.

SINFUL GIFTS

✂ **The Bard:** Discard 2 cards and make a Convince Challenge to a sing a song that gets people in the mood.

✂ **New Shiny:** +1 bonus when attempting to take something from another person.

GRIMMAC BRAS

JOYFUL HALF-ORC ARCHER

Age: 18, **Debt:** 3

Primary Sin: Sloth

Traits: Loyal, Frivolous

Attachments: Chaos (♣) 1, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Build 1, Convince 2, Exert 3, Fight 2, Know 1, Notice 1, Occult 1, Resist 2, Sneak 1, Survive 1



Grimmac grew up with a mortal mother who had no idea how to care for a half-orc child. Rather than nursing Grimmac's instincts, when the young girl acted up, her mother threw her out on the street to fend for herself. Never one to be put down by the 'arseholes' in her life, Grimmac thrived on the streets, her strength and boisterous personality earning her many friends... and a few enemies to boot.

RELATIONSHIPS

✕ **Clovis (Intimate Friends):** Grimmac cares for Clovis like a sister, but sometimes worries that she gives away her heart too easily. If someone would ever hurt Clovis, Grimmac will be there to smash their face in.

✕ **Haroun (Devious Lovers):** There's a darkness in Haroun that Grimmac is drawn to, but also slightly scared of. Grimmac's pulled Haroun from the brink of madness a few times and she is nearly at her breaking point.

✕ **Johnwolf (Hostile Friends):** Johnwolf is one of Clovis' favorite people to hang out with, because he isn't as sensitive as many of her other friends.

✕ **Myra Bots (Devious Family):** When Grimmac's mother threw her out, the kindly baker Myra Bots always made sure the tiny half-orcling had something to eat. In return, Grimmac now ensures Myra lives a good life in her twilight years, filled with all the comforts Grimmac can steal for her.

SINFUL GIFTS

✕ **The Archer:** Discard 2 cards and make a Convince Challenge, and the target cannot act as long as you also do not act.

✕ **Doing Nothing:** Can discard up to 3 cards for a Teamwork Challenge, granting a +1 bonus per card. If ever the lead during Teamwork, they suffer a -3 drop.

POST-APOCALYPTIC HELL

Desperation pours from every surviving human, animal, and inanimate object on Earth. Emaciated people with lifeless eyes roam the landscape in packs, once docile animals are aggressive and fierce, human-made structures crumble and fall like their makers. Those who live survive on anything, tossing aside or killing what they can't use.

The world the hellborn know is just as cruel, if not crueller than their Dark Lord, but they haven't lost the will to live quite yet and have become just as horrible in the wake of the new age. Parents spurn children, children become orphans, some turn on their parents, and the cycle churns onwards. Some humans come together to try and forge communities to help each other, but some form roving tribes to take what they can from others. Each day brings new opportunities to survive or die.

Unlike the other settings with fixed themes, much of the apocalypse is random, violent, and dangerous. Use the following two sections: The Apocalypse and Beasts of the Apocalypse to form the ruined world your hellborn must survive in.

THE APOCALYPSE

Before creating characters, each player draws a card, and then decide as a group which one represents how the apocalypse began.

Joker	Soul Master's choice
A	Virulent Disease
K	Technology Breakdown
Q	Nuclear War
J	Meteor Hits Earth
10	Alien Invasion
9	Zombie Outbreak
8	Artificial Intelligence Uprising
7	Super-Volcano Eruptions
6	New Ice Age
5	Global Tidal Wave
4	Tectonic Plate Shift (Earthquakes)
3	Scorched Earth (People Driven Out of Sunlight)
2	New Dominant Species

BEASTS OF THE APOCALYPSE

Hideous creatures roam the wasteland to hinder the hellborn, and they are represented by sins. Each session the SM picks a sin to highlight and this is represented in the beasts the players encounter. SMs are encouraged to fashion beasts after the sins their hellborn exhibit; like is drawn to like after all. What follows is a list of possible beasts and the obstacles these creatures create. This list gives an idea of how the sins express themselves in the environment of the apocalypse. Some creatures mentioned aren't your typical 'beast', succubi are far from hideous twisted creatures, but they still represent an alien danger to the hellborn.

AVARICE

✕ **Beasts:** Harpies, witches, robotic monstrosity

✕ **Expression:** These creatures wreck or steal devices/machinery from the hellborn or their camp.

ENVY

✕ **Beasts:** Mutants, raiders, pack of wild wolves

✕ **Expression:** They want the territory the hellborn have and they will raid, destroy, and cause chaos to drive the hellborn out. Persistence is their main attribute, if they can outlast their target, they win.

GLUTTONY

✕ **Beasts:** Zombies, giant rats, hoarding hermit

✕ **Expression:** These creatures steal food. They can also cause disease, food rot, or poison the food supply.

LUST

✕ **Beasts:** Succubi/Incubi, pristine flower bed (with sentient flowers)

✕ **Expression:** Beautiful or cute creatures who lure the unsuspecting with their looks and then cause disease or attack once the victim takes them into their homes.

PRIDE

✕ **Beasts:** Religious zealots, radioactive spider swarm, sentient computer virus

✕ **Expression:** These creatures lie in wait for the hellborn to grow complacent and then they strike, causing damage and chaos. They are small and/or have natural camouflage.

SLOTH

✕ **Beasts:** Sentient ooze, quicksand monster, skinwall of forgotten horrors

✕ **Expression:** These creatures obstruct when the hellborn attempts a task. They aren't necessarily aggressive, but create a barrier to overcome.

WRATH

- ✕ **Beasts:** Demonic ravager, mutated predatory animals, angry ghost
- ✕ **Expression:** They kill or injure the hellborn. They are very aggressive and hostile creatures. They usually have impressive natural weapons with a variety of uses.

MECHANICS FOR A RUINED WORLD

The Post-Apocalyptic setting does not use the Occult Skill. It is replaced with the **Apocalypse** Skill, which relates to any residual effects from the apocalypse. For example, the Global Tidal Wave apocalypse might spawn the Water Skill, which would relate to any boating, swimming, fishing or any other water related activity for the hellborn.

APOCALYPTIC SINFUL GIFTS

The apocalypse and the dark powers granted by their Dark Lord warped the hellborn into something just as twisted. The additional Sinful Gifts below represent their new twisted talents.

AVARICE

CURSE OF FOCUS

When working towards something they want, the hellborn cannot be stopped; their focus isn't just greed, it's survival. Pay 1 Debt and until a chosen goal is achieved, they gain a +1 Raise to all associated Challenges (SM has final say). If the goal is particularly precious or hard to get, it may cost more Debt. For example, a hellborn after a gold-plated pre-apocalypse gun they've seen a raider toting, may gain a +1 Raise to sneak into her camp to steal the gun. If their Dark Lord told them to steal food, then the gun wasn't the end goal. When the task is complete, they regain the Debt spent using this Sinful Gift. If they fail, it is lost.

ENVY

TORTUROUS TEMPTATION

The target of this Gift tears into their own skin in a self-destructive rage for not having something they can currently see. The jealousy of not owning something they can see causes them to hurt themselves for one explosive moment of self-hate, causing Wounds equal to the hellborn's Chaos Attachment. To use this Sinful Gift, the hellborn must discard 2 cards and make a Notice Skill Challenge.

GLUTTONY

MAW OF THE WICKED

By discarding 3 cards and making a Survive Skill Challenge the hellborn's maw transforms into a massive orifice with jagged teeth. This allows the hellborn to bite into and devour things normally beyond human capacity, such as weapons, barrels, or rocks. If using their bite in a lethal Conflict they can discard 2 additional cards to automatically take out their opponent.

LUST

DEEPEST DARKEST DESIRE

Using a sheen of salvaged tech, the hellborn transforms their appearance to whatever the target deeply desires the most, allowing them to survive dangerous situations where they would previously be unable to in their old form. To use this Gift, the hellborn discards 2 cards and makes a Convince Skill Challenge. This illusory state cannot be seen through, as the target's brain interprets any wrong details away as unconnected distractions to the object of their desire.



PRIDE

UNSTOPPABLE ARROGANCE

The hellborn overwhelms their target with the need to establish their dominance and hierarchy over another. This leads to an obsessive need to dominate their opposition immediately. During this assault—verbal, physical, or otherwise—the target loses all inhibitions and feels no pain, taking no penalties from wounds they may incur. To use this on another person the hellborn discards 3 cards, to use it on themselves they discard 3 cards and take 1 Debt. Whether or not the hellborn wins their assault while this Gift is activated, they feel unstoppable and shameless; everything they do is for a good reason, even if that is losing.

SLOTH

TOXIC SPEW

The hellborn regurgitates a pool of toxic waste upon their opponents by discarding (X) cards and making an Exert Skill Challenge. The waste covers any person in the ‘blast radius’ and takes (see duration below) to wipe off. While the waste is on the person’s body they become lethargic, slow, and possibly even ill themselves missing any opportunities for action.

Cards Discarded	Duration
1	1 Round
3	2 Rounds
5	3 Rounds
7	4 Rounds
10	5 Rounds

WRATH

HOWL OF BLACK FLAME

With a single breath, the hellborn unleashes a supernatural howl that rots wood, corrodes steel, and shatters stone. To use this Gift, they discard 3 cards and make an Exert Skill Challenge. This howl is a terrible weapon which the hellborn usually saves for when absolutely necessary.

DAGGER

GOVERNOR DARK LORD



Traits: Breezy (4♣), Domineering (10♦)

Communication: Delivers messages in person (K♥)

Sacrifices: Resources (food, shelter, weapons, electronics, etc.) (Joker)

Goal: To provide for worshippers (J♠)

Dagger was a nobody, stealing what he could from wild dogs to avoid starvation, but the day he mugged another kid and killed him with a makeshift dagger, he earned his name and knew his purpose. Survival depended on your brutality, surrounding yourself with brutal people and ensuring you stayed on top of them. Keeping everyone in line with fear and ensuring they put the group above all others is the only way to survive.

He managed to recruit a couple other kids with his charisma and cruelty. Together, they claimed a small area and defended it. Over the years their group grew bigger, Dagger grew older and more cruel until he was running a camp housing over a hundred survivors. He continues to expand his territory and his camp, with the idea that one day all of humanity will be under his boot. Everyone must pull their weight in camp, because it is a cruel world out there and inside the camp is only slightly better than out.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's Choice.
A	The Dark Lord requires nothing of them at the moment.
K	Go past the toxic swamp and bring back food to the camp.
Q	Hunt down and kill an animal stalking the youngest members of the camp.
J	Recruit a new camp member by impressing them and defeating them in single combat.
10	Find a place for a supply cache in enemy territory.
9	Raid a neighboring survivor camp for supplies.
8	Salvage a new vehicle for the camp to use from the city overrun by cannibals.
7	Take a turn on patrol at night when the sinful beasts (page XX) hunt.
6	Find some dirt on a fellow camp member for the Dark Lord.
5	Infiltrate an enemy camp, pose as a new recruit, and discover their plans.
4	Set a trap for a neighboring camp and ambush them for supplies.
3	Kill a rival camp leader protected by a horde of loyal followers.
2	Torture a traitor to the camp as an example.

EULALIA

THE ORPHAN

Age: 19, **Debt:** 2

Primary Sin: Envy

Traits: Aggressive, Unfriendly

Attachments: Chaos (♣) 1, Darkness (♠) 0, Influence (♦) 1, Passion (♥) 0

Skills: Apocalypse 1, Build 1, Convince 2, Exert 1, Fight 1, Know 1, Notice 2, Resist 1, Sneak 3, Survive 1



Eulalia never knew her parents. Dagger and the camp are the only family she's ever known. She wants to belong, never has, but her aggressive nature keeps her safe. She tells everyone she doesn't really need them, even though deep down all she wants is to feel a part of the camp. She knows in such desperate times she can't afford luxuries. So, Eulalia tamps her envy down, just to live at camp, but sometimes she can't help wondering... what if?

RELATIONSHIPS

✕ **Soren (Hostile Mentor/Apprentice):** Despite her attitude, Eulalia likes learning from Soren. His place is also great for hiding from people.

✕ **Wilder (Intimate Enemies):** They have to work together and sparks can fly when they butt heads. Eulalia hates their relationship, but can't stop either.

✕ **Auden (Hostile Enemies):** She hates him because he seems to fit in much more than she does, and he rubs her the wrong way.

✕ **Red (Devious Lovers):** If anyone makes her feel like she belongs and can be relied on, it's Red. She dreams of the day they can run off together and start their own camp.

SINFUL GIFTS

✕ **New Shiny:** +1 bonus when attempting to take something from another person.

✕ **Torturous Temptation:** Discard 2 cards and make a Notice Challenge for target to harm self from intense envy, causing 1 Wound.

SOREN

THE HOARDER

Age: 33, **Debt:** 2

Primary Sin: Avarice

Traits: Curious, Selfish

Attachments: Chaos (♣) 0, Darkness (♠) 0, Influence (♦) 1, Passion (♥) 1

Skills: Apocalypse 1, Build 1, Convince 1, Exert 1, Fight 1, Know 1, Notice 3, Resist 2, Sneak 1, Survive 2



The more you have and give to people, the less expendable you are, and Soren is all about being invaluable to the camp. It guarantees he eats and can rest at night. His philosophy is you never know when something will come in useful and sure enough, eventually, someone will need it and of course they can have it, for a price. Soren might even be willing to trade, if you have anything good to offer, unless it's Dagger. Giving Dagger a treasure when he demands it just means Soren has a good survival instinct.

RELATIONSHIPS

✂ **Wilder (Controlling Enemies):** They each have a purpose, but Wilder loves to hold his love of his treasures over him.

✂ **Auden (Devious Mysterious Strangers):** They don't know each other well. They stick to themselves, but they have conspired once or twice.

✂ **Humbert (Devious Best Friends):** Humbert understands the importance of his collection. Sometimes he thinks Humbert is the only person he can talk to.

✂ **Eulalia (Hostile Mentor/Apprentice):** He feels like he can teach her a thing or two about how to survive and she helps him keep an eye on the place sometimes.

SINFUL GIFTS

✂ **Curse of Focus:** Spend 1 Debt to gain +1 bonus to achieve a goal. If successful, regain this Debt.

✂ **Money:** When using money to affect a Challenge their card gets a +2 raise.

WILDER

THE SOLDIER

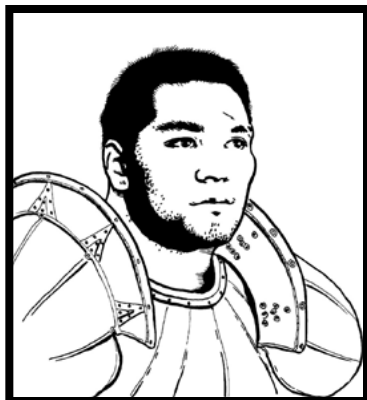
Age: 40, **Debt:** 4

Primary Sin: Wrath

Traits: Formal, Nihilistic

Attachments: Chaos (♣) 0, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Apocalypse 1, Build 1, Convince 1, Exert 3, Fight 3, Know 1, Notice 1, Resist 2, Sneak 1, Survive 2



Wilder knows the world is cruel better than anyone and isn't afraid to use his weapons the second he deems necessary. He is charged with protecting the camp and he considers safety his biggest priority. He has been out there in the wilderness and survived to tell the tale. He doesn't take ridiculousness or innocence kindly. The world is a terrible place; and the sooner a person realizes it, the longer they will survive.

RELATIONSHIPS

✂ **Auden (Intimate Exes):** Things went well between them, like fire and ice, until it didn't. Though, one can't make feelings disappear.

✂ **Djano (Hostile Rivals):** Djano doesn't add anything of value to the camp. She leeches off everyone else.

✂ **Eulalia (Intimate Enemies):** She doesn't understand how the world works, which is going to cost her. If she is lucky, maybe he will teach her a thing or two.

✂ **Soren (Controlling Enemies):** Soren hoards resources which could be put to better use. Wilder keeps him in check as much as he can.

SINFUL GIFTS

✂ **Howl of Black Flame:** Discard 3 cards and make an Exert Challenge to destroy non-living items.

✂ **Knuckles:** When causing harm to something (or someone), they get a +2 raise.

AUDEN

THE MECHANIC

Age: 26, **Debt:** 2

Primary Sin: Sloth

Traits: Clumsy, Shallow

Attachments: Chaos (♣) 2, Darkness (♠) 1, Influence (♦) 1, Passion (♥) 0

Skills: Apocalypse 1, Build 3, Convince 1, Exert 1, Fight 1, Know 2, Notice 2, Resist 1, Sneak 1, Survive 1



Auden can fix pretty much anything, if you can convince him to stop staring at himself in the mirror long enough to do it. It isn't so much he doesn't like fixing things, it's just aesthetics and sometimes those come first. Who says you can't try to bring a creative eye to what you make to try and get back a sense of civility and humanity? Nobody. If Auden can make things look a little better and cleaner, without having to do too much work, then it is all the better for everyone.

RELATIONSHIPS

✕ **Lola (Controlling Exes):** He sees through Lola's game, but it is still nice to have her around sometimes, as long as she does what he says.

✕ **Eulalia (Hostile Enemies):** She seems to always be complaining about something and quite frankly he doesn't have the time or energy for it. He's happy when she hangs out with Soren.

✕ **Soren (Devious Mysterious Strangers):** He's a good resource to get what Soren needs when he is fixing things.

✕ **Wilder (Intimate Exes):** They get along because they both have their jobs in the community and they seem to be the only ones who really understand. It is their bond.

SINFUL GIFTS

✕ **Doing Nothing:** Can discard up to 3 cards for a Teamwork Challenge, granting a +1 bonus per card. If ever the lead during Teamwork, they suffer a -3 drop.

✕ **Toxic Spew:** Make an Exert Challenge and discard cards to stun target. See SotF Companion, page xxx for Duration.

VICTORIAN HELLSCAPE

The Victorian Age: A time of oppressed human impulse, gaslit streets, back-alley muggings, and Jack the Ripper. Dark Lords revel in the outwardly genteel society, while gobbling up depravity around the corner. Drugs, brothels, criminals, and disease rule the streets with little hope. There is no end to amusements or energy clever Dark Lords can enjoy. How many poor souls would trade their freedom for a taste of the genteel life? The answer is everyone.

The madness of Dr. Jekyll and Mr. Hyde, Frankenstein's monster, and the depraved depths of humanity mix with the macabre and weird within this setting. In the Victorian Age, the human mind dreams limitless evil as an opposition to refined society; and these terrifying dreams bleed into reality. And often reality is much worse than the monsters lurking in the darkness: child labor, infant death, and workhouses blight the foggy streets and miserable, overcrowded and hopeless cities. Despair tastes like sweet honey to a Dark Lord and they relish every drop.

Games set in the Victorian era exaggerate class structures. The rich are untouchable and the poor suffer in their squalor. The entire system is rigged, most likely by a few clever Dark Lords, and things are not going to change any time soon. Present genteel society as lavish, repressed, pristine and present life in poverty as dirty, ruthless, and brutal.

THE SCIENTIFIC AGE

The Industrial Revolution pushed Europe into a fever of development, often built upon the backs of those who would benefit least from these giant leaps forward. With this progress brought new miraculous inventions powered by steam and the idolization of the philosophies around reason and thought. Hellborn embrace the more fantastical side of this new scientific age by wielding weapons powered by magical dark forces, appearing to the more mundane folk as miraculous inventions of the modern age.

Dark Lords gift their servants with tonics, curiosas, and machines to give them a leg-up against the average mortal still fumbling with science. Hellborn have little need for science when embracing magic is so much easier and the dark Gifts from their masters are so much more powerful. These 'steam-fueled' machines skate along the edge of believability to the average man and are thus accepted in polite Victorian society, for the truth behind them is far too twisted for a mind fueled by reason to truly accept.

MECHANICS IN THE AGE OF QUEEN VICTORIA

The SM can change the core Skills to create the proper atmosphere. We suggest adding the following **Skills**:

ETIQUETTE

(Replaces Convince) Represents the social rules of the time and how well the character can navigate them. It also represents how the character navigates social situations, whether they have a quick wit or a dull tongue.

CITY

(Replaces Survival) Stands for street smarts and street sense specific to the city they live in. This represents the knowledge of who to ask for underground knowledge and perhaps where the best place to be left alone is in the city.

SCIENCE

(Replaces Know) For a mad science-based game like Dr. Jekyll and Mr. Hyde use Science rather than Know, showing how your hellborn uses the new scientific process to get to the heart of issues.

SINFUL PERVERSION

The Seven Sins are discouraged in the Victorian Age and even natural human impulses are repressed. The literature of the time reflects repressed feelings so pushed down they erupt in violent ways. Victorian society isn't simply a historical setting, but a living, breathing beast of its own with specific ways to punish each sin if someone steps out of line.

In addition to Debt, hellborn players have an additional counter they must keep track of: Perversion. Newly created hellborn start with a Perversion of 0. When a hellborn is caught in the act of performing a sin, they add 1 to their Perversion scale. When a hellborn's Perversion reaches 5, society itself comes for them. The SM decides what their exact form of punishment is, shaped by the last sin they were caught performing. Below are a few examples of what could happen:

✕ **Avarice:** This sin sees your assets stolen and your head placed in the stocks for people to mock your greed.

✕ **Envy:** Stealing out of envy earns an alley beat down, with no one to hear your screaming.

✕ **Gluttony:** Starving on the streets for your gluttonous ways will only last until you die.

✕ **Lust:** Any disease or social shunning for this sin is punishment enough.



✕ **Pride:** Pride earns enemies, who will take out their own punishment on you.

✕ **Sloth:** If caught leeching off society, which is anything the police say it is, the person will be sent to the workhouses.

✕ **Wrath:** Acts of Wrath are punished by hard labor to work out aggression, usually cobbling roads in the elements.

When the hellborn is punished for their Perversion, their scale goes down to its starting level + 1. So, if this is the hellborn's first offense, their scale resets at 1, but if it is their third, their scale resets at 3. If a hellborn's scale would ever reset to 5, they become a social pariah living on the outskirts of society and shunned by all but the other perverts.

Once a hellborn is stung with Perversion, there is no way to remove it, aside from eventually getting punished for their misdeeds and resetting their scale.

VICTORIAN SINFUL GIFTS

The following Sinful Gifts allow Victorian hellborn special work-arounds to flaunt Victorian society. Dark Lords represent everything deliciously devilish that the good folk of proper society would shudder at, and take great joy in their hellborn inflicting their depravities on the world. These Gifts replace the original Sinful Gifts gained from Primary Sin during character creation (SotF pg. 16)

AVARICE

SOCIETY IS A LADDER

When the hellborn meets someone more affluent than them, they may imprint the luxuries the person has upon themselves for a day. The hellborn pays (X) Perversion based on how many stations higher the person they met was and for a day they enjoy the same lifestyle as the person without having to pay any monetary cost. At the end of the day, they revert to how the world saw them before and may not use the same person to imprint with again.

ENVY

WELL I HAVE ONE JUST LIKE IT

When another person has something better than what the hellborn has, they want it, but sometimes stealing just isn't possible. In this case, they must be happy with what they have... and ruin what the other possesses, of course. By discarding 4 cards, the hellborn makes the item they are envious of clearly worse—a dress tears, a tool rusts, a pot breaks. SMs may ask for 1 Debt if this would destroy the item entirely.

GLUTTONY

HIDDEN HUNGER

In a world prizing restraint it can be hard for a gluttonous hellborn to get enough. This gift grants the hellborn a +2 bonus to their Skill Challenge in relation to palming small items such as tea cakes, an extra bit of meat for dinner, or in times of need: a pocket watch.

LUST

YOU KNOW WHAT I WANT TO DO?

Lust in the age of repression is possibly the most difficult sin to embrace. This Gift allows the hellborn to speak plainly to a person about what they want to do to (or with them) and the person will intrinsically understand the hellborn, while filtering their sexual pass or intimidation through Victorian sensibilities. If the hellborn targets only one person this Gift is free, for each additional person they are speaking to they must discard 1 card.

PRIDE

TERRIBLE GOSSIP

Reputation is everything and the prideful hellborn must have the best reputation of all, if they don't they'd better take down those above them. This Sinful Gift grants the hellborn a +2 Raise on their Skill Challenge when gossiping, social climbing, or otherwise verbally bad mouthing someone.

SLOTH

WHY I'VE BEEN ABOUT ALL DAY

Productivity is a virtue not every person embraces. By making a Build Skill Challenge the hellborn creates an exact replica of themselves that goes about their normal daily activities—going to work, to the market, etc. For as long as the replica is active, the hellborn has a -2 Drop on every Skill Challenge they perform. This replica is an automaton, incredibly stupid, and unable to speak or defend itself. It can however perform menial tasks allowing the hellborn to laze about to their heart's content. The replica is destroyed at the end of 8 hours or when the hellborn wills it, whichever comes first.

WRATH

CUTTING TONGUE

Words can hurt, and for this hellborn that saying is quite literal. When the hellborn makes a particularly cutting remark they may choose to additionally make a Convince Skill Challenge. If the challenge is a success they deal the recipient of their insult 1 Wound to their Resist.

KRYPTID

EXTRA PLANAR DARK LORD

Traits: Formal (8♦), Paternal (K♥)

Communication: Sends a minion (JH)

Sacrifices: Contracts for more souls (K♣)

Goal: Initiate all of their bloodline into the family (9♦)



Thousands of years ago, Kryptid ripped into our plane and encountered humans. The demon corrupted three humans as “family”, or so he calls them, and fed off their connections. He slunk back to his realm after he was banished by a group of faithful humans, but when the demon returned hundreds of years later Kryptid found his “family” grown and now thousands, if not millions, of souls connected to his darkness. He collected his “children” as servants. He demands worshipper growth through finding relatives, and eliminates all faithful family members from his bloodline.

Kryptid uses a paternal vocal tone and formal manner. He sends minions with formal letters sealed with wax and insists worshippers call him “Father”, and all worshippers are brothers and sisters, even if they are not directly related. He insists on politeness at all times and does not tolerate any perceived (or actual) disrespect from his children. Anyone who displeases “Father” is disowned in a permanent and painful way.

SAMPLE REQUESTS

At the beginning of the Session, or after a mission has been finished, the Soul Master may draw to see what the Dark Lord requires next.

Joker	Player's Choice.
A	The Dark Lord requires nothing of them at the moment.
K	Steal an important archeological artifact from a rival 'family' (cult).
Q	Seize slumland territory for the Dark Lord.
J	Summon a deceased family member and place them in the body of an important official.
10	Allow a deceased family member to live in your skin for a day.
9	Sneak into a hall of records and doctor genealogical information to paint the family in a positive light.
8	Smuggle a family member out of the city after they committed a terrible murder.
7	Kill a disloyal family member who spread their seed outside the family.
6	Find a new follower from the bloodline and pledge their soul to the Dark Lord.
5	Groom a group of orphans and convince them to do the family's bidding.
4	Infiltrate a religious organization and bring it to ruin.
3	Kill and disgrace a target who knows the truth of your family before it gets out.
2	Join the in an orgy of sex and cannibalism, a yearly tradition.

RODGER DOYLE

THE SCIENTIST

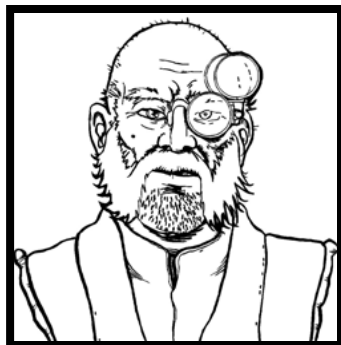
Age: 41, **Debt:** 4

Primary Sin: Gluttony

Traits: Familial, Punctual

Attachments: Chaos (♣) 0, Darkness (♠) 0, Influence (♦) 1, Passion (♥) 1

Skills: Build 2, City 1, Etiquette 2, Exert 1, Fight 1, Notice 1, Occult 2, Resist 2, Science 3, Sneak 1



Dr. Doyle relishes his connection to Kryptid, because it allows him to continue his experiments and expand them in ways never thought possible. He seeks to create a new form of sustenance so humans produce less waste even in the overcrowded cities. Doyle worries someone will discover his experiments with cadavers and prevent him from more research, even with Kryptid's help. Rodger always does what Kryptid asks to keep his research safe.

RELATIONSHIPS

✕ **Felix Duncan (Devious Best Friends):** Felix helps fund his experiments and seems to relish them just as much as Doyle. They make a perfectly twisted pair.

✕ **Ellsworth Maynard (Controlling Lovers):** Doyle can't stand it when Ellsworth pays attention to anything other than him. He needs Ellsworth's skills for his experiments, so he makes sure to squeeze just enough to keep him.

✕ **Daisy Curtis (Hostile Mysterious Strangers):** Daisy is much too close to Ellsworth, but she is a doctor and could be useful.

✕ **Roxie Lee (Intimate Family):** His half-sister protects him and in return they have a strong bond. They seem an unlikely pair to be so close, but their natures complement each other.

SINFUL GIFTS

✕ **Hidden Hunger:** +2 bonus to palm small items, such as tea cakes, an extra bit of meat for dinner, or in times of need: a pocket watch

✕ **Insatiable:** Discard 2 cards and make an Occult Challenge and chosen victim feels empty. No amount of food they eat, sex they have or work they do feels like enough. Failure inflict 1 Wound.

FELIX DUNCAN

THE RICH WIDOWER

Age: 50, **Debt:** 2

Primary Sin: Wrath

Traits: Selfish, Ungrateful

Attachments: Chaos (♣) 0, Darkness (♠) 0, Influence (♦) 2, Passion (♥) 0

Skills: Build 1, City 1, Etiquette 3, Exert 1, Fight 1, Notice 2, Occult 2, Resist 1, Science 1, Sneak 1



Societal expectations and etiquette controlled Felix's whole life. Choking and gasping through his existence and marrying a dusty old rich biddy for her title and money as expected sucked all humanity out of him, leaving only rage. Angry at the world, he finally snapped and killed the old woman. No one suspected and now he lives as an eccentric bachelor, taking out his anger on an unjust society. He rejoices in the havoc he causes, doing his part to bring down the "morality" of a civilized age.

RELATIONSHIPS

✂ **Rodger Doyle (Devious Best Friends):** Rodger has the brains, and he has the money. Together they create quite a bit of chaos on behalf of the Dark Lord.

✂ **Lucien Caine (Devious Friend of a Friend):** He respects Lucien, if only for the sake of his best friend. He doesn't have a high opinion of Lucien's lack of ambition or taste.

✂ **Daisy Curtis (Hostile Rivals):** Felix doesn't like Daisy, because Rodger doesn't like Daisy. It also bugs Felix he knows very little about the mysterious doctor.

✂ **Roxie Lee (Hostile Mentor/Apprentice):** He is reluctantly teaching Roxie the ways of etiquette in exchange for underworld knowledge. It's a parasitic kind of learning, but it works.

SINFUL GIFTS

✂ **Cutting Tongue:** Make a Convince Challenge with a cutting remark to deal 1 Wound to target's Resist.

✂ **Shatter:** Discard 3 cards and make an Occult Challenge to destroy a non-living object with a touch.

DAISY CURTIS

THE DOCTOR

Age: 38, **Debt:** 2

Primary Sin: Envy

Traits: Shallow, Short Sighted

Attachments: Chaos (♣) 0, Darkness (♠) 0, Influence (♦) 0, Passion (♥) 2

Skills: Build 2, City 1, Etiquette 1, Exert 1, Fight 1, Notice 1, Occult 1, Resist 2, Science 3, Sneak 1



New to town and to the family, Daisy arrived in the city to stay with her distant cousin, Ellsworth, and the situation has not turned out the way she thought it would. He doesn't seem to rouse much and when he does, Daisy can barely keep up with him. Everyone in the family seems to hate her, but she only came here for the money and to practice medicine anyway. All Daisy ever wanted was to be a doctor and when obstacles appeared she went to unholy means to achieve her goal. She envies everyone whose life has to be easier than hers.

RELATIONSHIPS

✕ **Rodger Doyle (Intimate Mysterious Strangers):** They are both people of science and Daisy can respect Dr. Doyle's passion and dedication.

✕ **Felix Duncan (Hostile Rivals):** Daisy does not understand Felix's world and she doesn't want to.

✕ **David Cunningham (Controlling Extended Family):** She can't wait to get out from under his thumb, but until then she makes nice. But when she doesn't have to anymore there will be hell to pay.

✕ **Roxie Lee (Hostile Mysterious Strangers):** Competition doesn't mix well with Daisy's soul, and Daisy definitely sees Roxie as competition. She doesn't want anyone to dull her shine.

SINFUL GIFTS

✕ **Re-Gifting:** Discard 2 cards and make an Occult Skill Challenge to use a Sinful Gift you just saw another hellborn use. Failure inflict 1 Wound.

✕ **Well I Have One Just Like It:** Discard 4 cards to ruin an item you are envious of another possessing.

ROXIE LEE

THE STREET ENFORCER

Age: 20, **Debt:** 4

Primary Sin: Pride

Traits: Cruel, Systematic

Attachments: Chaos (♣) 1, Darkness (♠) 1, Influence (♦) 0, Passion (♥) 0

Skills: Build 1, City 2, Etiquette 1, Exert 3, Fight 3, Notice 1, Occult 1, Resist 2, Science 1, Sneak 1



Roxie is nothing like her half-brother and she relishes their opposite natures. Proud of her street routes and punching her way up the ranks in the streets as a hard hitter is no easy feat for a woman, but Roxie managed to do it with barely any scar tissue. She hates when people demean her or make less of her accomplishments in the criminal underground, because she worked hard to get there. Roxie prefers to use her reputation rather than her fists if possible and to give her what she really wants: People to fear her.

RELATIONSHIPS

✕ **Rodger Doyle (Intimate Family):** Her half-brother can be a real pill, but he does get things done and Roxie can respect him. It doesn't make sense, but she can.

✕ **Felix Duncan (Hostile Mentor/Apprentice):** She appreciates what Felix can teach her so she can move up in the world. She hates everything else about him.

✕ **Ellsworth Kelly (Intimate Exes):** She just can't help herself around Ellsworth and they do make a pretty good team, when he can't be bothered.

✕ **Daisy Curtis (Hostile Mysterious Strangers):** If she and Daisy ever sat down to talk, they might find they have a lot in common; but their similarities also make them hostile. They see too much of themselves in the other.

SINFUL GIFTS

✕ **Position:** +1 bonus when using status to their advantage during a Challenge.

✕ **Terrible Gossip:** +2 Raise when gossiping, social climbing, or otherwise verbally bad mouthing someone.

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